

## CHAPTER IV

### RESEARCH FINDINGS AND DISCUSSIONS

#### 4.1 Findings

In this chapter, researchers giving information about the data which was collected by researchers then focused on the First Person Shooter (FPS) games named; *Valorant and Player's Unknown Battleground*. The observation was done by researchers with 15 times observation during two months' length. The result data of observations you can see in the Appendix 1 - 15. And then the researchers do classification with some categories in the *Field, Tenor, and Lexical Resources* and found 336 (three hundred thirty six) words as attached in this below as seen on the Appendix 16.

##### 4.1.1 Observation

The researcher collects data during two months in length (March and April) and takes in the 15 (fifteen) times playing online games in the game which have type First Person Shooter (FPS) games named; *Valorant, and Player's Unknown Battleground*. The researcher plays that game in the International Server which wants to collect data about language features of gamers of course in the English Language.

In observation one, we can know it was the first game taken on 04 March 2022 with the duration of video which was taken by researchers more or less during 12 (twelve) minutes in the game *Valorant* and of course in the International Server. That game was

followed by ten players with five persons (including researcher) in the researcher team and five persons in the enemy team. The researchers must start the conversation with saying hi to make them want to communicate with each other. Players in the game are full of random people who were not known by researchers. The researcher found 61 (sixty one) words in the observation one which are used by gamers when they are interacting inside the game as you can see in the Appendix 1 (one).

In observation two, we can know it was the second game taken by researchers on 04 March 2022 with the duration of video more or less during 12 (twelve) minutes in the game *Player's Unknown Battleground* and of course in the International Server. That game was followed by one hundred players in one room with four persons (including researcher) in the researcher team and ninety six people in the enemy team. The condition when the second observation researcher met one person who has come from the same country as the researcher. But, when interacting with other members, the team still uses the English Language. In observation two, researchers found 55 (fifty five) words which are used by gamers when they are interacting inside the game, as you can see in the Appendix 2 (two).

In observation three, we can know it was the third game taken by researchers on 04 March 2022 with the duration of video more or less during 15 (fifteen) minutes in the game *Player's Unknown Battleground* and of course in the International Server. That game was followed by one hundred players in one room with four persons (including researcher) in the researcher team and sixty nine persons in

the enemy team. At this moment, researchers invite random people who have the same country in the second observation. In this observation, communication between the research team is very intense. And the researcher found 94 (ninety four) words which used by gamers when they are interact inside the game, as you can see in the Appendix 3 (three)

In observation four, it was taken by researchers on the next day exactly on 07 March 2022 with the duration of video more or less during 21 (twenty one) minutes in the game *Player's Unknown Battleground* and of course in the International Server. That game was followed by one hundred players in one room with four persons (including researcher) in the researcher team and sixty nine persons in the enemy team. In this observation, the communication which used by researcher team not really intense, they are more prefer to just giving information of enemy or just focused on their game. And the researcher found 84 (eighty four) words which are used by gamers when they are interacting inside the game, as you can see in the Appendix 4 (four).

In observation five, it was taken by researchers on the same day with observation fourth on 07 March 2022 with the duration of video more or less during 7 (seven) minutes in the game *Player's Unknown Battleground* and of course in the International Server. That game was followed by one hundred players in one room with four persons (including researcher) in the researcher team and sixty nine persons in the enemy team. In this observation, researchers have lost because the communication is not very intense, as you can see it takes just seven

minutes. So that researcher decided to change the game in the next observation, because researchers want to focus on getting the language features of gamers in every game. And researchers just found 27 (twenty seven) words which are used by gamers when they are interacting inside the game as you can see in the Appendix 5 (five).

In observation six, it was taken by researchers on 07 March 2022 with the duration of video more or less at 40 (forty) minutes in the different game called *Valorant* and of course in the International Server. That game was followed by ten players with five persons (including researcher) in the researcher team and five persons in the enemy team. In this observation, researchers followed the competitive game which had a longer time to finish the game. The communication in this observation is really intense, because they want to win the game. If they lose that game, it will have an impact on their rank. And of course with the long duration of video, researchers found 123 (one hundred twenty three) words which are used by gamers when they are interacting inside the game as you can see in the Appendix 6 (six).

In observation seven, it was taken by researchers on the next day exactly on 08 March 2022 with the duration of video more less during 12 (twelve) minutes, in the game called *Valorant* and of course in the International Server. That game was followed by ten players with five persons (including researcher) in the researcher team and five persons in the enemy team. In this observation, researchers followed the common game (spike rush) which just has five rounds in one game and has a range length of ten to fifteen minutes. So that the communication is not too intense, it is just communicating about

saying hi or giving information to each other. And then researchers found 37 (thirty seven) words which are used by gamers when they are interacting inside the game, as you can see in the Appendix 7 (seven).

