

ABSTRACT

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This study aims at findings out how Impoliteness study on game online that show on *Mobile Legend* at pragmatics with type of Culpaper's (2014) theory casual effect. The objective of the study to investigate what kinds impoliteness of *Mobile Legend* in game online of and how the realization of Impoliteness have a negative meaning. A descriptive qualitative design is applied in the research with scientific individual experience life by textual analysis of Lincoln (2000). The procedure of collecting data is analyze the utterances of players at children stage, teenager stage, and adult stage. The research findings are found based on Culpaper's theory, they are *Anger* 44%, *Disgust* 28% and *Contempt* 28%. In conclusion, That period is the peak stage of physical condition, so that a person is in a very supportive condition for any effort to meet the challenges of achieving power or the best achievement

Keywords: Pragmatics, Impoliteness, Mobile Legends

