

# A SOCIOLINGUISTIC STUDY OF REGISTER MOBILE LEGEND'S CASTER ON FINAL MPL SEASON 6

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## ABSTRACT

The aim of this research is study about the register of caster's utterances when delivering the information to the audience, especially in register classification and the contextual meaning from their register. This thesis used Janet Holmes's theory about the term of register. The method is a qualitative method that provides data related to data analysis. The result shows that there are 355 registers of caster's utterances from 5 matches and classified into 5 classifications according to the game's situation such as #VivaRRQ or Detona's Welcome. This research reveals sets of language items associated with caster used in commenting the matches

**Keywords:** Register, Caster, Language Use, Contextual Meaning

## INTRODUCTION

Nowadays online games became the most favorite game chosen by people because can interact directly with other people who became teammates or enemies. We can simply talk to each other using the game's language and easiest their communication to reach their goals, the language itself using the game's content like items, heroes skill, place, etc. We can simply talk to each other using the game's language and easiest their communication to reach their goals.

E-sport is a multiplayer video game played competitively for spectators, typically by professional gamers. E-sport is officially registered as a sport, and the players who played for the E-Sport team are called an athlete it makes many people willing to join E-sport as a player, coaches, analysts, and casters. Caster is a people who became commentary of E-sports matches that is intended to both entertain and informs the viewer and it is a crucial part of what makes E-sports so engaging. Caster as well as sports announcer or news anchor which leading and giving information about what happened in their field that shown. Holmes (1992:1) states that language and society are interest in explaining why we speak differently in different social, context and it is concern with identifying the social function of language and the ways it is used to convey social meaning<sup>[1]</sup>.

Caster is the one who leads and describes what happened during the match, giving information and filling the free time until the next match be held. There are 2 casters in one match and required to understand the game, it can be the team, item, and another important thing that can affect the match can be seen in the utterances below. Caster is not much different from news anchors because they have to give information about what they present on their screen, but caster has opportunities to affect energetic people who are into the game and use special words or Game's slang which understandable for certain people and unusual for another community. The final match of MPL Season 6 reaches 2.849.970 viewers. Based on this, the researcher is interested to analyze further what language that caster uses with register terms. Especially variation of caster language to deliver the information to the audience. This topic was chosen the writer interest in Caster's register because the role of caster in every tournament was very important to report and analyze the fast-paced match in detail for the needs of the audience. The mobile legend game community was chosen because the community of this game has been very large since 2019 with the election of Indonesia as the world champion in the "M1 Championship" match which competes with the 16 best teams from each country, and until now there have been many various matches held and this makes many people who want to turn

into casters, which as far as we know, the role of the caster is needed as someone who can enliven the match. The term register here describes the language of groups of people with common interests or jobs, or the language used in situations associated with such groups (Holmes 2017:280)<sup>[2]</sup>

**METHOD**

To analyze the register of mobile legend's caster, the researcher uses qualitative method with descriptive approach. The steps that the researcher through are collecting data from YouTube channel who posted the matches, listen, write and analyzed the data from caster's register. The next step is the researcher make a table from every matches and classified it into 5 classification

**FINDINGS AND DISCUSSION**

After through all the steps needed, the researcher found 339 register from caster's utterances from 5 video. According to Wardhaugh (2006:52) each register helps you to express your identity at a specific time or place, i.e., how you seek to resent yourself to others<sup>[3]</sup>. There are 5 video of final MPL season 6, the data below are some of registers used by caster when detailing the match

Table 1. Register data video 1

No	Register	Minutes
1	Tyrant's Revenge	01:06
2	Searing torrent	01:42
3	Dragon Tail	02:10
4	Flicker	03:05
5	Wolf Transformation	04:10

According to (Biber and Conrad, 2009:37–39) the situational description of a register is based on four kinds of information, one of those is the analyst's own personal experiences and observations<sup>[4]</sup>, caster's register classified into Profession, Information, Event, Invitation and place.

Table 2. Register classification data

No	Register	Total
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1	Information	258
2	Event	18
3	Profession	9
4	Place	46
5	Invitation	8
	Total	339

Classification of profession to show the jobs or role every hero in Mobile Legends, Classification of information is statements of fact that caster use to give detail of the match, Classification of event is something important that happen and giving impact to the match, Classification of place to tell about where the action or clash happen and Classification of invitation is asking something to do to the audience. According to Pateda (2010), contextual meaning can also be called situational meaning<sup>[5]</sup>. Pateda state there are ten types of contextual meaning, namely: 1) context personal, relating to gender, position or background of the speaker or listener, 2) context of situation, speaker will speak in accordance with the situation happen, 3) Context of purpose, such as asking, expecting something, 4) Context of mood, can influence the word and the meaning of that word, 5) Context of place, place can influence the words and the meaning which is used of people, 6) Context of time, such as time for an event or doing something, 7) Context of object influence the word used that focus to something, 8) Context of linguistic, that does meet the rules of the language used by both sides, 9) Context of language, Consequently comrades talk do not understand the contents of the sentence. For the fulcrum meaning is not understand. 10) Formal or informal context, Conversation will force a people to find the word which is appropriate with the context of conversation.

**CONCLUSION AND SUGGESTION**

**Conclusion**

There are 339 data of registers used by caster from 5 match's video and classified into 5 classifications. They are classification of information (258 Data), classification of place (46 Data), classification of event (18 Data), classification of profession (9 Data) and classification of invitation (8 Data). The classification register based on the data on 5 final matches to easiest for grouping the information. The

highest register used by the casters is information (258 Data) because the function giving the detailing of the match to the audience. The situation is the casters bring the information to the audience using the game's context such as hero, skill, item, and many more that relate to the game as long it can be understood by the audience.

### **SUGGESTION**

The next researchers can focus on the factors that contribute to the occurrence of caster's register in YouTube channel MPL Indonesia or other streaming platforms. Therefore, there will be new findings of what factors affect them to use the register

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