

**LANGUAGE PREFERENCE IN PLAYING ONLINE GAMES
BY INDONESIAN YOUTUBER GAMING**

SKRIPSI

*Submitted in Partial Fulfillment of the Requirements
For the Degree of Sarjana Pendidikan (S.Pd)
English Education Program*



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MEDAN
2024**



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Fakultas Keguruan dan Ilmu Pendidikan Universitas Muhammadiyah Sumatera Utara

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Tanggal	Deskripsi Hasil Bimbingan Skripsi	Tanda Tangan
10/08/23 18/10/23	Chapter 4, data analisis. ganti judul	
6/12/23 8/12/23	Chapter 4, data analisis chapter 4, data analisis & abstrak.	
30/01/24	chapter 4, data analisis chapter 2, review of literature	
05/02/24	chapter 4, data analisis chapter 2, review of literature, abstract,	
07/02/24	chp 4, Finding, chp. 5, conclusion, chp 2, review of literature, abstrak.	
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Dengan ini saya menyatakan bahwa skripsi saya yang berjudul "Language Preference in Playing Online Games by Indonesian Youtuber Gaming" adalah bersifat asli (Original), bukan hasil menyadur mutlak dari karya orang lain.

Bilamana dikemudian hari ditemukan ketidaksesuaian dengan pernyataan ini maka saya bersedia dituntut dan diproses sesuai dengan ketentuan yang berlaku di Universitas Muhammadiyah Sumatera Utara.

Demikian pernyataan ini dengan sesungguhnya dan dengan yang sebenarnya.

Medan, Maret 2024
Hormat saya
Yang membuat pernyataan,



Maulida Husni Siregar

ABSTRACT

MaulidaHusniSiregar. 1802050099. “Language Preference in Playing Online Games by Indonesian Youtuber Gaming”. Skripsi. English Education Department, Faculty of Teacher Training and Education. Universitas Muhammadiyah Sumatera Utara. Medan. 2024.

Every game player has their own language choice for playing online games. For this reason, the researcher interested to find what language options are used when playing online games. The purpose of this research is find out language preference in playing online game and to analyze the extent to which Indonesian youtuber language preferences towards the use of language in online games. This research was conducted using a descriptive qualitative method. The data source was obtained from YouTube. The data collection techniques in this study were carried out using the following methods observation and documentation. The data analysis technique used in this study is a qualitative data analysis technique perpose by (Miles & Huberman, 1992). These steps consist of three streams of activities that occur simultaneously, namely: data reduction, data display and data conclusion. Based on the results of research on Language Preference in Playing Online Games by Indonesian Youtuber Gaming in general they use English and Indonesian, and most of them use Indonesian. The English used is daily English expressions and there are also those who use terms in online games. They also use informal Indonesian and there are also those who mix Indonesian and English.

Keywords: *Language Preference, Online Games, Youtuber*

ACKNOWLEDGEMENTS



Assallamu'alaikum Wr.Wb

Firstly, in the name of Allah the most almighty, the most merciful, all of the praises to Allah SWT the most almighty who already gave her health and mercy so that she was able to finish this study. Secondly, blessing and peace upon to prophet Muhammad SAW who had brought people from the darkness to the brightness. Thirdly, her dearest parent **Hasanuddin Siregar** and **Ermida Hartati** who had given her more supports, material and their prayer during, before and after her academic year in completing her study at UMSU.

This study is entitled "*Language Preference in Playing Online Games by Indonesian Youtuber Gaming*". In writing this study, there were many difficulties and problems faced by her and without much guidance from the following people, it may be impossible for her to finish the study. Therefore, her would like to express her great thank to those who have given guidance, spirit, motivation and supports during completing this research, they are :

1. **Prof. Dr. Agussani, M.AP**, As the Rector of Universitas Muhammadiyah Sumatera Utara
2. **Dra. Hj. Syamsuyurnita, M.Pd**, as the Dean of Faculty of Teacher Training and Education, Universitas Muhammadiyah Sumatera Utara.
3. **Dr. Hj. Dewi Kesuma Nasution, SS., M.Hum**, Deputy Dean of the Faculty of Teacher Training and Education, Universitas Muhammadiyah Sumatera Utara.

4. **Pirman Ginting, S.Pd, M.Hum** and **Rita Harisma, S.Pd., M.Hum** as the Head and Secretary of English Department in Faculty of Teacher.
5. **Yusriati, S.S.,M.Hum** as the Advisor who is patient and very helpful and directs in working on this thesis.
6. **Pirman Ginting, S.Pd, M.Hum** As an Proposal seminar examiner who directed her to finish this thesis.
7. All Lecturers of the English Education Study Program, Faculty of Teacher Training and Education Universitas Muhammadiyah Sumatera Utara who have provided teaching and administrative fluency to research so far.
8. The Head of Universitas Muhammadiyah Sumatera Utara library who has provided the opportunity for research to conduct research so that this thesis can be completed.
9. **Khairul Shaleh** my beloved brother who always give motivation and enthusiasm in completing this thesis.

All her fellow researcher in class A Evening English Education Stambul 2018.

Finally, with all humility, the researcher realizes that the writing of this thesis is still far from perfect, if in this writing there are words that are less pleasing, the author apologizes profusely and hopefully this thesis can be useful for all of us. May Allah ta'ala always bless us all. Amen.

Medan, Februari 2024

The Researcher

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CHAPTER I

INTRODUCTION

A. Background of the Study

In the modern era, technology is developing rapidly. One of the technology products that are very real today is the Internet. We can access information quickly. Since the Internet is an authentic medium to get the latest information, there is a lot of entertainment such as Instagram, Email, movies, news, and online games. As a nation of inventors, the English speakers have the freedom to create the terms used to refer to the findings. It is different with the nation of users of the findings in question. Nations that use technology invented by other nations will tend to absorb terms from the language of the speech community who invented the technology. Advances in science and information technology have changed the perspective and lifestyle of the students in carrying out their activities and activities. The existence and role of information technology in the education system has brought a new era of development in the world of education, but this development has not been matched by an increase in human resources which determine the success of education in Indonesia in general. This is caused by the lagging human resources who do not utilize information technology in the educational process (Nurwati, 2018).

Online games are modern games that have become a trend for the present, and the fans start from children to adults. Online games easily influence school children because they still like to play, move, and like games that have rules and

nuances of competition so that players will play continuously regardless of how long it takes. School-age usually likes group or team games. This game is very organized and has rules and nuances of intense competition. History and Development of Online Games is a game or game played by many players, where an online network connects the machines used by players via the Internet, can use a PC (Personal Computer) or ordinary games (played offline) (Durak&Citol, 2021).

Online game is a kind of game that can be accessed through internet. In this online game there is a set of games in the form of attractive pictures that can be moved at the will of the players. This online game is not only a game that can only be watched, players can participate in moving the pictures in it together with other players. Even in this online game players can compete to get high points which results in being a player who loses or wins. So, playing online games can be psychologically arousing players to continue to be excited about defeating the opponent. Sociologically, the game can also be done in groups, either directly or indirectly. Directly, where players can recognize other parties personally because they already know each other intimately, for example because they come from the same school or come from a playgroup outside the school. Meanwhile, indirectly, where the players do not know each other physically. They just happen to be in touch when they both play online games in one game network at that time (Brooks, 2022).

The most prominent characteristic of online game language is that gamers often use abbreviations or lexemes in the game. This is in line with the opinion of

(Kridalaksana, 2007) who explains that the abbreviation process is the splitting of lexemes and the combination of lexemes to form a new word. One of the MOBA type games which is the object of the author's research is the Mobile legend game, this game is played by controlling one of the heroes or heroes, each hero has different skills therefore understanding each hero's character is very important and teamwork is the key to this game.

Language is vital significant viewpoint in human lives. Everyday people need to communicate with others in order to build up relationship among them. Language is generally defined as a tool of communication used by humans for building relationship. Communication among people who speak the same language is possible because they share such knowledge, although how it is shared-or even how it is acquired- is not well understood (Wardhaugh, 2006).

Language is a series of sounds produced by the human speech organs consciously. In English, the word language, namely "language" is derived from Indo-European which has the meaning of tongue, speech, and language. The word language itself is taken from the Latin "lingua" which means, language, or tongue. And from old French, namely "language" which means language. There are various kinds of languages spoken in every corner of the world, where the estimated number reaches 6000 – 7000 languages. However, this number is only the number of languages that we know and have heard, there are many more languages that we may not have known before because they are in certain areas that are difficult to reach. And the language itself has various forms such as sign language, graphic writing, Braille, or whistling (Santoso, 1990).

A language choice is choosing a language used in certain domain because of mattering more than one language Language choice cannot be separated from the term —domain‖, —social factors‖, and —social dimensions‖. There are some factors that influence person to use a language choice such as with the person you are talking, the social context, and function and also the topic (Lengkoan and Hampp, 2022).

In the English Education Department in our learning process as lecturers and students must use English when speaking in the scope of the English Education Department while in class the course runs or outside the class. When talking we often use mixing languages from English to Indonesia, or to English to Manado Malay languages. This research originates from concern about the lack knowledge of the students about equivalent computer terms and internet. The purpose of this research is to know to what extent knowledge of the students will the equivalent terms of online and internet games as well as language preferences used in referring terms computers and the internet following factors or reasons of the student choose computer terms and internet is good in English or its equivalent in language Indonesia (Karisi et al, 2021).

This research started with concerns about the lack of knowledge of the students about equivalent language terms or language preferences in playing online games. The purpose of this study is to find out the extent of students' knowledge of the equivalent language terms in online games and the language preferences used in referring to online game terms and the factors or reasons of the students choose language terms in online games either in English or their

Indonesian equivalents. Based on the explanation above, in this study the researchers will analyze the in playing online games by Indonesian youtuber. The Researcher is interested in language preferences obtained through online games.

B. The Identification of the Problem

1. There were still many Indonesian youtuberwho did not know language preferences in playing online games.
2. Many people didn't understand what the function of the language preference is.
3. There were still many Indonesian youtuber who did not understand language preferences for terminology in playing online games

C. The Scope and Limitation

The scope of this study was about a study of preferences which was concerned on language preference. The limitation of this research was about an analysis of language preference in playing online games.

