

**TRASH TALK COMMUNICATION ON STREAMERS
IN GAME CALL OF DUTY: WARZONE**

SKRIPSI

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English Education Program*

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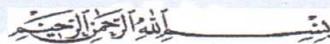
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ABSTRACT

Imam Sarwira 1702050117. Trash Talk Communication on Streamers in Game Call of Duty: Warzone. Skripsi. English Education Department Faculty of Teacher Training and Education Universitas Muhammadiyah Sumatera Utara. 2023.

The study discussed about the trash talk communication on streamers in game Call of Duty: Warzone. The objectives of this study were : (1) to find out the factors of using trash talk in game streamers Call of Duty:Warzone. and (2) to find out what are the impacts on viewers when the streamer using trash talk. The source of the data was obtained from YouTube streamer Bobbypoofgaming and DrDisRespect channel. The data was taken from 2 videos, one video from Bobbypoofgaming channel with a duration of 11 minutes 35 seconds and watched by 475 viewers, and one from DrDisRespect channel with a duration of 12 minutes 03 seconds and watched by 1.1k viewers. The techniques in analyzing the data was using the theory of Sugiyono (2015), those are data reduction, data presentation, and drawing conclusion. Then, there were found out that the most of the factors that caused DrDisRespect and BobbyPoffGaming use trash talk were internal factors caused by selfishness within them. And from the data it has also been found that the impacts felt by viewers when watching video streamers who use trash talk are positive impact and negative impact.

Keywords: *Trash talk, communication, Streamer in Games, Pragmatics.*

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CHAPTER I

INTRODUCTION

A. Background of Study

Gaming is one of the most popular pastimes that hooked millions of people, young and adult, around the world. With the advancement of communication technology, gaming culture has evolved from a solo form of entertainment into an interactive social activity where people can play, interact, and compete with others using personal computers, mobile phones, and other digital devices through the internet. Along with the rapid development of internet technology, online games are also experiencing rapid development. Online game has the purpose of entertaining, gives a happy feeling, as a refreshing media, filling free time, and as a means to find new friends because mostly online games can be played simultaneously with many people (Kurniawan, 2017). Playing online games can provide changes in behavior or certain effects on its users. According to Stamm and Bowess (Alifanza, 2018), there are two the effect of the media on its users, which the first is the primary effect, that is the effect that caused by exposure, attention and understanding as well as secondary effects, namely cognitive level changes and changes behavior.

However, while online gaming communication has advanced gaming culture and experience, it has also brought about ethical setbacks for the growing population of online gamers. Online communication has been used as a venue in expressing aggressive antisocial behavior within a diverse community of gamers.

Online toxicity, such as perpetrating, experiencing, and witnessing hateful, vulgar, or toxic messages have been largely observed in online gaming platforms which have become prevalent tools for cyberbullying. When playing online game by streaming, players unconsciously use trash talk when they are annoyed with their opponent. The use of trash talk can have an impact for the viewers and on players. Data obtained from survey result using Google Form in BBNM group game.



Figure 1.1. Diagram of Data Survey Result

Because in the game Call of Duty: WARZONE has trash talk (words dirty) in verbal form. The form of verbal communication is in the form of chat and oral used by streamers during broadcasts.. Trash talk can be cruel and serves as a spark that leads to violence among the player and misunderstanding easy to

happen. This study would highlighted trash talk in the form of verbal communication to streamers in the game Call of Duty: WARZONE. This research would be conducted through social media YouTube on channel Bobbypoofgaming and DrDisRespect.

This game is a form of FPS (first person shooter) based online. Playing Call of Duty: Warzone online games can behave a positive influence because through online games make it possible social interaction between players (Gong, Zhang, Cheung, Chen, & Lee, 2019). Players can communicate with each other and share experiences from the start of the game to the end of the game. In addition, it can also have an impact which is negative on the behavior of adolescents who play it where it can cause aggressive behavior Freedom in communication facilities provided in online games sometimes has a negative impact if used by irresponsible players, these communication facilities can be misused to say bad things to opponents and friends playing in online games, one example negative action that arises from the misuse of communication facilities inonline games is trash talking.

Trash talk is included in pragmatics studies, according to (Yule, 1996:3) pragmatics is concerned with the study of meaning as communicated by a speaker (or writer) and interpreted by a listener or reader. This type of study necessarily involves the interpretation of what people mean in a particular context and howthe context influences what is said. This approach also necessarily explores how listeners can make inferences about what is said in order to arrive at an

interpretation of the speaker's intended meaning. Trash talk presented to illustrate language in use have been populated by people. It can influence not only on what we say, but also on how we are interpreted. In many cases, the interpretation goes beyond what we might have intended to convey and includes evaluation such as "rude" and "inconsiderate", or "considerate" and "thoughtful". The investigation of that is normally carried out in terms of politeness (Yule, 1996:60).

Trash talk, typed or spoken, is also becoming commonplace in the world of video game players, with sites featuring numerous references to trash talk use. Trash talk is an attempt to boast about oneself, provoke, intimidate or bring down the opponent's mentality through verbal words or non-verbal symbols, usually used by sports athletes to raise self-confidence and also to bring down the opponent's mentality and is usually done at an event competitive situation (Alifanza, 2018:3). One of the phenomena of aggressive behavior in adolescents that occur in Indonesia is trash talk behavior. Trash talk according to Schweitzer (2018) is abusive speech behavior that can foster a sense of competition (destructive) or motivate (constructively) someone. In the specific case of video game trash talk, the insults are often focused on the players game-play skill level, but are also commonly in the form of racial, ethnic or sexual slurs. Trash-talking is behavior expressed in context competition in which two or more parties compete for Achievements, recognition, or status. Which one is this based on the S-R (Stimulus Response) theory, which is a theory in which communication is an action-reaction process. That is, theory. It assumes that verbal words, non-

verbal cues, certain symbols will stimulate others to respond in a certain way one of them is Aggressiveness.

Trash talking define as boastful comments about the self or insulting comments about an opponent that are delivered by a competitor typically before or during a competition. Characterize trash talking as an uncivil behavior, and challenge the prevailing assumption that uncivil remarks harm motivation. Instead, trash talking can show substantially enhance motivation through feelings of rivalry, in addition to motivating constructive effort. However, trash talking can motivate competitors to engage in unethical behavior.

Trash talking is incivility expressed in a competitive context in which two or more parties are vying for resources, recognition, or status. Unlike other forms of aggressive communication such as gossip, bullying, or abusive supervision, trash talking occurs in interactions defined by strong competitive norms that lack opportunities to collaborate. Trash talking is aggressive communication that involves ridicule or self-aggrandizement. Importantly, ridicule can be malicious or playful. In competitive interactions with rivals, trash-talking is often characterized by the intent to harm an opponent and involves taunts that criticize an opponents identity, group membership, competence or performance. In competitive interactions with friends, trash-talking often has a benign intention characterized by teasing that combines ridicule or self-aggrandizement with humor.

Trash talking can occur with or without the opponent present. In dyadic interactions when the target is present, trash talking is broadcasted directly to the

target to boost the self or diminish the target. A trash talker can make boastful comments about the self or derogatory remarks about the opponent. These comments may elevate the trash-talkers confidence, alter status perceptions of an audience, or influence the targets behavior when the message ultimately reaches the target. Trash talking varies in quality from crude insults to witty observations. Crude or blunt forms of trash-talking often rely on direct insults and overt aggression. More sophisticated forms of trash-talking exhibit inventiveness and may include sarcasm, hyperbole, and metaphors. Trash talking is likely to influence cognition and behavior in both the trash-talker and the target. That is, competitors use trash talking to intimidate, distract, or humiliate a target, and boost morale of the trash talker. Trash talk in gaming has been largely attributed to observation and exposure to aggressive gaming language especially that profanity is largely present in the majority of top-selling game content.

With the advent of a trash talk culture in video gaming, it appears a generation being raised „online“ is unlikely to cease participation in the phenomenon. Trash talk behavior has a positive or negative impact on online game streamers. The trash talk behavior can occur due to factors that come from inside the game or outside the game. Due to the many impacts negative consequences of trash-talk behavior, so find out and understand the causative factors trash talk behavior. Thus the audience can avoid the negative impact of behavior trash talk. Can cause quarrels, fights, fights, vandalism and mistreatment between players.

In game Call of Duty: Warzone it has chat and voice chat features that can connect with the team or to all players, the freedom of communication provided in the game sometimes has a negative and positive impact if used by irresponsible players, these communication facilities can be misused to say things, bad things to the audience, opponents and friends in the team, one example of negative actions that arise from misuse of communication is trash talk. Trash talk behavior has an impact such as influencing competitive behavior, affecting psychologically, causing problems, reducing one's performance and creativity abilities (Schweitzer, 2018). It causes social sanctions, shows a bad personality, and causes conflict.

B. The Identification of Problem

1. During game Call of Duty: Warzone viewers feel uncomfortable with trash talk communication on the streamers.
2. Many streamers have a negative impact by using trash talk in the game world.

C. The Scope and Limitation

The study would revolve around the pragmatics especially in trash talk communication that the streamer uses, more precisely in terms of the impact and factors given by streamers when using trash talk to the viewers. The limitation of the study is trash talk used by game streamers Call of Duty: Warzone streaming online game on YouTube.

