

**TABOO WORDS FOUND IN-GAME CHATS: A CONTENT ANALYSIS
OF MLBB GAMES**

SKRIPSI

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For the Degree of Sarjana Pendidikan (S.Pd.)
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ABSTRACT

Putri Lira Habibillah, 1802050060. Taboo Words Found In-Game Chats: A Content Analysis of MLBB Games Skripsi: English Education Program. Faculty of Teacher Training and Education, University Muhammadiyah Sumatera Utara. Medan. 2022

This study discusses taboo words found in-game chats: A content analysis of MLBB game. The purpose of this study was to determine the types of taboo expressions in the MLBB game chat and to determine the reaction to the use of taboo words in the MLBB game chat. Qualitative Content Analysis Method was applied to analyze the data. The data was taken in two ways. Firstly, the researcher taken the data from interview 3 peoples who participants in MLBB games. Secondly, the data was taken by screenshots from comment in-game chats MLBB games. The results obtained indicate that not all MLBB players use the taboo language of (Batistella, 2005) but there is 1 player who used all the taboo language. The most data are vulgar words with 32 words or 40% of 100%, the second type is Epithets and Obscenity has the same percentage of 22 words or 27.5% from 100% and the third type is Profanity which has the lowest percentage of only 4 words or 5% of 100%. and Factors that cause players to use taboo words in MLBB games because they aim to attract attention, insult their enemies or teammates and provoke their opponent's player so, that the match becomes exciting and after insulting and provoking their opponents they feel relieved and happy because their emotions are vented into the game.

Keywords: *taboo words, in-game chats, MLBB games.*

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Hopefully the results of this study can be useful for those who discuss the taboo language. Finally, researcher realizes that this research is still far from perfect, even though he has tried his best to complete this final project. Therefore, criticism, suggestions, and constructive criticism are highly expected for the improvement of this research in the future.

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Researcher

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CHAPTER I

INTRODUCTION

A. Background of the Study

Humans are social creatures who always need interaction with other people by communication. Humans communicate everyday by using language. Language is an important aspect of human life since it allows people to communicate readily with one another (Tri and Sagala, 2019). In other words, people used language to communicated their goals to others. Language is included in linguistics. One of the branches of linguistics is about sociolinguistics. Sociolinguistics discusses the relationship between language and society and how language works in communication. (Wardaugh, 2006).

According to (Sutiyatno, 2018) verbal and nonverbal communication has been separated into different categories depending on the medium. Verbal communication required the use of language meanwhile nonverbal communication primarily relies on the use of expressions, gestures, and actions. Moreover, with language humans can express their feelings, ideas, thoughts, emotions, and goals to others.

Technology is advancing rapidly in the modern era in which people live, enabling individuals all over the world to connect (Liando et al., 2021). People now can interact using modern electronics through electronic gadgets such as smartphones and tablets, making it easier for them to interact and socialize because of technology (Lengkoan et al., 2022). People are under pressure to adopt

new lifestyles thus of technological advances. (Akram et al., 2017). The result, humans no longer pay attention to the norms that exist in their society.

When communicating, humans must pay attention to the words that had been spoken in order to reduce the occurrence of conflict. Because, it could be that the words spoken are the same but because of different places the meaning and purpose of the words in society may differ. And that can lead to wrong perceptions in other communities (Affini, 2017). Affini also gives examples such as "*Bujang*" in Batak language is rude language, while the word "*Bujang*" in Javanese is single or unmarried man, "David is still single" means he is single or unmarried. This difference in the meaning of the language makes some people feel emotional because they think the language spoken is abusive language. This abusive language named taboo language.

According to (Fairman, 2009) Taboo is an act of prohibiting the personality of a community or culture in a certain context. and in every culture, there are taboo actions & words speakers should not do and speak. In other words, not all cultures have the same meaning when speakers communicate with each other, the large variety of cultures, especially in Indonesia, makes many different languages used but have different meanings. And in every area has words that should not be said to be included in the limits and boundaries (Freud, 2012).

In modern era, the level of information technology is advancing quickly. (Djakasaputra et al., 2021). The used of mobile gaming among teenagers is increasing along with the rapid growth of smartphones. Since smartphones offer gaming characteristics and portable, making it easy to play anytime, anywhere,

and people are interested in playing games on their mobile devices (Kishimoto et al., 2021). Specifically, the phenomenon releases the game Mobile Legends Bang Bang.

The popularity of game Mobile Legends Bang Bang also supported by an increasing number of players. (Sunarto et al., 2019) said the data obtained from the Mobile Legends website, there are 43 million people active monthly users in Southeast Asia and almost 50 percent people of the total users in Indonesia. Mobile Legends was released on July 14, 2016. According to the game's official website Moonton was published the game. This game is played in a Multiplayer Online Battle Arena (MOBA), where teams can have up to five players each. The players will engage in real-time combat with the other team to take down their base, choosing their heroes according to their distinct roles (tank, fighter, assassin, mage, marksman, support, and jangler). Since the mobile legend game entered Indonesia, this game is popular. Many people who play it, from children to adults and not limited to gender, men and even women. The number of people who play this game does not rule out the possibility to interact with others. In this game there is a chat column provided for communicating with fellow players, or enemies while playing.

Because of the high interest in playing the Mobile Legend game, researcher is interest in conducting research. coupled with the people who play mobile legend even this comes from various circles. So that makes many languages spoken when playing games. Often players speak taboo language under

certain conditions, for example when player is defeated or dead player expresses his emotions with taboo word.

As mentioned in previous paragraph, the researcher feels that players in MLBB Game use taboo word. Therefore, researchers are interested in researching A Taboo Words Found In-Game Chats: A Content Analysis of MLBB Games. Researcher interest in investigate taboo word in-game chat because taboo word does not only exist in songs, movies, or social media but this language also exists in games. This study only focused on taboo word. Researcher feel need to discuss what taboo languages are used by players and why taboo language is spoken by players in this MLBB game chats.

B. The Identification of the Problem

1. Many players from this mobile legend game used disrespectful words during playing the game.
2. Disrespectful language is part of the language variation, namely taboo language.
3. Most players express a taboo language in chat column

C. The Scope and Limitation

The scope of this research focused on Sociolinguistic. This research used taboo theory from (Batistella, 2005), namely Epithets, Profanity, Vulgarity, and Obscenity. Researcher analysed the taboo words that are in the comments on MLBB game.

D. Formulation of the Problem

The problem of the study are formulated as the following:

1. What types of taboo word appeared in MLBB games chats?
2. Why are taboo words spoken by MLBB players in game chat?

E. The Objective of the Study

In line the problem, the objective are:

1. Elucidate types of taboo expression in MLBB game chats
2. To explain the reaction of the use of taboo word in MLBB game chats

F. The Significance of the Study

1. Theoretical

The results of this research are expected to be useful as the reference for learning material especially in linguistic field.

2. Practical

- a. For Teachers/Lectures, this research is expected to be useful as the reference for learning materials, especially in sociolinguistics field;
- b. For Student, this research is expected to find out the types of taboo words used in games, especially mobile legends;
- c. For other Researcher in common, this research is expected to be an additional reference from a different point of view

CHAPTER II

REVIEW OF LITERATURE

A. Theoretical Framework

1. Taboo Words

According to (Megika, et al 2018), taboo words are words or expressions that are usually considered rude, obscene, or even blasphemous. People often utilize it to communicate their powerful emotions and to demonstrate their close relationships with others. They also utilize them to convey their fury. in other words, the word taboo used as words to mock or judge others directly.

According to (Richard and Schmidt, 2018) taboo is a words or statements that are usually negative in nature and are considered rude or embarrassing and are not recommended for use in public. This opinion was also clarified by (Gao, 2013) Body functions such as sex and excretion, private portions of the body, disease and death; words considered blasphemy; wealth, salary, age of ladies, and so on are all taboo topics. This viewpoint is shared by societies in several places.

According to (Sutaman, 2017) taboo is a prohibition to use certain words because they are considered to bring havoc, violate etiquette, defame, get angry from God or it is believed by some people to disturb spirits in certain places. This means that taboo is something that is forbidden to be done or said in certain places because it can wreak havoc on those who violate it.

According to (Jay, 2009) taboo use as offensive emotional language to vent our feelings and convey them to others. (Jay, 2009) adduces that the word "taboo" is marked by connotations or emotions. Thus, it is a component of what

Pavlenko (2009) refers to as the semantic representation of words, which includes the majority of the following implicit knowledge: (1) The mapping between words and concepts, which determines how many specific conceptions and concepts are expressed by a particular word through polysemy or metaphorical extensions. (2) Word-to-word interactions, which explain phenomena like collocations, word associations, synonyms, and antonyms. Jay contends that language users select words based on how offensive they are.

a. Types of Taboo Words

(Battistella, 2005) divides taboo words as offensive language into 4 parts, namely:

1. Epithets

Epithets is an expression of a word to denote a slur. These insults usually refer to race, sexuality, gender, and appearance. For examples: *Bitch*, *Gay*, *Midget*, *Negro*. According to Oxford Dictionary taboo words have a meaning:

Table 2.1 Example Words of Epithets

Taboo Words	Meaning
Bitch	Noun: A female dog; Woman wild Verb: Bitch about somebody/something Adjective: <i>Bitchin'</i> means very good <i>Bitchy</i> for saying unpleasant and unkind things about other people
Gay	Noun: A person who is homosexual, especially a man Adjective: Sexually attracted to people or the same sex <i>Gayer; gayest</i> means happy and full of fun

Midget	Noun: A very small person Adjective: Very small
Negro	Noun A member of black people that originate in Africa

In the oxford dictionary "bitch" "gay" and "midget" have many meanings depending on the speaker, the context in which they are spoken at certain times. When connected with epithets, the meaning of the word shows various meanings. While the word "negro" is only intended for people who have black skin like easterners.