D. The Formulation of the problem.

1. What was the Indonesian youtuber language preference in playing online game?
2. How was the Indonesian youtuber language preferences realized in playing online games?

E. The Objective of the Study

1. To find out language preference in playing online game.
2. To analyze the extent to which Indonesian youtuber language preferences towards the use of language in online games.

F. The Significance of the Study

The writer hopes this study can be useful;

1. Theoretically

This research was expected to contribute significantly to developing the knowledge of English education students regarding language preferences in playing online games. This research can be an addition for those who are interested in conducting similar research to explore the theory of language preference. And it can be useful for other researchers who want to know about language reference in playing online games.

2. Practically

1. For lecturers, this research was provided some references about language preference in online media that are easy to understand.
2. For students, this research was be easy to understand and clear explanations about language preference and are expected to be able to continue this research.
3. For other researchers, The researcher hoped that this research will be useful for developing their ability to know the language preferences contained in playing online games. Researchers hoped that the results

of this study can be used as additional references in other studies.

CHAPTER II

REVIEW OF LITERATURE

This chapter deals with a review of the related literature. Some of the theories used in this research are important to explain in order to understand certain concepts. There are many related theories as the basis of research.

A. Theoretical Framework

1. Language Preference

Language preference is interesting object to be researched due to the dynamic of language and communication occur in social life. Linguistic research on multilingual societies has indicated that there is usually a preferred language for expression of emotion and sentiment (Dewaele, 2010). English is primarily used as language of science and technology. The term of “labspeak” has been investigated by Piper (1986) of how the technology shaped registers of English use, the students who used computer in lab are used to do some activities for example typing, commanding, running the computer program, printing the output of the program, clicking the button, reading the list of resulting from the searches. Language preference is an activity to select a default language for language users. In several activities, we, as language users often found that speakers tend to choose certain language to be used in communication.

On the other hand, in relation to language problems, Marcellino in Syafar

(2012) mentions four factors that cause foreign vocabulary to enter Indonesian, including: (1) the need to fill in gaps in Indonesian vocabulary; (2) the need to provide sufficiency understanding in linguistics; (3) the need to fulfill a certain register; and (4) willingness to accept (receptivity) vocabulary from the borrowed language.

Language is very closely associated with class, nation, culture and ethnicity, all components of a person's selfidentity (Fishman, 1985; Caldas and Caron-Caldas, 1999). Linguistic-identity statements become more powerful when combined with ethnic, social, and religious groups. The pattern of language use in a multilingual society is a complex interaction of socio-linguistic, discursive and pragmatic factors. Sometimes the speaker has a preference for a particular language for certain conversational and discourse settings; on other occasions, there is adaptability between two or more languages in a single conversation. The existence of large numbers of people who speak more than one language but who do not exhibit native control in both languages raises the question of how proficient a person must be considered bilingual. Haugen (1953) suggests that bilingualism begins 'at the point where a speaker of one language can produce complete, meaningful utterances in the other language.' Diebold (1961) has even suggested that bilingualism has commenced when a person begins to understand utterances in a second language but is unable to produce utterances. Multilingualism is an individual's knowledge and use of two or more languages in their daily lives (Bot, 2019).

In communicating, a speech community understands the language he uses.

This understanding includes terminology in certain fields that are referred to in the speech. Sudijono (2008) defines understanding as ability someone to understand and understand after something is known and remembered. In other words, understanding is understanding something and being able to see it in various aspects. If someone can provide a more detailed explanation or description regarding the matter in question using your own words, people. This can be said to be understood. Sudijono (2008) which is supported by Bloom, et. Al. (1956) also stated that understanding is a higher level of thinking ability than memory or memorization.

Understanding and characterizing language preference in multilingual societies has been the subject matter of linguistic inquiry for over half a century (Milroy and Muysken, 1995). Research has established that language preference for bilingual children varies across environments. In a study of Mexican American middle school students, Marsiglia and Waller (2002) found that although bilingual students' language preferences differed across environments (e.g., home, friends, and media), they spoke Spanish most at home. Similarly, Filipino- and English-speaking bilingual elementary students in the Philippines preferred English for media, school related communication, and religion but preferred Filipino for communication with friends and family (Ledesma & Morris, 2005). Language preferences may be affected by differences in multilingual expectations across settings and people (Soto & Yu, 2014).

2. Language Choice

Language choice is defined as the language, variety or code utilized by ah

interaction (Fishman, 1972). In a multilingual society, individuals constantly have to make a choice of which language to use for which situation and this depends on the interlocutors who are also constrained by their own linguistic repertoires. Some people view this as a problem since it could cause barriers and difficulties in communication. Nonetheless exercising a choice in language use in different contexts can be a complex task. This is due to the fact that the speaker often has to decide constantly which languages are appropriate to use for what purposes, and the decision is often instantaneous. Besides, the speaker might be influenced by the characteristics of the interlocutor, such as ethnicity, age, gender, educational level, proficiency level and domains in which the particular communicative event takes place. Deciding the language to use in everyday communication is not uncommon especially when the person lives in a multilingual society.

A language choice is choosing a language used in certain domain because of mattering more than one language (Lengkoan and Hampp, 2022). Language choice cannot be separated from the term —domain‖, —social factors‖, and —social dimensions‖. There are some factors that influence person to use a language choice such as with the person you are talking, the social context, and function and also the topic (Karisi et al, 2021). In the English Education Department in our learning process as lecturers and students must use English when speaking in the scope of the English Education Department while in class the course runs or outside the class. When talking we often use mixing languages from English to Indonesia, or to English to Manado Malay languages.

Such decision would be simple by someone who lives in a monolingual

society. However, people who live in a bilingual or multilingual country inevitably face more decision makings in choosing what language to use as all of the people speak more than one language. It is also common that all of them do not speak the same language. Thus, domain analysis which is proposed by Joshua Fishman (1972) is crucial to provide a good understanding of the Flourishing Creativity & Literacy ALLS 7(1):21-32, 2016 22 linguistic situation for a bilingual or multilingual country. Which language an individual choses to use may depend on who is the interlocutor, and the situation in which the conversation takes place.

3. Language Contact

a. Definition of Language Contact

Some linguists such as Bloomfield (1964) and Haugen (1972) agree that language is always evolving. One of the things that allows this phenomenon to occur is language contact events. Thomason (2001, p. 1) defines language contact as an event of using more than one language in the same place and time. In practice, the use of this language does not require speakers to be able to speak fluently as a bilingual or multilingual. Speakers may only include some vocabulary or phrases from other languages in their speech when communicating.

b. Factors Causing Language Contact

In another description, Thomason (2001) mention the causal factors language contact occurs. among others:

1. The meeting of two groups that move to an area that is not inhabited;
2. Displacement one group to another group's territory;
3. The practice of labor exchange or forced slaves;
4. There is a relationship close culture old neighbors; and
5. There is contact education or learning contacts.

This research focuses on the last factor mentioned by Thomason (2001), namely the existence of educational contacts. English, which has the most speakers in the world, is considered a lingua franca by society. This language is also widely used as the language of instruction in various disciplines such as communication, social, culture, technology, and so forth. This language inevitably becomes an absorption element in other languages spoken by computer and internet users. The Indonesian language is no exception, whose people are also one of the most computer and internet users in the world.

4. Online Games

a. Definition of Online Games

According to Syafrizal (2005), in the 20th century, radio, TV and computer technology played a role in gathering, and distributing information. This 21st century, where global computer network technology is able to reach all regions of the world, the development of systems and technologies used, the dissemination of information through the internet, the launch of communication satellites and wireless/cellular communication devices, marks the beginning of the millennium century.

Akbar (2012) in Adiningtiyas (2017) explains the meaning of online games, namely one type of game on a computer that uses the internet network as the medium. Sometimes, online games are offered by internet service providers as an additional feature that we subscribe to using their services. Or even, these online games can be used directly in the system provided by the game developer. Firdaus et al (2018) online games are a form of play electronic devices that are connected to the internet network and played via computers, smart phones, game consoles, laptops and other gaming devices and are multiplayer or can be played by many users at the same time.

The world is currently experiencing rapid development and progress in field of science and technology. This field is the most interesting attention, because what is shown has a very real influence on life human beings who continue to develop in line with the challenges of the times. Development science is recognized as having provided enormous services to mankind in the form of contributions in the form of technological progress. The rapid development of science and technology has brought changes in all walks of life. Human creativity is increasing developed so as to encourage the acquisition of new findings in the technology that can be used as a means of improving the welfare of the people man. One of these human products is the internet.

According to Rini (2011), one of the results of the development of the internet is online games. Online games are one result of the development of the internet. Online game is a form of electronic and visual based game. Online games are played by utilizing electronic visual media that involve many players

in it, where this game requires an internet network. Game literally means game, in this discussion, game is a video that can be played by players through game tools such as computers or laptops, gadgets/smartphones and consoles, while online games terminology comes from two words, namely game and online. Games are games and online is connected to the internet. Game is an activity carried out for fun or pleasure, which has rules so that there are winners and losers (Macmillan Dictionary).

Nugroho defines (2016), the broad definition of game means "entertainment", the game also refers to the notion of "intellectual playability". While the word game can be interpreted as an arena for decisions and actions of the players. There are targets that players want to achieve so that they play the game to the fullest. Intellectual agility, to a certain extent, is a measure of the extent to which the game is interesting to play to its full potential. Online games is a structured game that is used for fun and as an educational tool. The most important part in online games is the goals, rules, challenges, and interactions that occur in the game, as well as the support from the internet network. Online games can be divided into two forms, namely client-based and web-based. Client-based, where game publishers provide a platform for users to download on their computers and use the game online without having to open the website again. While web-based is an online game that can be accessed by opening the website first. Both forms of online games involve a person's mental and physical when used. In addition, games can help develop practical skills, as well as perform educational, simulational, or psychological roles. In the use of

games, there are many impacts that we can feel as users, both positive and negative impacts. The positive impact that can be generated from the use of the game itself, which can increase user concentration, language skills, add friends, and as entertainment. While the negative impacts that can be caused, namely increasing a person's aggression such as irritability, ignoring all forms of activities that must be done such as doing assignments, lack of social relations in the community, can cause game addiction, and others.

