

CHAPTER IV

DATA ANALYSIS

This section discussed the results of the research based on the data got from the questionnaires distributed to 30 male students playing Mobile Legend game in the Faculty of Languages and Arts. The first stage is reviewing the answers to open questions containing slang term in Mobile Legend game from the first questionnaire which are then matched with the answer key.

4.1 Players' Understanding of Slang words used in Mobile Legend game without Contexts and With Context

Follows the result of the first questionnaire that distributed to 30 respondents who played Mobile Legend :

Table 1. Players' Understanding without Contexts

No.	Slang Name	%
1	Farming	50
2	Shutdown	0
3	Unstoppable	0
4	Savage	43.3
5	Maniac	23.3
6	Legendary	33.3
7	Godlike	33.3
8	Killing Spree	43.3
9	Megakill	43.3
10	AFK	70
11	Solo	100
12	Roaming	43.3
13	Mukil	43.3
14	Jungling	33.3
15	Enemy Double Kill	100

16	Double Kill	100
17	Triple Kill	100
18	First Blood	0
19	Enemy Savage	53.3
20	Enemy Maniac	60
21	Enemy Has Slain Lord	100
22	An Ally Has Slain Lord	100
23	An Ally Has Been Slain	100
24	Enemy Has Been Slain	100
25	You Have Slain An Enemy	63.3

The table shows the percentages of participants who could answer the questionnaire.

The data above shows that most respondents understand the slang words used in the Mobile Legend game without context (Question 3, 4, 5, 6, 7, 15, 21, 22, 24 : 100%). This means that 37.5% (9/24) of the questions can be answered correctly. It shows that although all the participants are Mobile legend players, they do not understand the meaning of all the slang words used in the game.

4.2 Players' Understanding of Slang Words Used in Mobile Legend Game with Contexts

After all the respondents answered all the questions, the writer distributed the second questionnaire to the same respondents. The following is the result got from the questionnaire.

Table 1. Players' Understanding with Contexts


No.	Slang Name	%
1	Farming	60
2	Shutdown	0
3	Unstoppable	0
4	Savage	53.3
5	Maniac	53.3
6	Legendary	100
7	Godlike	0
8	Killing Spree	33.3
9	Megakill	23.3
10	AFK	70
11	Solo	100
12	Roaming	50
13	Mukil	43.3
14	Jungling	40
15	Enemy Double Kill	100
16	Double Kill	100
17	Triple Kill	100
18	First Blood	0
19	Enemy Savage	53.3
20	Enemy Maniac	60
21	Enemy Has Slain Lord	100
22	An Ally Has Slain Lord	100
23	An Ally Has Been Slain	100
24	Enemy Has Been Slain	100
25	You Have Slain An Enemy	63.3

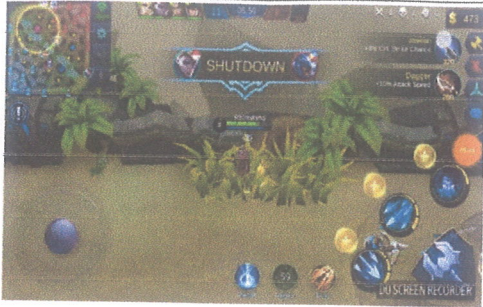
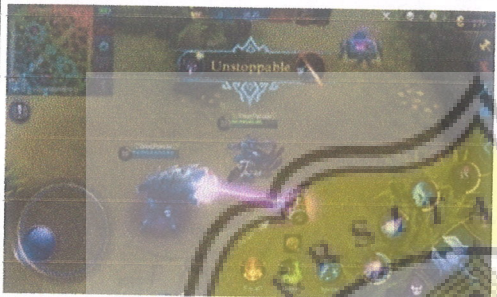
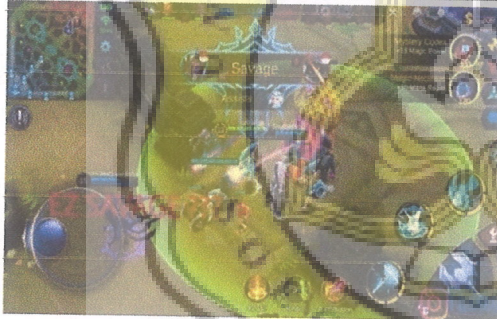

The data above shows that most respondents understand the slang words used in the Mobile Legend game with context (Question 36,11,15,16,17,21,22) can be answered 100%. This means that 16.6% (7/24) of the questions can be answered correctly