In observation eight, it was taken by researchers on the same day with observation seven on 08 March 2022. With the duration of video more or less at 15 (fifteen) minutes, in the game called *Valorant* and of course in the International Server. That game was followed by ten players with five persons (including researcher) in the researcher team and five persons in the enemy team. Same like observation seven, researchers decide to still do the research in the common game (spike rush) which has length between ten until fifteen minutes. In this observation, the members team more nag than members team in the observation seven and make researchers interested to interact with them. And then researchers found 53 (fifty three) words which were used by gamers to give information or just interact inside the game, as you can see in the Appendix 8 (eight).

In observation nine, it was taken by researchers on the same day with observation seven and eight on 08 March 2022. With the duration of video more or less at 7 (seven) minutes, in the game called *Valorant* and of course in the International Server. That game was followed by ten players with five persons (including researcher) in the researcher team and five persons in the enemy team. In this observation is the shortest observation which taken by researcher because in this game researcher get win absolutely because most of members team are have fierce aim. It can mean that when playing with fierce aim or we called pro players it can have very intense

communication about giving information. Of course, with length in just seven minutes, researchers found 69 (sixty nine) words, as you can see in the Appendix 9 (nine).

In observation ten, it was taken by researchers on the same day with observation seven, eight, and nine on 08 March 2022. With the duration of video more or less at 10 (ten) minutes, in the game called *Valorant* and of course in the International Server. That game was followed by ten players with five persons (including researcher) in the researcher team and five persons in the enemy team. This observation is the second shortest observation taken by researchers because in this game researchers have absolutely won, but it is a little bit long from observation nine because most rounds have intense game play. It means in every round there is always the last man standing between members team and enemy team. This observation makes researchers feel weird because researchers accused of using illegal programs or we know cheating. And have a funny moment, because in this observation I met a player from Thailand, but he was confess come from Iran. It makes researchers in this game really focused to increase the game sense and forget about the mission to get the language features of gamers because it feels funny at the same time. And then researchers found 67 (sixty seven) words which are used by gamers when they are interacting inside the game, as you can see in the Appendix 10 (ten).

In observation eleven, it was taken by researchers in the next month on 19 April 2022, because the researcher felt the data which was obtained by researchers was still not enough. The duration of video is more or less during 10 (ten) minutes in the game called

*Valorant* and of course in the International Server. That game was followed by ten players with five persons (including researcher) in the researcher team and five persons in the enemy team. In this observation not much happened, something weird or funny. Because at this time, researcher members focus on their game play and sometimes do not really need interaction. And then researchers just found 24 (twenty four) words as you can see in the Appendix 11 (eleven).

In observation twelve, it was taken by researchers on the same day with observation eleven on 19 April 2022. With duration of video more or less during 9 minutes in the game called *Valorant* and of course in the International Server. That game was followed by ten players with five persons (including researcher) in the researcher team and five persons in the enemy team. In this game, researchers met one of the member teams from India, it can be known from the accent of that person. And then that person is really toxic, he always blames the team who does not play really well and of course in this game we got lost. In this observation, researchers found 49 (forty nine) words which are almost words about blaming, as you can see in the Appendix 12 (twelve).

In observation thirteen, it was taken by researchers on the same day with observation eleven and twelve on 19 April 2022. With duration of video more or less during 10 minutes in the game called *Valorant* and of course in the International Server. That game was followed by ten players with five persons (including researcher) in the researcher team and five persons in the enemy team. In this observation no special event happened, but sometimes one of the

researcher members gave some mockery words to the enemy team because they were lost with the researcher team. That person was always mocking other players who lost with him, meanwhile he was in the bottom frag (in bottom order than other players in his team). And then researchers found 36 (thirty six) words, as you can see in the Appendix 13 (thirteen).

In observation fourteen, it was taken by researchers on the same day with observation eleven, twelve, and thirteen on 19 April 2022. With duration of video more or less during 10 minutes in the game called *Valorant* and of course in the International Server. That game was followed by ten players with five persons (including researcher) in the researcher team and five persons in the enemy team. In this game, I was really bored because the communication used by players was just full of information or just focused on playing. And then the researcher found 30 (thirty) words, as you can see in the Appendix 14 (fourteen).

In the last observation or observation fifteen, it was taken by researchers on the same day between observation eleven until observation fourteen on 19 April 2022. With duration of video more or less during 9 minutes in the game called *Valorant* and of course in the International Server. That game was followed by ten players with five persons (including researcher) in the researcher team and five persons in the enemy team. In this observation it is more intense and just communicates about giving some information, and researchers have a really good team of members. And then researchers found just 25 (twenty five) words, as you can see in the Appendix 15 (fifteen).