Language skills are one of the positive impacts that are caused when using online games, especially the ability to speak English because most online games currently use English. It can be seen that language is a tool used to interact or a tool to communicate by conveying one's thoughts, ideas, concepts or feelings to others and to obtain information. Language is also a system, that is, language is formed by a number of components that are patterned regularly and can be ruled out. The language system is in the form of sound symbols, each symbol of a language symbolizing a certain which has a certain meaning or concept.

b. Language use in playing online game

There are many factors behind the use of the second language. Larsen (2014) mentions, "A second language is one being acquired in an environment in which the language is spoken natively. The word second implies that it is acquired later than the first (language)". This means that a second language is a language that is mastered in an environment where the language is spoken by native speakers. The second word indicates that the language is mastered after the first language is mastered. Mastering some languages (Indonesian and English

languages) becomes a factor that supports the communication for children in playing multi-language online games. Online games are media for people to communicate and practice their language. Games stated in Kalmpourtziz (2019) are "culturally prepackaged sets of experiences that allow players to experience play". This statement directs the opinion that a game can be a re-packaging of games that exist in the culture of a region, such as games of hide and seek to games of chess and so on. It's also said that a game is an interactive structure that requires players to struggle towards goals. A game is a problem-solving activity, approached with a playful attitude. Based on some of the opinions above, it can be concluded that games are activities that are deliberately carried out by more than one person with several rules and several goals.

Online games are divided into several genres, namely: action, adventure, action-adventure, RPG, simulation, strategy, sports, idle gaming. The eight genres in this online game have their own characteristics. Some games use live chat between players. But there are those who do not use both oral and written communication. The choice of words used also varies from game to game. The languages used vary, one of which is English. The Minecraft game is an example of a game in an online game that uses a lot of English in its choice of words. This situation makes the players have to struggle to be able to hear, imitate, pronounce and understand correctly the words used in the game.

According to Santoso (1990), language is a series of sounds produced by conscious human speech. In English, the word language, namely "language" is derived from Indo-European which has meaning in the form of tongue, speech,

and language. The word language itself is taken from the Latin "lingua" which means, language, or tongue. And from old French, namely "language" which means language. There are a variety of languages spoken in every corner of the world, with an estimated number of 6000 – 7000 languages. However, this number is only the number of languages that we know and have heard of, there are many more languages that we may never know before because they are located in certain areas that are difficult to reach. And the language itself has various forms such as sign language, graphic writing, Braille, or whistling.

At present, various arguments have emerged which state that playing games can stimulate a person's communication skills, which Huyen and Nga (2003) conducted a study on several students by giving them a game. The result of this research is that students seem to understand and retain subject matter faster in a stress-free and comfortable environment. In addition, the students involved in the research admitted that the English used in the game helped them in completing their schoolwork. The ability of students to learn English can be caused by being accustomed to the words and sentences displayed in the game, in the form of instructions and existing rules so that players can complete the game.

Online gaming is also a technology rather than a genre, a mechanism to link players together rather than a specific pattern of gameplay. Online games are played over some form of smartphone or computer network. One of the advantages of online gaming is the ability to connect to other players. The second advantage of online games is that they do not require payment. Also third is the availability of different types of games for all types of gamers. One example that

the author can highlight is the currently popular Free Fire and Mobile Legend, which are widely played by students on their smartphones.

Every individual often experiences boredom and boredom carry out daily activities. So many activities that are carried out become saturated and bored. One of the activities carried out to make individuals minimize boredom and boredom is by playing games. Playing games is a very diverse activity associated with the physical-motor domain, the cognitive domain and the social-emotional domain. Motor physical activity can be emphasized in playing games. (Young, 2009: 286) explains that online games are an activity that is emotionally draining and time-consuming. Players are more at the computer, players who have experienced addiction ignore sports, diet, leave hobbies and socialize less early on (McMillan, 2011: 6) explains that games are activities carried out to obtain pleasure in which there are rules that must be agreed upon together, in a game there are winners and there are losers.

Furthermore, (Zhong, 2009: 286) explains that online games are games that take advantage of internet networks that are played online and everything that exists in the real world will be forgotten, so that online game players will lose their sense of sensibility to time.

c. Types of Online Games

According to Henry (2010), the types of games are types of games which means the format or style of a game. The format of a game can be pure a type or can be a mixture (hybrid) of several other games.

The following types of games are:

1. Strategy games

According to Henry (2010) Strategy games require strategy from players to win game. Playing strategy games requires a little planning specifically in order to survive, attack and then advance against the enemies that face. In practice, it is not easy for players to trying what tactics and how, especially when the player's condition is pressed to then repulse the opponent and advance to win game. Examples of strategy games are: Clash Of Clans (COC), Nemo's Reef, Age Of Warring, Real Time Strategy, Turn Based Learning.

2. Fighting games

According to Henry (2010) fighting game is a type of fighting game. This game gives players the opportunity to fight using various combinations of moves. Fighting some games adopt self-defense moves, some can't at all categorized or referred to as wild movements. Many popular examples including: Blood&Glory and Blood&Glory: Legends, Fighting TigerLiberal, Hockey Fight Pro, Real Boxing, and Shadow Fight.

3. Adventure Games

According to Henry (2010) adventure game is an adventure game. Where players walk to a place, along the way, players will find many things and equipment that players save. Equipment such as swords, or objects for solve the adventure used during the trip, good to help as well as a player guide. This type of game does not focus on fight or war, sometimes there is, but little. Generally, this game emphasizes solving mysteries more than fighting until dead. Examples of adventure games are: Ninja Blade and Assassin's Creed.

4. Shooter games

According to Henry (2010) this type of Shooter game is in great demand because it is easy to play. Usually the enemies in this game are in the form of planes or other types, coming from various directions with a large number and the task of the player is to shoot enemies and destroy them as quickly and as much as possible. At first The form of this game is two-dimensional (2D), but in its development it has been using three-dimensional (3D) effects while maintaining the viewing angle two-dimensional (2D) so it still has a diehard fan. Example : Shooter Game is Third Person Shooter, First Person Shooter and Point Blanks.

5. Role-Playing Game (RPG)

According to Henry (2010) a role-playing game is a game in which the player plays a character in the game. In this game there are usually elements such as experience points, or the development of the characters we play so that make our characters level up and get stronger. Examples of RPGs are: Action Role-Playing Games and Turn Based Role-Playing Games.

6. Racing Games

According to Henry (2010) racing game provides a vehicle speed race game that is played. Sometime in the arena, as well as outside the arena. Some examples these types of games are: Need For Speed The Run and Dirt.

7. Education and Edutainment

According to Henry (2010) the type of Education and edutainment actually refers more to the content and the goal of the game, not the actual type, but the overall game categorized as edutainment, which aims to provoke children's

interest in learning while playing. Examples of this type of game are: Climb the dream, fly without drugs, and compose pictures.

3. Benefits of Online Games

The benefits of online games according to Henry (2010), games online has many benefits as follows:

1. Able to make money

Children can hone their skills in playing online games, if children are proficient in playing online games, they can enter E-SPORT or teams that take part in competitions. E-SPORT itself is an electronic sport which is through electronic media such as gadgets and PCs. Entering E-SPORT itself, the child will be paid monthly and will get a bonus if he wins a tournament. Online games can also be uploaded on YouTube.

2. Knowing the environment other than school

So far, children only know the school environment and the home environment, with gadgets and online games, children are more familiar with online gadgets and games, children can use them to seek knowledge and learning references so that they know more about the content of the material being taught. The existence of this corona virus pandemic with the existence of gadgets is very helpful for children in learning.

3. Knowledge of foreign languages

Children know more about foreign languages, because the game itself has various language settings, children can automatically understand what the foreign

language means.

B. Previous Related Studies

This section discusses relevance research that relate to this study. It can be seen from the variable of the research, objective of the research and the research findings.

The first research was conducted by Vivianti, Nurmin entitled “Students’ Perception on Language Preference in English Classroom (A Study Conducted at English Education Department)”, from the journal we can conclude the study of the language writers, students in the English education department can understand and understand in the process of leaning to teach in the classroom using a combination of languages between English and Indonesian when the teachersteach in the class give material from each subject.

Second, From the journal Andi Rewo entitled “Analyzing Students’ Perception and Language Preference of Bilingual Use in Efl Classroom Interaction at Senior High School 11 Wajo” He states the students` language preference of bilingual use in EFL classroom interaction discloses that the students prefer bilingual than Indonesian and English. With total percentage of agreement, bilingual is agreed as a used language as much 80%. Next, as much 70% the students agreed Indonesian as a used language and only 52% students. Students' perceptions about the use of bilingualism in EFL classes reveal that students have a lot of difficulty in using English as teachers say it cannot be

understood, students are increasingly hesitant to ask questions and interact. Meanwhile using Indonesian makes them understand the lessons and interact well, but on the other hand they want their English to be improved too. Therefore, most of them choose bilingual because it complements their English as well as their understanding of it lesson.

Three, From the Journal Parvaiz A. Ganai and Irshad A. Naikoo entitled “A Study of Language Preference among the Children of Kashmiri Speech Community Living in Jizan Region, Saudi Arabia” They Stated As online video games become more popular day by day, their adoption as a form of entertainment for all age groups has risen accordingly. Some of the most popular online video games allow players to communicate among themselves via voice chat or text chat. Since online video games have players from all over the world, players often find themselves in situations where they must use English as a medium of communication to compete or cooperate with the other players (Burak Emre, et. al., 2022). The data of this study reveals that the preferred language while playing video games is English (88.7%) followed by Urdu (11.3%). Because Urdu functions as a communication bridge with other speech communities, while English, as a global language, helps communicate with the rest of the world. Due to the introduction of Islam, Arabic also has a place in religious contexts. It can't be denied that most of the game development companies are U.S. based; as a result, English is set as the default language.