D. The Formulation of Problem

1. What are the factors that cause streamers to use trash talk in the game?
2. How trash talk give impacts on viewers in the game Call of Duty: Warzone?

E. The Objective of Study

1. To find out the factors of using trash talk in game streamers Call of Duty: Warzone.
2. To find out what are the impacts on viewers when the streamer uses trash talk.

F. The Significance of Study

1. Theoretically

This research would be useful for online game users to know the negative impact they get from trash talk, so people know how to use good and correct words. And it can be used to learn language, so that can sort words when want to speak.

2. Practically

- a. For students can be used as a reference for efforts to develop communication education, as well as a reference material when conducting studies on the impact of using trash talk or dirty words both on streamers or other communities in the world of games.
- b. In the world of society or parents are able to maintain and educating children in language in social life and social media.

CHAPTER II

REVIEW OF LITERATURE

A. Theoretical Framework

In conducting research, a theory is needed to explain several concepts to explain some of the concepts.

1. Pragmatics

Language is for communicating about the world outside of language. According to (May, 2004:6) pragmatics studies the use of language in human communication as determined by the condition of society. (Griffiths, 2006:3) state in the study of pragmatics human communication with language is not like pressing buttons on a remote control. Instead it requires active collaboration on the part of any person message is directed to the addressee (such as reader or listener). The addressee has the task of trying to guess what the sender (writer or speaker) intends to convey, and as soon as the sender's intention has been recognized, that is the message has been communicated. The sender's task is to judge what needs to be written or said to enable the addressee to recognize what the sender wants to communicate.

A pragmatics perspective will focus on the societal factors that make a certain language use more or less acceptable, in contrast to other, perhaps abstractly equivalent, but pragmatically radically different (because mostly unacceptable) uses. A perspective view emphasize the pragmatic aspects of all parts of linguistics, including psycholinguistics, sociolinguistics, and other "hyphenated" areas. Pragmatics has consequently more to do with the analysis

of what people mean by their utterances than what the words or phrases in those utterances might mean by themselves.

Pragmatic approach also necessarily explores how listeners can make inferences about what is said in order to arrive at an interpretation of the speaker's intended meaning. This type of study explores how a great deal of what is unsaid is recognized as part of what is communicated. We might say that it is the investigation of invisible meaning. This perspective then raises the question of what determines the choice between the said and the unsaid. The basic answer is tied to the notion of distance. Closeness, whether it is physical, social, or conceptual, implies shared experience. On the assumption of how close or distant the listener is, speakers determine how much needs to be said.

Pragmatics is the study of the relationships between linguistic forms and the users of those forms. According to Yule (1996:4) only pragmatics allows human factors into the analysis. The advantage of studying language via pragmatics is that one can talk about people's intended meanings, their assumptions, their purposes or goals, and the kinds of actions (for example, requests) that they are performing when they speak. The big disadvantage is that all these very human concepts are extremely difficult to analyze in a consistent and objective way. Two friends having a conversation may imply some things and infer some others without providing any clear linguistic evidence that we can point to as the explicit source of „the meaning“ of what was communicated.

Pragmatics studies the factors that govern our choice of language in social interaction and the effect of our choices on others. Pragmatic factors always

affect our selection of sounds, grammatical constructions, and vocabularies in producing the meaning we intend to communicate. Hence, pragmatics relates to the study of meaning of words used by people in concrete social situations, that is, with words in context. Pragmatic meaning (meaning in pragmatic point of view) involves a set of multiple and various relations held between the utterance and its parts and the relevant feature and components of the environment, both cultural and physical and forming part of the more extensive system of interpersonal relations involved in the existence of human societies.

The occurrence one or more of the aspects then indicates a pragmatic one since, pragmatics studies meaning in relation to speech situation. The five aspects are: (1) Addressers or addressees (speaker & hearer). (2) The context of utterance. (3) Goals of an utterance. (4) The utterance as a form of act or activity: a speech act. (5) The utterance as a product of a verbal act. Since pragmatics is the study of how context shapes the meaning, use and structure of utterances, occupying pragmatics analysis also involves the analysis of context. Context and text are interdependent as defines context as what is ‘with the text’, and it goes beyond what is said and written; it includes other non-verbal-goings on the total environment in which a text unfolds.

Pragmatics allows to investigate how this “meaning beyond the words” can be understood without ambiguity. The extra meaning is there, not because of the semantic aspects of the words themselves, but because we share certain contextual knowledge with the writer or speaker of the text. However, there is a

consensus view that pragmatics as a separate study is necessary because it explains meanings that semantics overlooks.

Pragmatics deals with *utterances*, by which we will mean specific events, the intentional acts of speakers at times and places, typically involving language. Logic and semantics traditionally deal with properties of *types* of expressions, and not with properties that differ from token to token, or use to use, or, as we shall say, from utterance to utterance, and vary with the particular properties that differentiate them. Pragmatics is sometimes characterized as dealing with the effects of *context*. This is equivalent to saying it deals with utterances, if one collectively refers to all the facts that can vary from utterance to utterance as ‘context.’ One must be careful, however, for the term is often used with more limited meanings.

Pragmatics deals with what we do with language, *beyond* what we (literally) say. This is the conception according to which Voltaire’s remarks belong to pragmatics. It’s up to semantics to tell us what someone literally says when they use expressions of a given type; it’s up to pragmatics to explain the information one conveys, and the actions one performs, in or by saying something.

Pragmatics is usually thought to involve a different sort of *reasoning* than semantics. Semantics consists of conventional rules of meaning for expressions and their modes of combination. Locke supposed that communication was basically a matter of a speaker encoding thoughts into words and the listener decoding words back into thoughts. The same basic picture is found fairly

explicitly in Saussure and other influential theorists. This picture seems to fit reasonably well with the picture that emerged from the logicians and philosophers of language in the tradition of logical analysis, of language as a system of phonological, syntactic and semantic rules, of which competent speakers and interpreters have implicit mastery. Paradigmatically, the sincere speaker plans to produce an utterance with the truth-conditions of a belief she wishes to express; she chooses her words so that her utterance has those truth-conditions; the credulous interpreter needs to perceive the utterance, and recognize which phones, morphemes, words and phrases are involved, and then using knowledge of the meanings, deduce the truth-conditions of the utterance and of the belief it expresses.

In contrast, pragmatics involves perception augmented by some species of ‘ampliative’ inference — induction, inference to the best explanation, Bayesian reasoning, or perhaps some special application of general principles special to communication, but in any case a sort of reasoning that goes beyond the application of rules, and makes inferences beyond what is established by the basic facts about what expressions are used and their meanings.

2. Trash talk

a. Definition of Trash Talk

In the literature trash talk is portrayed as a behavior while trash talk has become more visible. Trash talk is an attempt to boast about oneself, provoke, intimidate or bring down the opponent's mentality through verbal words or non-verbal symbols, usually used by sports athletes to raise self-confidence and also

to bring down the opponent's mentality and is usually done at an event competitive situation (Alifanza, 2018:3). Trash talk is part of one of the linguistic studies, namely linguistic macro. Macro linguistics takes a broad view of linguistic phenomena, studying language in different context and its development over time. Macro-linguistics includes study of other disciplines that are connected with language study in any perspective. In the literature trash talk is portrayed as a behavior while trash talk has become more visible in sports, identifying what factors influence athletes to trash talk is essential (LoConto and Roth, 2005). Trash talk is a phenomenon that has the potential to perturb athletes at all expertise levels. Anecdotal evidence suggests trash talk has the capacity to affect athletic performance at the very highest levels. Trash talk is viewed as a cognizant or deliberate form of verbal communication utilized by individuals for both affirmative personal reasons (i.e., motivation, fun), and disruptive motives towards opponents (i.e., distraction, intimidation).

Trash talk has some similarities with a phenomenon such as pornography. Individuals have widely varying definitions as to what constitutes pornographic material. One of the challenges in defining trash talk is this ambiguity and individual interpretation as to what trash talk really is. Trash talk for one individual, is not considered trash talk for another. Much like pornographic material, trash talk is a topic, which generates huge variation in classification. Trash talk which is a phenomenon where a player utters insulting obscenities to make his own team members or other team members. Almost all video game players must have done trash talk, either to forget their emotions or deliberately

to make the game feel more 'crowded'.

The phenomenon of swearing in a game is actually not a new thing in this internet age. Since the 1960s, trash talk has existed and is used in almost all sports. The beginning of trash talk was probably pioneered by the boxing legend Muhammad Ali, where in 1963 he released an album of poetry entitled 'I Am The Greatest', a sentence that became the hallmark of the boxer. This album contains trash talk sentences that started the emergence of the athlete's habit of doing the same thing. In modern times, perhaps the most horrendous incident in the world due to trash talk occurred during the 2006 World Cup. The events that occurred in the final match between Italy and France attracted so much attention because of the tragedy where Zinedine Zidane 'butted' his chest. Marco Materazzi. At that time Materazzi told Zidane that he was 'the son of terrorist whore' which was a clear insult.

Trash talk is indeed spread and is often used in various types of sports. Every sport has another term for trash talk, such as sledging in cricket and chirping in ice hockey. But even so, basically all of them mean trash talk which contains insults, accusations, and even threats. Trash talk has been able to survive and evolve into the millennium century, where almost all communication occurs on the internet. Trash talk later evolved and changed its name to 'smack talk', a term that many believe emerged in the 1990s. Smack talk is usually done by someone with the intention of demeaning, insulting, and threatening others via the internet.