2. Profanity:

Profanity is an expression that refers to a religious curse. Usually use harsh language to say something that is considered sacred. For examples: *Jesus*, *God*, *Hell*, *damn*. According to Oxford Dictionary taboo words have a meaning:

Table 2.2 Example Words of Profanity

Taboo Words	Meaning
Jesus	Noun: The central figure of the Christian religion, believed by Christians to be the Messiah and the son of God
Goddamn	Adjective and Adverb: a swear word that many people find offensive, used to show that you are angry or annoyed
Hell	Noun: a. A place of evil and suffering where wicked people are sent after death b. A very unpleasant experience or situation in which people suffer very much c. A swear word that some people use when they are annoyed or surprised or to emphasize something. Its use is offensive to some people.

Damn it	Noun: Criticise strongly Verb: Used when swearing at somebody/something to show that you are angry Adverb and adjective: a. A swear word that people use to show that they are annoyed with somebody/something b. A swear word that people use to emphasize what they are saying
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In the oxford dictionary "hell" "damn" "Goddamn" has many meanings depending on the speaker, the context in which they are spoken at any given time. When connected with profanity "Jesus" is meant only to be believed by Christians to be the Messiah and son of God.

3. Vulgarity:

Vulgarity is a word or expression that refers to sexual anatomy and excretory function that is spoken harshly. For examples of vulgarity are: *Dick*, *Boob*, *Pussy*, *Ass*. According to Oxford Dictionary taboo words have a meaning:

Table 2.3 Example Words of Vulgarity

Taboo words	Meaning
Dick	Noun: A man penis; dickhead Verb: <i>Dicker</i> somebody means to completely defeat Somebody
Boob	Noun: a. Woman breast b. Stupid mistake c. Stupid Person
Pussy	Noun: A cat A woman's genitals.

Ass	Noun: a. The part of the body that you sit down; your bottom b. A stupid person c. A donkey
-----	--

In the oxford dictionary "dick" "boob" "pussy" and "ass" has many meanings depending on the speaker, the context in which they are spoken at any given time. When connected with vulgarity, the meaning of the word shows various meanings.

4. Obscenity:

Obscenity to the terms that are not allowed to be used in public. It is seen as lacking in morality or repugnant to morality because it contains scatological references to the body, bodily function, or sexual activity, all of which can elicit disgusting feelings. For examples: *Shit*, *Fuck*, *Sucker*. According to Oxford Dictionary taboo words have a meaning:

Table 2.4 Example Words of Obscenity

Taboo Words	Meaning
Shit	A swear word that many people find offensive, used to show that you are angry or annoyed Noun: a. An act of emptying solid waste matter from the bowls b. Stupid remarks or writing; nonsense c. Unpleasant person who treats other people badly d. Criticism or unfair treatment Adjective: very bad
Fuck	Noun: a. A swear word that people find offensive that is used to express anger, horror or surprise. b. <i>Fucker</i> means a very offensive word used to insult

	somebody Verb: Fuck(somebody) to have sex with somebody Adjective: A swear word that many people find offensive that is used to emphasize a comment or an angry statement
Sucker	Noun: a. If you call someone a sucker, you mean that is easy to cheat them b. A person who cannot resist somebody/something or likes somebody/something very much c. A special organ on the body of some animals that enables them to stick to surface d. Used to refer in a general way to a person or thing, especially for emphasis e. A disc like a cup in shape, usually made of rubber or plastic, that sticks to a surface when you press it against it f. A part of a tree or bush that grows from the roots rather than from the main stem or the branches and can form a new tree or bush

In the oxford dictionary "Shit" "Fuck" and "Sucker" has many meanings depending on the speaker, the context in which they are spoken at any given time. When connected with obscenity, the meaning of the word shows various meanings.

b. Function of Taboo Word

Words that are considered taboo are usually said for a specific reason. According to Wardhaugh (2006), taboo words in particular have the opportunity to be ignored because they have multiple function such as to draw attention to oneself, to show contempt and to be provocative.

- a). To Draw Attention to Oneself

People often use taboo word to attract listeners' attention. According to McEdward (in McGuire 1973), the speaker must command the audience's attention by using language with strong connotations that will elicit a prompt response. Therefore, when speaking with an interlocutor, people choose taboo words phrases that are thought to have the ability to catch the attention of listeners due to their powerful implications. The explanation that follows an example of a taboo used to draw attention to oneself:

Jack: hey bitch, where did you get the money from?

Jessy: I got it in my pocket jeans

The dialogue between Jack and Jessy above explains that Jack said the word taboo to Jessy because he saw Jessy holding money, and so that he drew Jessy's attention directly to him.

b). To Show Contempt

According to Oxford Dictionary contempt means the feeling that somebody/something is without value and deserves no respect at all. in other words when someone wants to offend the other person, he will utter insults used taboo words to other people or something because he thinks it is a trivial thing that has no dignity. The explanation that follows an example of it:

Tamara: I told you, midget, not to touch it.

Alice: I accidentally touch the vase. I do not want to be scolded by
the shop clerks.

The dialogue between Tamara and Alice above explains that Tamara used the word midget because she was annoyed with Alice who touched the vase and got them scolded by the shopkeeper

c). To be Provocative

Someone who uses forbidden terms may be trying to elicit a particular reaction from others, such as a sense of violation or rage. This is in keeping with Rotwell (in Fitzgerald 2007), declare which verbal obscenity can be the most effective symbolic act delivered by protesters to other protesters with the intention of provoking an irrational response. Successful use of taboo words occurs when the response complies with the speaker's expectations. Here is the example:

Albert: I told you not to f*kin" open my phone. What the f*k?

Tom: ups, sorry. you want to battle with me now, dud?

The dialogue between Albert and Tom above explains that Albert was angry with Tom for opening his smartphone, for him smartphone was privacy and he had told Tom before but Tom violated it, so Albert said the word "f*kin" because he was angry with Tom.

From the dialogue above they want to fight. And Tom managed to make Albert angry with him.

c. Cause of Taboo Word

Taboos are impolite words that people use to channel negative emotions in themselves that have a bad impact on others. According to (Allan and Burrige, 2006) because it seems stronger, it is necessary to identify things that are characterized by the following behaviours :

1. Discomfort

Taboo words can make a person uncomfortable. For example: that shirt you wear makes you look *fat*. this sentence often makes other people feel uncomfortable and insecure.

2. Danger

Taboo words should not be spoken in front of minors. Words that refer to sex or body parts should not be said to them, because it can cause harm to them and damage their minds and make them curious prematurely. For example: he has wide hips that make his body like a *Spanish violin*.

3. Harm / hurt

When someone is angry, sometimes emotions get out of control. The emergence of negative feelings makes people sometimes say words that can hurt / hurt those around them. For example: your head is *bald* like you have cancer. these words will hurt others when spoken by the speaker.

2. Game

According to (Martono, 2015), one thing that can be used to add destinations is games. Game objectives come in many forms, including educational, entertainment, and simulation. In other words, games are activities that can be done when people alone or with friends. Games can access on a variety of platforms, including web browsers on PCs, consoles, smartphones, and tablet PCs. Because they enable communication between linked computers and software, and intranet. (Alzahrani et al., 2016)

According to (Baranowski, et al 2008), playing games satisfies an enduring psychological need. A game is a physical or mental competition with predetermined goals. According to (Callois, 2001) play is a voluntary activity with unpredictably consequences that is governed by laws, consumes space and time, and produces no material wealth.

(Costikyan, 2002) also mentioned the game depends on decision making, while playing the player has to make relevant decisions about the strategy to be used and the different strategies next. The goal or desired outcome of a conflict or fight between players or between players and the game system is described as a game system of predefined rules (Purkiss & Khaliq, 2016). In other words, the game is made based on the existing rules and if these rules are not followed then the player will get sanctions from the game.

Dempsey et al. (2002), said a game is a group of actions that one or more players participate in. It contains goals, limitations, benefits, and drawbacks. Meanwhile Prensky (2001), says game is a word that has many meanings and

implications. The game is fun and enjoyable. A significant power that allows games to engage players and games. Prensky also mentions that games have both positive and negative impacts. The negative impacts such as jokes, ridicule and illegal activities while playing while the positive impact of the game can be in the form of game-based learning or language learning.

a). Types of Game

According to (Martono, 2015) there are several types of game:

1. Role Playing Game (RPG)

According to (Sari, Saputro, & hastuti, 2014) Role-Playing Game (RPG) is one of the game types where players take on the roles of fictional characters and work together to create a tale. Players decide on the actions for their characters depending on the traits of those characters, and the outcome of those acts is determined by the game's present rules. Final Fantasy, Dragon Quest, and The Elder Scrolls are a few RPG examples.

2. Real-Time Strategy (RTS)

Real-Time Strategy (RTS) an action game that emphasizes shooting and uses the player's own first-person point of view. You won't see the primary character being played in the first-person shooter game monitor on the screen. Typically, only the hand holding the weapon is visible. FPS games do make an effort to make the player the protagonist. using an angle that makes it appear as though the player is looking out the monitor. As a result, gamers will feel like they are participating in the action themselves and will be identified as the game's primary character. For example, Doom, Far Cry, and Counter Strike.

3. First Person Shooter (FPS)

A first-Person Shooter (FPS) is an action game that focuses on shooting and is played from the perspective of first player alone. In first-person shooter games, the primary character is not visible on the monitor screen. typically, only shows the hand carrying the weapon in this image FPS games do make an effort to make the player the protagonist. using an angle that makes it appear as though the player is looking out the monitor. Players will therefore feel as though they are participating in all of the action and suspense that the game's main character is experiencing. For example, Counter Strike, Far Cry, and Doom.

4. Mobile Legends Bang Bang (MLBB)

Mobile Legend Bang Bang game is a game that popular now. This game tries to introduce a MOBA base (massive online battle arena) with two types of genres, namely Real-Time Strategy (RTS) and Role-Playing Game (RPG). MOBA games are a subgenre of real-time strategy games in both two groups, usually containing of five players each compete next to each other with each player controlling a solo character. (Mora-cantalops & Sicilia, 2018)

Mobile Legends Bang Bang was created by Moonton and published for Android on July 11, 2016, in China, Indonesia, and Malaysia. It was also released on iOS on November 9, 2016. Mobile Legend game, which pits two teams against one another to demolish and protect bases, is designed specifically for Smartphone users and includes a virtual game pad. The three lines in this game are top, middle, and bottom. A five-player team has one playable hero, and a tiny army that aids in attacking foes, and henchmen (Mawalia, 2020). While each team

member chooses their heroes according to their individual roles (tank, fighter, assassin, mage, marksman, support, and jangler), the players will engage in real-time combat with the other team to destroy their base (Kishimoto et al 2021).