After getting a lot of words from the observations, researchers must do classification on those words. Researchers do classification with the 3 categories Field, Tenor, Lexical Resources from Register Theory by Halliday. The data of classification you can see in the table on Appendix 16 (sixteen).

#### 4.1.2 Fields

In the Field's part researchers found that gamers have their own language which is attached in the Table on Appendix. Klein (1978) Field according to Halliday's is talk about situational variables when focused on the activity of the speakers. It means that in this research, all of the activity when gamers talk to each other is included in the Field. Field happened in most of the observations because all of the gamers said that is called Field. In the Field, it can be knows that context and situation which happened inside the game according to the subject matter of the language. It means that Field not only situation, but have context that the language used by gamers inside the game.

##### 4.1.2.1 Contexts

In this point, explain about the context of language which is used by gamers inside the games. Lin (2016) explains that, Field is about what is the subject matter. It means that when we are talking to each other, interacting with each other it has context, and the context has a relationship with the situation. Another explains that fields have connections about how the language meaning (context) and in what time (situation) the context is said by speakers. In the context, there are separated points that are Specialized Language (Technical Language)

and Everyday Language (Daily Language) in there. And then if we talk about the game phase, or the language of gamers, it can be a fact that all of the languages which are spoken by gamers have context. And this is the context according to 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, For example; *Decoy, Attack, Flank, Push, etc.* In the game, a language like *Decoy* has a special topic to talk about when they want to discuss strategy. It means that a special language or technical language in the language of gamers is like when they are discussing strategy, how they team gameplay, how they use some street to attack the enemy's base, or just want to decide the moving of their team. That example of language especially in technical language is not common to use by every person in this world, that is why the language like *Decoy, Flank, Push, Attack* is used by some special topic. Another explanation, if we talk about 'Military World' they always use that to decide the move or the next step of what they do.

2) Everyday Language :

At this point, I will talk about 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. In the game, there are examples; *Left, Right, Find, Straight, etc.* It means that, the common language or not really special language is called everyday language. In the games, especially online, the gamers more often discuss casual topics. Because they have 3 phases of playing the game, as you can see in points below. They always discuss and interact about casual topics, which can be strengthened if we play with strangers. If we talk or interact with strangers we always want to know about them deeper, like what their names are, where they come from or just want to know about who is the best player according to them. Another fact that if we are play game with our friends, we will talk about the mild topic or casual topic like how is the day of our friends, or just talk about something new games which have latest update.

#### 4.1.2.2 Situations

Next step we talk about language according to the situation. In the games, especially online like *Valorant, and Player's Unknown Battlegrounds* have their own situation like in the first game we call it 'lobby game' or 'spawn islands'. And gamers have their language according to their situation in the game phase like what all they say in that game phase like; waiting phase, mid phase, and last phase.

For examples:

- 1) Pre Game :

If they want to start the game or we can say in the 'lobby game' and 'spawn islands' they talk to say hi to each other. For example, in most of the observations at the first time they always say *hello, hi, have fun, etc.* It means that if gamers want to start a conversation like saying hi to each other, they will do that in the waiting phase or gamers called that with "lobby game" or "spawn islands".

## 2) During Game :

In the second phase (during the game) they talk to each other and talk about strategy of the games, sharing information with each other, and sometimes poke their teams who played badly at that time. If we want to attack some point they will say you can see on the observation 11 (eleven) *lets, three, low, at. least, use, etc.* Almost all the observations gamers said about that in the mid phase. It makes it clear that some command words, information words, decision making words, and telling all information about games happened in the mid phase. The gamers call it the *crisis time* or *serious time*. Because in that phase, almost all gamers focused on giving information to each other and focused on their macro or micro about that game. So, the gamers will not be labeled as *noob players* with their team, they will be labeled as 'pro' players even though still not in the professional team, but it can be labeled as better than other players in their teams.

But if we talk about gamers who are serious in the mid phase, gamers have non-serious players for example in the observation 9 (nine) *shit, shut up, yeah, lol, etc.* These examples tell us that non-serious gamers always said unimportant words. They always react too much about something like when they meet enemies for example on

observation 15 (fifteen) they said *where, enemy, maybe*. That words is talked by players who have low think about 'game sense', if they are have better 'game sense' they always ready and prepare them self to start shoot the enemies instead of being shouted about some words. That gamers are always labeled as 'noob' players or the polite word is 'non-pro' gamers. Because they have a little bit of 'game sense'.