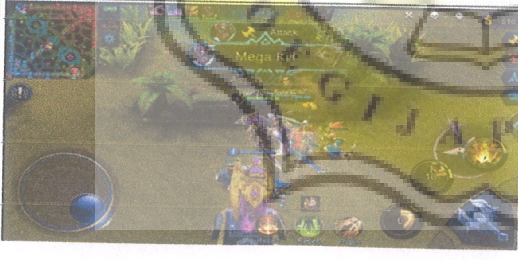

4.3 The Comparison between Players' Understanding of Slang Words Used in Mobile Legend Game with and without Contexts





The following present the comparison between players' understanding of Slang word used in Mobile Legend Game with and without Contexts. Context is given to the participant through pictures. By looking the pictures, it is hope that it can remind the players about the meaning of the words.

Table 3. The Comparison between Players' Understanding of Slang Words Used in Mobile Legend Game with and without Contexts

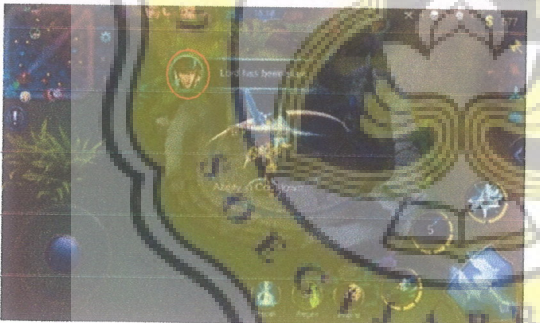
No.	Picture	Without (%)	With (%)	Note
1		50	60	Better understanding with context

2		0	0	Same
3		0	0	Same
4		43.3	53.3	Better understanding with context
5		53.3	53.3	Same

6		100	100	Same
7		0	0	Same
8		33.3	43.3	Better understanding with context
9		23.3	33.3	Better understanding with context
10		70	70	Same

11		100	100	Same
12		43.3	50	Better understanding with context
13		43.3	43.3	Same
14		33.3	40	Better understanding with context

15		100	100	Same
16		100	100	Same
17		100	100	Same
18		0	0	Same

19		53.3	53.3	Same
20		60	60	Same
21		100	100	Same
22		100	100	Same


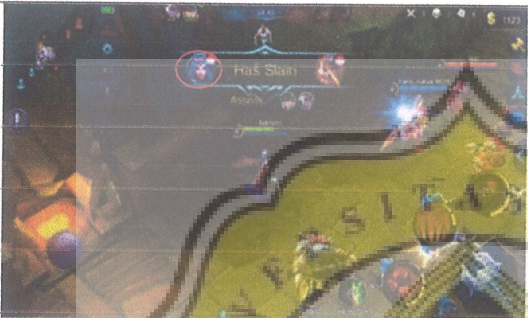

23		100	100	Same
24		100	100	Same
25		63.3	63.3	Same

Figure 1. Participants' understanding of slang words with and without context

Based on figure 1, it can be concluded that the participants understand slang words better in context (using pictures) than without context. It shows from a number of questions that have been asked to the participants. More people can answer correctly when the slang words are presented with the picture so that they can understand the context. In context, the participants answer some questions easier than those without context because they can guess the meanings by looking

at the pictures. The writer assumes that by looking at the picture, the participants can understand slang words in the game.

On the other side, it seems that the participants answer some questions without context harder than those with context. The writer assumes that the participants could not answer the questions because they do not know the situation where the slang words are used. They just guessed based on their knowledge to answer the question. In fact there are some questions which were not answered. Based on the interview with two participants, the writer found that they did not answer it because they did not know the slang words. Although there is a picture that shows when the word is used, they still do not know the answer of questions 2, 3, 7, and 18 (*Shutdown, Unstoppable, Godlike, First Blood*). Meanwhile, the participants could not answer questions 11, 12, 20 and 23 (*First Blood, Godlike, Shutdown, Unstoppable*) when there are no pictures (without any context).