And like a virus that has evolved and gotten stronger, smack talk then

penetrated into every corner of the internet, entering forums, blogs, to the realm of the video game industry such as MMORPGs and e-sports. In the realm of video games, people who often do smack talk are usually called toxic players because their work is indeed 'poisoning' the enjoyment of playing video games. Trash talk also has an impact on the social side of the perpetrator. Not so many people like someone who often does trash talk, even though he has skills or abilities above average. Not only that, trash talk which is considered as unsportsmanlike conduct will also cause the perpetrators to not receive much moral support, either from their own team members, the audience, or the opposing team. And in the end, they will be labeled as someone with a bad attitude, has no manners and does not uphold sportsmanship in a game.

Trash talk is a form of cyber bullying that is carried out in the online game world in verbal form. People who say rude or trash talk is triggered by several factors. Hamiyati (2020:74) mentions that there are two categories of factors that cause people to trash talk. The first is a factor that comes from within the game itself or internally. The second is a factor that comes from outside the game itself or external. Internal factors in the form of language limitations, do not know the rules of the game, and the character of players who are selfish. While the external factor is the player's environment. Toxic gamers, the name for gamers who often do trash talk do not realize that what they are doing does not only have an effect on the inside online games, but it can also affect their community or real life. Rudi (2010) *menjelaskan ada beberapa hal dalam perilaku yang dilakukan dalam cyber bullying yaitu: 1) Flaming sering terjadi di*

dalam forum online yang di dalam forum tersebut terjadi perdebatan yang tidak bertanggung jawab terlebih lagi tidak memiliki dasar yang kuat, perdebatan tersebut menggunakan bahasa yang kasar dan menjatuhkan pengguna lainnya, 2) Gangguan yaitu mengirim pesan berulang yang tidak semestinya ataupun tidak pantas melalui media online, 3) Pelecehan yang dimana individu tertentu menyebarkan pesan yang benar atau tidaknya suatu hal tentang seseorang dengan tujuan menghina maupun mencela agar dapat merusak reputasi orang lain, 4) Impersonation adalah dimana individu berpura-pura menjadi orang yang lain dan mengirimkan suatu informasi agar dapat merusak reputasi pengguna asli, 5) Tipu Muslihat yaitu berpura-pura menjadi teman yang kemudian orang tersebut menceritakan hal yang bersifat rahasia, kemudian seseorang tersebut menyebarkan rahasia tersebut kepada pengguna media online yang lain, 6) Pengucilan secara sosial dengan sengaja mengabaikan dan mengasingkan salah satu pengguna lain dari grup online.

There are the factors that caused the streamer using trash talk by Hamiyati (2020:78) (1) *Bermain dengan orang yang tidak dikenal.* (2) *Karakter pemain yang egois.* (3) *Keterbatasan bahasa.* (4) *Bertemu dengan pemain yang memiliki perilaku trash-talk.* (5) *Pengaruh media game online.* (6) *Bertemu dengan pemain yang tidak mengetahui rule of game dan cara bermain yang benar.* (7) *Pengaruh lingkungan* (8) *Faktor perubahan cuaca.* (9) *Akibat gangguan yang ditimbulkan oleh provider penyedia jasa internet.* (10) *Hasil permainan yang tidak sesuai dengan ekspektasi pemain.* (11) *Pengaruh media online.*

b. Trash Talk Types

LoConto and Roth (2005) provided the foundation regarding forms of trash talk, authors found four different types of trash talk towards opponents: intimidation, getting ugly, sexual harassment, and body language.

1. Intimidation

Involved saying things to unnerve opponents, either verbally or non- verbally (LoConto and Roth, 2005). One example comes from a soccer player saying:

“You don’t even know what you’re messing with”

2. Getting Ugly

Getting ugly was trash talking that is short in words and includes expletive words. This was the most common type of trash talk and involved the least amount of creativity (LoConto and Roth, 2005). Verbal examples included:

“You suck” and “Shut the fuck up”

3. Sexual harassment

Consisted of talking about an opponent’s girlfriend or mother (LoConto and Roth, 2005), such as :

“You’re almost as good as your momma”

4. Body Language

Body language, another common form of trash talk, was described as non- verbal actions that taunted an opponent (LoConto and Roth, 2005).

Kitchings (2015) conducted the first study on trash talk, and subsequently addressed the void in the research. They observed a high school boys varsity

basketball team for a complete season to capture trash talk behavior among youth athletes. The authors noted three particular types: trash talking on the court, playing the dozens among teammates, and motivational talk from the coach. Out of the three types, only the first type, which involves on court interaction, is of interest to the current study. Specifically, when on the court, athletes direct their trash talk, both verbally and nonverbally, towards opponents.

3. Communication

Communication is the act of giving, receiving, and sharing information in other words, talking or writing, and listening or reading. Good communicators listen carefully, speak or write clearly, and respect different opinions. Every communication involves (at least) one sender, a message and a recipient. This may sound simple, but communication is actually a very complex subject. The transmission of the message from sender to recipient can be affected by a huge range of things. These include our emotions, the cultural situation, the medium used to communicate, and even our location. The complexity is why good communication skills are considered so desirable by employers around the world: accurate, effective and unambiguous communication is actually extremely hard.

As this definition makes clear, communication is more than simply the transmission of information. The term requires an element of success in transmitting or imparting a message, whether information, ideas, or emotions. A communication therefore has three parts: the sender, the message, and the recipient. The sender 'encodes' the message, usually in a mixture of words and non-verbal communication. It is transmitted in some way (for example, in speech

or writing), and the recipient 'decodes' it. Of course, there may be more than one recipient, and the complexity of communication means that each one may receive a slightly different message. Two people may read very different things into the choice of words and/or body language. It is also possible that neither of them will have quite the same understanding as the sender. In face-to-face communication, the roles of the sender and recipient are not distinct. The two roles will pass back and forwards between two people talking. Both parties communicate with each other, even if in very subtle ways such as through eye-contact (or lack of) and general body language. In written communication, however, the sender and recipient are more distinct. Communication is a two-way process which involves transferring of information or messages from one person or group to another. This process goes on and includes a minimum of one sender and receiver to pass on the messages. These messages can either be any ideas, imagination, emotions, or thoughts.

A. Communication Process

Communication is an ongoing process that mainly involves three components namely. sender, message, and recipient. The components involved in the communication process are described below in detail:

1. Sender:

The sender or contact generates the message and transmits it to the recipient. He is the source and the first contact.

2. Message:

It is an idea, knowledge, opinion, truth, feeling, etc. produced by the sender and intended for reference.

3. Encoding:

The message produced by the sender is encrypted in a symbolic way such as words, pictures, touches, etc. before transfer.

4. The media:

This is how the coded message is conveyed. The message can be conveyed orally or in writing.

5. Recording:

It is a process of modifying the signals sent by the sender. After recording the message is received by the recipient.

6. Recipient:

You are the last person in the chain and the message you sent was sent. If the recipient receives the message and understands it correctly and acts on the message, only then the purpose of the communication is achieved.

7. Answer:

Once the recipient confirms to the sender that you received the message and understood it, the communication process is complete.

8. Noise:

Refers to any restrictions caused by the sender, message or recipient during the communication process. For example, incorrect telephone connection, incorrect coding, incorrect recording, careless recipient, incorrect understanding of message due to discrimination or inappropriate touch, etc.

B. Types of Communication

1. Verbal communication:

Communication occurs through verbal, verbal or written communication that conveys or conveys a message to others is called oral communication. Verbal communication is the use of language to convey information verbally or in sign language. Verbal communication is important because it works well. It can be helpful to support verbal Non-verbal communication any non-verbal communication, spoken words, conversation and written language is called.

2. Non-verbal communication:

It occurs with signs, symbols, colors, touches, body or facial features. Insignificant communication is using body language, body language and facial expressions to convey information to others. It can be used both intentionally and deliberately. For example, you may have a smile on your face when you hear an idea or a piece of interesting or

exciting information. Open communication is helpful when you are trying to understand the thoughts and feelings of others.

Communication is one of the important things in playing the game Call of Duty: Warzone. The presence of voice chat and microphone really helps the communication process between players. According to (Wibowo, 2020) how two or more people can exchange messages between computer users and other users using computer media through applications or means on computers. Examples of CMC here are voice chat and microphone that players use to chat with teammates or with all players when playing Call of Duty: Warzone. The role of voice chat and microphone in the game is to make a strategy where without communication it will be difficult to win. As is well known, the voice chat and microphone features really help the team to carry out their battle strategy, because each player on the team has a different game play character.

4. Massively Multiplayer Online First-person Shooter Games (MMOFPS)

Online games are games that are usually used for internet networks and the like and always use current technology, such as modems and cable connections. The meaning of online games in Indonesian is online games. Usually online games are provided as an additional service from online service providers, or can be accessed directly through a system provided by the company that provides the game. An online game can be played simultaneously using a computer connected to a particular network. Online games as one of the many types of new media that become something very phenomenal in the world. This

is not foreign anymore because currently online games can be accessed through all devices connected to the internet. The first online game to appear after the existence of The WorldWide Web or commonly referred to as the Internet network is MMOFPS.