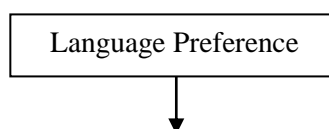
Based on these three studies, the relevance of this research is to continue

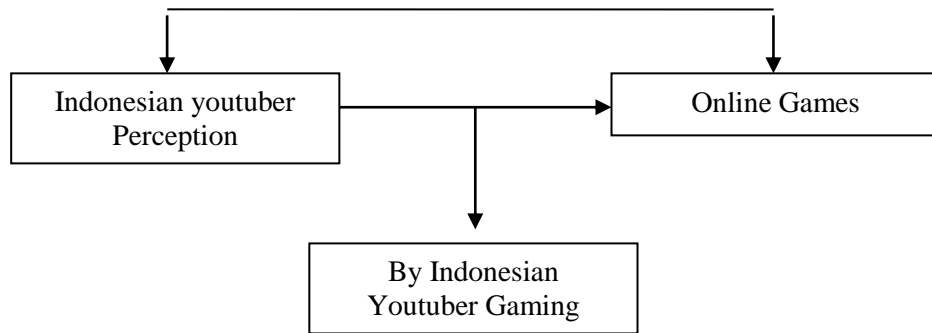
research on language preferences used in several contexts involving students. If the first research examines Language Preferences in English Classes ,the second research is in the form of students' language preferences for the use of bilinguals in EFL class interactions while this study examines the language preferences found in online games and the last research conclude that The data of this study reveals that the preferred language while playing video games is English (88.7%) followed by Urdu (11.3%). It can't be denied that most of the game development companies are U.S. based; as a result, English is set as the default language.. This research and previous research have a close relationship, namely studying in the context of language preference in English class.

C. Conceptual Framework

The conceptual framework that was then directed in this study was about the phenomenon of online games among Indonesian youtuber regarding language preference. The development of science and technology that is increasingly rapidly bringing changes in language skills is one of the positive impacts caused when using online games, especially the ability to speak English because most online games currently use English. where new findings in technology are obtained, one of the human products is the internet.

Based on the description above, it can be explained with the following framework scheme:





CHAPTER III

RESEARCH METHOD

A. Research Design

This research was conducted using a descriptive qualitative method. Chreswell (1994) states that qualitative is descriptive where researchers are interested in processes, meanings and the acquisition of understanding through words or pictures. The researcher will conduct qualitative research for this study to identify English language preferences in playing online games. The use of this method aims to find, identify, analyze, and describe language preferences in playing online games.

B. Source of Data

In qualitative research, researchers enter certain social situations, conduct observations and interviews with people who are considered to know about the social situation (Sugiyono, 2017). What is meant by the source of data in research is the subject from where data can be obtained. In this study using two data sources, namely:

1. Primary data sources, namely research data sources obtained directly from the original sources in the form of interviews and observations either in the form of individuals or groups or the results of observations of an object, event or test result.
2. Secondary data sources, namely research data sources obtained through

intermediary media or indirectly in the form of books, records, existing evidence, or good archives publicly published. Researchers need collection data by visiting the library, study center, or read a lot of books related to research. Sources of data in this study also use other sources obtained through books related to research.

C. Technique of Data Collection

The data collection techniques in this study were carried out using the following methods:

1. Observation

Observation techniques are used to explore data sources required to complete the data in the form of events, places or locations, objects, and recorded images. Observations made by researchers by going directly into the field to get information, descriptions and explanations about Indonesian youtuber perceptions of language preference in playing online. The descriptions and information obtained are then analyzed, interpreted, and concluded. To obtain data, researchers as observers directly see the activities carried out on the themes raised from this research.

2. Documentation

In this study, the researcher collected data by reviewing the literature or documents obtained in the form of writings, recordings, and photos of documentation that were relevant to the themes raised in this study. The

documentation method is used to complete the data obtained from observations and interviews.

Descriptive qualitative research is carried out by going directly to the field in search of data sources. Researchers collect data and information through interviews, observing, taking notes, and documentation.

D. Technique of Data Analysis

The data analysis technique used in this study is a qualitative data analysis technique (Miles & Huberman, 1992). These steps consist of three streams of activities that occur simultaneously, namely:

1. Data Reduction:

The selection process focuses on simplification, abstraction, and transformation of raw data that emerges from written records in the field. Data reduction takes place continuously during qualitative research. During data collection, the next reduction stage occurs (summarizing, coding, tracing themes, creating clusters, partitioning, creating memos). Data reduction is a form of analysis that sharpens, classifies, directs, eliminates unnecessary, and organizes data in such a way that final conclusions can be drawn and verified.

2. Data Display

The process of presenting it as a structured collection of information that allows for better conclusions and actions and was the main means of valid qualitative analysis, which includes: various types of matrices, graphs, networks and charts. All of them are designed to combine organized

information in an easy form. Thus the analyst can see what is going on, and determine whether to draw the correct conclusion or continue the analysis in accordance with the suggestions narrated by its presentation as something that might be useful.

3. Data Conclusion

The final part of the study was to provide a brief summary of the research and to examine the data collected for analysis in verifying the veracity of the data. The final verification process, namely the review of field notes, means that the meaning that emerges from other data must be tested for validity, robustness, suitability, and validity. The final conclusion does not only occur during the data collection process, but needs to be verified so that it can truly be accounted for.

BAB IV

FINDINGS AND DISCUSSION

A. Findings

In this chapter, this research aims to determine language preferences in online game play by Indonesian YouTubers which includes preferences for language use in online game play, the reasons for these preferences, and their perceptions regarding the right time to use English.

The data source in this research was taken from 5 YouTuber channel accounts of online game players. The game studied in this research is the mobile legend game and data is collected by observation and document collection. Images and observation results taken with the camera and analyzed can be seen in the Appendix.

1. Youtubers' Language Preferences in Playing Online Games

Based on research conducted through observation of informants, researchers found that in the research results informants used two language preferences, namely Indonesian and English. Researchers found that informants used Indonesian as a means of communication that occurred in conversation at Youtube. And English is used as an expression to convey several terms in playing games that have aims and objectives. Not only that, in this research it was also found mixed sentences consisting of Indonesian and English. And there was also the use of slang, puns on English or Indonesian words.

The realization of the research results is in 4 types of they us the language preferences, namely in conversation texts we find several examples of sentences that use complete English, sentences that use English as sentences that express everyday expressions and English sentences that are used to express terms in online games. Next, we found sentences that used Indonesian. The Indonesian used was an informal language that is usually used in everyday life. and the last one is the mixed language used, that is, English and Indonesian are used in the sentence.

As research has been done through interviews with informants, researchers found several factors that shape the language preferences of middle and upper students towards playing online games, namely as follows:

1. First Youtuber

Channel : Markocop

Markocop is the pseudonym of Muhamad Ashari Herlambang. He was born in Cimahi, December 10 1998, the second of two children. Last education was at Cimahi Development IT Vocational School. His hobbies are band, skateboarding and playing games. he has an Instagram social media account called @vwxyzabcop, and a YouTube account called MARKOCOP

The following is the content of the conversation that occurred when students played the game:

Mr: ok, langsung aja kita pick aldous , aku pake skin aldous M1

Jn : ok, gua pake yg beda, meluncur

Mr: custom itu cepat banget ya masuknya ya loading nya, bg kedengaran gak?

Mr: wah cuy, kita udah baku hantam aja di early game, oke nampak kuning disini

: Wah gila sih cuy, gapapa santuy santuy

: Oke kita di ulti cuy

: Oke kita hajar lagi deh, aduh ada pembalasan memang kampret ya

: Aduh kurang damage kita bos

: Santai dulu santai farming farming

: Waduh disini dia

: Halo guys, kita kalah level nih dan kalah stack juga, soalnya kesalahan tadi kena press duluan

: Kita hajar cuy, yah gak mati kampret

Jn : kurang ajar dapat stack dia guys

Mr: aku mati tapi bg, ah kampret lah

: Nampaknya bg jes bikin itu lagi ya item defense, oke kita coba aja cuy

: Ah, ketahuan, haha dapat, lumayan bg 10 stack

: Player dota memang jago jago ya

Jn : idih dikit lagi

Mr: wah gak ada twilight armor lagi. Kita bikin twilight armor juga cuy bir kita kuat, sama sama kuat sama sama mantap

Aku kuat, ehggg gak ada creep, will lose

Oke kita akan nge press balik nih cuy

Kita press balik bg jes nya yaaa

Larinya lebih cepat, aduh

Oke ,santai dulu santai dulu, nah dah lumayan nih

Jn : ampunn..

Mr: kita kandangin bg jes nya yok, haha kita recall recall dulu

Kita di ulti nih pasti , hancurkann

Kita tembus dulu ini pertahanan dari bg jes ya, karna ada tower itu susah

Pertahanannya sudah hancur baru kita srepet

Jn :ampun bos, di kandangin sama Markocop nih

Mr:pokonya kita bikin item defense biar kita keras nih

Bikin apalagi ya, oh ini kita bikin rute

Stack mu udh berapa bg

Jn : punya ku masih 100

Mr: oke santai dulu, jgn dibawa nafsu nanti kita blunder bos

Kita tontonin dulu, aduh kampret itu spell vengeance

Kita pukul dulu kepalanya oke, mati bg jes aduh gak mati mati

Jn : GG memang to global aldous ini

Mr: makasih bg jes

In the conversation text there were no examples of sentences using complete Daily English expressions used in this online game.

In the conversation text, it was found several examples of sentences that use complete English expressions which are game terms used in online games, for example sentences from 5 YouTubers, namely:

1. ok, langsung aja kita pick aldous , aku pake **skin** aldous M1

When playing online games, the word Skin functions as one of the features in the Mobile Legends game which can provide cool visual effects.

2. kita **farming farming** dulu guys

When playing online games, the word farming as the activity of collecting resources, such as gold and experience, by killing minions, forest monsters, or opposing heroes.

