

CHAPTER I

INTRODUCTION

A. Background of Study

In the current era of globalization, progress in the field of science and technology is growing rapidly. We can easily access various things by accessing the internet, be it on a cellphone or laptop. Internet access can also be accessed by various groups. In the beginning, internet access could only be accessed and understood by adults, but nowadays even small children and even toddlers can access the internet via mobile phones. In particular, what is currently trending among young people is playing online games. Online game is a game that can be accessed by several players who are connected in one internet network (Adams and Rollings, 2010).

Since the Covid-19 pandemic hit all countries including Indonesia, many human activities have begun to be hampered. For example, for school children, face-to-face learning at school has to be shifted to virtual face-to-face learning in their respective homes or more often called online learning, and also those who work are required to work from home or WFH. Because of this, many people have more free time at home. Because online learning and WFH were not conducive at first, after studying and working, people usually fill their spare time by playing online games. One of them that is increasingly booming today is the Mobile Legends Game.

Mobile Legends is a MOBA game developed by Moonton Technology Co., Ltd., a developer from China. Moonton. It has its headquarters in Shanghai, China. This game was specifically released for Chinese and Indonesian servers on July 11, 2016, while the global iOS server was released on November 9, 2016. Mobile Legends: Bang Bang is a mobile phone MOBA (Multiplayer Online Battle Arena) game that can be played on a PC/computer. The two opposing teams struggle in this game to enter and kill the enemy base while protecting their own base to control the three "lanes" known as the "upper lane", "middle lane" and "bottom line" linking their bases, in addition to the three. The jungle area is also called this jungle area.

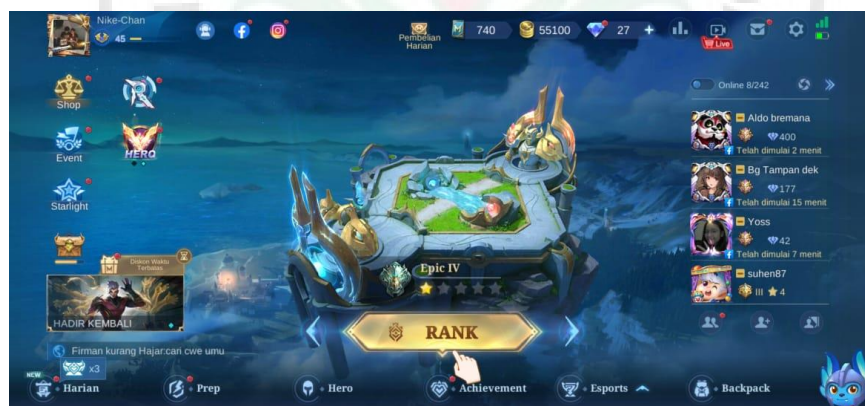


Figure 1. Display of Mobile Legends

Game Mobile Legends: Bang Bang presents favorite heroes, and to defeat the opposing team, gamers can create the perfect team. This is a very fun game where gamers work together, initiating a scheme to break the tower of the enemy. It's really fun to play this Mobile Legend, particularly with the closest people. We will find many people playing games here, from little kids who are still in elementary school to elderly people. However, it turns out that there are consequences that must be received from online games like this, moreover, these

games do not limit age and are free for all ages, so that in the end they have a negative effect, especially for minors. A lot of behavior and harsh words are said by other players when they are upset or get a non-cohesive team and find friends or opponents who are playing cheating. Usually people who are poisonous will get angry and use bad language and bring down other players and eventually cause discomfort and the game does not run smoothly which can have an impact on defeat.

The research of impoliteness had been done before by several researchers. It indicates that impoliteness is an interesting object to be studied. This research was conducted by reviewing many journals that use a similar theory. However, from the journals that are used as references, there are several previous studies that were mentioned during this research. The researcher took several previous studies to ensure the authenticity of the research. One of them is a study by Kwak (2015) entitled “Exploring Cyberbullying and Other Toxic Actions in Team Competition Online Games”. In this study, in an online game competition, researchers investigated cyberbullying and other disrespectful behavior. More than 10 million players who have registered 1.46 million toxic players by crowdsourced decisions were tested from hypotheses describing toxic behavior using a data set. This study takes an example from a game that is quite popular, namely the MOBA game League of Legends (LoL).