Massively Multiplayer Online First-person shooter games (MMOFPS) this game takes a first-person view so that it is as if the player is in the game from the point of view of the characters being played, where each character has different abilities in terms of accuracy, reflexes, and more. Usually when playing the player seems to feel himself in the game. For example a war game, then what is seen is a hand holding a weapon. The visible car racing game is the steering wheel, the hands and the view from the windshield. Examples of this type of game include Counter Strike, Call of Duty, Point Blank, Quake, Blood, Unreal.

MMOFPS games are titles within the greater MMO genre which have gameplay primarily informed by traditional FPS gaming. The difficulty in creating these games is mostly due to the differently targeted play lengths of each of the MMO and FPS online genres. While MMOs have long been the type of game which favors extended periods of play, FPS online games tend to have sessions lasting around half an hour, often considerably less. Finding an effective way to combine these models and their fan has proven a very challenging task. Also factored in here is the inclusion of the standard MMO monthly pay model. While this is accepted among MMO games, players of FPS games are used to a single upfront payment for their normally LAN-based game, making the establishment of this system a problematic sell. Countering this issue is the

potential of a free-to-play model. These traditionally charge no upfront fees and earn their money through various in-game transactions. However, many leading developers are hesitant to engage in this model, with some preferring a full-priced game which then includes free-to-play micro transactions a system often derided among video game traditionalists

The earliest recorded game that can be thought of as an MMOFPS game was *Under light*, released on the now-defunct MPlayer service in March of 1998. While it was a technological feat, the limitations of computer processing and bandwidth at the time meant that the combination of the two genres was not particularly cohesive. Because of this, when people ask what was the first MMOFPS, the most common answer is *Neocron*, a cyberpunk post-apocalyptic game released in 2002. MMOFPS games have long stood as a genre with massive potential. Despite this, we are yet to see a truly popular example of this genre, reaching the level of an MMO like *World of Warcraft* or an FPS like *Halo*.

In today's era of information technology, the mode of communication we live in has been mediated internet and has moved rapidly towards so-called computer-mediated communication (CMC) or computer-mediated communication. In this context, computer mediated communication (CMC) is seen as the integration of computer technology with our daily lives (Smith, 2005). Computer mediated communication (CMC) is how two or more people can exchange messages between computer users and other users use computer media through applications or means on the computer.

Compared to interpersonal communication which is delivery messages by

one person and the reception of messages by another person or a small group of people, with various impacts and with the opportunity to provide immediate feedback but along with the development of communication technology, forms of communication Interpersonal/interpersonal can be done remotely such as using the telephone, chat, video call, and so on. The most important in this type of communication are: there is reciprocity between two people who influence each other and interact in interpersonal communication, and will produce something in the form of changes in attitudes, behavior, specific actions and opinions.

Online games can be played on various platforms, such as personal computers (PCs), game consoles (special tools for playing games) and smartphones. online games are more accurately referred to as a game technology, compared as a game genre; a mechanism for linking players together, rather than ascertain pattern in a game. There are many types of online games, from simple text-based games to games that use graphics and form a virtual world occupied by many players at once. In online games, there are two main elements, namely: servers and clients. The server performs game administration and connects the client, while client is the game user who uses the server. Online games can be called as part of social activities because players can interact with each other virtually and often create virtual community. Some examples of online games are as follows:

a. Counter Strike

Counter Strike is the number three best-selling game with atotal

of 329,089 thousand players worldwide. Where Counter-Strike: Global Offensive players can come from any country so that there are many objects that can be found and analyzed with the theory used, and communication in this game is clearer to whom the interaction is intended to discuss how the strategy will be carried out in the game through the dialogue feature in the form of text or voice (Trianto, 2018).

b. PointBlank

One of the biggest online game in Indonesia is Point Blank or as known as PB. PB officially brought by Kreon Company in Indonesia and began to announce it to the audience since 25th June, 2009. Game arena PB as the legal holder of PB publisher in Indonesia, gives space to the gamers to have achievement in online game. Game arena holds National scale championship that will be start by the regional level of west and east as well as center 1 and center 2. Every regional will be represented by three representative that later can be Point Blank National Championship (PBNC). The winner is entitled to get tickets and representing Indonesia in the higher level of competition (Riauan and Aziz, .2019).

c. Call of Duty

Call of Duty is a first-person shooter video game franchise published by Activision. Started in 2003, it first focuses on games set in World War II (Destiwati, 2021). Over time, the series has seen games set in the midst of the Cold War, futuristic worlds and outer space. This game was first developed

by Infinity Ward, then also by Treyarch and Sledgehammer Games. Several spin-off and handheld games were made by other developers. The newest title, Call of Duty: Warzone, was released on March 13, 2020.

d. PUBG (Player Unknown Battle Ground)

PUBG stands for Player unknown battle ground. The meaning of PUBG Player unknown battle ground is a player who does not know the battlefield. PUBG is a battle royal game that can be played via mobile or PC. You can invite friends to join your team or meet new players in the game while playing. PUBG game is an online game distributed by Tencent, where the number of people who download reaches more than one hundred million. The PUBG playing system is last man standing, meaning the last player to win. The player must first survive the attacks of other players (Fauzi, 2019:3).

5. Game Streamer

A game streamer is referred to as someone who records game play, then broadcasts it live via live-streaming platforms on the internet (Hidayanto, 2020:487). The live element is a clear line that distinguishes streamers from content creators; or maybe you are more familiar with the name YouTuber. Content creators have to go through the video editing process so that their content becomes more interesting. Streamers usually do not need to go through the video editing process, because the content they present is live.

6. YouTube

YouTube is a website that facilitates users to share the videos they have, or just enjoy various video clips uploaded by various parties. There are various

kinds of videos that can be uploaded to this site, such as music video clips from certain musicians, short films, television films, movie trailers, educational videos, video blogs belonging to vloggers, video tutorials for various activities, and much more. YouTube itself was founded in February 2005 (Faiqah, 2016: 263). One reason YouTube is so popular is the sheer number of videos you can find. On average, 100 hours of video are uploaded to YouTube every minute, so there's always something new to watch! And you'll find all kinds of videos on YouTube adorable cats, quirky cooking demos, funny science lessons, quick fashion tips, and a whole lot more. Another reason YouTube is so popular: It's all about user-generated content. Instead of videos from major TV networks and movie studios, you'll find amazing and creative videos made by people just like you. And YouTube isn't a one-way street you can jump in, record and share your own videos, and become a part of the community.

With so much content on YouTube, it's important to note that not all YouTube videos are appropriate for everyone, especially children under the age of 13. However, there are tools you can use, such as Safety Mode, to restrict the types of videos you can view. But you can help minimize the risk of your child encountering content that may not be appropriate for them. If you or your child sees something inappropriate, users can flag the video with YouTube.

B. Relevant Studies

There are several studies related to this research that have been done before. The first study is from Maurice E. Schweitzer (2018) in her research

“Trash-talking: Competitive Incivility Motivates Rivalry, Performance, and Unethical Behavior”. In this study Schweitzer found that trash-talking influences competitive behavior. Trash-talking is a common form of competitive incivility in the workplace. When individuals are targets of trash-talking, they become more motivated and perform better on effort-based tasks. That perceptions of rivalry explain the link between trash-talking and performance, and show that targets of trash-talking develop a stronger preference to see their opponent lose. Whereas trash-talking in competitive settings boosts effort-based performance, incivility in cooperative settings harms effort-based performance. We also find that trash-talking can motivate unethical behavior and hinder creative performance. Our work reveals that incivility can have unintended consequences that powerfully motivate competitors. Individuals who hold their competitors in low regard maybe best served by keeping their views to themselves.

The second is the study of I Ngurah Oka Candrakusuma, dkk. (2017) in their research “*Perilaku Trash-Talking Remaja Dalam Game Online Dota 2*”. Candrakusuma found that shows that teenager’s cognitive ability define how they see trash-talking. Teenage players dare to do trash-talking because there is a computer mediation when they communicate, this has lead trash-talking to be easily done. Informants tend to be more aggressive in trash-talking when they are playing with friends they have known. Trash-talking is not only directed to enemies, but also friends or teammates. Interactions between players and their groups contributed to some trash-talking terms that were only known to them.

The trash-talking that was conducted differs depend on the enemies they faced, the nationalities, ethnics, races, and religions that are often subjected to the player's trash-talking.

The third is the study of Kevin M. Kniffin and Dylan Palacio (2018) in their research "Trash-Talking and Trolling". Kniffin and Palacio found that trash-talking is most commonly about the proximately important topic of playing ability while ultimately relevant topics such as physical appearance also appear to be common. Men appear to trash-talk significantly more than women, and consistently across topics, and contact sports such as football, hockey, lacrosse, and wrestling are associated with trash talk significantly more than other sports.

From the study related above, we get the difference from this research. The difference between this research and previous research is that this research will be used Call of Duty: Warzone as an object and will research on streamers who stream online games on YouTube. The above research can help researcher to facilitate research in analyze the impacts and factors that caused the streamer using trash talk when playing online game Call of Duty: Warzone.

