CHAPTER II

THEORETICAL FRAMEWORK

2.1   Register Theory by Halliday's

Lukin, Moore & Herke (2011:190) cite from Halliday's model of register revisited and explored states that "The Halliday concept reflects a need to explain variation according to use, and arises from a concern with the importance of language in action". It means that Halliday's point of view that Register theory is having a lot of variation to use, but in this point is talk about action.

Banks (2002) cite from Halliday's states that language varies according the situation in which it is used and these varieties of language be referred to as registers. It means that register is some variety of language when the speakers use that language. the language we use needs to be appropriate in the situation we use about that language. He said that registers deal with terms of three variables or parameters known as semiotic functions and these are Field, Tenor, and Lexical Resources.

Zhang (2013:164) states that "Halliday took a functional approach to view language as an instrument of social interaction" It means that language which is used by speakers is being an instrument when interacting with other people. Halliday gives an example about the semiotic structure of a situation under three contexts, namely, field, tenor and lexical resources, which use the integrated system of the Register.

2.1.1   Register Using for Context of Situation

Almurashi (2016:72) states that "The register being 'according to the use' (determined by what you are using the language for)". It means that register can be a benchmark with this point or in the point language in action, language can be an action from the speakers because it can be determined what are you using the language for. It can be called The Context of Situation or the technical term for this is Register, for example in the part of Context of Situation are:

1. *Field:*

In the *field* there is differentiation between context and situation. Lin (2016) explain that, field have separated meaning based on the context and situation when language used by someone

Giving us an example of the topic that is being talked about. The languages used with How, When, Where the language happens, used etc. It means that the field part is about how the language used, when the language used, and where the language happens.

Dittmar (1978:222) states that the field of variation of language depends on our actions when using the language. It means that language is influenced by our actions when we are using that language, for example in the gaming phase when we want to 'attack an enemy' in their base, we will give instruction to our teams and that will influence our friends to attack that base of enemy. So that is the point of the field in the concept situation depending on Register Theory.

Another reference from Zhang (2013:165) states that "Field refers to what is going on, in the culturally recognized activity". It means that the field is what the language is being used to talk about.

The field has different points in the context of language which is used, Lin (2016) explains that, in the context of language, there are separated points; these are Technical Language and Everyday Language.

1) Technical Language:

Lin (2016) explains that language varies based on the specialized and everyday language. The specialized language (technical language) is used to discuss specialized topics which the speakers are used to. It means that when the gamers used the special language to discuss the specialized topic

2) Everyday Language:

As we know, it is called everyday language that has the meaning of the daily language or just common language which every person used to interact. Like Lin (2016) explains that everyday language is used or can be found in interactions between other people in this world to talk about casual topics. It means a casual topic or some common topic inside the game where everyone can understand what the speakers said or talk about the topic.

2. *Tenor:*

Giving us examples of who is/are relevant when they are communicating with each other. It means that when speakers and hearers talk to each other it will be relevant when they are

communicating with the same meaning or same topic. And then we will know who are the interlocutors when we talk with someone, we will respect the hearer because of social status like age.

Tenor is the relationship of roles and social status in them, if we talk about gaming this point is about how the leader can be a role model of the team or explain between the "Pro" and "New" player in the game. Dittmar (1978). The leader will be giving instruction to their team members and the member will follow the instruction of leaders. In the game it is called 'observer' because the leader may find some place which is empty from the enemy or just give instructions when want to attack that place.

Another References is from Zhang (2013:165) states that the way you related to other people when doing what you do. One aspect of this is status". It means that when we being a speakers talk with hearer we will being formal if we talk with someone older than us. For example when we talk with our teachers, parents, and our boss in the office. In other side, when we talk with same age with us like with friends we will using the informal language.

So, the researchers decided to use the Tenor in the scope of Agentive Role between Expertise (Pro) and New Player (Newbie). Lukin, Moore & Herke (2011) Tenor is labeled with three distinct features, called Agentive Role, Social Hierarchy and Social Distance. It means that tenor is something which the speakers said but have linkages about the different status or role of the speakers. In the Social Hierarchy the same is the social status of the speakers, which have the meaning

when speakers have different status like parents or children, doctors and patients, teachers and students, etc. It means that when teachers want to say something to their students it must be simple, but different from the students when they want to speak with their teachers they must be using polite words. The Agentive Role is a little bit same with Social Hierarchy but in the Agentive Role explains about the status of the speakers. The researcher giving an example of Agentive Role is teachers with teachers. It means that teachers should have an equal role because they are the same as the teachers for their students, but in the Agentive Role is classified as the old teacher with new teacher, expert teacher with newbie teacher, etc.

3. *Lexical Resources:*

This part is giving information about how the language is used but in the words. It means that the data of this point is about 'one word' from each of the gamers when they are playing a game. Different with mode which gives data the 'one phrase', and the lexical is giving data in just one word.

Turner (1997:59) said that "Lexical resources are about the words which can be connected with the meaning of someone who talks about it". It means that when gamers use some slang words of games or when gamers talk about something in the game phase, it can mean that those gamers talk about something related to that game.