### 3) Post Game :

In this phase, it can be called the 'after game', because after the gamers play some rounds in the game they communicate with each other but not really seriously or just talk about their mistakes before the game ends. For example; *Nice, Good game, Nice try, etc*. As you can see in the most observation above all gamers after playing some rounds or some games they say that. But, sometimes the 'toxic players' must say some demean words to players who played badly at that time, for example; *shit, noob, damn, hate, hack, etc*. As you can see in almost all the observations, the 'toxic player' said about that. The Difference with a chill person is always said in the first example at this point.

So, we can conclude that the Field has a separated point or various types of field in the context and situation. In the context have separated points it called Specialized Language (Technical Language) which is the language spoken by speakers to discuss about special topic or just some person know about what they are talk. And then Everyday Language which the language has spoken by speakers to

discuss a casual topic or just all of the hearer and speakers know about the topic they are talking about.

And then in the situation, not all situations in the game phase have the same language to use. The gamers separated that in the Pre Game or gamers call it 'lobby game' and 'spawn islands', During game, and Post game. The language used in the situation has different types and styles, they have serious or just a little bit of relaxing words.

#### 4.1.3 Tenor

In the Tenor's part researchers as you can see in the Appendix Table 1 separated the words according to their skills of playing, how they are playing, and then how they interact in the game. Lin (2016) explains that Tenor is the relationship between conversation between speaker and hearer according to the continuum between the global and local poles. It means that Tenor is the part when the speaker and hearer have different roles when they are interacting, for example when the mother has to talk with their kid they will use the casual language. Otherwise, when children talk to their parents they must use polite words.

##### 4.1.3.1 Agentive Role

Klein (1978) said that Tenor is the part when the speakers are separated by two parts. It means that in the Tenor the role of relationships depend on the three points; power, contact, and affective involvement. From that researchers can be classified about that using their role as 'pro and 'non pro'. Because in the game, researchers don't know the variable or the speaker's age, social status, and their power in

real life. But, the researchers know about their power in the game. It means that some players who can lead their teams can be called have the power and sometimes that player is called a 'pro' or the gamers call it In Game Leader (IGL). Different with 'pro', 'non pro' players just follow the command of the 'pro' or just play to spend their free time.

Another reference is from Lukin, Moore & Herke (2011) that 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 like 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.

#### 4.1.3.2 The Difference Between Pro and Non-Pro

That is why researchers can classify the gamers' language using their expertise from the Agentive Role, because it can be seen when they are playing online games together. The 'pro' or expert player will

be easy to lead their team, easy to attack some places, easy to kill enemies, and easy to win their games. But different with 'non pro' or newbie players (new players) they sometimes felt difficult to decide what to do like attack some place, giving information of enemies, or just kill the enemies they felt difficult. And this the examples distinction between 'pro' and 'non pro' words;

#### 1) Pro (expert)

The expert players are the players who can lead, command, and give information to their members in their team. Sometimes, expert players can make a decision on the places to attack and give command to their teams about the member teams position to attack, same like the coach of football which has a strategy to gain their win. And the expert players have the mental leaders too, because if their decision is wrong the expert players must have another strategy to gain the win. The words which are said by experts, like in most observations, always says; *Go, Spotted, Careful, Behind, Mid, Steady, Rush, Hold, etc.* That is all the words which are sometimes used by expert players when they play the games with their friends or random peoples.

#### 2) Non Pro (newbie)

The Non Pro players are called by gamers as newbie players. The newbie players always figure with the person who cannot play well, burden the team, and talk too much. That all is the stereotype which was made by gamers in this world. And the words of newbie players are like *Who, What, Where, Sorry, Mistake, Can't, Help, etc* as you can read in most of the observations. It can mean that the newbie players



always fuss with their own game play, burden the team, and just say unimportant words. But the newbie players are still needed in the team, because if the team consists of full expert players who want to lead their teams it can be a disaster because they have a high ego.

#### 4.1.4 Lexical Resources

In the Lexical Resources' a part, researchers explain the classification of the words of gamers according to their language features. And then researchers explain the explanation above, that found 13 (thirteen) language features like Noun, Verb, Adjective, Exclamation, Adverb, Preposition, Pronoun, Determiner, Short Form, Indefinite Article, Conjunction, Abbreviation, and Modal Verb.

##### 4.1.4.1 Noun

Noun is the most common word based on the part of speech which was used by gamers in the time when gamers did interact with each other with 123 (one hundred twenty two) words as you can see in the Appendix 16 (sixteen). It can be a fact that why gamers use words in the Noun part because they are interacting with each other to decide some places. It means that almost all gamers try the strategy, discuss the strategy, and apply the strategy by talking about nouns. For example, the strategy of gamers is to attack and kill some enemy. It can mean that some places or some enemies are the noun or sometimes in the noun part based on the data classification in the Lexical Resources.

