

CHAPTER I

INTRODUCTION

1.1 BACKGROUND OF STUDY

The game is something that is done by someone whose goal is to eliminate the feeling of stress or tiredness (Haurie & Tolwinski, 1985). The game itself is divided into 2 parts. The traditional game and the modern game. In traditional games, we often see children generally playing outside or in the field. In the modern game, we see children generally play indoors and use a tool or machine.

Lately, many teens are switching to play the Mobile Legend on their smartphones. This type of game is RTS (Real-Time Strategy). This game depicts two groups that destroy each other's kingdom and those who still survive are the winners. In this game to destroy the enemy empire, the player must use a strategy to get to the kingdom. This game appeared 3 years ago. Because it requires a strategy and a high concentration to be able to destroy the enemy empire many teenagers are interested to play legend mobile games.

Recently, Mobile Legend game is liked by many ages. Kids until teens play this game. They want to know what like the game is. Initially, they were amazed by their friends who played Mobile Legend game on their

smartphones. Then, finally, they are interested in playing Mobile Legend game until finally they are also addicted to playing the game.

Slang is a change of vocabulary in a conversation and usually to hide certain intentions and is only understood by other people. Haviland (2016) define slang is the changing vocabulary of conversation which comes into sudden vogue, has a meaning, usually figurative, which is known by a particular set or class.

The reason why the researcher conducted this research on Mobile Legend's Game communication is that the researcher investigated the participants' understanding of slangs used in Mobile Legend's game communication. Hopefully, through this research, the readers realized that they understood the slang words used in Mobile Legend game in communication.

In the previous study, Suryanto & Setiawan, (2016) discuss slang on game online especially Clash of Clans game that focuses on identifying the types of slang used by gamers in the online gaming community and understanding the context of the use of slang words by gamers. They found that In the online gaming community "Clash of Clans", the use of slang is based on the efficiency of writing the word, summarily a word, and more quickly in terms of writing. Here are some enre of slang words that appear in this game online

community: Blending, Acronyms, Abbreviation, Misspelling, Swearing Words.

1.2 FIELD OF STUDY

This research is related to the field of Sociolinguistics. It focuses on the use of Slang in Mobile Legend, an online game.

1.3 SCOPE OF STUDY

This study includes basic principal communication of Mobile Legend game in language varieties.

1.4 PROBLEM FORMULATION

In this research the writer formulated one problem which led this research project, that is :

- To what extend does context (picture) helps *Mobile Legend* players understand slang words used in Mobile Legend game?

1.5 OBJECTIVE OF THE STUDY

From the problem that arises above, the researcher attempts to achieve the following objective :

- To investigate how well the context (picture) helps Mobile legend players' understand slang words used in Mobile Legend game.

1.6 SIGNIFICANCE OF THE STUDY

This research is important to be done by the researcher to find out whether the Mobile Legend game players are better to understand the slang word with a context or without a context in the game. Through this research, it is expected that readers and players of Mobile Legend game understand the basic principal of Mobile Legend's game.

1.7 DEFINITION OF TERMS

a. Online Games

Online games are computer games that can be played by many players via the internet (Kurniawan, 2017). An online game is a video game that is either partially or primarily played through the Internet or any other computer network available.

Online games are ubiquitous on modern gaming platforms, including PCs, consoles and mobile devices, and span many genres, including first-person shooters, strategy games and massively multiplayer online role-playing games (MMORPG).

b. Slang

Sociolinguistics is the study of languages from aspects that speak (or write) what language (or what language is a variety), to whom and when, and for what (Adolof, 2014)

c. Game Slang

Slang found in an online game is a slang word contained in an online game. The Mobile Legend player also using slang word to communicate to another to make the game enjoyable. Communicating using slang can make users feel more relaxed, fun, cool, more confident and certainly not outdated (Putriana, 2017). The word slang can be divided into two there are: first, the slang word on the player comments. For example: "cupu lo", "ntar gue ulti musuhny". secondly, the slang is present in the game system itself. For example in the Mobile Legend game: AFK (Away From Keyboard), ADC (Attack Damage Carry).