Fundamentally, humans are social beings. (Isba et al., 2017) Humans are driven by necessary communicate with one another in order to interact with other people. (Tajgozari and Sahragard, 2018) A subfield of linguistics called sociolinguistics investigates how language is used in society. In actuality, language is a means through which people socially interact with one another and the connection between linguistic. the means by which humans use language to communicate with one another. Humans can communicate with other humans in mobile phones by using the built-in chat column. According to data from the Mobile Legends website, there are 43 million monthly active users in Southeast Asia, with approximately half of those users living in Indonesia (Sunarto et al. 2019). The number of players of Mobile Legends does not preclude the usage of several languages. According to (Farisi et al 2019) people can convey their sentiments and views about things through language. Additionally, language is utilized to express emotions and transmit messages. They can even display irritation, amazement, anger, etc. When people are in such a state, they frequently employ words, gestures, expressions, or other behaviours that are typically seen as abusive, impolite, or vulgar and are known as taboo words in linguistic terms.

B. Previous of Relevant Studies

1. An Analysis of Taboo Words Within Medan. Dubbing on Instagram by Saripah Hasanah (2019)

This study deals with an analysis of taboo words within Medan. Dubbing on Instagram. The objectives of this study were to identify the types, the dominant types and functions of taboo words within Medan. Dubbing on Instagram. This research using qualitative method. The results of this result are stated as follows. Firstly, there were found three types of taboo words occur in Medan. Dubbing. They are obscenity, vulgarity, and epithets. The total number types of taboo words were 69 occurrences. They consist of obscenity (24), Vulgarity (5), Epithets (28). The dominant types of taboo words within Medan. Dubbing on Instagram was Epithets (28 occurrences). Secondly, the function of taboo words consists of two show contempt (24), to draw attention to oneself (14), to be provocative (19). The most appeared function is to show contempt and the last is to draw attention to oneself.

2. An Analysis of Taboo Word in Rich Brian's Song Lyric by Derli Elsa Putri, Barnabas Sembiring and Imranuddin (2019)

This research aimed at investigating taboo words in Rich Brian's song lyrics. The researcher described what kinds, functions, and meanings of taboo words used in Rich Brian's song lyrics. The sample of this research was five Rich Brian's song lyrics that collected by using simple random sampling. The researcher employed a theory from Batistella to describe the kinds of taboo words and a theory from Wardhaugh to describe the functions of taboo words. Then, in finding the meaning of taboo words in Rich Brian's song lyrics the researcher employed some dictionaries, internet and article as well to support the data. In addition, this research was completed assisted by co-researcher. The result showed that there

were 89 taboo words found in those five song lyrics where obscenity was the highest kind of taboo words which mentioned 49 times (45%) and profanity was the least which mentioned 6 times (7%). Then, in functions of taboo words showing contempt became the commonly used while mocking authority became the least used.

3. An Analysis of Types of Taboo Words in Parker Movie by Yunita Permata Sari (2020)

This research focuses on types of taboo words that used in Parker movie. This research is qualitative research. The data of this research were taken from Parker movie. Data were collected by using an observation method and non-participant technique (Sudaryanto, 2015). The data are analysed using the pragmatic identity method (Sudaryanto, 2015). In analysing the data, the researchers applying Battistella (2005) theory. The result of this research was presented using an informal method. The researcher found out three types of taboo word that appeared in Parker Movie. There are obscenity types, profanity types, and epithet types. Obscenity is the type with the highest number of occurrences, followed profanity type after that. Then, the least number of occurrences is epithet type.

4. An Analysis of Taboo Words in Bad Teacher Movie by Elfiana Rosa Siregar (2021)

The research deals with the study of sociolinguistic analysis In Bad Teacher Movie. The objectives of this study are to examine the type and functions of taboo words in Bad Teacher Movie and to describe how the context of taboo words used in the Bad Teacher Movie. The data was analysed using a descriptive qualitative

method. As a result, library research has been used to analyse the data. The data focused on the types of taboo words in Bad Teacher Movie. Based on the analysis, there were four types of taboo words in Bad Teacher Movie occurred in the namely Obscenity, Epithet, Vulgarity, and Profanity. From the data obtained, there were 32 data found in Bad Teacher Movie. There were Epithet 3 data (9%), Obscenity there were 19 data (59%), Vulgarity there were 5 data (16%), Profanity there were 5 data (16%). The functions of taboo words, there were four kinds of functions obtained in Bad Teacher Movie. To show contempt there were 14 data (44%), to draw attention to oneself there were 10 data (31%), to be provocative there were 7 data (22%) and to mock authority there was 1 data (3%). The context of using taboo words was conducted to make it easier for readers to understand the taboo words in the Bad Teacher movie.

5. Locally Taboo Words in the Classroom Interaction: A Case Study of Intermediate Students by Lira Fibay (2022)

This research deals with the use of locally taboo words in the classroom interaction: a case study of intermediate students. It was intended to investigate the types and factors of taboo words in the classroom interaction. The method used in this study was qualitative research with natural design. The data were gained from the observation and interview on the use of taboo words by the students in the classroom interaction. There were ten students' recordings learning activities that had been transcribed into written scripts. The data collected were analyzed based on Batistellas' (2005), analysis model including data reduction, data display, and conclusion. The results showed that there were three

types of taboo words realized on the student interactions, namely: vulgarity, epithets, profanity, and while another one (obscenity) was not used. Then, it was also revealed that there were three factors, encouraging to use taboo words, namely: to draw attention to oneself, to show contempt, and to be provocation. Best on the research finding it was not all types of taboo words were found in the student's interaction.

The five previous studies related to this research will be used as a reference. From previous studies that have been carried out by several researchers, there are similarities as well as differences. The similarities are in the taboo language that researcher want to discuss, but the research context is different, there are those on classroom, songs, movies, and even Instagram. Previous researchers discussed taboo with almost the same problems as current researcher, namely the types of taboo language, the function of taboo language, and why taboo language is used. Previous researchers have differences with current researcher, namely the current researcher focuses on discussing taboo language in the MLBB game. Therefore, the authors hope that this research can be used in addition to the five previous studies as a reference for other researchers.

C. Conceptual framework

This research focused on the taboo words used in MLBB Game. taboo language is included in sociolinguistic studies. This study uses theories from several experts about what types of taboo language are, why people use taboo language, and what are the consequences of taboo language when used in MLBB

games described in this study, as well as data taken through interviews and documentation.

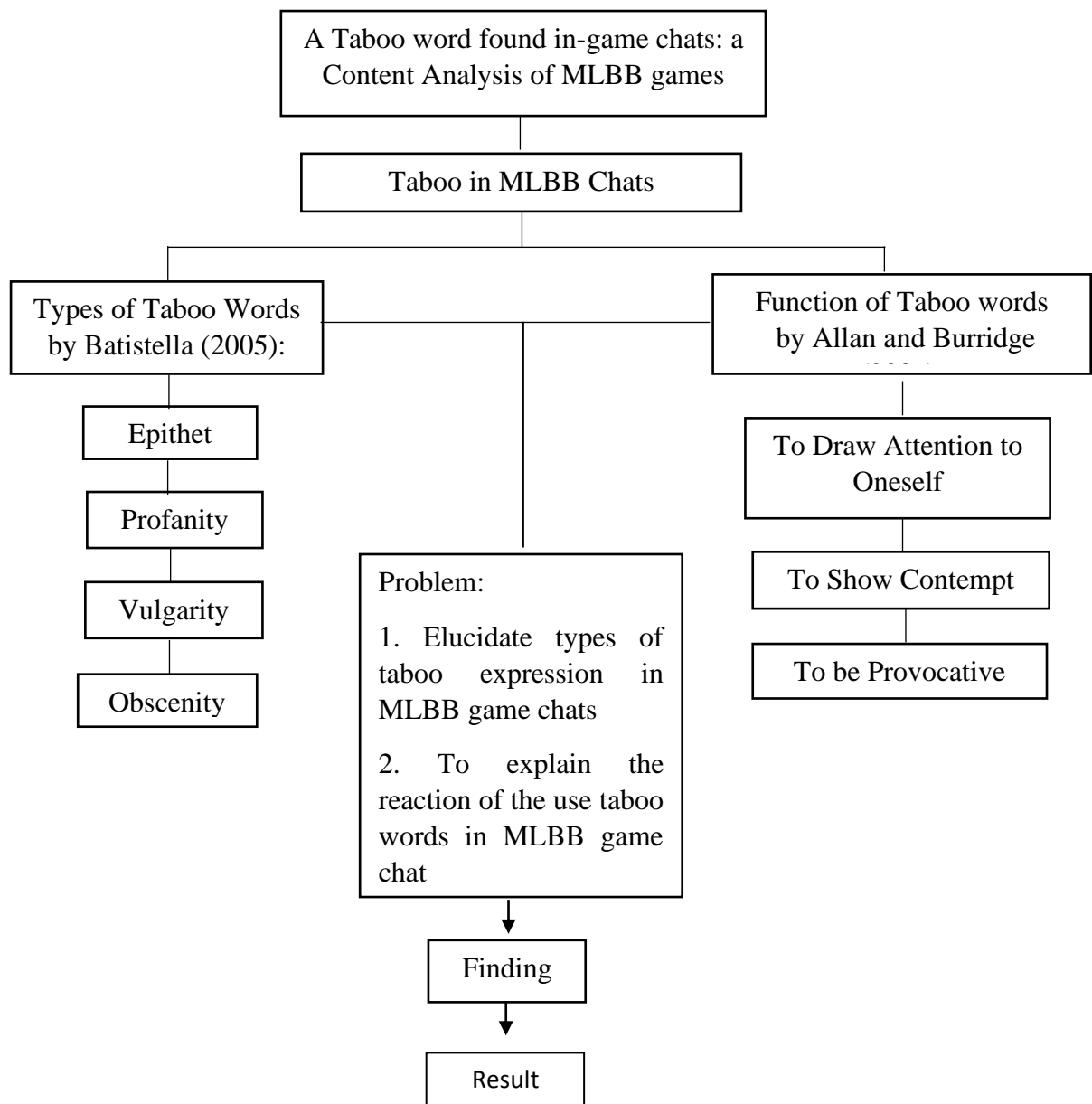


Figure 2.7 Conceptual Framework

CHAPTER III

RESEARCH METHODOLOGY

A. Research Design

This research used a Qualitative Content Analysis. One of the numerous qualitative techniques currently accessible for examining data and deciphering its significance is qualitative content analysis (Schreier, 2012). The goal of qualitative content analysis is to classify enormous amounts of text into an effective number of categories that represent related meanings. (Weber, 1987). This study uses content analysis method from (Krippendorff, 2004). According to (Krippendorff, 2004) content analysis view data as representations not physical events, but text, images, and expressions created for seen, read, interpreted, and acted upon for meaning.