The purpose of this study is to find impoliteness which explores impoliteness by gamers from *the Mobile Legends game*. Culpeper (2014) argues that violations of sociality rights are more likely to be accompanied by other condemning emotions (anger, disgust and contempt), whilst violations of face are

more likely to be accompanied by self-conscious emotions. It can be seen from the examples I found while playing Mobile Legends below:

Table 1. Prelimery Data

Round	Date	Username / Hero	Utterances
1	28/09/21 (16.17 WIB)	INSTINCT / Vale	“Jgn clear lahalukt.l”
		INSTINCT / Vale	“Woyaluj9”
2	29/09/21 (15.14 WIB)	Sikolot00/ Hayabusa	“gkguna”
3	29/09/21 (16.22 WIB)	Steven Paul Jobs / Harley	“alunya b3go bgt”
		Cg]KoTTeLLz420 / Balmon	“alusehat?”

As can be seen from the example above, one of my team's players uttered a phrase of anger in round 1, where anger is defined as annoyance caused by unfair behavior on the part of a player. In this round, user Vale's hero was annoyed and said angry words to Alucard's hero or often called Alu, but at the same time he threw back an annoyed sentence because Alu didn't care and continued to play badly in the match. In round 2, one of my teammates did dislike, which is defined as feeling disgusted or disgusted by something. In this round, Sikolot00 hero user Hayabusa did not like and was annoyed because his team could not work well together. In round 3, there are two contempts, one from my team and one from the opposing team. Where humiliation is treatment that shows disrespect to others by using insulting language or behavior. Here, Alucard's hero plays carelessly and

doesn't often kill his opponent. Therefore, my team with the username Steven Paul Jobs and the opposing team with the username Cg]KoTTeLLz420 at the same time insulting sentences and humiliated Alucard.

The data above is taken from teenagers aged 15-18 years. Researcher asked the reason why they said rude and impoliteness when playing games, most of them said it was because they were annoyed with their team who could not work well together. There are also those who say that because his friends speak in high and harsh tones while playing games, he is also influenced to talk like them

From these reasons, it is related to the opinion to A Crystal (1987) that pragmatics is the study of the elements that influence our language choices in social interactions, as well as the implications of our choices on others. The importance of context and language users (speakers and listeners) is emphasized in this definition. Impoliteness can arise if the speaker intends to attack the speech partner's face while talking, the speech partner believes the speaker is undertaking the aggressive behavior, or a combination of the two. Impoliteness occurs when a speaker purposefully conveys a face assault, or when a listener perceives and/or develops conduct that is purposely face-attacking. Impoliteness generated by purposeful circumstances is one of the important characteristics that appears in the research of impoliteness, as according Culpeper (2008: 36).

In this study, the researcher is interested in taking a research study on the analysis of language impoliteness in online games. In addition to this linguistic phenomenon, it is interesting to study because it can add insight into linguistic

knowledge. This research was also taken during the COVID-19 pandemic where many people's activities have shifted. Like studying at school, working in an office, etc., doing everything from home or often called learning from home or work from home (WFH). This triggers the number of activities carried out by humans related to the Internet, one of which is online games.

B. The Problem of Study

Based on the background of study above, the researcher proposed the question :

1. What types of impoliteness are performed by players on *The Mobile Legends Game*?
2. How are the impoliteness represented in *The Mobile Legends Game*?
3. Why are the impoliteness represented in *Mobile Legends*?

C. The Objective of Study

Based on the problem statements above, the objectives of this research were formulated as following :

1. To find out the types of impoliteness are performed by players on *The Mobile Legends Game*
2. To describe the impoliteness in *The Mobile Legends* gameplayers
3. To explain the reasons why the impoliteness represented in *The Mobile Legends Game*

D. The Scope of Study

This research focused on the utterances of impoliteness in screen recording videos. The limitation of this research is the analysis of Culcuper's theory (2014). The subject of this research is utterances of the screen recording of Mobile Legends. The sample consisted of 6 teams of 30 players, who had a conventional age range of 10-30 years.

E. The Significant of Study

Theoretically, the findings of this study are expected to be able enrich the pragmatic study of impoliteness. The researcher hopes that the results of this study can provide useful information for English students in understanding Impoliteness.

Practically, policy and technical makers should suppress recorded comments about in-game impoliteness as a message to toxic players to play responsibly.