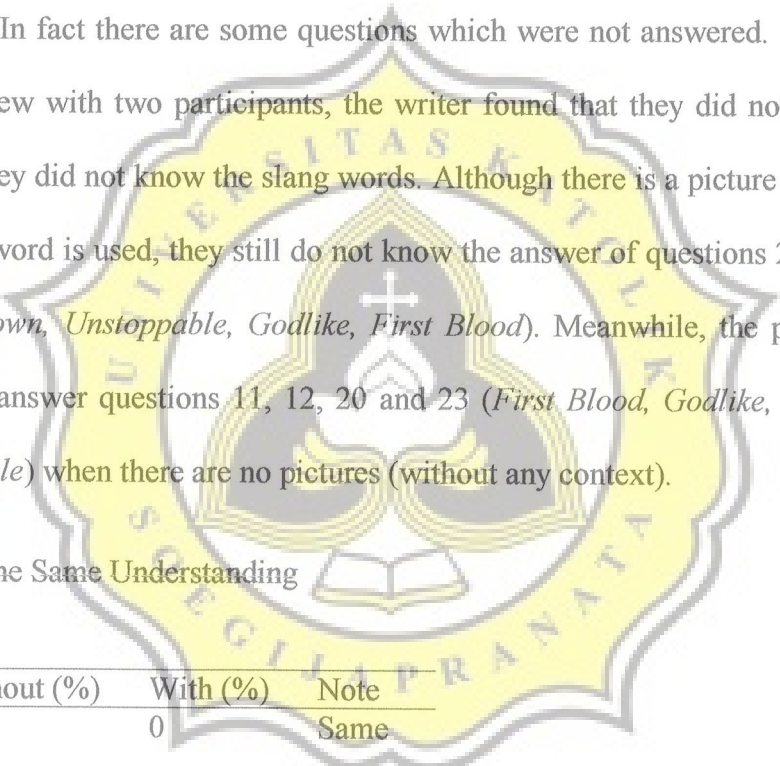


Table 4. The Same Understanding

No.	Without (%)	With (%)	Note
2	0	0	Same
3	0	0	Same
5	53.3	53.3	Same
6	100	100	Same
7	0	0	Same
10	70	70	Same
11	100	100	Same

13	43.3	43.3	Same
15	100	100	Same
16	100	100	Same
17	100	100	Same
18	0	0	Same
19	53.3	53.3	Same
20	60	60	Same
21	100	100	Same
22	100	100	Same
23	100	100	Same
24	100	100	Same
25	63.3	63.3	Same

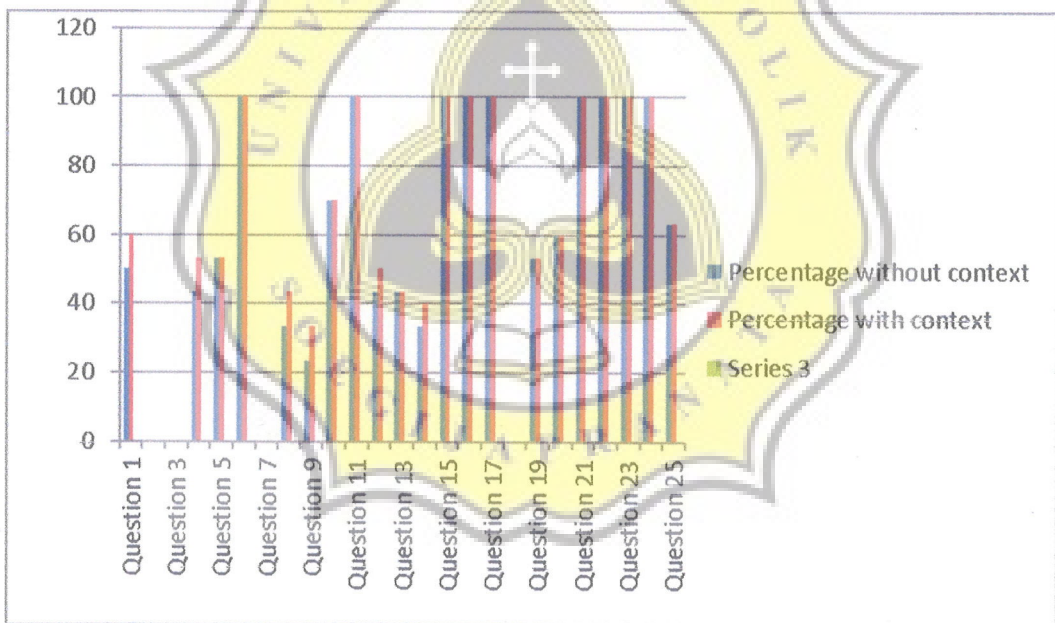
The data above shows that there are 18 numbers out of 25 numbers of questions which can be answered by the same number of participants. The writer compared the answers got from the same participants. This shows consistency of their answers. There are no participants who could questions 2, 3, 7, 18. This means that the context (picture) does not help the participants to understand the meanings of the slang words.