B. Source of Data

The data was taken in two ways. Firstly, the researcher taken the data from interview 3 peoples who participants in MLBB games. Secondly, the data was taken by screenshots from comment in-game chats MLBB games. Here is the name of players that researcher will be interview:

Tables 3.1 Players will be interview

No	Username	Player
1	BatukBerdahak	1
2	-SouLking-	2
3	Fathusabil	3

C. Technique of Collecting the Data

Data collecting techniques are methods or approaches for gathering the information required to provide answers. In order to provide researchers with complete data, the data collecting technique seeks to get data in a manner consistent with the research. In this study the researcher used several data collection technique such as observation, Interview and documentation.

1. Observation

According to (Sidiq and Choiri, 2019) Observation is a technique for gathering data that involves making observations immediately at the site where the study is being conducted, together with a record of the condition or behaviour of the objective object.

2. Interview

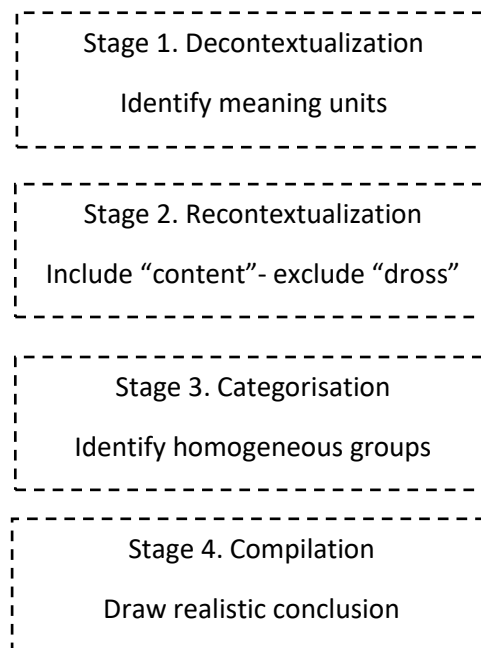
Interviews are used as a data collection technique if researchers want to find problems that must be studied, and researchers want to know things from respondents more deeply and the number of respondents is small (Sugiyono, 2011). Interviews were divided into two, namely structured interviews and unstructured interviews. Structured interviews are used as a data collection technique if the researcher knows for sure what information will be obtained. Meanwhile, unstructured interviews are used as a data collection technique if the researcher does not know exactly what data will be obtained, so that the researcher listens more to what is conveyed or told by the respondent.

3. Documentation

Published records or private documents including pictures, films, audio recordings, diaries, and other notes are both examples of documentation. Any type of written or spoken documentation that the researcher compiles is considered documentation and can be used to support other data.

D. Technique of Analysing Data

To facilitate the analysis of the data obtained in this study, researcher used data analysis from (Krippendorff, 2004). Here are some ways to analyse data while in the field:



1. Decontextualization

Accessing, downloading, and transcribing data that have been recorded with manual and audio transcription, reviewing their accuracy,

and reading them in their entirety for coherence are all part of the decontextualization process. Open coding was used to identify the unit of meaning and code for each individually. Similar characteristics in the data set were found and categorized after the open coding of the data was completed.

2. Recontextualization

The original text is read again during the recontextualization step together with the final list of meaning units to ensure that every component of the information covered is relevant to the research topic.

3. Categorization

In this step, the writer identifies the themes and categories that are derived from the data. The data compilation also contains a summary of themes, categories, or sub-themes presented in table format (Bengtsson, 2016).

4. Compilation

In last point, the researcher evaluates whether the data are reasonable and make sense in light of the literature. The researcher can verify the respondents, which is going back to the informant and presenting the findings to obtain consensus, to validate the results and increase the validity of the research.

CHAPTER IV
RESEARCH FINDING AND DISCUSSION

A. Research Finding

In research finding, researcher want to showed the results to answer the formulation of the problem. Here is the problem of this research 1). What types of taboo word appeared in MLBB games chats? 2). Why are taboo words spoken by MLBB players in game chat?

1. Types of Taboo Words in MLBB Game Chats

In pursuant of (Batistella, 2005) types of taboo words have 4 types, namely Epithets, Profanity, Vulgarity, and Obscenity. In this MLBB Game Chats 2 players were used 3 types that is Epithets, Vulgarity and Obscenity. And 1 player used all types. The result can be described in the table below:

Table 4.1 Proposition of Taboo Words

No.	Types	Numbers	%
1 1. E	Epithets	22	27.5
2	Profanity	4	5
3 ^p	Vulgarity	32	40
4 i	Obscenity	22	27.5
t	Total	80	100

- a. Epithets

The first one is Epithets. Epithets are different kinds of slurs, like gay, nigger, bitch. Usually these refer to race, ethnicity, gender, or sexuality, but they can also refer to appearance, disability, or other characteristics. The screenshot of epithets can be seen in the appendices. And the data can be seen below:

1. Username *BatukBerdahak* as Harley said: *Miya lonthey* (the meaning is Miya bitch)

At 08.56 username *BatukBerdahak* as user Harley gave a comment dedicated to his team. he typed "*Miya lonthey*" or Miya bitch because Miya has a level that is far behind from the team and the enemy which makes the team's defense weaker and easier to kill by the enemy. Furthermore, he said Miya bitch because he was annoyed with Miya.

2. Username *Fathussabil* as Roger said: *siap-siap nangis ya cebol* (the meaning is got ready to cry, midget)

At 00.16 username *Fathussabil* as user Roger gave a comment dedicated to the enemy. He types "*siap-siap nangis ya cebol*" or got ready to cry, midget aims to provoke the enemy at the beginning of the game.

3. Username *-SouLking-* as Layla said: *Homoo kelen bertiga* (the meaning is the three of them are gay)

At 06.09 username *-SouLking-* as user Layla gave a comment dedicated to the enemy. He types "homoo kelen bertiga" or the three of

them are gay because he had been killed by his enemy which amounted to 3 people, and he was annoyed with his opponent then he said that word to show his anger towards his enemy.

b. Profanity

Profanity is considered highly offensive, or disparage in many cultures because it is socially offensive and degrade to others. An oath can also refer to a sacred term that denotes something worthy of respect but is used to undermine the sanctity of speech or cause blasphemy. The screenshot of profanity can be seen in the appendices.

And the data can be seen below:

1. Username *Fathussabil* as *lancelot* said: *ya lord gampang*
(God, it is easy)

At 08.45 *Fathus sabil* as *Lancelot* user said to all “*ya lord gampang*” or God, it is easy because he had killed hero Claude, he felt he was great, then he tried to draw attention to the enemy by saying "God, it is easy" to the enemy. even though his team is 1 kill different from the enemy but he is arrogant because he killed Claude's hero.

2. Username *Fathussabil* as *Lancelot* said: *damnnn*

At 03.48 username *Fathus sabil* as a *Lancelot* user said to all damn it because the enemy had taken his little klomang, when he was about to take the little klomang for blood, he found that his klomang had been taken and he said "damn" because he was annoyed.

c. Vulgarity

Vulgarity or commonly called vulgar is defined as insulting or obscene language. This vulgar word relates to words or expressions that unite sexual anatomy and excretory function with abusive words. Examples of vulgarity are Ass, dick, boob, pussy. The screenshot of vulgarity can be seen in appendices. And the data can be seen below:

1. Username *BatukBerdahak* as Harley said: *woi badang konth0l* (badang's dick)

At 03.07 username *BatukBerdahak* as user Harley said to his team who was used Badang hero because the teammates who use Badang hero are bad players because he let the enemy kill him resulting in a 0:4 lag score. Which the enemy gets 4 kills for continuing to kill him. Therefore, he was annoyed and angry with his teammates and said the word "kontol" or dick.

2. Username *BatukBerdahak* as Natalia Said: *Zilong meki* (the meaning is Zilong pussy)

At 09.28 username *BatukBerdahak* as user Natalia makes a commentary for his enemy who used Zilong hero. He typed "*Zilong mek1*" or *Zilong pussy* to Zilong because Zilong had killed him. Furthermore, he was annoyed and said "mek1" or often called pussy.

