

CHAPTER I

INTRODUCTION

1.1 Background of The Study

Language is used by a lot of people in this world to interact with each other and get meaning from each other. With language, we can understand how people say, how people express something and what the meanings of what they said when we interact with each other. In this world the English language is being a world language or international language because the English Language has a lot of vocabulary and almost 8.500 words and increasing every year. The development of the English Language being a pole of International Language. Wright (2016:29) states that "Why English is becoming a global language is because of two factors; The geo-historical and socio-cultural". It means that English being global language because in the past movement of English around the world and how the English people voyages to world to expand and built colony in the lot of country.

Language is a serious part of a particular society in this world, because when people want to have language interaction with each other they must be using the one same language. It means that when the speakers are using English Language and the hearer must know about English Language too. That is why language is a serious part of society, because with interaction we will know about how to feel, how the meaning of what the speakers want and to minimize misunderstanding each other. Rabiah (2018:1) states that "Language is a communication

tool used by everyone in their daily life". It means that language is very important or very significant used by people to giving information, interact, and express something to someone.

The phenomenon of gamers in this world, especially online gamers, is being big and spread in every age of players online games. Online gamers always interact with each other in the game or using some application so that they can prepare a strategy or prepare the style game when they are playing online games when they are just playing for fun or playing for a professional scene. Hsu (2018:2) states that "Gaming language is used between gamers when they talk about gaming". It means that the gamers have their own words when they talk to each other about gaming. Sometimes gamers' language is formed by their own social community and having language similar to other social communities, or they have their own slang words. It means that language can be spread and created by that own person who understands each other and then the phenomenon of online games can be a part of development of *new words* in the specific community like a online gamers community.

Online gamers are big and can be accessed by every person with various circles, age and community. For example in the community of online gamers is Player's Unknown Battlegrounds, Valorant, and Counter-Strike Global Offensive which have a big and massive community inside those games. The players of those games are very crowded and massive and the researcher is always playing all of the games in the above. So it makes researchers do this research in that community of those games or when researchers play that game and

make a record to take data of my research, then make a list of how the language of gamers especially in the language features and make a list for Vocational High School.

Preliminary study findings from Yoga & Setiawan (2016) who did research about language of gamers too, but they are focused on 'slang words' of gamers without relating the findings with the current practice of English Material used in Vocational High School. That is why the gap-novelty of my research is focused on Learning Materials from language players of game online, different from preliminary study which searches just about the language, slang etc. After finding the language of gamers, I can give language features of gamers and then give learning materials for teaching in English for Vocational High School.

My research can be successful with using Register Theory from Halliday. Rahmawati (2014:4) states that "Register is a variety of languages based on the speaker". It means that speakers have a big impact on the meaning of that interaction, and everything that speakers say is the key of the interaction. Then the concept of register can be a reference to make this research successful. Another research who giving references about register theory is from Budiarsa (2017:8) states that "Term of register widely used in sociolinguistics to variety according to use" it mean that register is very match when the research is about language and take a language of some community or some circle. Register will be a benchmark for this research especially on the situation, and how language is used by gamers when they are playing games online.

Therefore, this research focuses on eliciting the language features of gamers using register and linked with list lesson materials for students in the Vocational High School from the language features which elicited by the researchers from language features of gamers.

1.2 Research Questions

To solve the problem above, the researchers formulates this following questions:

1. What are the language features used by online gamers?
2. In what context and situation are the language features used?
3. What are the implications of language features in gaming toward the English material use in Vocational High School?

1.3 Research Purposes/Objectives

1. To elicit the language features used by online gamers
2. To elicit the language features used by according to context of situation
3. To elicit the implications of language features in gaming toward the English material use in Vocational High School.

1.4 Significance of the Research

This research is important for readers because the game is very booming, very big, and very viral in this time especially right now in the pandemic era, everything must be online and whatever you're doing is in the online world. That is sometimes in the online era a lot of teachers use games to teach their students or students need to refresh their brain after thinking hard about their school or etc. A lot of people of every age can play or play games from their home. That is the reason the researcher wants to do this research and share about the language of gamers because that can be a material of learning. Learning from daily language and daily activity.

1.4.1 Theoretical Contribution

Theoretical contribution of this research must help and strengthen a theory or model for next research. Because this research will prove that daily language or gamers language can be learning materials too for students of Vocational High School in the future. And the practical contribution of this research is that the researcher will jump right in and join the community of gamers in the international servers in some applications, and do research in some online games which have a lot of international servers. It can be real and can make the case for real change into a bright future for gamers too. Policy contribution of this research is that the department of study will put eyes on the environment, on the community of society like gamers that the gamers can be useful for education.

1.4.2 Practical Contribution

This research will contribute to students about how they will know the language of gamers, and then they will know that language of gamers can or not to be a material for their lesson. And the contribution for teachers is this is the new way that the language of gamers can be a material for English Lesson, because gamers are famous with 'slang words' and 'toxic words' when they are playing a game online.

1.5 Scope and Delimitation

Case of this study is the language of gamers, in the area of 'Game Phase' or when they are playing a game online together with their friends or just playing with strangers. The researcher focused on the scope of gamers when they interact with each other and take data from their interaction. And the games which using for research is FPS (First Person Shooter) which researchers just play in that type of games for example in *Player's Unknown Battlegrounds, Valorant, and Counter-Strike Global Offensive*, etc. Using a register must be helpful for this research because it can be a benchmark and focus on the gamers language style when playing a game or just interact with each other before or after a game played by them. Delimitation is one of the important language features and makes a list for giving learning materials for students of Vocational High School in the future.

1.6 Definition of Key Terms

In this research, researchers want to share and give information about eliciting language features of gamers when they are playing a game, and then make a list of that language use that for learning materials of students in Vocational High School.

1.6.1 Language Features

Language features are the linguistic elements when someone uses that language depending on the situation, usage of that language, and their purpose of using that language.

1.6.2 Online Gaming

Online gaming is some games that someone plays online in their own place. Different from other games, online gaming is the games which can be played online with a lot of people in different places and countries, but in the same real time.

1.6.3 English Learning Materials

This research will be giving English Learning Materials for students in the Vocational High School from the language of gamers, using register theory. The researchers will collect about pre-games, during games, and post games.