#### 4.1.4.2 Verb

This part explains about the second place which researchers found of abundance, the classification of Lexical Resources. In the verb part, have 84 (eighty four) words as you can see in Appendix 16 (sixteen). If we talk about verbs, we can know that 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 based on the data classification in the Lexical Resources.

1) Relational Process:

The part of the verb to explain about to describe ownership of the speakers. It means that the speakers (gamers) in that time describe their ownership. For example: *Mine, Uninstall, Reloading, etc.*

2) 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. For example: *Hard, Careful, Down, etc.*

3) Mental Process:

The part of the verb to explain about some activity based on their feeling, thinking, and perceiving. For example: *Fire, Calm, Move, etc.*

4) Verbal Process:

The part of the verb to explain about some action to speak or act about direct speech and indirect speech. For example: *Don't, Go, There, etc.*

5) Material Process:

The part of the verb to explain about some action based on the physical action. For example: *Flank, Dodge, Jiggle, etc.*

6) Existential Process:

The part of the verb to explain about some action refers to some existence. For example: *There, Check, Someone, etc.*

7) Meteorological Process:

The part of the verb to explain about some action refers to the impersonal. For example: *It*

#### 4.1.4.3 Adjective

This part explains the words or language which are used by gamers when they are playing the games. This part found that Adjective words used by gamers are 45 (forty five) words. The adjectives have some parts like Descriptive Nouns, and Limiting Adjectives based on the data classification in the Lexical Resources.

1) Descriptive Nouns

Part of Adjectives to explain about some nouns have some descriptions. For example: *Mark, Yellow, Black, Traveling, Remaining, etc.*

2) Limiting Adjectives.

Part of Adjectives to explain about giving information in Circumstances, Types and Other. For example: *Your, My, This, These, A or An, The, etc.*

#### 4.1.4.4 Adverb

This part explains about the words or language used by gamers in the part of Adverbs. In this part, researchers found Adverbs which are used by gamers with 22 (twenty two) words. And then this is the part of Adverbs which is based on the data classification at Lexical Resources.

1) Adverb of Time :

To explain about the time, some events are based on the time.

For example: *Before, After, Now, etc.*

2) Adverbs of Manner :

To explain about some information based on the manner of something. For example: *Really*

3) Adverbs of Frequency:

To explain about some information based on the frequency of some words. For example: *Once*

4) Adverb of Place :

To explain about some information based on the places. For example: *Ahead*

#### 4.1.4.5 Determiner

In this part, gamers used words based on the Determiner and researchers found data in 20 (twenty) words. This part explains that we all know the determiner is to limit some nouns in the beginning. For example: *Your, Last, More, etc.*

#### 4.1.4.6 Pronoun

In this part, to explain the words or language used by gamers based on the Pronouns. And then researchers found Pronouns with 19 (nineteen) words. In the Pronoun, there are different parts based on the subject and object.

##### 1) Subject:

For example, the subject part based on the Lexical Resources Classification is: *I, We, You, He, etc.*

##### 2) Object :

For example, in the object part based on the Lexical Resources Classification it is: *Them, Everyone, Those, Me, etc*

#### 4.1.4.7 Preposition

In this part, to explain the words or language used by gamers based on the preposition part. Preposition to connect the object and its parts in a sentence. Examples based on classification at Lexical Resources: *To, In, On, etc.*

#### 4.1.4.8 Exclamation

In this part, to explain the words or language used by gamers based on the Exclamation part. Exclamation to explain some expressions of feeling like sad, happy, and shock. Based on the classification at Lexical Resources, researchers found 8 (eight) words. For example: *Please, Yeah, Oh, Shit, Damn, etc.*

#### 4.1.4.9 Short Form

In this part, to explain the words or language used by gamers based on the Short Form part. Short form is some form of words to express some informal condition. Based on the classification at Lexical Resources, researchers found 2 (two) words. For example: *Don't, Can't, etc.*

#### 4.1.4.10 Indefinite Article

In this part, to explain the words or language used by gamers based on the Indefinite Article. An Indefinite Article has some words to accompany some words. Based on the classification at Lexical Resources, researchers found 2 (two) words. For example: *A, The, etc.*

#### 4.1.4.11 Conjunction

In this part, to explain the words or language used by gamers based on the Conjunction. Conjunction is some words to connect equivalent language units. Based on the classification at Lexical Resources, researchers found 2 (two) words. For example: *Or, If, etc.*

#### 4.1.4.12 Modal Verb

In this part, to explain the words or language used by gamers based on the Modal Verb. Modal verbs are some auxiliary verbs to explain about possibilities, permits, and obligations. Based on the classification at Lexical Resources, researchers found 2 (two) words. For example: *Must, Should, etc.*