3. Username *fathus sabil* as Kadita said: *malu lah sikit jangan lembek kek pantat* (the meaning is be a little shy, don't be soft, like ass)

At 12.11 username *fathus sabil* as user Kadita gave a comment dedicated to his enemy because the enemy is too easy to kill, he and his friends approach the enemy base to wait for the enemy to come out of the base so, he can kill him immediately. So, he pronounces the word "ass" to insult his enemy for being too easy to kill.

d. Obscenity

Obscenity is defined as a crude form of sexual and excretory function expression, such as the words f*k and s*t and s*c**r. While vulgarity and obscenity have similar meanings, they are not the same. The degree of prurience affects the distinction between vulgarity and obscenity. Obscenity is thought to be off-limits in public settings because it offends the senses, is repugnant, rude, and morally repugnant. The screenshot of vulgarity can be seen in appendices. And the data can be seen below:

1. Username *Fathussabil* as Kadita said: *terlalu mudah untuk di lawan* (the meaning is too easy to fight)

At 03.02 username *Fathussabil* as user Kadita said: *terlalu mudah untuk dilawan* or too easy to fight he gave a comment dedicated to his enemy because he felt his opponent was too easy for him, so he

belittled his enemy by saying "too easy". too easy has the same meaning with sucker. sucker which means "if you call someone a sucker, you mean easy to cheat them"

2. Username *-SouLking-* as Chou said: *Pucek kelen semua* (the meaning is fuck to all of you)

At 11.53 username *-SouLKing-* as user Layla said: *Pucek kelen semua* or fuck to all of you to his enemy. He gave a comment dedicated to this enemy because his enemy killed him. He was annoyed that he had been killed by his enemy. So, he said the word "fuck"

e. Function of Taboo Words

1. To Draw Attention to One Self

People frequently utilize prohibited terms to grab the listener's attention. Speakers can grab the audience's attention by employing forceful, persuading language with implications that can elicit a strong reaction from the audience. As a result, people frequently choose words with powerful connotations that are considered to have the power to draw attention from listeners. Here is the example:



Figure 4.1 To Draw Attention to One self

Username *BatukBerdahak* as Natalia said: *eee taik* (the meaning is poop)

Username *Inaa* as Freya said: *wkwk* (lol)

In the conversation above username *BatukBerdahak* said to his enemy *poop* because his buff has been stolen by his enemy. And his enemy responded by saying: *wkwk*

2. To Show Contempt

The idea that someone or something is entirely useless and should not be taken into consideration is known as contempt. To put it another way, if someone tries to insult someone by using offensive language, he will say things that would hurt his dignity. The explanation that follows an example of it:



Figure 4.2 To Show Contempt

Username *-SouLKing-* as Fanny said: *kek anak stm maen kroyok*(the meaning is like stm kids fighting)

Username *Teng teng teng anjay* as Yu Zhong said: lol

In the conversation above username *-SouLking-* said to his enemy "like stm kids fighting" because he was killed by a lot of his enemy, and his enemy responded by saying "lol"

3. To Be Provocative

People use forbidden words to elicit a particular reaction from the listener, such as offense or rage. Taboo words are deemed effective when the answer matches what the speaker had anticipated. Here is the example:



Figure 4.3 To be Provocative

Username *-SouLking-* as Fanny said: *siapkan mental ya kids* (the meaning is prepared mentally, kids)

Username Mayahadid as zhask: soknya (the meaning is arrogant)

In the conversation above *-SouLking-* said to his enemy "prepared mentally, kids" then his teammates Mayahadid said "arrogant" to the player, because she declares the player was too arrogant to their enemy.

B. Discussion

The data was found in Epithets, player who have the username Batukberdahak who used the Harley hero said: Miya lonthey (Miya bitch). The word "bitch" is one of the words in the Epithets according to (Batistella, 2005). According to the Oxford dictionary the word "bitch" can be divided into several examples of part of speech, namely: in the form of Noun: A Female dog or Woman Wild, while in the form of Verb: bitch about someone/something and in Adjective: bitchin' means very good, bitchy for saying unpleasant and unkind

things about other people. When Batukberdahak said "miya lonthey" it refers to the bitch verb about someone/something. Batukberdahak said that words to his team because Miya had a level far behind the team and the enemy which made the team's defense weaker and easier to kill by the enemy. So, he got annoyed and said the word "bitch". Meanwhile Fathus sabil who used Roger hero said "siap-siap nangis ya cebol" (get ready to cry, midget). The word "midget" is one of the words in the Epithets according to (Batistella, 2005). According to the Oxford dictionary, the word "midget" is divided into 2 parts of speech, namely: in the form of Noun: A very small person and in Adjective: Very small. When Fathus sabil said the word "midget" it refers to the noun midget about the smallest person, he said that to his enemy team with the reason he wanted to provoke the enemy at the beginning of the game, so that the game was fun. And the player who has the username -SouLking- who uses the hero Layla said: Homoo kelen Tiga (the meaning is the three of them are gay). the word "gay" is one of the words in the nickname. According to the Oxford Dictionary, the word Gay has 2 parts of speech, namely Noun: A Person who is homosexual, especially a man and Adjective: sexually attracted to people or the same sex gayer, gayest means happy and full of fun. he said the word gay here refers to the word noun, which is to insult the enemy with the word homo because he had been killed by his enemy which amounted to 3 people, and he was annoyed with his opponent then he said that word to show his anger towards his enemy.

The data was found in Profanity, player who has the username Fathussabil who uses the hero Lancelot said: *yatuhan gampang* (God, it is easy) The word "God" is one of the words in Profanity according to (Batistella, 2005). According to the Oxford dictionary, the word "God" has a meaning in the form of a noun as the creator and supreme ruler of the universe. When Fathus sabil to his team because he had killed hero Claude, he felt he was great, then he tried to draw attention to the enemy by saying "God, it is easy" to the enemy. Even though his team is 1 kill different from the enemy but he is arrogant because he killed Claude's hero. While Fathus sabil who uses the hero Lancelot said "damn". The word "damn" is one of the words in Profanity according to (Batistella, 2005). According to the Oxford dictionary, the word "Damn" is divided into 3 parts of speech, namely: in the form of Noun: Criticise strongly, in verb: used when swearing at somebody/something to show that you are angry and in Adjective: swear word that people use to show that they are annoyed with somebody/something, swear word that people use to emphasize what they are saying. When Fathussabil said the word "damn" it refers to the word Adjective swear word that people use to show that they are annoyed with somebody/something, he said that to the enemy because the enemy had taken his little klomang, when he was about to take the little klomang for blood, he found that his klomang had been taken and he said "damn" because he was annoyed.

The data was found in vulgarity, player who have the username Batukberdahak who used the hero Harley say: *woi badang konthol*. The word "khontol" or what is called dick is one of the vulgar words according to

(Batistella, 2005). According to the Oxford dictionary the word "dick" is a part of speech which is divided into 2 forms, namely Nouns: A Man Penis; dickhead and second form Verb: Dicker someone means to completely overpower someone. Batukberdahak saying "khontol" refers to the verb A Man Penis. Batukberdahak said that for a teammate who uses the Badang hero is a bad player for allowing the enemy to kill him resulting in a 0:4 lag score. where the enemy gets 4 kills for continuing to kill him. Therefore, he is annoyed and angry with his teammates and utters the word "Kontol" or dick. On the other hand, Batukberdahak who used the hero Natalia said: "*zolong meki*". the word "meki" is another word that describes the female genitalia. The word female gender is one example of vulgarity according to (Batistella, 2005). According to Oxford, the word "pussy" becomes a noun, namely: a cat and a woman genitals. Batukberdahak said "pussy" refers to female genitals. Batukberdahak said it to make a commentary for his enemy who used Zilong hero. He typed "*Zilong meki*" or Zilong pussy to Zilong because Zilong had killed him. Furthermore, he was annoyed and said "mek1" or often called pussy. And Username fathus sabil as Kadita said: don't be a little shy, don't be soft, like ass. the word "ass" is one of the words of vulgarity. According to the Oxford dictionary, the word ass is a noun, namely a. the part of the body that you sit down; your bottom, b. a stupid person and c. a donkey. the word "ass" that the player uses here denotes a. the part of the body that you sit down; your bottom. because the enemy is too easy to kill, he and his friends approach the enemy base to wait for the enemy to come out of the base so, he can kill him immediately. So, he pronounces the word "ass" to insult his enemy for being too easy to kill.

The data was found in obscenity of player who have the username Fathusabil who use the Kadita hero said it was too easy to fight against his enemy because he felt his opponent was too easy for him, so he underestimated his enemy. by saying "too easy". too easy has the same meaning as sucker. According to the Oxford Dictionary sucker is a noun form that has many meanings, in this section sucker means "if you call someone a sucker, you mean it's easy to deceive them". on the other hand, SouLking who uses Chou's hero said: Pucek kelen all or fuck to all of you to his enemy. according to the Oxford Dictionary the word Fuck is divided into parts of speech, namely nouns: A swear word that people find offensive that is used to express anger, horror or surprise and Fucker means a very offensive word used to insult somebody, Verb: Fuck(somebody) to have sex with somebody. Adjective: A swear word that many people find offensive that is used to emphasize a comment or an angry statement. The word fuck used by the player -SouLking- refers to the adjective form, namely A swear word that many people find offensive that is used to emphasize a comment or an angry statement because because his enemy killed him. He was annoyed that he had been killed by his enemy. So, he said the word "fuck"

To show the contempt, players who have the username -SouLking- who used the Fanny hero said: *kek Anak stm men kroyok* (like stm children fighting) to their enemies to insult their enemies because they are annoyed when they are killed by their enemies. This is related to the Oxford Dictionary which says insult means the feeling that someone/something has no value and does not deserve respect at all. In other words when someone wants to offend another person, he

will say insulting words that are used taboo to other people or something because he thinks it is a trivial thing that is not dignified.

To be provocative, players who have the username -SouLking- who used the Fanny hero said: "*siapkan mental ya, kids*". he tried to provoke his enemy to upset his enemy because he felt he was great. This is in accordance with Rotwell (in Fitzgerald 2007), stating which verbal obscenity can be the most effective symbolic act conveyed by protesters to other protesters with the intention of provoking irrational responses so that other protesters are angry and offended. The successful use of taboo words occurs when the response matches the speaker's expectations.

based on the results of interviews that have been conducted, there are differences between respondent 1, respondent 2 and respondent 3.