C. Conceptual Framework

The conceptual framework is a design that is operational to the problem under study. In every study, the concept or design must be clear because it will have a big influence on the problem to be studied. The concept can facilitate a problem solving to find out the problems contained in the Trash Talk Communication on Streamers in Game Call Of Duty: Warzone.

Trash talk is an attempt to boast about oneself, provoke, intimidate or bring down the opponent's mentality through verbal words or non-verbal symbols, usually used by sports athletes to raise self-confidence and also to bring down the opponent's mentality and is usually done at an event competitive situation. In the specific case of video game trash talk, the insults are often focused on the players game-play skill level, but are also commonly in the form of racial, ethnic or sexual slurs.

Call of Duty is a first-person shooter video game franchise published by Activision. Started in 2003, it first focuses on games set in World War II. This game is a form of FPS (first person shooter) based online. Even though this game has just been released by Infinity Ward, there are already many enthusiasts or players who have reached approximately 100 million users. Call of Duty: Warzone is divided into regional servers, namely Asian and European servers that can be connected to one game or can meet in the game simultaneously.

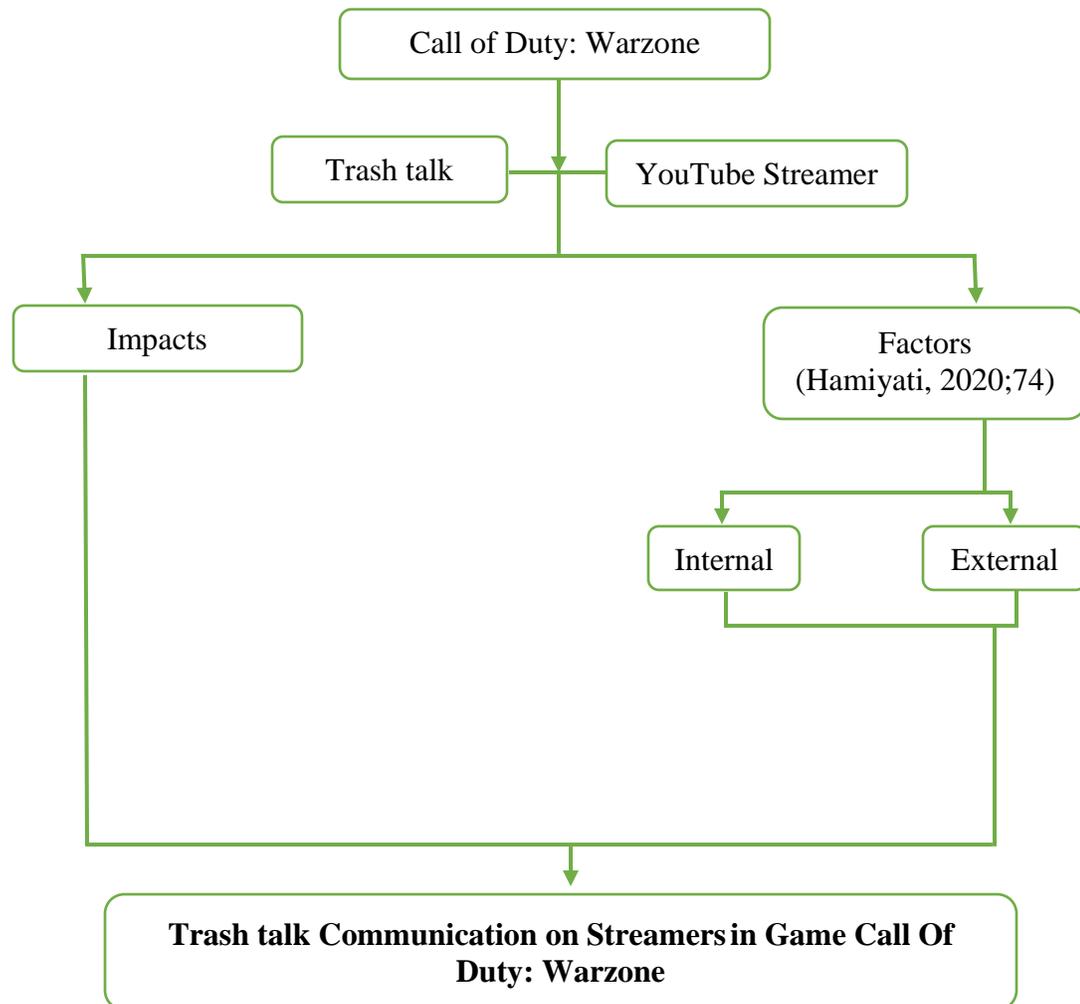


Figure 2.1. Conceptual Framework

CHAPTER III

METHODOLOGY OF RESEARCH

A. Research Design

This research was conducted by using a descriptive qualitative method. According to Sugiyono (2015) the descriptive qualitative method is a method that is used to describe or analyze research results but is not used to make broader. Descriptive research is the accumulation of basic data in a descriptive way. It does not need to search or explain mutual relationships, test hypotheses, or get meaning and implications. Meanwhile, according to Morissan (2019: 28) at a glance descriptive research is similar to the work of a journalist, namely observing and then telling stories in writing in the mass media. However, descriptive research is an observation that is scientific in nature, carried out carefully because it is more accurate and precise than ordinary observations. It is said that descriptive qualitative research is because later it would only collect data, classify data, translate data, and analyze data. At the end, the results of the analysis found would concluded by the researcher.

The object of this research is the YouTube streamer online game Call of Duty: Warzone Bobbypoofgaming and DrDisRespect . In this study, the focus of analysis was to investigated the impact and factor when the streamer using trash talk on YouTube stream on game Call of Duty: Warzone. After that, it would be classified the impacts of trash talk in negative and positive impact. And it would be classified the factors internal and external that caused the streamer using trash talk.

B. Sources of Data

The sources of the data in this research is trash talk that have pragmatic politeness utterances on video streaming game online Call of Duty: Warzone from Streamer YouTube Bobbypoofgaming and DrDisRespect channel. The data would be taken 2 videos. One video from Bobbypoofgaming channel, with a duration of 11 minutes 35 seconds and watched by 475 viewers. And 1 from DrDisRespect channel with a duration of 12 minutes 03 seconds and watched by 1.1k viewers.

C. The Techniques of Collecting Data

In collecting data, researcher would be used documentary techniques. According to Sugiyono (2015: 329) documentary technique is a method used to obtain data and information in the form of archives, books, documents, written numbers, videos and images in the form of reports and information that could support research. Documentary research is the research conducted through the use of official documents or personal documents as the source of information. The documents in this research would be taken from videos in the YouTube streaming online game. There are some steps in collecting the data, the steps are as follow:

1. Watch the videos
2. Analyzed the trash talk
3. Classified trash talk to the impacts on viewers
4. Analyzed the factors that caused the streamer using trash talk by using the theory of Hamiyati (2020:74).

D. The Techniques for Analyzing Data

Data analysis is the process of systematically searching and compiling data from interviews, observations, and documentation by organizing data and selecting which ones are important and which ones need to be studied, and making conclusions so that they are easy to understand (Sugiyono, 2015: 333). This study would use data analysis techniques from Miles and Hubberman, namely data reduction, data presentation, and drawing conclusions (Sugiyono, 2015: 204). These steps are as follows:

1. Data Reduction

Data Reduction is a simplification that would be carried out through selection. Data reduction can also be interpreted as summarizing the data that would be used. Data reduction techniques ensure the integrity of data while reducing the data. Data reduction is a process that reduces the volume of original data and represents it in a much smaller volume. Data reduction techniques are used to obtain a reduced representation of the dataset that is much smaller in volume by maintaining the integrity of the original data. By reducing the data, the efficiency of the data process is improved, which produces the same analytical results. Researcher will focus on trash talk contained in the videos on Bobbypoffgaming and DrDisRespect YouTube channel, then classify the impact of trash talking on the viewers and analyze the factor that caused the streamer using trash talk.

2. Data Presentation

Data presentation is a process of comparing two or more data sets

with visual aids. It can represent how the information relates to other data. This process follows data analysis and helps organize information by visualizing and putting it into a more readable format. This process is useful in nearly every industry, as it helps professionals share their findings after performing data analysis. Data would be presented using description, with the aim of make it easier to analyze data and make it easier to understand. Looking at the description would made it easier for researcher to draw conclusions at the end.

3. Drawing Conclusions

This is the final step in analyzing the data. In here, the researcher would see the results of data reduction would be presented with the description. After which the researcher would be drawn conclusions from the results of the trash talk communication on streamer in Call of Duty: Warzone online game. Finally, researcher would found and got the conclusions from the research.

CHAPTER IV

FINDINGS AND DISCUSSION

A. Findings

The data were collected and selected from the Youtube videos from game streamer DrDisRespect and BobbyPoffGaming. There are 2 videos in all, they are: This Video Will Probably Not Get Monetized (Doc Unleashed #3) by DrDisRespect and I Can't Take the Cheaters in Warzone Anymore Somebody Help! By BobbyPoffGaming. There were 29 data trash talk found in the videos from Youtube game streamer, 22 Trash talk from DrDisRespect and 7 Trash talk from BobbyPoffGaming. The data were classified based on the impacts of used trash talk by streamer to the viewers. Afterwards the data were analyzed the factors that caused the streamer used trash talk to internal or external with the theory presented by Hamiyati.