#### 4.1.4.13 Abbreviation

In this part, to explain the words or language used by gamers based on the Abbreviation. Abbreviation is a term in the English Language used to shorten a word or term. Based on the classification at Lexical Resources, researchers found 1 (one) word. For example: *AFK*

After doing the classification at Lexical Resources, researchers found that most gamers used the words in the Noun. And then why the verb in the second place, because if they talk about action to attack some places or enemies, they will do some action to make it real. Third place, gamers used. Fourth place, gamers used. Fifth place, gamers used. Sixth place, gamers used words. Seventh place, gamers used words. Eight places, gamers used. In the Nine place, there are four points between Short Form, Indefinite Article, Conjunction, and Modal Verb. In the past gamers used abbreviations with 1 (one) word.

## 4.2 Discussion

At this point the researcher was finished collecting the data in the fifteen games online, and focused on the two games *Valorant and Player's Unknown Battlegrounds*. The researchers found a lot of data when playing together with gamers in the International Server as you can see in the result part's. In this part giving more information about the discussion of this research and make it clear for the readers about how the language features of gamers and how the implication in the Vocational High School lesson.

Language features of gamers is the way of the gamers when they interact with each other in the game. This research reveals how

and what are the context and situation when the language features used by online gamers inside the game. Depend on the Halliday Register Theory, which have three points at *Field*, *Tenor*, and *Lexical Resources*. Those three points can be a marker that the type of them is different from other types of language features, as we know *Field* also knows how all of the language is used by gamers. *Tenor*, as we know the language used by gamers, depends on their role (pro and non-pro). *Lexical Resources*, as we know, are the different types of part of speech in the language.

It can mean that this research is the new chapter of research which has the same aim with other research. For example, Yoga & Setiawan (2016) reveal the chapter of research about bad words of gamers like *lol*, *noob*, *shit*, etc. That research wants to reveal the chapter of bad words which are used by online gamers when they are interacting in the game. Another research from Alsadig & Musa (2021) reveals how the language of gamers can be an advertisement or used to advertise some product in Russia. And the last is Ensslin (2012) reveals in the chapter how the professional gamers language when they are interacting inside the game.

So, this research reveals a new chapter than other researchers in the point of language features and implication with English Material toward Vocational High School. This research can be the new part of the search about language of gamers, which this research reveals about all of the language features of gamers and then see the implication toward English Material in the Vocational High School. This research has the same theory with that of the three research which uses Register



Theory from Halliday, but has a different aim to reveal our purpose of research. It can be fact that these past research, especially one of them elicit bad words, other research elicit about the language of gamers with specific use for advertisement, and last other research elicit about how the professional gamers language. And this research was done to produce how the language of gamers especially language features implicated with English Material in Vocational High School.

#### 4.2.1 The Language Features of Gamers

At this point researchers want to give information and make it very clear about the language features of gamers. In the first, as you can see in the Appendix Table, researchers were finished to classify the language features of gamers according to Halliday's theory to make them separated at 3 points like *Field, Tenor, and Lexical Resources*.

In the Field Table it can be all of the researchers needed to make it clear about how the language features of gamers. Fields make researchers clear that in that part tell about all of the language which is used by gamers when they are interacting inside the game. The language which used by gamers is happened in the field but researchers can say that according to the situation, as you can see in the point 4.1.1, researchers explain that if we talk about the situation which language used by gamers can see that divided into 3 phase of game like Pre Game, During Game, Post Game. All of them have a different one with the other of the language which is used by gamers. For example in the pre game sometimes they say hi to each other, talk some strategy about where the place wants to attack by team, or just talk about what they need to start the game. During the game is the

most crucial phase when gamers play the games because in that phase they must communicate with each other about all of the information which can make the team win those rounds or full of game. Sometimes they are blaming each other if the information was wrong or just some players making some mistake and making the team lose that round or that game. In the Post game we can say the last phase of gamers when they play the games, as you can see in the Result that is divided into chill and toxic players who have different styles when they are saying something.

In the Tenor Table you can see researchers divided that into 2 parts of gamers (pro and non pro) gamers. The reason which makes the researcher divided is because when playing the game researcher does not recognize who they are or we can know it as a random person in the game. That is why the researcher divides that into pro and non-pro players as you can see in chapter 4 point 1.2

At that point the researcher must separate that with pro and non pro because tenor is some part when speakers and audience have different power when speaking to each other. For example, when teachers say something to their students or when students say something to their teacher they have different style of language and different politeness. But, in the game we don't know who has more power than others, but we can know from their skills, play style, and their language style. It means when the person who can lead, command, and give advice to all of the members team. And researchers can conclude that Tenor Part's is how the pro and non pro used their own language.