Respondent 1 only used Vulgarity, Obscenity and Epithets. The first taboo words used was vulgarity. The example is K and P are male sex and woman genital, he said that word when he had a noob teammate so he was annoyed and let out those words, these words became the words most often spoken by MLBB game players when playing because when they are upset, the words that are spoken spontaneously are the words "dick" and "pussy" both to friends and enemies. The lewd taboo words used were shit, dammit and sucker, he said those words when he was killed by the enemy spontaneously uttering this sentence when he was in an emotional state. and the last taboo words is Epithets. the taboo words Epithets used are Negro, Homo, Whore which is used to insult friends or

enemies. The player says this word because he is annoyed with his unruly teammate, he uses it to insult friends or enemies while playing

Respondent 2 only used the types of taboo language, namely Vulgarity, Obscenity, and Profanity. The first taboo words used was Vulgarity. For example, K and P are male sex and woman genital. He said that word because he was annoyed when he played and when he lost the game. The second harsh language used is obscenity. Examples of obscene words used are fuck, and sucker. The reason is because he is annoyed when his buff is taken or stolen by friends or foes while he is playing and when there is an opponent, he finds it easy to beat him he says the word easy to provoke. And the last word spoken by the respondent was Nickname. Examples of spoken words are midget and gay. The midget spoken by the player aims to insult when players meet a small and annoying hero like Nana. While the word gay is used to say a teammate or enemy who is often alone with his friends to kill or annoy the enemy while in the jungle, buff while in the game.

Respondent 3 uses all types of taboos, namely Vulgarity, Obscenity, Epithets, and Profanity. The first taboo words used is Vulgarity. The example is Dick, Pussy, Boob. He said it when he was upset about meeting a formidable foe or meeting a teammate who liked to troll while playing, he took it out using those taboo words. Furthermore, the second rant is obscenity. Examples of obscenity are fuck and sucker. she said it when she was upset. He often provokes and insults the enemy or belittles the enemy by saying easy, or stupid words to teammates or enemies. The third taboo words used is Epithets. Examples of taboo word used are Bitch, Gay, Negro, Midget. he said it when he met an enemy using a small and

annoying hero he said the word midget, or when there was a black hero, he called him a nigger. When he met a female player he called a bitch, or a player who often played alone I said gay. and the last taboo word used is Profanity the word used is God and Damn but players rarely use it.

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

Based on the results of the research and discussion in the previous chapter, the researcher drew several conclusions as follows:

1. The types of taboo words contained in MLBB game chats that have the most data are the type of vulgarity as many 32 words or 40% of 100% because many players use vulgar language when playing games because vulgar language has become an open secret to be spoken and used when playing. the second type there are Epithets and Obscenity have the same percentage 22 words or 27.5% of 100% because players don't use them too often and in the third type there is Profanity which has the lowest percentage only 4 words or 5% out of 100% players rarely use these words because of words. this type includes words that are occasionally spoken when playing, players often use vulgarity words.
2. Factors that cause players to use taboo words in MLBB games because they aim to attract attention, insult their enemies or teammates and provoke their opponent's player so, that the match becomes exciting and after insulting and provoking their opponents they feel relieved and happy because their emotions are vented into the game.

B. Suggestion

Based on conclusion above, Researcher have suggestions for the following categories:

a. For Teachers/Lectures: In this era of development, technology makes it easier for us to communicate with other people, one of which is to find entertainment in games that also have interactions with fellow humans. role as a teacher or lecturer is to teach students or students to keep the speech or language used both in real life and virtual life, it's good to learn taboo language so as not to have a negative impact on anyone to insult, or provoke.

b. For other researchers in common: researcher hope that this research can be a reference in the future, both in games and in the taboo language.

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APPENDIX I

Types of Taboo Word Found In-Game Chats

No	Types of Taboo	Data	Data Code
1	Epithets	   	T.E 1

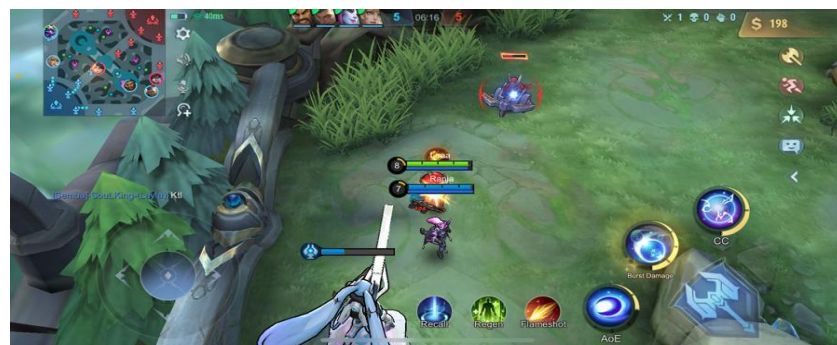


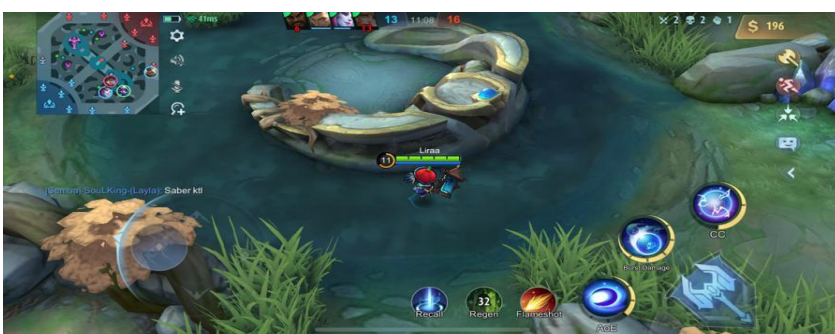




2	Profanity	 <p>The first screenshot shows Liraa at level 6 with a health bar at approximately 50%. Chat: "[Remo] [Pahua] [asat] [Chou]: yaa lord gampang".</p> <p>The second screenshot shows Liraa at level 6 with a health bar at approximately 50%. Chat: "[Remo] [Pahua] [asat] [Chou]: dammm".</p> <p>The third screenshot shows Liraa at level 6 with a health bar at approximately 50%. Chat: "[Remo] [Pahua] [asat] [Chou]: daammm".</p> <p>The fourth screenshot shows Liraa at level 6 with a health bar at approximately 50%. Chat: "[Remo] [Pahua] [asat] [Chou]: ya lord".</p>	T.P.2
3	Vulgarity	 <p>The first screenshot shows Liraa at level 12 with a health bar at approximately 50%. Chat: "[Remo] [Pahua] [asat] [Chou]: mbaw lah skit jgn lembek kek pantiq".</p> <p>The second screenshot shows Liraa at level 6 with a health bar at approximately 50%. Chat: "[Remo] [Pahua] [asat] [Chou]: brody main mu curang nympet2".</p>	T.V.3

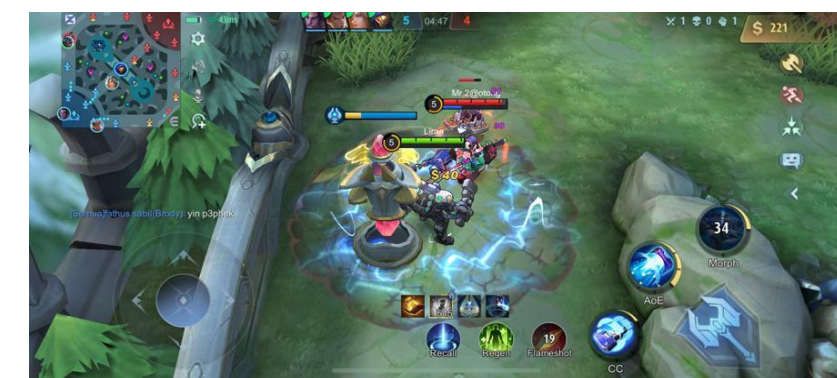






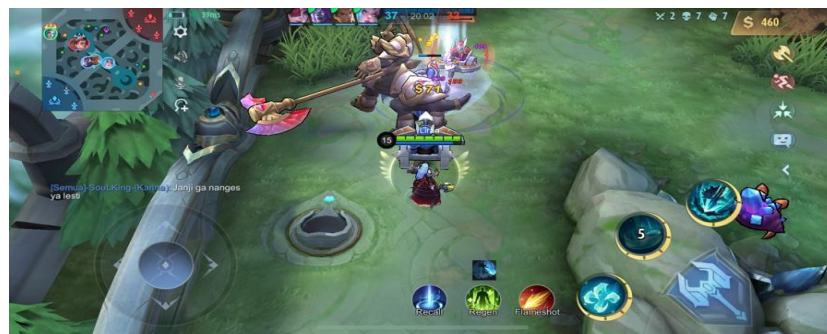




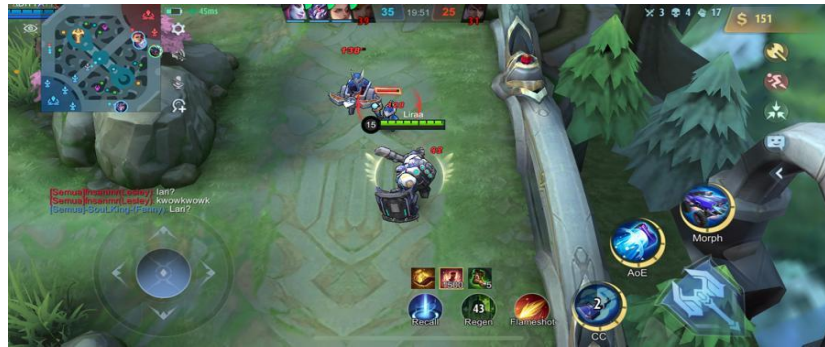












APPENDIX II. Interview 1 Respondent 1

I: Interviewer (Researcher)

R: Respondent (BatukBerdahak)

I: Assalamualaikum sir, introduce myself my name is Putri Lira Habibillah, I am a student from UMSU, I want to ask you about my research on taboo languages in the MLBB Games. Do you accept?

R: Yes, I accept it

I: All right. How long have you been playing this MLBB Game?

R: I've been playing this game for a long time, from 2017 but I retired in 2018 because my device at that time didn't support it, then I played again in April 2022 until now

I: why are you interested in playing this game?

R: because to fill my spare time and a lot of my friends play this game, so I'm interested in being able to play with friends

I: is there a communication medium in the MLBB game that is used to communicate with players or enemies?