There are 22 comments by viewer found in DrDisRespect video and 19 comments by viewer found in BobbyPoffGaming. From the comments, they were divided to positive comment and negative comment. In DrDisRespect video there were 13 positive comments and 9 negative comments, whereas in BobbyPoffGaming video there were 12 positive comments and 6 negative comments (Appendix 2).

B. Discussion

After identifying the data from stream DrDisRespect and BobbyPoffGaming video, the trash talk were classified based on impacts on the

viewer. The factors that caused the streamer used trash talk were analyzed by Hamiyati (2020). There are two factors that caused someone using trash talk, namely: internal and external. Internal factors in the form language barrier, don't know game rules, and player character selfish. While, external factors in the form player environment.

a. Factors that caused DrDisRespect and BobbyPoofGaming used trash talk in their streaming divided by two, they are factor internal and factor external

Data 1:

“Fucking horrible”

DrDisRespect said the above line while greeting the viewer. The factor that causes him to use trash talk is an internal factor. Using the sentence fucking horrible because of the his selfishness. the streamer doesn't know the viewer so he uses that sentence to greet the audience as he pleases.

Data 2:

“Holy shit”

DrDisRespect said the sentence above while expressing the emotion he felt at the game. This is included in the internal factor. the behavior of speaking harshly because of emotions is a form of selfishness.

Data 3:

“Fucking”

DrDisRespect said the words above were due to getting a notice to

restart the game. It expresses anger. This is included in the internal factor that comes from his selfishness.

Data 4:

“Fucking smack”

DrDisRespect said the word above because the character in the game he was playing was shot by an enemy. The anger he released was poured out in trash talk. This is included in the internal factors that come from his selfishness.

Data 5

“Fuck loud of snapper”

DrDisRespect said the sentence above because he heard the sound of a weapon hitting his character in the game. He said it in the form of emotion and anger. This is included in the internal factor that comes from his selfishness.

Data 6:

“Fucking dead silence”

DrDisRespect said the sentence above because he felt nervous when he was in an empty room. This includes internal factors that originate because he does not know the rules of the game.

Data 7:

“Fucking stupid”

DrDisRespect said the above sentence to his co-star who didn't do what

he said. This includes internal factors that come from his selfishness because he is impatient.

Data 8:

“Fucking cockroaches”

DrDisRespect said the sentence above because the opposing team managed to paralyze one of their team members. the factor that causes him to use trash talk is an internal factor that comes from his selfishness. The anger he expresses is the selfish form he has.

Data 9:

“Fucking sprinting”

DrDisRespect said the above sentence while explaining the movement to the viewers. This is an internal factor caused by language limitations.

Data 10:

“Fucking eyes”

DrDisRespect said the sentence above because the playing field was filled with smoke which prevented his eyes from seeing his enemies in the game. This is included in the internal factors that come from not knowing the rules of the game.

Data 11:

“Mother fucker”

BobbyPoffGaming delivered the trash talk sentence above because he experienced a downgrade in the game. the fact that caused him to deliver those

words was his selfishness that did not accept defeat. This is included in the internal factor.

Data 12:

“Fuck you”

BobbyPoffGaming delivered the trash talk sentence above to scold his opponent in the game. the factor that causes him to use trash talk is his selfishness, where he can't hold back his anger and has no patience. this is an internal factor

Data 13:

“Fuck”

BobbyPoffGaming conveyed the trash talk sentence above because of anger caused by no one investing money in the two rows he had played. The factor that causes him to use trash talk is his selfishness. this is an internal factor.

Data 14:

“Asshole”

BobbyPoffGaming delivered the trash talk sentence above because he was influenced by his teammates who also said trash talk. the factor that causes him to use trash talk is environmental factors. This is included in the external factor.

Data 15:

“Fucking hacking”

BobbyPoffGaming delivered the trash talk sentence above because his

opponent played fraudulently using cheats to beat his team. the factor that causes him to use trash talk is not knowing the rules of the cheat mode game. This is included in the internal factor.

b. The Impacts that viewers felt when watching DrDisRespect and

BobbyPoffGaming video

In the videos also found the impact that was obtained by viewers in the form of positive and negative comments. The following example of the comments were taken from the video in DrDisRespect and BobbyPoffGaming video.

Data 16:

“This made my cry hard out of laughter, I almost died. I will ALWAYS love the DOC”(by @aleksandamarkovic1013)

The comment above submitted by the viewer is a positive comment. Which means the impact felt by the viewer is he feel entertained while watching DrDisRespect videos even though he uses trash talk.

Data 17:

“This is a work of art” (by augustdecaro5555)

The comments above is also positive comment given by the viewer. Where the viewer feels that the utterances made by DrDisRespect in the video is art.

Data 18:

“German as rager that fits” (by Steven A)

The comments above is negative comment. Where the viewer conveyed racist sentences in one country which makes it an utterance of hated for an area that he refers to. The impact given to the viewer when watching the trash talk video conducted by DrDisRespect is a negative impact.

Data 19:

“I really shouldn’t have watched this while eating dinner, I’ve spat most of it over the living room” (by @aka_senior_8427)

The comments above are negative comments submitted by the viewer. Where he was annoyed by the trash talk sentences he heard from the DrDisRespect video, so that it had a negative impact.

Data 20:

“Never apologize for speaking the truth” (by @shell1102).

The comments above submitted by the viewer are positive comments. Where the audience feels the honesty that is carried out by the streamer is the truth even though it is conveyed by saying trash talk. This has a positive impact on the streamer to be honest.

Data 21:

“Thank you for making my morning better” (by Ren Nohara).

The comments above submitted by the viewer are positive comments. Where the viewer feels the morning atmosphere he or she experienced was better. This has a positive impact on the mood of the viewer to

carry out activities.

Data 22:

“Bob, I’m gonna need the uncensored version of this ASAP” (by @dominiclonardo1500).

The comments above submitted by the viewer are positive comments. Where the viewer is entertained by games and video streamers who trash talk. here the viewer feels a positive impact because the streamer feels entertained.

Data 23:

“Words of wisdom from big bob” (by @MrSpeedyy1991)

The comment above is a positive comment submitted by the viewer. Where he feels the trash talk used by streamers is wisdom for cheaters who play bears. The viewer feels positively impacted because of the wisdom carried out by the streamer.

Data 24:

“It’s clear that these people need to take breaks from the game man... horrible for mental health and physical health” (by V Seraph)

The comment above is a negative comment made by the viewer. Where viewer feel that streamer can be affected by mental health and physical health due to the use of trash talk in the game. This has a negative impact on viewers who listen because they feel horrible about their mental health and physical health as well.

Data 25:

“Today you get banned for toxicity for telling people they are terrible”(by @ben69028)

The comment above is a negative comment given by the viewer.

Where the viewer feels that the trash talk used by the streamer is a toxic thing that gives terrific to those who hear it. Viewers get a negative impact from that video.

From all the data above it was found that most of the factors that caused DrDisRespect to use trash talk were internal factors caused by selfishness within him. He vents his anger and impatience through trash talk which triggers his enthusiasm to play games. And the factors that caused BobbyPoffGaming to use trash talk similar as DrDisRespect used internal factors caused by his selfishness. where he expressed his anger, impatience, and lack of understanding of the rules of the game in one round through trash talk.

And from the data above it has also been found that the impact felt by viewers when watching video streamers who use trash talk is mostly a positive impact. Where the viewer feels excited when watching the game, justifies the toxic words made by the streamer for a reason, and also feels entertained. Viewersalso feel a negative impact, where viewers feel that it can be horrible for their mental health and their physical health, viewers also feel terrible, and contain racism against a country. That includes streamers baiting viewers into conveying hate speech.

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

This research was conducted in order to find out the factors that caused DrDisRespect and BobbyPoffGaming use trash talk. And to find out the impacts on viewers when the streamer using trash talk. The result can be concluded as follows.

1. The most of the factors that caused DrDisRespect and BobbyPoffGaming use trash talk were internal factors caused by selfishness within them. They vents their anger and impatience, and lack of understanding of the rules of the game through trash talk which triggers his enthusiasm to play games.
2. And from the data it has also been found that the impact felt by viewers when watching video streamers who use trash talk is mostly a positive impact. Where the viewer feels excited when watching the game, justifies the toxic words made by the streamer for a reason, and also feels entertained. Viewers also feel a negative impact, where viewers feel that it can be horrible for their mental health and their physical health, viewers also feel terrible, and contain racism against a country. That includes streamers baiting viewers into conveying hate speech.

B. Suggestion

The researcher knows well that this skripsi is lacking from perfection, so there will not be that much of suggestion.

1. For lecturer, this research about trash talk can be included in one of the

courses so that it can be studied more deeply.

2. For students and researcher, This research is expected to make us more careful in choosing vocabulary so as not to have a bad impact.