3. wah gak ada **twilight armor** lagi

When Playing online games, the word twilight armor is the best defense item to reduce single burst damage.

In the conversation text it was find several examples of sentences that use Indonesian expressions that are usually used in everyday life. The sentences found

are in informal language, for example:

1. Wah cuy, kita udah **baku hantam** aja
2. Custom itu **cepat banget** ya
3. Wah gila sih cuy, **gapapa santuy** santuy
4. Kita **hajar** cuy, yah gak mati **kampret**
5. kita **kandangin** bg jes nya **yok**

In the conversation text it was find several examples of sentences using mixed sentences, namely consisting of two languages, namely Indonesian and English. These sentences are found during online games, for example:

1. langsung aja kita pick
2. bg jes bikin itu lagi ya item defense
3. Oke kita akan nge press balik nih cuy

2. Second Youtuber

Channel : Jess No Limit

JessNoLimit is the pseudonym of Tobias Justin. He was born on February 5 1996. His work is as a content creator. he has an Instagram account with the name JessNoLimit, a Tiktok account with the name JessNoLimit, and a YouTube account with the name JessNoLimit.

The following is the content of the conversation that occurred when students played the game:

Jn : halo bless

: halo ko jesskita ini bakal by one baetrix ya, kalo misal kita buka profil nih ya guys ya, kalian bisa liat tuh indonesia no 4 beatrix ya, wow

: kita bakal by one beatrix sniper ya, no farming habis itu dah deal peraturan nya, emblem bebas, spell bebas, pokoknya sampe 3 kill menang ya

Bl : oke deh

Jn : ok, udh siap belum ?

Ok ini kita udh ini ya guys ya, udh pick hero , jadi kita bakal pakai spell ya

: ok guys, kalain liat itu supreme nya tuh, wihh, sniper ya,

: kita tetap di turtle apa di tetap di turtle aja ya ?

Bl : oke, sampai 3 kill kan?

Jn : iya 3 kill, berarti kita beli sepatu roam kali ya biar itu biar duit nya banyak apa gak ngaruh ?

Jn : sepatu biasa aja ya, pokoknya, ihhh dia pakai flicker guys

Bl : early aegis

:sabar santuy guys, ini boleh recall gak?

Bl : gak boleh

Jn : ok,gk boleh gilaa guys,aduh aduh,, ini aim . Aduh flicker dia guys , aduh 1- 0 udah

: gapapa guys, gila lo gadak yg kena 1 pun aim ku ini, astaga ,gapapa awal bukan lah akhir ya

Bl : iya gapapa bisa comeback

Jn : santuy, udah pake sepatu armor tuh, ih damage nya makin sakit guys, aduh duuu

: sabar, sampai 3 kill dulu menang kita ya guys ya, haha

Jn : aayo ayo , tempat lord Ya, gua mutar nih ambil farming nih, oke 2 lagi ya guys ya

: siapa kah yang akan menang, ini seru banget sih, apalagi by one nya sama supreme

: dia ada flicker nih guys kita udh ini belum ya, udh flicker belum bless?

Bl : belum ada 40 detik

Jn : kita punya tameng nih , kalo ulti boleh pake gak?

Bl : boleh, kan ulti juga kaga auto aim

Jn : sabar guys kita 2 hit lagi dia mati nih

Bl : ayo one hit, one hit

Jn : aduhduu, cuman kita mau pake aegis agak gimana pasti itu ya, yeahh

Bl : kan dahdibilang ko jess aku jarang pake sniper

Jn : GG guys

Bl : boleh ayok, by one clint ,beda lagi kan rulls nya

Jn : ok, jadi guys sampai sini dulu videonya, kita nih menang , di subscribe channel nya bless, walaupun dia jarang main sniper , aku beruntung aja ini

In the conversation text there were no examples of sentences using complete Daily English expressions used in this online game.

In the conversation text, it was found several examples of sentences that use complete English expressions which are game terms used in online games, for example sentences from 5 YouTubers, namely:

1. Udah **Pick Hero**

When playing online games, the word Pick Hero is the most important moment in the Mobile Legends game. At this moment, the chance of winning or not is determined by a team

2. **farming** habis itu dah deal

When playing online games, the word farming as the activity of collecting resources, such as gold and experience, by killing minions, forest monsters, or opposing heroes.

3. kita tetap di **turtle** apa di tetap di turtle aja ya

When playing the game, Turtle is a monster in Mobile Legends that you can defeat to get more Gold.

4. udh **flicker** belum bless

When playing the game, Flicker ML is a battle spell that functions to make hero mobility fast

In the conversation text it was find several examples of sentences that use Indonesian expressions that are usually used in everyday life. The sentences found are in informal language, for example:

1. sabar **santuy** guys,
2. kita punya tameng nih ,

In the conversation text it was find several examples of sentences using mixed sentences, namely consisting of two languages, namely Indonesian and English. These sentences are found during online games, for example:

1. ini boleh recall gak?
2. ayo one hit, one hit
3. sabar, sampai 3 kill dulu menang kita ya guys

3. Third Youtuber

Channel : Jonathan Liandi

Jonathan Liandi is known by the stage name of Emperor Jo, Jonathan Liandi. He was born in Prabumulih, South Sumatra, March 20 1997. He is Christian. He has a profession as a gamer, streamer and YouTuber. His hobby is playing games. Indonesian citizen, and has an Instagram account called @jonathanliandi, a tiktok account called @jonathanliandii, and a YouTube account called Jonathan Liandi Official

The following is the content of the conversation that occurred when

students played the game:

- Jh : semoga mereka percaya sama hanabi aku, hanabi retri
 : aduh lawannya aldous lagi, capek banget, ini gua kasih skin, gua kalah
 gua kasih skin deh ke mereka
 : gua hanabi jungler ya, kalo kita kalah gua kasih skin semua
 : wah ini kita nge troll dengan tanggung jawab
- S : suren nanti
- Jh : ya jangan suren, eh salah, kok kita kalah sih, kalo menang atau main
 serius gua gift
 : gak salah dia kalo gua kalah gua kasih skin semua, kalo menang
 maksudnya, gua liat nih yg serius serius ya
 : gapapa guys, gua kalo misal dapat request troll kita sook pak
 : anjir, ada dafa, ini beneran dafa gak ya, pake aldous sih dia,, bangke lama
 banget farming nya cok, ok lah guys, kita gk usah ambil poke lah yah
 habisin waktu anjir, ya ampun teman gua cok
 : matiin itu iritel let's go serius serius, dapat skin dapat skin , nice nice, itu
 dia namanya teamwork
 :menang nih menang, kadang gua bingung nih sama mobile legend pake
 hero nge troll malah menang , main serius malah kalah ya ampun , bunuh
 kumbang setengah mati
 : kita farming farming dulu guys, pelan banget lari gua , harusnya assasin
 sih , kesalahan fatal guys, lupa gua
- S : jangan troll lah bg joo
- Jh : di request
 : astaga di tarik lagi, kumbangnya mutar jauh banget lagi, kacau banget
 : wah, buff merah nya lama kali , mau farming dimana gua
 : late game menang bos, santai santai
 : yeah , gold bisa di cari lagi, farming atas deh kita
 : bangsat, lagi gak ada skill 1 lagi , main apa loh ini
 : woahhh mampus aldous, skill 1 kita simpan ya, penting guys
 : mereka di bawah semua, kalo jauh gk bisa, menang ini kalo late

- game,percaya sama gua, trust me
- : aldous nya gak bisa kita split split ya, joy mati langsung turtle yuk ,
temanin gua dong
- : hahaha, kena out play 2 kali oleh hanabi jungler
- : kesel gua sama aldous ini banyak gaya
- S : main ber dua aja bg estes sama hanabi
- Jh : menang nih kita, sini sini
- : good game, dah enak guys santai santai
- S : minta buff merah bg
- Jh : gua mm cuy, oh gua dah merah ambil ambil sorry gak liat
- : hahaha, claude kena solo kill oleh hanabi, ya ampun
- : aman aja bos, heal ,gila ya the power of sogokan skin semuanya langsung
main memberikan potensi yang, eh balik cuy
- : gila hanabi jungler meta bro,oke nice
- : gua buff ya, yah gua mati, untung double kill lu, end end, udh gak dapat
apa apa
- : end yokk, nice late game yoooo, hanabi jungler nih ngeri, menang guys
- : ya ampun, sini sini gua invite semua dulu , mau skin apa ? gua gift dua
dulu ya, dua nya lagi besok , udah limit

In the conversation text there were no examples of sentences using complete Daily English expressions used in this online game.

In the conversation text, it was found several examples of sentences that use complete English expressions which are game terms used in online games, for example sentences from 5 YouTubers, namely:

1. Udah **Pick Hero**

When playing online games, the word Pick Hero is the most important moment in the Mobile Legends game. At this moment, the chance of winning or not is determined by a team

2. **farming** habis itu dah deal

When playing online games, the word farming as the activity of collecting resources, such as gold and experience, by killing minions, forest monsters, or opposing heroes.

3. kita tetap di **turtle** apa di tetap di turtle aja ya

When playing the game, Turtle is a monster in Mobile Legends that you can defeat to get more Gold.

5. udh **flicker** belum bless

When playing the game, Flicker ML is a battle spell that functions to make hero mobility fast

In the conversation text it was find several examples of sentences that use Indonesian expressions that are usually used in everyday life. The sentences found are in informal language, for example:

1. sabar **santuy** guys,
2. kita punya tameng nih ,

In the conversation text it was find several examples of sentences using mixed sentences, namely consisting of two languages, namely Indonesian and English. These sentences are found during online games, for example:

1. ini boleh recall gak?
2. ayo one hit, one hit
3. sabar, sampai 3 kill dulu menang kita ya guys

4. **Fourth Youtuber**

Channel : XINN

Xinn aka Isaiah omega armando wowiling. His nickname is Nando. He was born in Bitung, December 2 1998. He comes from Bitung, North Sulawesi. he is Christian. he has an Instagram account called @rrq_xinn, and a YouTube account called XINNN

The following is the content of the conversation that occurred when students played the game:

Xinn : ok, smackdown , untung mati

: woi sakit woi, oh dia ada flicker tadi ya

Lm : wih, rame banget nih di bawah, di bawah ada 3 bg xinn

Xinn : ngasih untung itu cok, anjir dinyayiin lemon itu

Xinn : aman aja, mereka mau kill gua gak bakal mati cuk

Lm : hahaha, meanwhile

Xinn : hahaha, gua tadi gara gara itu cok dia dapat klomang makanya dia naik level dia itu, curang kali dia wak aduh, sorry guys, tadi kalo ada skill 1 di klomang gua dapat mati semua dia

Lm : loh, siapa yg dapat turtle ?