R: yes, in MLBB there is a chat feature to communicate

I: when communicating and have you ever used abusive language?

R: ever, often

I: What taboo words do you often speak?

R: There are various kinds, but mostly bad language that has become an open secret such as K, P

I: why did you say those words?

R: because I was annoyed to see my friend when he was a noob, so I said it spontaneously

I: are there any other taboo words that you use?

R: other words I say like fuck, sucker. When I fight the enemy, because I'm annoyed too and to mentally demean the enemy, I use the word easy

I: Apart from these words, are there any other words that you use?

R: sometimes I say bitch, nigger, gay to insult my enemies or friends, because sometimes there are teammates who can't be managed.

I: Apart from that, are there other words that you use when playing?

R: so far that's all I'm saying

I: How do you feel when you say those taboo words?

R: I feel a little relieved because I can vent my emotions when playing this game

I: Alright, thanks for your answer and thank you for your time. Assalamualaikum

R: Waalaikumsalam

APPENDIX III. Interview 2 Respondents 2

I: Interviewer (Researcher)

R: Respondent (-SouLking-)

I: Assalamualaikum sir, introduce myself my name is Putri Lira Habibillah, I am a student from UMSU, I want to ask about my research on taboo language in MLBB Games. Do you accept?

R: Yes, I accept it

I: How long have you been playing this MLBB Game?

R: I've been playing this game for a long time, from 2017 until now

I: Why are you interested in playing this game?

R: Because I don't think this game is boring. This game is played with strategy and can be played with friends or a team

I: Is there a communication medium in the MLBB game that is used to communicate with other players or enemies?

R: There is a chat feature that can be used to communicate with friends or enemies

Me: When communicating and do you ever use taboo words?

R: You could say often

I: What taboo words do you often say?

R: I say taboo words from K, P

I: Why did you say those words?

R: Because I get annoyed when I play and when I lose

I: Are there any other taboo languages that you use?

R: Another word I say is like shit, damn. because when his buff is taken or stolen by a friend or foe while he is playing and when there is an opponent, he finds it easy to beat him he utters words that are easy to provoke.

I: Apart from these words, are there any other words that you use?

R: Yes, when fighting heroes like Nana, I say the word midget, because Nana is a small and annoying and gay hero when I meet players or teammates or enemies who are often alone with their friends to kill or disturb enemies in the forest or in-game buffs.

I: Apart from that, are there any other words you use while playing?

R: Nothing, I just said that

I: How do you feel when you say taboo words?

R: I feel relieved because I can express my frustration, my anger, my disappointment while playing.

I: Alright, thanks for your answer and thanks for your time. assalamualaikum

R: Waalaikumsalam

APPENDIX IV. Interview with 3 Respondents 3

I: Interviewer (Researcher)

R: Respondent (Fathus sabil)

Me: Assalamualaikum sir, introduce my name is Putri Lira Habibillah, I am a student from UMSU, I want to ask about my research on taboo language in MLBB Games. Do you accept?

R: Yes, I accept it

I: How long have you been playing this MLBB Game?

R: I've been playing this game for a long time, from 2018 until now

I: why are you interested in playing this game?

R: At first, I saw my friend playing this game then I was interested in playing it and finally I downloaded it

I: is there any communication media in the MLBB game that is used to communicate with players or enemies?

R: in the MLBB game there is a chat feature that can be used to communicate with friends or enemies

I: When communicating, have you ever used taboo words?

R: often, when I want to focus on raising my rank or facing a formidable foe, and meeting a friend who is a noob I often use it

I: What taboo language do you often use?

R: Crude language like K, P, T, etc

I: why did you say those words?

R: because when I play this game, I meet a formidable enemy or meet a teammate who likes to troll while playing, I vent it using those harsh words

I: Are there any other taboo words that you say?

R: Yes, if I meet a female player I call it a bitch, or a player who often plays together I say gay.

I: Apart from these words, are there any other words that you use?

R: Yes, when I'm upset sometimes there's the word fuck. I often provoke and insult the enemy or underestimate the enemy by saying easy, or stupid words to teammates or enemies.

I: Apart from that, are there any other words you use while playing?

R: yeah, like OMG or damn it. But this word I rarely say when I play

I: is there any other word besides that you said?

R: Yes, if I meet a small and annoying hero, I call it a midget, and if I meet a hero with a scary face like Balmon, I say a bad hero, or a black hero, I say negro.

I: How did you feel when you said those taboo words?

R: I feel happy because I can express my annoyance, my emotions, while playing.

I: Alright, thanks for your answer and thanks for your time. assalamualaikum

R: Waalaikumsalam

APPENDIX V K1



MAJELIS PENDIDIKAN TINGGI
UNIVERSITAS MUHAMMADIYAH SUMATERA UTARA
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
 Jl. Kapten Mukhtar Basri No.3 Telp.(061)6619056 Medan 20238
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K-1

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

Perihal : **PERMOHONAN PERSETUJUAN JUDUL SKRIPSI**

Dengan hormat, yang bertanda tangan di bawah ini :

Nama : Putri Lira Habibillah
 NPM : 1802050060
 Program Studi : Pendidikan Bahasa Inggris
 IPK Kumulatif : 3,52 IPK = 3,52

Persetujuan Ketua/Sek Prodi	Judul yang diajukan	Disyahkan Oleh Dekan Fakultas
<i>16/02/2022</i> 	A Taboo Words Found In-Game Chats : A Content Analysis of MLBB Games	
	Analysis Language Style from Dedy Corbuzier Youtube	
	Slang Words On Friend Whatsapp Group	

Demikianlah permohonan ini saya sampaikan untuk dapat pemeriksaan dan persetujuan serta pengesahan, atas kesediaan Bapak/Ibu saya ucapkan terima kasih.

Medan, 16 Februari 2022

Hormat Pemohon,

Putri Lira Habibillah

- Dibuat Rangkap 3 :
- Untuk Dekan/Fakultas
 - Untuk Ketua/Sekretaris Prodi
 - Untuk Mahasiswa yang bersangkutan

APPENDIX VI K2



MAJELIS PENDIDIKAN TINGGI
UNIVERSITAS MUHAMMADIYAH SUMATERA UTARA
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Jl. Kapten Mukhtar Basri No.3 Telp.(061)6619056 Medan 20238
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K-2

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

Assalamu'alaikum Wr. Wb.

Dengan hormat, yang bertanda tangan di bawah ini :

Nama : Putri Lira Habibillah
NPM : 1802050060
Program Studi : Pendidikan Bahasa Inggris

Mengajukan permohonan persetujuan proyek proposal/risalah/makalah/skripsi sebagai tercantum di bawah ini dengan judul sebagai berikut : Conversation and language acquisition among three-years old children.

Sekaligus saya mengusulkan/menunjuk Bapak/Ibu sebagai :

Dosen Pembimbing : Rakhmat Wahyudin Sagala, S.Pd. M.Hum.

Sebagai Dosen Pembimbing proposal/risalah/makalah/skripsi saya

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

Medan, 16 Februari 2022
Hormat Pemohon,

Putri Lira Habibillah

Dibuat Rangkap 3 :
- Untuk Dekan/Fakultas
- Untuk Ketua/Sekretaris Prodi
- Untuk Mahasiswa yang bersangkutan

APPENDIX VII K3



FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
UNIVERSITAS MUHAMMADIYAH SUMATERA UTARA
Jl. Mukthar Basri BA No. 3 Telp 6622400 Medan 20217 Form K3

Nomor : 452 /II.3-AU/UMSU-02/F/2022
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 : Putri Lira Habibillah
NPM : 1802050060
Program Studi : Pendidikan Bahasa Inggris
Judul Penelitian : A Taboo Words Found In-Game Chats : A Content Analysis of MLBB Games.

Dosen Pembimbing : Rakhmat Wahyuddin Sagala, S,Pd, M.Hum

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 : 17 Februari 2023

Wa'alaikumsalam Warahmatullahi Wabarakatuh.

Medan, 16 Rajab 1443 H
17 Februari 2022 M



Dekan

Dra. Hj. Syamsuurnita, 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 MENGIKUTI SEMINAR

APPENDIX VIII Berita Acara Bimbingan Proposal



MAJELIS PENDIDIKAN TINGGI
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BERITA ACARA BIMBINGAN PROPOSAL

Perguruan Tinggi : Universitas Muhammadiyah Sumatera Utara
Fakultas : Keguruan dan Ilmu Pendidikan
Jurusan/Prog. Studi : Pendidikan Bahasa Inggris
Nama Lengkap : Putri Lira Habibillah
N.P.M : 1802050060
Program Studi : Pendidikan Bahasa Inggris
Judul Proposal : A Taboo Words Found In-Game Chats: A Content Analysis of MLBB Games

Tanggal	Deskripsi Hasil Bimbingan Proposal	Tanda Tangan
28/05/22	Chapter I Revision about the problem of study and the objective of study	
09/06/22	Chapter II Guidance give directions on the parts that must be made to complete	
23/06/22	Chapter II Revision the text of game and explains the type of taboo words using the oxford dictionary and the conceptual framework	
01/07/22	Chapter III Guidance give directions on what to make in chapter 3	
15/07/22	Chapter III Revision about location of research, source of data and data analysis	
23/07/22	Submit to seminar	

Medan, Juli 2022

Diketahui oleh:
Ketua Prodi

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

Dosen Pembimbing

(Rahmad Wahyudin Sagala, S.Pd., M.Hum.)