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APPENDICES

Appendix 1: Trash talk list

DrDisRespect	BobbyPoofGaming
Fucking horrible	Mother fucker
Holy shit	Fuck you
Fucking	Fuck
Fucking smack	Asshole
Fuck men	Dumbass
Fucking loud of snapper	Fucking dig
Shit	Fucking hacking
Fucking game	
Fucking stupid	
Fucking dead silence	
Fucking thought	
Shut the fuck men	
Fucking cockroaches	
Fucking mud	
Fucking sliding	
Fucking eyes	
Sucks	
Fucking stunned	
Fucking bullets	

Appendix 2 : Comments from DrDisRespect and BobbyPoffGaming video

1. DrDisRespect

a. Positive comments

 **@tallguyericgaming** 11 months ago
2:40-3:15 made me laugh so hard I couldn't breathe. I watched it no less than 20 times and took a clip.
Firm Handshakes
👍 124 🗨️ Reply

 **@antlukens** 11 months ago
Doc your carrying YouTube on your BACK. Literally the BEST content creator in this GAMING REALM.
Much love from PHILADELPHIA!!!
👍 36 🗨️ Reply

 **@aleksandarmarkovic1013** 11 months ago
This made my cry hard out of laughter, I almost died. I will ALWAYS love The DOC!!
👍 55 🗨️ Reply

 **@OMAHA16** 11 months ago
Doc you always entertain, never change.
👍 3 🗨️ Reply

 **@dharmikpatel279** 11 months ago
The reason why i love watching doc is his passion man i mean its the sheer entertainment and of course vsm that gives you chills everytime you tune into his stream , love your work doc and also alex
🔥
👍 🗨️ Reply

 **@smeac9753** 11 months ago
One of the greatest Doc videos of all time; going to a playlist immediately 🙌
👍 🗨️ Reply

 **@niceaudiodesign5546** 11 months ago (edited)
He ain't Raging he's just too passionate
👍 30 🗨️ Reply

 **@HeilMeinFuhrer76** → 11 months ago
This is pure passion, remember Doc needs VSM to feel alive and to dominate. The things that annoy him about Warzone, Apex etc just get to a point where it needs a release to stay healthy. Pure passion...
👍 🗨️ Reply

 **@basildenson292** 11 months ago
This video for me was greatness you can tell he did it for fan entertainment instead of money 🍷

👍 1 💬 Reply

 **F** **@user-xm8qs2mx9v** 11 months ago
this video will get monetized even though it probably wont...think about it.

👍 5 💬 Reply

 **@augustdecaro5555** 11 months ago
This is a work of art!

👍 1 💬 Reply

 **@TheAETHER22** 11 months ago
That is the asmr video i needed in my life. The doc is the best

👍 💬 Reply

 **B** **@b.k.9505** 11 months ago
Best Doc made Doc rage video ever!!!

👍 💬 Reply

b. Negative comments

 **Steven A** 2 bulan yang lalu
german as rager that fits

👍 💬 BALAS

 **@iillestrs2153** 2 months ago
"Wanna come to America and get shot" is the realest statement 😂

👍 24 💬 Reply

 **Juancho** 7 bulan yang lalu
I raged so hard that I smashed my mouse against the desk.

👍 3 💬 BALAS

▼ 1 BALASAN

 **R** **Rogelio Bustillos** 7 bulan yang lalu
I remember I used to rage bad.. I would punch holes in the walls and scream at the top of my lungs at 3am. My parents hated when I did that.

 **@Dragon18Lord** 11 months ago
This is like watching Doc's slow decent into insanity. His rage is unequalled. An entertainer like no one else.

👍 24 💬 Reply

 @aka_senior_8427 11 months ago
I really shouldn't have watched this while eating dinner, I've spat most of it over the living room

👍 13 🗨️ Reply

 @jondabron5496 11 months ago
Unbridled violence, speed, and momentum. Not surprised if YT can't handle it.

👍 3 🗨️ Reply

 @alexlopez5800 11 months ago
Today's COD = headache
2008-2012 COD = entertainment

👍 1 🗨️ Reply

 @blackcoffeemetaltones7513 11 months ago
I hope Tim does a react to this, I'm dying.

👍 1 🗨️ Reply

2. BobbyPoffGaming

a. Positive comments

 @Greywolf33PLD 1 year ago
Love you Bobby man keep making videos and I'll keep slammin the 🍌!!!! Stay Frosty!

👍 🗨️ Reply

 @shel1102 1 year ago
Never apologize for speaking the truth

👍 🗨️ Reply

 @lenusdupreez977 1 year ago
It's about time some of the top players starts speaking out! Only Bobby had the guts to be so outspoken in rage! Most other top guys are too scared to be so outspoken! Yes, they say it's a problem but they need to start getting fed up and boycott gameplays and tournaments etc.....just my view!

👍 🗨️ Reply

 @emdotudot 1 year ago
You're the man Bobby !!!!

👍 🗨️ Reply

 GAM3R ZA 7 bulan yang lalu
Awesome content mate!

👍 1 🗨️ BALAS

 Dulvey 7 bulan yang lalu
Great upload! Keep it up!

👍 🗨️ BALAS

 **Ren Nohara** 7 bulan yang lalu
Thank you for making my morning better.

 3  **BALAS**

 **@stackbundles7058** 1 year ago
I usually thumbs up Bobs videos simply off gameplay but today it's for the true words spoken.. Love ya Bob!!

 38  **Reply**

 1 reply

 **@dominiclonardo1500** 1 year ago
Bob, I'm gonna need the uncensored version of this ASAP 😂😂😂😂

 36  **Reply**

 **@matthewlewis6477** 1 year ago
Bobby you are the GOAT of letting the truth be heard. The COD community thanks you from the bottom of our hearts for all you do and for being the voice we have all tried to be. Thank you Bobby keep up the great work.

 1  **Reply**

 **@jasonheary5446** 1 year ago
No truer words were ever spoken! More streamers/players need to voice their concerns. Thank you for being the voice for all of us!!!

  **Reply**

 **@MrSpeedyy1991** 1 year ago
Words of wisdom from big bob

 1  **Reply**

b.Negative comments

 **V Seraph** 4 bulan yang lalu
It's clear that these people need to take breaks from the game man... horrible for mental health and physical health

  **BALAS**

 **@deepknows** 1 year ago
100% true Bobby this is embarrassing 🤦

  **Reply**

 **@AlecGreaves** 1 year ago
If you had a stutter or it took you too long to think of a comeback you pretty much just made your own death sentence

 **@ben69028** 2 years ago
Today you get banned for toxicity for telling people they are terrible.



@Godknown 1 year ago

I don't feel alone in knowing how sensitive everyone is now.



@user-wb3bw7ib1z 1 year ago

I remember being so scared to talk cuz I'd get absolutely toasted with my middle school high voice



241



Reply



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FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
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Website: <http://www.fkipumsu.ac.id> Email: fkip@umsu.ac.id

PERMOHONAN PERSETUJUAN JUDUL SKRIPSI

Dengan ini saya:

Nama Mahasiswa : Imam Sarwira

NPM : 1702050117

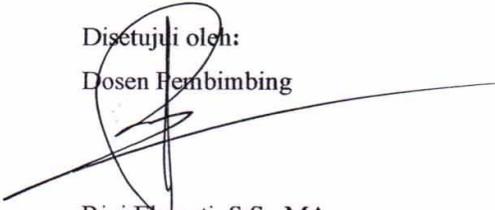
Jurusan/Prog. Studi : Pendidikan Bahasa Inggris

Judul	Diterima
Trash Talk Communication on Streamer in Game Call of Duty: Warzone	<i>ALL 15/12-21</i>

Bermohon kepada Dosen Pembimbing untuk mengesahkan judul yang diajukan kepada Program Studi Pendidikan Bahasa Inggris.

Medan, 15 Desember 2021

Disetujui oleh:
Dosen Pembimbing


Rini Ekayati, S.S., MA

Hormat Pemohon



Imam Sarwira



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Form K-2

Kepada Yth : Bapak Ketua/Sekretaris
Program Studi Pendidikan Bahasa Inggris
FKIP UMSU

Assalamu'alaikum Wr. Wb.

Dengan Hormat, yang bertanda tangan dibawah ini :

Nama : Imam Sarwira
NPM : 1702050117
Program Studi : Pendidikan Bahasa Inggris

Mengajukan permohonan persetujuan proyek proposal/skripsi sebagai tercantum di bawah ini dengan judul sebagai berikut :

“Trash Talk Communication on Streamer in Game Call of Duty: Warzone”

Sekaligus saya mengusulkan/menunjuk Bapak/Ibu :

Rini Ekayati, S.S., MA

Sebagai Dosen Pembimbing proposal/Skripsi saya.

Demikianlah permohonan ini saya sampaikan untuk dapat pengurusan selanjutnya. Akhirnya atas perhatian Bapak/Ibu saya ucapkan terima kasih.

Medan, 15 Desember 2021
Hormat Pemohon,

Imam Sarwira

- Asli untuk Dekan/Fakultas
- Duplikat untuk Dekan/Sekretaris Program Studi
- Triplikat untuk Mahasiswa yang bersangkutan



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Jl. Mukhtar Basri BA No. 3 Telp 6622400 Medan 20217 Form K3

Nomor : 3219 /II.3-AU/UMSU-02/F/2021
Lamp : ---
Hal : Pengesahan Proyek Proposal
Dan Dosen Pembimbing

Assalamu'alaikum Warahmatuullahi Wabarakatuh

Dekan Fakultas Keguruan dan Ilmu Pendidikan Universitas Muhammadiyah Sumatera Utara menetapkan proyek proposal/risalah/makalah/skripsi dan dosen pembimbing bagi mahasiswa yang tersebut di bawah ini :

Nama Mahasiswa : Iman Sarwira
NPM : 1702050117
Program Studi : Pendidikan Bahasa Inggris
Judul Penelitian : Trash Talk Communication on Streamer in Game Call of Duty Warzone.