Table 5. Better Understanding

No.	Without (%)	With (%)	Note
1	50	60	Better understanding with context

4	43.3	53.3	Better understanding with context
8	33.3	43.3	Better understanding with context
9	23.3	33.3	Better understanding with context
12	43.3	50	Better understanding with context
14	33.3	40	Better understanding with context

To give better picture of the comparison, the writer presents the chart of the comparison between the results of the two questionnaire.



From the diagram above, it shows that respondents understand the slang words used in the Mobile Legend game better with context than those without context.

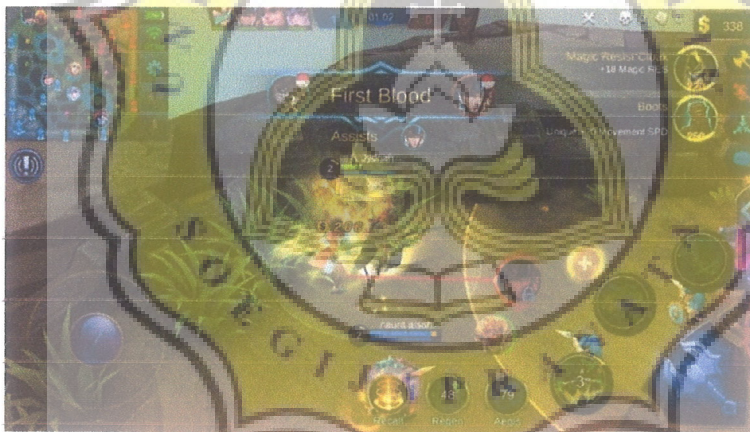
A number of question in the questionnaire without context can not be answered by respondents. It is shown in question 1, 4, 8, 9, 12, 14 where respondents can not

answer the question correctly. For question 2, 3, 7, 18 respondents answer incorrectly which is shown by the number of zero percent.

From diagram, the writer concludes that context itself influences respondents. It is shown on the diagram there are different result got from questionnaire with context and questionnaire without context. Respondents understand the question with a context better and make them answer the question easily than the question without context.

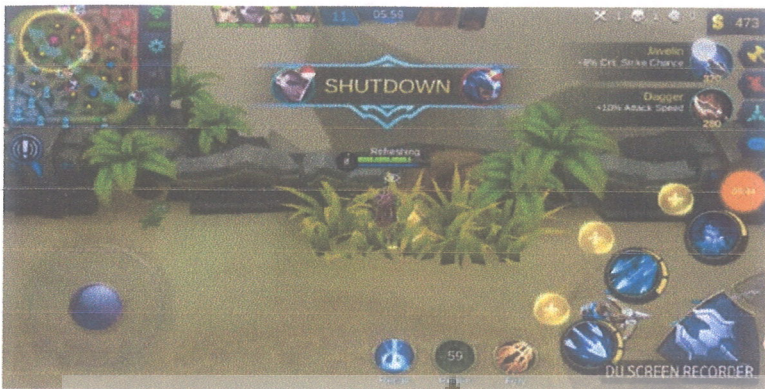
The following are analysis of some items of questionnaire.

1. First Blood: The first killing



Question 18 asked the meaning of “first blood”. In this game, the meaning of first blood is the killing action done the first time. The picture shows that the player can kill the enemy when he starts playing directly. However, there is no one cannot answer the questions correctly although the picture that there is blood when killing the first enemy.

2. The second picture (question 2) is “Shutdown’ . .



The picture shows that there is a killing action. The player has killed three enemies. However, the player seems do not know that shut down means that the player has killed three players. Therefore, there are no players can answer this correctly either with or without context.

3. The following is question 3 “Unstoppable”. The meaning of “unstoppable” is that the player can kill five enemies. Here no respondents can answer correctly although it is presented with or without picture. The writer assumes that they do not know how many times the hero can kill enemies that it is called “unstoppable”.



The following is the example of a question that can be answered by all the participants correctly, either it is presented with or without picture. ‘Legendary’ means that the player has made 8 times kill streak. This is similar with the slang words discussed above. It is about how many times they have killed enemies. However, here all can answer correctly. It seems that they understand because it is the maximal number of killing in a game.