APPENDIX IX Berita Acara Seminar Proposal



MAJELIS PENDIDIKAN TINGGI
UNIVERSITAS MUHAMMADIYAH SUMATERA UTARA
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
Jl. Kapten Mukhtar Basri No. 3 Telp. (061) 6619056 Medan 20238
Website: <http://www.fkip.umsu.ac.id> E-mail: fkip@umsu.ac.id

BERITA ACARA SEMINAR PROPOSAL

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

Nama Lengkap : Putri Lira Habibillah
N.P.M : 1802050060
Program Studi : Pendidikan Bahasa Inggris
Judul Proposal : Taboo Words Found In-Game Chats: A Content Analysis of MLBB Games

No	Masukan dan Saran
Judul	
Bab I	no limitation, but same formulation of problems & objective of the study
Bab II	Previous relevant study, conceptual framework
Bab III	No location of research
Lainnya	the use of quotation, do not follow the template, no consistency between table of content and the content
Kesimpulan	[] Disetujui [] Ditolak [<input checked="" type="checkbox"/>] Disetujui Dengan Adanya Perbaikan

Dosen Pembahas

(Halimah Tussa'diah, SS, MA)

Dosen Pembimbing

(Rakhmat Wahyuddin Sagala, S.Pd, Hum)

Panitia Pelaksana

Ketua

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

Sekretaris

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

APPENDIX X Surat Keterangan Seminar Proposal



MAJELIS PENDIDIKAN TINGGI
UNIVERSITAS MUHAMMADIYAH SUMATERA UTARA
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
Jl. KaptenMughtarBasri No .3 Telp. (061) 6619056 Medan 20238
Website :<http://www.fkip.umsu.ac.id> Email: fkip@umsu.ac.id

SURAT KETERANGAN

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

Ketua Program Studi Pendidikan Bahasa Inggris Fakultas Keguruan dan Ilmu Pendidikan Universitas Muhammadiyah Sumatera Utara dengan ini menerangkan bahwa :

Nama Mahasiswa : Putri Lira Habibillah
NPM : 1802050060
Program Studi : Pendidikan Bahasa Inggris

Adalah benar telah melaksanakan Seminar Proposal Skripsi pada :

Hari : Jum'at
Tanggal : 05 Agustus 2022
Dengan Judul Proposal : Taboo Words Found In-Game Chats: A Content Analysis of MLBB Games

Demikianlah surat keterangan ini kami keluarkan/diberikan Kepada Mahasiswa yang bersangkutan, semoga Bapak/Ibu Pimpinan Fakultas dapat segera mengeluarkan surat izin riset mahasiswa tersebut.

Atas kesediaan dan kerja sama yang baik kami ucapkan banyak terima kasih. Akhirnya selamat sejahteralah kitasemuanya. Amin.

Dikeluarkan di:

Medan,

Pada Tanggal: 01 September 2022

Wassalam

Ketua Program Studi

Pendidikan Bahasa Inggris

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

APPENDIX XI Pengesahan Proposal



MAJELIS PENDIDIKAN TINGGI
UNIVERSITAS MUHAMMADIYAH SUMATERA UTARA
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
Jl. Kapten Mochtar Basri No.3 Telp. (061) 6619056 Medan 20238
Website : <http://www.fkip.umsu.ac.id> Email: fkip@umsu.ac.id

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

PENGESAHAN PROPOSAL

Panitia Proposal Penelitian Fakultas Keguruan dan Ilmu Pendidikan Universitas Muhammadiyah Sumatera Utara Strata – I bagi:

Nama Lengkap : Putri Lira Habibillah
NPM : 1802050060
Program Studi : Pendidikan Bahasa Inggris
Judul Skripsi : Taboo Words Found In-Game Chats: A Content Analysis of MLBB Games

Dengan diterimanya proposal ini, maka mahasiswa tersebut dapat diizinkan untuk melakukan riset di lapangan.

Diketahui oleh :

Diketahui/Disetujui Oleh:

Dosen Pembahas

Halimah Tussadiah S.S., M.A

Dosen Pembimbing

Rakhmat Wahyudin Sagala, S.Pd., M.Hum

Ketua Program Studi

Pirman Ginting, S.Pd., M.Hum

APPENDIX XII Izin Riset



Bila menjawab surat ini agar disebutkan nomor dan tanggalnya

MAJELIS PENDIDIKAN TINGGI PENELITIAN & PENGEMBANGAN
UNIVERSITAS MUHAMMADIYAH SUMATERA UTARA
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN

Jalan Kapten Mochtar Basri No. 3 Medan 20238 Telp. (061) 6622400
Website : <http://fkip.umsu.ac.id> E-mail : fkip@yahoo.co.id

Nomor : **1848 /IL.3/UMSU-02/F/2022**
Lamp : ---

Medan, 7 Shafar 1444 H
3 September 2022 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 : **Putri Lira Habibillah**
N P M : 1802050060
Program Studi : Pendidikan Bahasa Inggris
Judul Penelitian : **Taboo Words Found in-Game Chats: A Content Analysis of MLBB Games**

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



Dr. H. Syamsuyurnita, MPd.
NIPN : 0004066701

****Penting!**



APPENDIX XIII Balasan Riset



MAJELIS PENDIDIKAN TINGGI PENELITIAN & PENGEMBANGAN PIMPINAN PUSAT MUHAMMADIYAH
UNIVERSITAS MUHAMMADIYAH SUMATERA UTARA
UPT. PERPUSTAKAAN

Terakreditasi A Berdasarkan Ketetapan Perpustakaan Nasional Republik Indonesia No. 00059/LAP.PT/IX.2018
Pusat Administrasi : Jalan Kapten Mukhtar Basri No. 3 Medan 20238 Telp. (061) 66224567
• <http://perpustakaan.umsu.ac.id> ✉ perpustakaan@umsu.ac.id 📞 perpustakaan_umsu

SURAT KETERANGAN

Nomor : 2033 /KET/II.3-AU/UMSU-P/M/2022

Kepala Unit Pelaksana Teknis (UPT) Perpustakaan Universitas Muhammadiyah Sumatera Utara dengan ini menerangkan :

Nama : Putri Lira Habibillah
NIM : 1802050060
Univ./Fakultas : UMSU/Keguruan dan Ilmu Pendidikan
Jurusan/P.Studi : Pendidikan Bahasa Inggris

adalah benar telah melakukan kunjungan/penelitian pustaka guna menyelesaikan tugas akhir / skripsi dengan judul :

“Taboo Words Found In-Game Chats : A Content Analysis Of MLBB Games ”

Demikian surat keterangan ini diperbuat untuk dapat dipergunakan sebagaimana mestinya

Medan, 7 Rabiul Awwal 1444 H
3 oktober 2022 M

Kepala UPT Perpustakaan



Arifin, S.Pd, M.Pd

APPENDIX XIV Berita Acara Bimbingan Skripsi



**MAJELIS PENDIDIKAN TINGGI
UNIVERSITAS MUHAMMADIYAH SUMATERA UTARA
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN**

Jl. Kapten Mukhtar Basri No. 3 Telp. (061) 6619056 Medan 20238
Website : <http://www.fkip.umsu.ac.id> E-mail : fkip@umsu.ac.id

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

BERITA ACARA BIMBINGAN SKRIPSI

Perguruan Tinggi : Universitas Muhammadiyah Sumatera Utara
Fakultas : Keguruan dan Ilmu Pendidikan
Jurusan/Prog.Studi : Pendidikan Bahasa Inggris
Nama Mahasiswa : Putri Lira Habibillah
NPM : 1802050060
Judul Proposal : Taboo Words Found In-Game Chats: A Content Analysis of MLBB Games

Tanggal	Deskripsi Hasil Bimbingan Skripsi	Tanda Tangan
19/08/2022	Chapter IV and chapter V Guidance	
30/08/2022	Chapter IV and chapter V Revision	
16/09/2022	Chapter IV and chapter V Guidance	
28/09/2022	Abstract, Acknowledgments, and table of content	
30/09/2022	Acc to proceed on the green table exam	

Diketahui/Disetujui
Ketua Prodi Pendidikan Bahasa Inggris

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

Medan, 30 September 2022
Dosen Pembimbing

Rakhmat Wahyudin Sagala, S.Pd., M.Hum.

APPENDIX XV Surat Pernyataan Plagiat



MAJELIS PENDIDIKAN TINGGI
UNIVERSITAS MUHAMMADIYAH SUMATERA UTARA
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
Jl. Kapten Mochtar Basri No. 3 Telp. (061) 6619056 Medan 20238
Website : <http://www.fkip.umsu.ac.id> Email: fkip@umsu.ac.id

SURAT PERNYATAAN

Assalamu'alaikum Warahmatullahi Wabarakaatuh

Saya yang bertanda tangan dibawah ini:

Nama Mahasiswa : Putri Lira Habibillah
NPM : 1802050060
Program Studi : Pendidikan Bahasa Inggris
Judul Penelitian : Taboo Words Found In-Game Chats: A Content Analysis of MLBB Games

Dengan ini saya 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 point 1 dan 2 di atas saya langgar maka saya bersedia untuk dilakukan pembatalan terhadap penelitian tersebut dan saya bersedia mengulang kembali mengajukan judul penelitian yang baru dengan catatan mengulang seminar kembali.

Demikian surat pernyataan ini saya perbuat tanpa ada paksaan dari pihak manapun juga, dan dapat dipergunakan sebagaimana mestinya.

Medan, 01 September 2022

Diketahui oleh:

Ketua Program Studi

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

Hormat saya

Yang membuat Pernyataan



Putri Lira Habibillah

APPENDIX XVI Curriculum Vitae

CURRICULUM VITAE

1. Personal Information

Name : Putri Lira Habibillah
Register Number : 1802050060
Place/Date of Birth : Medan, 12 April 2001
Gender : Female
Religion : Moslem
Nationality : Indonesian
Partial Status : Single
Address : Jl. Menteng VII Komp. Menteng Indah Blok D8 No.11
E-mail : Putriliraah@gmail.com

2. Parents' Information

Father's Name : Alm. Ir. H. Ramadhana
Mother's Name : Hj. Juliana Simamora
Address : Jl. Menteng VII Komp. Menteng Indah Blok D8 No.11

3. Education

2006 – 2012 : Primary School at SDIT Hikmatul Fadhillah
2013 – 2015 : Junior High School at SMP Muhammadiyah 01 Medan
2016 – 2018 : Senior High School at SMA Negeri 5 Medan
2018 – 2022 : University of Muhammadiyah Sumatera Utara in English
Department

Medan, October 2022

Putri Lira Habibillah