In the Lexical Resources Table you can see researchers can classify them into 12 (twelve) different language features that we can know as 'part of speech'. These are Noun, Verb, Adjective, Adverb, Pronoun, Preposition, Exclamation, Determiner, Short Form, Indefinite Article, Conjunction, Abbreviation, and Modal Verb. As you can see in the Lexical Resources Part's the gamers mostly used Noun words when they communicate with each other inside the gaming phase.

From all of the classification, it can be made clear that the language used by gamers is extensive and varied. From *Field* we can know the language depending on the situation in the game based on phase of the game. From *Tenor* we can know the language style of gamers based on the differences from the skills of gamers. From *Lexical Resources* we can know which part of speech is mostly used by gamers. So, the language features of gamers are wide and varied.

#### 4.2.2 Context and Situation of Language Features used

In this point researchers want to explain about what is the context situation which the language features used by gamers when they are communicating with each other inside the game phase. If we discuss and talk about the context of the situation, we can say it can be referred to on the Field part, because in the field part we can know all of the language which is used by gamers when they are interacting with each other inside the game. As you can see in the previous explanation, the situation of the game is separated into 3 phases; Pre Game, During Game, Post Game.

If we talk about pre-game, we can know that the words which are mostly used by gamers are *hi, hello, hallo, etc* as you can see in most of the observation data. It means that in the pre game mostly gamers use that to say hi to each other, because the researchers play that game and collect the data with the random gamers. It means researchers take that data from people who do not get to know each other.

That can be the fact that gamers in the pre game mostly used to say hi to each other, to start some chit chat to their member teams or to enemies teams. But, other words used by gamers in the Pre Game is to decide the strategy like what places to be attacked by, share some utility with each other or just engage all of the participants to play with fun and relaxing. As you can see in the observation 11 (eleven) the words; *let's, fun, etc* being examples if want to engage all of the gamers being have fun, or you can see in observation 11 (eleven) too, the words decided strategy like *step, mid, here, etc* being examples that some gamers was did decided the strategy at the pregame.

After Pre Game, we have the next phase (During Game). If we talk about During Games, we can know that the words which are used by gamers are various. How it can be various, because in the phase of during the game the communication is really serious and sometimes likely often. It means that during the game phase gamers communicate with each other to decide something, giving information, and talk about strategy in more detail.

The words of Decided are something you can see mostly in all of the observations like *Go, Hold, Rush, etc*. It means that during the

game phase, the communication was serious because the gamers focused on talking about deciding the next move of their teams, to make their teams get some points of the game or make their team become an absolute winner in that time.

Another example about giving information mostly used by gamers in the observation like *Entrance, Mid, Low, Left, Right, etc.* It can be a fact that the communication is serious in the part of giving information. If the gamers want to decide something, they need to earn a wide range of accurate information from all of the team members to make them win in various rounds. That can be another fact that information is really needed to win the game. Because if the information that is earned by members is not very accurate, they will do the wrong step to attack some places. For example if in the one of bomb site, one of the members said that in that sites is empty or just giving information that not many people in there but the reality that site is very crowd they will get the loss. So, the information is really important for gamers to win the game.

Another example about the strategy you can see mostly in all of the observations like *Rotating, Running, From, etc.* It means that the strategy must be created by the leader of the team, to make their teams get some points of rounds and take the win. The strategy is always used by gamers and discussed by all of the members of the teams which have functions to make some mistake in a single member of the team.

And the last is Post Game. If we talk about the post game, we can know it happened before the game is over. It means that all of the words which are used by gamers after they are having a phase of during the game are finished. But researchers found it has two different types, good words and bad words

The good words used by gamers in the post game like *Nice, Nice Try, GG (Good Game), well played, etc.* It can be fact that the words which used by gamers in the mostly observation at the post game like giving appreciation to all of members team who is already playing in that rounds. They appreciate each other for encouraging and improving their mentality to face the next rounds of the games.

The bad words which used by gamers in the post game like *Noob, Shit, Damn, Lmao, Fuck, Hate, etc.* It can be fact that the words which used by gamers in the mostly observation at the post game to express their disappointment with other members team who can get the win of the rounds. But it can also be worn to express disappointment with themselves like *RIP Aim*, that is can be expressed about how gamers cannot shoot properly. All of the bad words used by gamers sometimes make their teams feel uncomfortable, because some gamers want to have fun and refresh their mind when playing the game and not argue with someone.