Xinn : sengaja gu pakai purify, bisa selamat dari brody guys, kenapa gua kalah by one ? karna hero nya makanya kalah sama brody guys, maknya harus pake purify, kalo kalian pake flicker udah pasti bakal runkat

: sabar cuk, teman kita itu anjir, waduh , no flicker no flicker

Lm :gak gerak gua bg xinn kena angkat, kita belakangan aja, gak bisa di cancel

Xinn : sakit kali woi, oh bisa di cancel ya, itu mau combo mereka ber 2

Lm : nice bg xinn, lu mau savege bg xinn ?

Xinn : kampret, jadi gdl kita cok, sabar lah pake pistol aja biar lucky

Lm : lu belakangan aja bg xinn, perang perang

Xinn ; wah gila, udh pasti dapat lord hahaha, lemon kita di tonjok tonjok guys

: woi jgn di tonjok woi, awas lu ya paquito ya, gua balas dendam lu mon

Lm : cooldown dulu, woi sabar lah

Xinn : gapapa, dia itu mancing skill musuh itu

Lm : sabar bg xinn, gua gadak skill

Xinn : oh my god, kita dimana ini, sumpah lemon kita di kejar paquito dari tadi hahaha

Lm : end end

Xinn : sabar sabar, gua mau closing dulu

: wah gila, party camat ini keren kali , oh my god roar , last guys

In the conversation text there were no examples of sentences using complete Daily English expressions used in this online game.

In the conversation text, it was found several examples of sentences that use complete English expressions which are game terms used in online games, for example sentences from 5 YouTubers, namely:

1. loh, siapa yg dapat turtle ?

When playing the game, Turtle is a monster in Mobile Legends that you can defeat to get more Gold.

2. sengaja gu pakai purify,

When playing the game, Purify is one of 12 battle spells available in Mobile Legends

3. kalo kalian **pake flicker** udah pasti bakal

When playing the game, Flicker ML is a battle spell that functions to make hero mobility fast

In the conversation text there were not found several examples of sentences

using Indonesian expressions that are commonly used in everyday life.

In the conversation text it was found several examples of sentences using mixed sentences, namely consisting of two languages, namely Indonesian and English. These sentences are found during online games, for example:

1. ok, smackdown , untung mati
2. cooldown dulu, woi sabar lah
3. gapapa, dia itu mancing skill musuh itu
4. sabar sabar, gua mau closing dulu
5. wah gila, party camat ini keren kali , oh my god roar , last guys

5. Fifth Youtuber

Channel : Oura Gaming

Eko Juliyanto is known by his stage name Oura Gaming. He was born in Batam, 24 July 1998. He is Muslim, and his profession is as a gamer, YouTuber. Hobbies are playing games and traveling. His citizenship is Indonesian. he has an Instagram account called @ekooju, and a YouTube account called Oura Gaming.

The following is the content of the conversation that occurred when students played the game:

- Or : ok, ciwi ciwi biar aku yang kasih kalian role ok?
 : ingyin you go exp lane ok ?
- Ky : i'm mid, i only mid
- Or : terserah guys, whatever you, you wanna play guys
- Ky : kak oura anterin kita kak oura
- Vr : aku pake hero apanih ?

Or : nah, kak vior gold lane ok? Ehh sabar dulu request ingyin you exp lane ok? Remar you tank ok ? you request request request, subhanallah allahuakbar,

Vr : 4 bidadari 1 setan

Ky : eh, gak boleh gitu

Rm : we party gak?

Or : no, this good party ingyin , nah sini kayes ke mid, remar you by roam right ok?

Vr : siap kapten oura, anjay

Or : hati hati ya atas ya, becareful atas bawah

Ky : tenang tenang

Or : let's go let's go , gakbisa gakbisa santai

Ky : ya ampun

Or : ingyin you ok ? loj kalian ber 2 kok mati di atas
: ayo, let's go , ready ready

Ky : belum belum ada ulti

Or : eh buff biru dong remar, i take don't worry becareful , nah kill kill go go kayes, nice
: gila, party terkuat di bumi guys , siapa kita guys ?

Ky : party bencana

Or : hahaha, ingyin let's go

Vr :oh, belum belum die

Or : let's go kayes, bunuh dia kayes, nice

Vr : kak oura mau join gak kak,

Or : ikutan dong, hahaha , kayes masuk ulti masuk masuk

Ky : sabar sabar

Or : hancurin atas ya teman teman, wah treamor guys

Or : ayo ingyin. You back, it's ok you die, you can alive ok guys

Ky : remar i follow you yah,
: kak oura mau ikutan gak?

Or : ayo ayo, kemana kita asik dimana ini , oh di atas, perang yuk

: jangan disitu terus, sini sini nah itu ,, ingyin lompat langsung, nice nice

: ok, let's go kak vior, disini juga

Ingyin : good good

Or : nice banget,gila guys selamat

Rm : i lag i lag,

Or : kak vior aman kan di atas ?

Vr : aman aman ,

Or : remar, we go back together , assik kali

: kejar dia kejar sini sini , go remar montage montage

Ky : we win

Or : oayo kita siap" lord yok

Ky ; lord kah?

Or : iya . ayo hati hati ya, bisa kena comeback nanti

Vr : ya iya, oke oke

Ingyin : remar with me

Vr : kak oura ada retri kan kak oura

Or : ini teman nya , sabar sabar

Rm :eh , jangan jangan

Vr : error error,

Ky ; eko enemy fight

Or : allready ulti we can go , let's go guys don't worry

: eh, kita kebawah dulu

Vr : kaburr, lari cepat, hahaha

Rm : sorry sorry

Ingyin ; eko savege

Vr : nice nice, hoki banget

Ky ; mundur mundur

Or : bisa mati semua kawan kawan ku

Ky : we win, don't worry

Or : lord yok, pelan pelan bismillah ,hati hati kayes

Ky : aku di matiin eudora

Or : wait wait, we can clear it's ok

Vr : aku masuk aku masuk you bisa yuk?

Or : sabar sabar, hati hati ,ok ready ,ok let's go siap siap ya

: jangan maju ,aduh mati , balik balik

Ky : aku flicker

Rm : no kayes, no die ,wait

Ky : i'm die, sorry

Vr : yok bisa yok

Ky : beli athena gak sih ?

Rm : eko eko, you clear clear

Or : no no no

Ky : kenapa ?

Vr : nice try

Ingyin : bye bye

In the conversation text there were no examples of sentences using complete

Daily English expressions used in this online game.

1. let's go guys don't worry
2. allready ulti we can go
3. We can clear it's Ok
4. i'm die, sorry

In the conversation text, it was found several examples of sentences that use complete English expressions which are game terms used in online games, for example sentences from 5 YouTubers, namely:

1. Kak vior **gold lane** ok?

When playing the game, Gold Lane is said to be one of the paths opposite Exp Lane, which can be located above or below and is far from the turtle that first appears.

2. gua hanabi **jungler** ya

3. When playing the game, jungler is a role that controls parts of the forest to obtain a number of objectives such as turtles or lords which are very useful during the game

4. wah, **buff** merah nya lama kali

When playing the game, Buff is an additional status that a hero must have, especially with carry heroes or those who are able to bring victory and distinction.

In the conversation text there were not found several examples of sentences using Indonesian expressions that are commonly used in everyday life.

In the conversation text it was found several examples of sentences using mixed sentences, namely consisting of two languages, namely Indonesian and English. These sentences are found during online games, for example:

1. I take don't worry be careful , nah kill kill go go kayes, nice
2. ayo ingyin. You back, it's ok you die, you can alive ok guys
3. nice nice, hoki banget
4. already ulti we can go , let's go guys don't worry
5. no kayes, no die ,wait

2. Discussion

After observing 5 informants from YouTube channels, researchers found several discussions. On the first YouTuber named Markocop, the results of the conversation only found 3 types of language preferences, namely in the conversation text we found several examples of sentences that used complete English, and the last one was a mixed language used, namely English and

Indonesian which were used in the sentence. Likewise, the second, third and fourth YouTubers with the names Jess No Limit, Jonathan Liadi and Xinn in their conversation text also only found 3 types of language preferences, namely in the conversation text we found several examples of sentences that used complete English, and the last one was language. The mixture used is English and Indonesian used in the sentence. and different from the fifth YouTuber with the name Oura Gaming, 3 types of language preferences were also found, but different from the other 4 YouTubers, in Oura Gaming's conversation text, informal language was found that is usually used in everyday life, sentences that used complete English, and the last one was language The mixture used is English and Indonesian used in the sentence.

The main factor that motivates YouTubers to use English when playing online game applications is because they like to use English that is easy to understand when they use it. Based on interviews conducted by researchers, it can not only be concluded that YouTubers' understanding of English language preferences in playing online games is actually quite high. This does not necessarily mean that English is chosen when using terms in playing online games. The use of loanwords and foreign terms among Mobile Legend online game players is due to the background noise in the game application. Complete absorption is the absorption of words taken from foreign words which are absorbed in their entirety, without leaving, changing, replacing or eliminating the original words either in writing or orally.

Based on the results of my research, playing legendary online games.

Informants use Indonesian more than English. And this research has similarities with research conducted by Andi Rewo entitled "Analyzing Students' Perception and Language Preference of Bilingual Use in EFL Classroom Interaction at Senior High School 11 Wajo". He stated that students' language preferences for bilingual use in EFL class interaction revealed that students prefer bilingual rather than Indonesian and English. This research has differences in its research object. In this research, the researcher used students, but in the research I conducted I used YouTubers as the research object.

