

ABSTRACT

Sembiring, Rony Arahta. Registration Number 8186116006, Impoliteness Strategy In Moba Gamers Language Community, A Dissertation. English Education Linguistics Study Program. Postdoctoral Program. Faculty of Language and Art. State University of Medan, 2025.

Interaction in online gaming communities, especially in the Multiplayer Online Battle Arena (MOBA) genre, creates a unique and complex linguistic landscape. This study examines in depth the pragmatic phenomenon by analyzing the form, function, and factors that influence the use of impoliteness strategies in the MOBA gamer language community in Indonesia through a descriptive qualitative method. The present research aims to find out the types, ways of communicating and the causes of the use of impolite language that appear among the MOBA gamer community. The present research uses descriptive qualitative methods, because the present research involves data collection with the aim of describing existing conditions. this method focuses on cultural, social, personal identity and its purpose is more descriptive than predictive. The results show that positive impoliteness is the most frequently used (200 times), bald impoliteness (124 times), negative impoliteness (43 times), sarcasm or feigned politeness is rarely used (5 times), unobserved politeness (0). MOBA (Multiplayer Online Battle Arena) gamer community uses incivility by composing direct name calling, sequencing accusations and insults, using interjections for transitions, using expletives. gamers in moba community tend to use disrespectful or toxic language during game play due to some main reasons emotional reaction during high pressure game play, lack of consequences & anonymity, peer influence & in-group norms, as a strategy or skill expression, miscommunication & poor team coordination.

Keywords: Impoliteness strategies; Language community; MOBA gamers; Pragmatics; Verbal impoliteness

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Interaksi dalam komunitas gim daring (online gaming), khususnya pada genre Multiplayer Online Battle Arena (MOBA), menciptakan sebuah lanskap linguistik yang unik dan kompleks. Penelitian ini mengkaji secara mendalam fenomena pragmatik tersebut dengan menganalisis wujud, fungsi, dan faktor-faktor yang mempengaruhi penggunaan strategi ketidaksantunan dalam komunitas bahasa gamer MOBA di Indonesia melalui metode descriptive qualitative. Penelitian ini bertujuan untuk mengetahui jenis, cara berkomunikasi dan penyebab penggunaan bahasa tidak santun yang muncul di kalangan komunitas gamer MOBA. Penelitian ini menggunakan metode kualitatif deskriptif, karena penelitian ini melibatkan pengumpulan data dengan tujuan untuk menggambarkan kondisi yang ada. metode ini berfokus pada budaya, sosial, identitas pribadi dan tujuannya lebih bersifat deskriptif daripada prediktif.. Hasil penelitian menunjukkan bahwa Positive impoliteness is the most frequently used (200 times), Bald on record impoliteness (124 times), Negative impoliteness (43 times), Sarcasm or mock politeness is rare (5 times), Withholding politeness was not observed (0). The MOBA (Multiplayer Online Battle Arena) Gamers community utilizes impoliteness by structuring direct name-calling, sequencing accusations and insults, using interjections for transition, applying terminal expletives. gamers in the moba community tend to use impolite or toxic language during gameplay for several key reasons emotional reactions during high-stress gameplay, lack of consequences & anonymity, peer influence & in-group norms, as a strategy or expression of skill, miscommunication & poor team coordination.

Keywords: Strategi ketidaksopanan; Komunitas bahasa; Gamer MOBA; Pragmatik; Ketidaksopanan verbal