Another references is from Budiarsa (2017) said that with using register especially in the part of lexical items, can help us to understand how the speakers means because in the sociolinguistics explain that

some communities have different stratification and have important role for language choice. It can mean that when we talk about something in the game phase or just talk randomly out of the box from games, sometimes our interlocutors do not understand. If we talk about games in the community of gamers they will understand and have a connected conversation.

In the Lexical Resources have separated points in the variety points in there. There are Noun, Verb, Adjective, Adverb, Pronoun, Preposition, Exclamation, Determiner, Short Form, Indefinite Article, Conjunction, Abbreviation, Modal Verb.

1) Noun

In the part of speech we all know that Noun is some words to explain things, person, and places. In the part of speech, noun is really important because some person when talk something there must be speak about thing, person, and places.

2) Verb

Verbs are some language which states the action. The verb has some explicit processes which have 7 (seven) parts as Relational Process, Behavioral Process, Mental Process, Verbal Process, Material Process, Existential Process, and Meteorological Process.

a. Relational Process

The part of the verb to explain about to describe ownership of the speakers

b. Behavioral Process

The part of the verb to explain describes the speaker's psychology. It means that some language of speakers to describe some psychological process

   c. Mental Process

The part of the verb to explain about some activity based on their feeling, thinking, and perceiving

   d. Verbal Process

The part of the verb to explain about some action to speak or act about direct speech and indirect speech

   e. Material Process

The part of the verb to explain about some action based on the physical action

   f. Existential Process

The part of the verb to explain about some action refers to some existence

   g. Meteorological Process

The part of the verb to explain about some action refers to the impersonal.

   3) Adjective

As we know, Adjective is some words to explain the Noun words. In the Adjective, have some parts like Descriptive Nouns, and Limiting Adjectives

   a. Descriptive Nouns

Part of Adjectives to explain about some nouns have some descriptions.

   b. Limiting Adjectives

Part of Adjectives to explain about giving information in Circumstances, Types and Other

4) Adverb

Some words to explain about information to explain Verbs, Adjectives, or Nomina. And then Adverb have separated variety like Adverb of Time, Adverb of Manner, Adverd of Frequency, and Adverb of Place.

a. Adverb of Manner

To explain about some information based on the manner of something

b. Adverb of Frequency

To explain about some information based on the frequency of some words.

c. Adverb of Place

To explain about some information based on the places

5) Pronoun

Some words to explain and replace noun which can be person, thing, animal, place, or abstract concept. In the Pronoun have separated points there are Subject and Object.

6) Determiner

This part explains that we all know the determiner is to limit some nouns in the beginning.

7) Preposition

Preposition to connect the object and its parts in a sentence.

8) Exclamation

Exclamation to explain some expressions of feeling like sad, happy, and shock

9) Short Form

Some form of words to express some informal condition.

10) Indefinite Article

An Indefinite Article has some words to accompany some words.

11) Conjunction

Conjunction is some words to connect equivalent language units.

12) Abbreviation

Abbreviation is a term in the English Language used to shorten a word or term.

13) Modal Verb

Modal verbs are some auxiliary verbs to explain about possibilities, permits, and obligations.

So the conclusion of Lexical resources is some language features which gamers have classified as the grammatical function for example in the part of speech.

This research will successfully finish and collect data from gamers using register theory in the concepts of situation. Because researchers will know about language features of gamers when they are using their own language, when gamers are playing with their friends or strangers in the game phase or just chilling each other before and after playing the game online.

Debate and controversies are from some gamers using the language when they are interacting with each other in the game phase or

just talk with the gamers too. Some gamers sometimes use slang words or their own words when talking with the gamers or in their own circle when playing a game. For example research from Yoga & Setiawan (2016) searches about the slang words of gamers. Research found that gamers have their own words and their own language called slang words like *wtf, lol, ggwp, noob, etc*. It means that previous studies found that gamers always use bad-words or slang words, and the meanings of that tend to be bad and used for swearing at each other. That is why controversies of my research can be controversial and debated because of how the language of gamers can be a learning material.

2.2 Previous Studies

First previous study from Yoga & Setiawan (2016) about slang words of gamers. These researchers search about the slang words of gamers, same with my research but my research having novelty in the material list from language features of gamers.

Second previous study from Ensslin (2012) searched about the language of gaming and focused on gaming as industry, academic discipline, culture and social activity. So this research is more focused in the professional gaming area. It means how the players in the gaming industry use the language, because when we talk about professionals there are a lot of rules when they are interacting, playing, or just playing with 'public' gamers.

Third previous study from Alsadig & Musa (2021) searched about how the language of game is used for advertising cosmetics. This

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researcher is finding the language from the game, different from others collecting the language of gamers, but this research collects the language from the game and then created it to advertise cosmetics in Russia.

And all of them make researchers make sure that his research will have novelty because this research gap with previous studies is from the learning materials and language that the writer got from players of the game online. The gap is in the materials list which was created by researchers from language features of gamers.