Based on previous related research conducted by Vivianti, Nurmin entitled "Students' Perceptions of Language Preferences in English Classes (Study Conducted in the Department of English Education)". This statement is similar to what researchers found in this study. In its observations, this research uses the same research method as using qualitative methods.

Another research was also conducted by Andi Rewo entitled "Analysing Students' Perception and Language Preference of Bilingual Use in EFL Classroom Interaction at Senior High School 11 Wajo. This statement is similar to what researchers found in this study. In their observations, researchers looked for the same goal, namely how to use language preferences.

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

A. Conclusions

Based on the results of research Language Preference in Playing Online Games by Indonesian Youtuber Gaming. So the writer will put forward some conclusions as follows:

1. Based on research conducted through observation of informants, researchers found that in the research results informants used two language preferences, namely Indonesian and English. Researchers found that informants used Indonesian as a means of communication that occurred in dialogue texts. And English is used as an expression to convey several terms in playing games that have aims and objectives. Not only that, this research also found mixed sentences consisting of Indonesian and English. And there was also the use of slang, puns on English or Indonesian words.
2. The realization of the research results is in 4 types of language preferences, namely the first in the conversation text, it was found several examples of sentences that use full English, such as the sentence found on YouTuber Oura Gaming. And in the conversation text it was also find several examples of sentences that use complete Indonesian, such as the sentences found on the YouTuber Markocop. And in the conversation text it was several examples of sentences that use mixed language,

namely in 1 sentence there are two languages, namely English and Indonesian, as in the sentence contained on youtuber jess no limit. And in the conversation text it was found several examples of sentences that use slang originating from Indonesian words, namely in the conversation text of YouTuber Jess No Limit.

B. Suggestions

Based on the results of the discussion and conclusions, the suggestions in the research. These are as follows:

1. For lecturers, it is hoped that lecturers can provide this understanding will provide several references about language preferences in online media that are easy to understand.
2. For students, it is hoped that after this research is implemented can provide new insights and information about this will be easy to understand and a clear explanation of language preferences and is expected to continue this research.
3. For other researchers, it is hoped that further researchers will be advised to develop their abilities in knowing the language preferences contained in playing online games. Researchers hope that the results of this study can be used as additional references in other studies.

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APPENDIXES

I. The Result of Observation

6. First Observation

Channel : Markocop

Mr: ok, langsung aja kita pick aldous , aku pake skin aldous M1

Jn : ok, gua pake yg beda, meluncur

Mr: custom itu cepat banget ya masuknya ya loading nya, bg kedengaran gak?

Jn : Kedengaran kok

Mr: wah cuy, kita udah baku hantam aja di early game, oke nampak kuning disini

: Oke santai dulu santai dulu

: Wah kemana nih kita nih

: Wah gila sih cuy, gapapa santuy santuy

: Oke kita di ulti cuy

: Oke kita hajar lagi deh, aduh ada pembalasan memang kampret ya

: Aduh kurang damage kita bos

: Ampun bg, gila cuy memang bg jes ini segala nya bisa ya cuy, ah kampret

: Waduh gak habis habis matanya dia ,Emblem support

: Santai dulu santai farming farming

: Waduh disini dia

: Halo guys, kita kalah level nih dan kalah stack juga, soalnya kesalahan tadi kena press duluan

: Kita hajar cuy, yah gak mati kampret

Jn : kurang ajar dapat stack dia guys

Mr: aku mati tapi bg, ah kampret lah

: Gua ini kebiasaan pake yg ini bg killing speak aku kira bakal dapat darah,
aduh

: Nampaknya bg jes bikin itu lagi yaitem defense, oke kita coba aja cuy

: Ah, ketahuan, haha dapat, lumayan bg 10 stack

: Player dota memang jago jago ya

Jn : idih dikit lagi

Mr: wah gak ada twilight armor lagi. Kita bikin twilight armor juga cuy bir

kita kuat, sama sama kuat sama sama mantap

Aku kuat, ehgg gak ada creep, will lose

Oke kita akan nge press balik nih cuy

Kita press balik bg jes nya yaaa

Larinya lebih cepat, aduh

Oke ,santai dulu santai dulu, nah dah lumayan nih

Jn : ampunn..

Mr: kita kandangin bg jes nya yok, haha kita recall recall dulu

Kita di ulti nih pasti , hancurkann

Kita tembus dulu ini pertahanan dari bg jes ya, karna ada tower itu susah

Pertahanannya sudah hancur baru kita srepet

Jn :ampun bos, di kandangin sama Markocop nih

Mr:pokonya kita bikin item defense biar kita keras nih

Bikin apalagi ya, oh ini kita bikin rute

Stack mu udh berapa bg

Jn : belum banyak

Mr : punya ku udh 300 nih

Jn : punya ku masih 100

Mr: oke santai dulu, jgn dibawa nafsu nannti kita blunder bos

Kita tontonin dulu, aduh kampret itu spell vengeance

Kita pukul dulu kepalanya oke, mati bg jes aduh gak mati mati

Jn : aduhh, tidakk

Mr: mati sama creep, haha susah gua bunuhnyanya tadi, harus di paksa

Pokoknya item nya tanker itu

Jn : GG memang to global aldous ini

Mr: makasih bg jes

7. Second Observation

Channel : Jess No Limit

Link : <https://youtu.be/WUjaxc0sf-c?si=AcIRVTyzJ-VNG-9n>

Jn : halo bless

: halo ko jesskita ini bakal by one baetrix ya, kalo misal kita buka profil nih ya guys ya, kalian bisa liat tuh indonesia no 4 beatrix ya, wow

: kita bakal by one beatrix sniper ya, no farming habis itu dah deal peraturan nya, emblem bebas, spell bebas, pokoknya sampe 3 kill menang ya

Bl : oke deh

Jn : ok, udh siap belum ?

Bl : udh dong

Jn : ok,jadi kenapa nama lu Beber nih?

Bl : nama adek aja ko jess,namanya berlian yaudah aku singkat aja deh beber

Jn : oh nama adik nya guys, wow

Ok ini kita udh ini ya guys ya, udh pick hero , jadi kita bakal pakai spell ya

: ok guys, kalain liat itu supreme nya tuh, wihh, sniper ya,

: kita tetap di turtle apa di tetap di turtle aja ya ?

Bl : oke, sampai 3 kill kan?

Jn : iya 3 kill, berarti kita beli sepatu roam kali ya biar itu biar duit nya banyak apa gak ngaruh ?

Bl : gak usah, kita langsung adu aja

Jn : sepatu biasa aja ya, pokoknya, ihhh dia pakai flicker guys

Bl : early aegis

Jn : aduh aduh, awas, dari dulu itu aku pengen banget by one sama ini, aduh

keliatannya kayak seru

:sabar santuy guys, ini boleh recall gak?

Bl : gak boleh

Jn : ok,gk boleh gilaa guys,aduh aduh,, ini aim . Aduh flicker dia guys ,
aduh 1- 0 udah

: gapapa guys, gila lo gadak yg kena 1 pun aim ku ini, astaga ,gapapa awal bukan lah akhir ya

Bl : iya gapapa bisa comeback

Jn : santuy, udah pake sepatu armor tuh, ih damage nya makin sakit guys,
aduh duuu

: sabar, sampai 3 kill dulu menang kita ya guys ya, haha

Bl : ganggu sih ko jess tuh

Jn : ketahuan auto aim nih, wahh

Bl : kayaknya kita di tempat lord ga sih ko jess ? Ganggu banget

Jn : aayo ayo , tempat lord Ya, gua mutar nih ambil farming nih, oke 2 lagi
ya guys ya

: siapa kah yang akan menang, ini seru banget sih, apalagi by one nya sama supreme

: aduhh, susah juga ya kalo dekat gini ya, emm satu hit lagi guys, aduhh kita buktikan ya guys ya aim ff nih bos,iya astaga satu lagi cumandarah kita sekarat nih kita gak boleh sekarang aduh

: kita berlindung aja disini guys, ayo bless pokoknya kita bikin dia kena hit ya setidaknya

; sabar guys, darahnya ini guys, iya iya iya

: dia ada flicker nih guys kita udh ini belum ya, udh flicker belum bless?

Bl : belum ada 40 detik

Jn : kita punya tameng nih , kalo ulti boleh pake gak?

Bl : boleh, kan ulti juga kaga auto aim

Jn : sabar guys kita 2 hit lagi dia mati nih

Bl : ayo one hit, one hit

Jn : aduhduu, cuman kita mau pake aegis agak gimana pasti itu ya, yeahh

Bl : kan dahdibilang ko jess aku jarang pake sniper
 Jn : GG guys
 Bl : kill pertama Cuma hoki
 Jn : ini jadi gimana , udah selesai ?
 Bl : terserah ko jess kalo masih mau lanjut aku gas
 Jn : kayaknya ini udah, kita bikin lagi video clint
 Bl : boleh ayok, by one clint ,beda lagi kan rulls nya
 Jn : ok, jadi guys sampai sini dulu videonya, kita nih menang , di subscribe
 channel nya bless, walaupun dia jarang main sniper , aku beruntung aja
 ini

8. Third Observation

Channel : Jonathan Liandi

Link : <https://www.youtube.com/watch?v=jORTdZGn0oY&t=655s>

Jh : semoga mereka percaya sama hanabi aku, hanabi retri
 : aduh lawannya aldous lagi, capek banget, ini gua kasih skin, gua kalah
 gua kasih skin deh ke mereka
 : gua hanabi jungler ya, kalo kita kalah gua kasih skin semua
 : wah ini kita nge troll dengan tanggung jawab
 S : suren nanti
 Jh : ya jangan suren, eh salah, kok kita kalah sih, kalo menang atau main
 serius gua gift
 : gak salah dia kalo gua kalah gua kasih skin semua, kalo menang
 maksudnya, gua liat nih yg serius serius ya
 : gapapa guys, gua kalo misal dapat request troll kita sook pak
 : anjir, ada dafa, ini beneran dafa gak ya, pake aldous sih dia,, bangke lama
 banget farming nya cok, ok lah guys, kita gk usah ambil poke lah yah
 habisin waktu anjir, ya ampun teman gua cok
 : matiin itu iritel let's go serius serius, dapat skin dapat skin , nice nice, itu
 dia namanya teamwork