Dosen Pembimbing : Rini Ekayati, SS, MA

Dengan demikian mahasiswa tersebut di atas diizinkan menulis proposal/risalah/makalah/skripsi dengan ketentuan sebagai berikut :

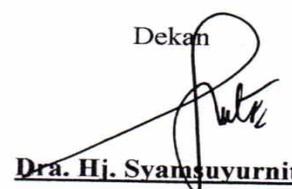
1. Penulis berpedoman kepada ketentuan yang telah ditetapkan oleh Dekan
2. Proyek proposal/risalah/makalah/skripsi dinyatakan BATAL apabila tidak selesai pada waktu yang telah ditentukan
3. Masa Perpanjangan tanggal : 22 Desember 2022

Wa'alaikumsalam Warahmatuullahi Wabarakatuh.

Medan, 18 Jum. Awwal 1443 H
22 Desember 2021 M



Dekan


Dra. Hj. Svamsuyurnita, M.Pd
NIP : 19670604 199303 2 002

Dibuat rangkap 4 (empat)

1. Fakultas (Dekan)
 2. Ketua Program Studi
 3. Pembimbing
 4. Mahasiswa yang bersangkutan
- WAJIB MENGGUTI SEMINAR



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بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

BERITA ACARA BIMBINGAN PROPOSAL

Perguruan Tinggi : Universitas Muhammadiyah Sumatera Utara
Fakultas : Keguruan dan Ilmu Pendidikan
Jurusan/Prog. Studi : Pendidikan Bahasa Inggris
Nama Lengkap : Imam Sarwira
N.P.M : 1702050117
Program Studi : Pendidikan Bahasa Inggris
Judul : Trash Talk Communication on Streamers in Game Call Of Duty: Warzone.

Tanggal	Deskripsi Hasil Bimbingan Proposal	Tanda Tangan
12/1/2022	Chapter I : Background of Study (Revise) Chapter II : Reverse your theory to the reference used	
16/6/2022	Chapter III : Technique of Data Collection Chapter III : Technique of Data Analysis	
18/6/2022	Chapter III : Source of Data	
20/6/2022	Revise : Check your final draft.	
21/6/2022	Minor revision : references	
28/6/2022	All	

Medan,

Diketahui oleh:

Ketua Prodi

(Pirman Ginting, S.Pd., M.Hum.)

Dosen Pembimbing

(Rini Ekayati, SS.,MA.)



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بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

LEMBAR PENGESAHAN HASIL SEMINAR PROPOSAL

Proposal yang sudah diseminari oleh mahasiswa di bawah ini:

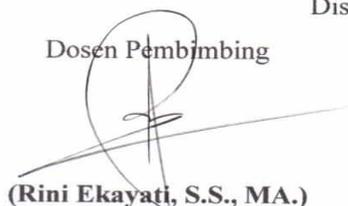
Nama Lengkap : Imam Sarwira
N.P.M : 1702050117
Program Studi : Pendidikan Bahasa Inggris
Judul Skripsi : Trash Talk Communication on Streamers in Game Call of Duty:
Warzone

Pada hari Senin tanggal 05, bulan September tahun 2022 sudah layak menjadi proposal skripsi.

Medan, November 2022

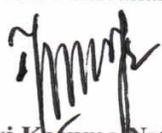
Disetujui oleh:

Dosen Pembimbing



(Rini Ekayati, S.S., MA.)

Dosen Pembahas



(Dr. Hj. Dewi Kesuma Nst, M.Hum.)

Diketahui oleh 
Ketua Program Studi,



Pirman Ginting, S.Pd., M.Hum.



BERITA ACARA SEMINAR PROPOSAL

Pada hari ini Senin Tanggal 05 Bulan September Tahun 2022 diselenggarakan seminar prodi Pendidikan Bahasa Inggris menerangkan bahwa :

Nama Lengkap : Imam Sarwira
N.P.M : 1702050117
Program Studi : Pendidikan Bahasa Inggris
Judul Proposal : Trash Talk Communication on Streamers in Game Call of Duty: Warzone

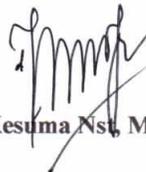
No	Masukan dan Saran
Judul	
Bab I	Identify the problem give the review of the streamers
Bab II	Identify the ^{excut} theory !!!
Bab III	state the data clearly
Lainnya	enclose the data
Kesimpulan	[] Disetujui [] Ditolak [√] Disetujui Dengan Adanya Perbaikan

Dosen Pembimbing



(Rini Ekayati, SS., MA)

Dosen Pembahas



(Dr. Hj. Dewi Kesuma Nst, M.Hum)

Panitia Pelaksana

Ketua 



(Pirman Ginting, S.Pd., M.Hum)

Sekretaris



(Rita Harisma, S.Pd., M.Hum)



Bila menjawab surat ini agar disebutkan nomor dan tanggalnya

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Website : <http://fkip.umsu.ac.id> E-mail : fkip@yahoo.co.id

Nomor : 1726 /II.3/UMSU-02/F/2023
Lamp : ---

Medan, 25 Syawal 1444 H^r
16 Mei 2023 M

H a l : Izin Riset

Kepada : Yth. Bapak/Ibu Kepala
Perpustakaan UMSU
Di
Tempat.

Bismillahirrahmanirrahim
Assalamu'alaikum Wr. Wb

Wa ba'du semoga kita semua sehat wal'afiat dalam melaksanakan tugas sehari-hari sehubungan dengan semester akhir bagi mahasiswa wajib melakukan penelitian/riset untuk penulisan Skripsi sebagai salah satu syarat penyelesaian Sarjana Pendidikan, maka kami mohon kepada Bapak/ibu memberikan izin kepada mahasiswa kami dalam melakukan penelitian /riset ditempat Bapak/ibu pimpin. Adapun data mahasiswa tersebut di bawah ini :

Nama : **Imam Sarwira**
N P M : 1702050117
Program Studi : Pendidikan Bahasa Inggris
Judul Penelitian : **Trash Talk Communication on Streamers in Game Call of Duty: Warzone.**

Demikian hal ini kami sampaikan, atas perhatian dan kesediaan serta kerjasama yang baik dari Bapak/ibu kami ucapkan banyak terima kasih, Akhirnya selamat sejahteralah kita semuanya. Amin.



Wassalam
Dekan



Dra. Hj. Samsuurnita, MPd.
NIDN : 0004066701

****Pentinggal**





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Perguruan Tinggi : Universitas Muhammadiyah Sumatera Utara
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Jurusan/Prog. Studi : Pendidikan Bahasa Inggris
Nama : Imam Sarwira
NPM : 1702050117
Program Studi : Pendidikan Bahasa Inggris
Judul Skripsi : Trash Talk Communication on Streamers in Game Call of Duty: Warzone

Tanggal	Deskripsi Hasil Bimbingan Skripsi	Tanda Tangan
09/01/2023	Abstract : Revise	
	Chapter I : Background of Study Chapter II : Technique of Data Analysis	
23/1/2023	Chapter III : Revise (Data analysis) : synchronize your data	
14/2/2023	Chapter IV : described in detail the data obtained based on your data collection	
21/2/2023	Chapter V : synchronize your data based on your research problem	
11/5/2023	Chapter VI : Conclusion	
16/5/2023	Final check	
19/5/2023	All	

Diketahui oleh: 
Ketua Prodi



(Pirman Ginting, S.Pd., M.Hum.)

Medan, Mei 2023

Dosen Pembimbing


(Rini Ekayati, S.S., M.A.)

SURAT PERNYATAAN

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

Saya yang bertanda tangan dibawah ini :

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Program Studi : Pendidikan Bahasa Inggris
Judul Skripsi : Trash Talk Communication on Streamers in Game
Call of Duty : Warzone

Dengan ini menyatakan bahwa :

1. Penelitian yang saya lakukan dengan judul di atas belum pernah diteliti di Fakultas Keguruan dan Ilmu Pendidikan Universitas Muhammadiyah Sumatera Utara.
2. Penelitian ini akan saya lakukan sendiri tanpa ada bantuan dari pihak manapun. Dengan kata lain, penelitian ini tidak saya tempahkan (dibuat) oleh orang lain dan juga tidak tergolong *plagiat*.
3. Apabila poin 1 dan 2 di atas saya langgar, maka saya bersedia untuk menerima diberlakukannya pembatalan terhadap penelitian tersebut dan saya bersedia mengulang kembali pengajuan judul penelitian yang baru dengan catatan mengulang seminar kembali.

Demikianlah surat pernyataan ini saya perbuat dengan kesadaran tanpa ada paksaan dari pihak manapun, dan agar dapat digunakan sebagaimana mestinya.

Medan, 20 juni 2023

Hormat saya

Yang membuat pernyataan,



Imam Sarwira

Diketahui oleh:

Ketua Program Studi Pendidikan Bahasa Inggris


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- Senior High School at SMK Negeri 1 Percut Sei Tuan finish 2016
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Medan, Juny 2023



Imam Sarwira