And then we talk about special words or some words which are sometimes used by people but have special context in the gamers like *RIP Aim, AFK*. These two words in the Lexical called Abbreviation or some words which shortened or we can say *slang words*. These words have special meaning in the context of gamers. Like *RIP*, that word is

usually used by people to express a sad moment when someone has died. But in the gamers area those words are used to express some sense of disappointment to something. For example: *RIP Aim* means that the speakers have bad skill in shooting some enemy. And then *AFK (Away From Keyboard)*, that word is really special or just used by gamers. That word is to express that some person is not activated in the game but still inside the game. It means that some character of the person just stood and did nothing. So it can be some explanation to someone who did not continue the game but still stuck inside the game.

So the conclusion of these points is that gamers have a lot of words depending on the situation as explained in the above. All of the language can be classified by the researchers depending on the situation inside the game which are collected by researchers and the data of various words you can see in all of the observations above.

#### 4.2.3 The Implication of Language features of gamers toward English Material use in Vocational High School

In this point the researchers must explain the implication of language features which are used by gamers toward English Material use in Vocational High School. The language features of gamers as we know in the explanation before is how the gamers use the language, when the gamers use the language, and why gamers use that language when they are interacting with each other inside the game.

After reading and analyzing the syllabus of Vocational High School, make clear that language features of gamers have an impact with the English Materials. It can be fact that in the class 10 (ten)

students learn about 9 (nine) chapters in one semester, these are; Describe about myself, Complimenting and Showing Caress, Expressing Intention, Congratulations Other, Describing People, Describe Tourism Object, Describing Tourism Object (more complex), Describing Historical Places, and Giving Announcement.

First, the implication based on the Field. In the field, we have separated points these are Technical Language and Everyday Language. In the English Material of Vocational High School, there are some conversation inside every chapter in the Material Books of English. For example, in the Chapter I at X (ten) Class as you can see in the Appendix 17 (seventeen) , the material is talk about describing them self. In that chapter, a language which uses variety can be used everyday. Because if we want to explain about ourselves, we are sure to use more everyday language or casual language. Describe yourself, it can be an informal language which needs to use. And then, another example in Technical Language, in the Chapter IV at XII (twelve) Class as you can see in the Appendix 17 (seventeen), the material is explain about how to create application letter for a job. It can be fact, that when we want to create some application letter especially for apply a job, the language which used must formal or in the field we talk about Technical Language.

And then if we talk about some situation, it can be seen in the conversation materials in most chapters. If we talk about conversation, sometimes we will think about tenor because tenor is the role between speakers and listeners that will be called a conversation. In the field, we talk about situations, the situation of conversation is the same with



the data which was collected by researchers. You can see in the point situation of gamers, gamers have different languages which are used based on the situation. In the game phase, we have 3 different points, same with the conversation in the English Material. If we talk about it in the first conversation, they always say *hi*, *halo*, etc. It can be a fact that language features in the point of field have an implication with English Material especially in the conversation materials.

Second, based on the Tenor. In the tenor, we know that tenor is the language which is used by someone based on their role. In this research using Agentive Role, between pro and non pro players. The implication between language features of gamers in the point of tenor it can be seen in most chapters of English Material. All of the chapters reveal or provide one or two examples of conversation. For example, a conversation which has an implication with English Material based on the Agentive Role is in Chapter I in XII (twelve) Class which explains about giving some help or services to someone. If we talk about differentiation between expertise and non expertise, in that chapter give an example in the conversation that students in the Vocational High School taught to give some services to clients. It means that the conversation happened in there, is between expertise and non expertise or we can say the expertise can give service and non expertise need services. If we see an implication in the language features of gamers, we can know that they have the same aim or some meaning between expertise and non expertise, but in the game we call it pro and non pro players.

Third, explain the implication based on Lexical Resources. If we talk about lexical, in our minds there must be a grammatical part. The Lexical Resources have an implication in all of the chapters in English Material of Vocational High School. For example in Chapter VI in X (ten) Class, explain about some public places or tourist attractions. In that part, we know that when we want to describe some public place we will use great grammar to write some description. And then, in the syllabus we know that every chapter, every student is expected to speak and write really well. In the textbook, it is not plainly explained what is the part of speech or anything like that. Because if we want to explain some tenses or part of speech, it can be given in the Junior High School. But, the grammar is still taught implicitly. And then the implication of language features of gamers with English Material based on Lexical Resources, it can be fact that language features of gamers have implication with English Material of Vocational High School especially in the grammatical text for example in the Descriptive Text

So, we can know the impact of language features of gamers which are used by gamers within English material use at the Vocational High School. According to the syllabus of English at Vocational High School, there are a lot of implications between language features and English material in Vocational High School based on Register Theory at *Field, Tenor, and Lexical Resources*. It means that language features of gamers perhaps can be used for material if they can, especially in the conversation materials.