:menang nih menang, kadang gua bingung nih sama mobile legend pake hero nge troll malah menang , main serius malah kalah ya ampun , bunuh kumbang setengah mati

: kita farming farming dulu guys, pelan banget lari gua , harusnya assasin sih , kesalahan fatal guys, lupa gua

: gas aja lah ya, 10 detik aman sih harusnya gak

: anjir lah gak usah turtle turtle lah, kita farming farming biasa aja

S : jangan troll lah bg joo

Jh : di request

: astaga di tarik lagi, kumbangnya mutar jauh banget lagi, kacau banget

: wah, buff merah nya lama kali , mau farming dimana gua

: late game menang bos, santai santai

: modal digesek dia dapat jungle nya, gua sampai sampai pegal ketek gua nih nge hit

: eh, bisa mati nih , heal heal heal , nice mampus

: jangan di tarik tarik gitu, gua sendiri , temanin iritel aja, gua farming di wiliyah kita aja udh aman

: yeah , gold bisa di cari lagi, farming atas deh kita

: bangsat, lagi gak ada skill 1 lagi , main apa loh ini

: woahhh mampus aldous, skill 1 kita simpan ya, penting guys

: mereka di bawah semua, kalo jauh gk bisa, menang ini kalo late game,percaya sama gua, trust me

: aldous nya gak bisa kita split split ya, joy mati langsung turtle yuk , temanin gua dong

: hahaha, kena out play 2 kali oleh hanabi jungler

: wah, kita memang harus dekat dekat turet terus guys, kalo misal di luar mati, padahal udh jadi banget item nya, dia kalo ada flicker sih mati , susah ya

: woahh, kita dapat lord, nice team,

: kesel gua sama aldous ini banyak gaya

S : main ber dua aja bg estes sama hanabi

Jh : menang nih kita, sini sini
 : good game, dah enak guys santai santai

S : minta buff merah bg

Jh : gua mm cuy, oh gua dah merah ambil ambil sorry gak liat
 : hahaha, claude kena solo kill oleh hanabi, ya ampun
 : aman aja bos, heal ,gila ya the power of sogokan skin semuanya langsung main memberikan potensi yang, eh balik cuy
 : gila hanabi jungler meta bro,oke nice
 : gua buff ya, yah gua mati, untung double kill lu, end end, udh gak dapat apa apa
 : end yokk, nice late game yoooo, hanabi jungler nih ngeri, menang guys
 : ya ampun, sini sini gua invite semua dulu , mau skin apa ? gua gift dua dulu ya, dua nya lagi besok , udah limit

9. Fourth Observation

Channel : XINN

Link : https://youtu.be/_jY3M9aQHO4?si=c5ZzvGsWtmGu5Vpz

Xinn : ok, smackdown , untung mati
 : woi sakit woi, oh dia ada flicker tadi ya

Lm : wih, rame banget nih di bawah, di bawah ada 3 bg xinn

Xinn : oh iya iya, bakal di bunuh ini kita ber 2 cok,

Lm : woi, banyak kali wak, wah 4 org ini di bawah

Xinn : ngasih untung itu cok, anjir dinyayiin lemon itu

Lm : mati di bawah bg xinn,

Xinn : aman aja, mereka mau kill gua gak bakal mati cuk

Lm : hahaha, meanwhile

Xinn : hahaha, gua tadi gara gara itu cok dia dapat klomang makanya dia naik level dia itu, curang kali dia wak aduh, sorry guys, tadi kalo ada skill 1 di klomang gua dapat mati semua dia
 : wah itu dia, mampus mati, lemonn chemistry nya itu loh , nah gitu

dong

Lm : loh, siapa yg dapat turtle ?

Xinn : sengaja gu pakai purify, bisa selamat dari brody guys, kenapa gua kalah by one ? karna hero nya makanya kalah sama brody guys, maknya harus pake purify, kalo kalian pake flicker udah pasti bakal runkat

: sabar cuk, teman kita itu anjir, waduh , no flicker no flicker

Lm : sini 2 lawan 1 boleh

Xinn : banyak kali cc nya cok, ayo combo bg lemon

Lm :gak gerak gua bg xinn kena angkat, kita belakangan aja, gak bisa di cancel

Xinn : sakit kali woi, oh bisa di cancel ya, itu mau combo mereka ber 2

Lm : nice bg xinn, lu mau savege bg xinn ?

Xinn : kampret, jadi gdl kita cok, sabar lah pake pistol aja biar lucky

Lm : lu belakangan aja bg xinn, perang perang

Xinn ; wah gila, udh pasti dapat lord hahaha, lemon kita di tonjok tonjok guys

: woi jgn di tonjok woi, awas lu ya paquito ya, gua balas dendam lu mon

Lm : cooldown dulu, woi sabar lah

Xinn : gapapa, dia itu mancing skill musuh itu

Lm : sabar bg xinn, gua gadak skill

Xinn : oh my god, kita dimana ini, sumpah lemon kita di kejar paquito dari tadi hahaha

Lm : iya cok di tonjok itu

Xinn : gak boleh itu tonjok tonjok wanita, itu odette wanita paquito

Lm : aman ?

Xinn : ayo ayo, roar

: sabar sabar,

Lm : end end

Xinn : sabar sabar, gua mau closing dulu

: wah gila, party camat ini keren kali , oh my god roar , last guys

10. Fifth Observation

Channel : Oura Gaming

Link : <https://www.youtube.com/watch?si=>

Or : ok, ciwi ciwi biar aku yang kasih kalian role ok?

: ingyin you go exp lane ok ?

Ky : i'm mid, i only mid

Or : terserah guys, whatever you, you wanna play guys

Ky : kak oura anterin kita kak oura

Vr : aku pake hero apanih ?

Or : nah, kak vior gold lane ok? Ehh sabar dulu request ingyin you exp lane ok? Remar you tank ok ? you request request request, subhanallah allahuakbar,

Vr : 4 bidadari 1 setan

Ky : eh, gak boleh gitu

Rm : we party gak?

Or : no, this good party ingyin , nah sini kayes ke mid, remar you by roam right ok?

Vr : siap kapten oura, anjay

Or : hati hati ya atas ya, becareful atas bawah

Ky : tenang tenang

Or : let's go let's go , gakbisa gakbisa santai

Ky : ya ampun

Or : ingyin you ok ? loj kalian ber 2 kok mati di atas

: ayo, let's go , ready ready

Ky : belum belum ada ulti

Or ; eh buff biru dong remar, i take don't worry becareful , nah kill kill go go kayes, nice

: gila, party terkuat di bumi guys , siapa kita guys ?

Ky : party bencana

Or : hahaha, ingyin let's go

Vr :oh, belum belum die

Or : let's go kayes, bunuh dia kayes, nice

Vr : kak oura mau join gak kak,

Or : ikutan dong, hahaha , kayes masuk ulti masuk masuk

Ky : sabar sabar

Or : hancurin atas ya teman teman, wah treamor guys

Ingyin : kita di kagetin loh, gak bisa lari

Or : ayo ingyin. You back, it's ok you die, you can alive ok guys

Ky : remar i follow you yah,

: kak oura mau ikutan gak?

Or : ayo ayo, kemana kita asik dimana ini , oh di atas, perang yuk

: jangan disitu terus, sini sini nah itu ,, ingyin lompat langsung, nice nice

: ok, let's go kak vior, disini juga

Ingyin : good good

Or : nice banget,gila guys selamat

Rm : i lag i lag,

Or : kak vior aman kan di atas ?

Vr : aman aman ,

Or : remar, we go back together , assik kali

: kejar dia kejar sini sini , go remar montage montage

Ky : we win

Or : oayo kita siap" lord yok

Ky ; lord kah?

Or : iya . ayo hati hati ya, bisa kena comeback nanti

Vr : ya iya, oke oke

Ingyin : remar with me

Vr : kak oura ada retri kan kak oura

Or : ini teman nya , sabar sabar

Rm : eh , jangan jangan

Or : lord kita belum keluar, sabar guys tenang tunggu dulu

Ky : aku udah gak main suren lagi, kamu tuh kak oura

Or : kok malah aku sih yang di tuduh , kalian lo buset

Vr : error error,

Ky ; eko enemy fight

Or : already ulti we can go , let's go guys don't worry

: eh, kita kebawah dulu

Vr : kaburr, lari cepat, hahaha

Rm : sorry sorry

Ingyin ; eko savege

Vr : nice nice, hoki banget

Ky ; mundur mundur

Or : bisa mati semua kawan kawan ku

Ky : we win, don't worry

Or : lord yok, pelan pelan bismillah ,hati hati kayes

Ky : aku di matiin eudora

Or : ini kenapa ada ijo ijo muncul terus ?

: kita sabar aja , gak papa ini pasti ada hikmah nya, sabar sabar

: kita defense aja gak papa, tahan aja

: kita defense di dalam ya, jangan ada yang keluar

Ky ; ya iya, oke

Or : wait wait, we can clear it's ok

Vr : aku masuk aku masuk you bisa yuk?

Or : sabar sabar, hati hati ,ok ready ,ok let's go siap siap ya

: jangan maju ,aduh mati , balik balik

Ky : aku flicker

Rm : no kayes, no die ,wait

Ky : i'm die, sorry

Vr : yok bisa yok

Ky : beli athena gak sih ?

Or : jangan jangan ijo astagfirullah

Ingyin : aku merah

Rm : eko eko, you clear clear

Or : no no no

Ky : kenapa ?

Vr : nice try

Ingyin : bye bye

Ky : lagi lah lagi pemanasan pemanasan

Or : oh ini kita pemanasan

Ky : iya ini latihan dulu

Or : sangat buruk latihan kita ya guys kayaknya

II. Documentation





