STYLISTIC ANALYSIS OF ENGLISH VOCABULARY USED IN GAME OF MOBILE LEGENDS

SKRIPSI

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

By :

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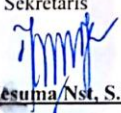memakai gelar Sarjana Pendidikan (S.Pd).

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ABSTARCT

Muhammad, Yusri. 1702050022. Stylistic Analysis of English Vocabulary Used in Game of Mobile Legends.

This research aims to investigate the vocabulary language style in the mobile legends game. This present research is qualitative research considering that the purpose of this research is to find out the meaning of various unique English vocabulary used in the mobile legends game application. and try to elaborate the implications of the vocabulary into sentences that can be used in our daily activity life. Therefore, the teacher can take the benefit to share the knowledge with the children students who addicted in playing game of mobile legends.The data taken is the vocabulary that is all in the mobile legends application, both during the game and the vocabulary used to run the mobile legends game properly. then it is concluded that this mobile legends application has a special vocabulary that has different meanings and understandings even though the vocabulary used is familiar to our ears.

Keywords: Mobile Legends Vocabulary, Stylistic of Mobile Legends Vocabulary, Unique Vocabulary in Mobile Legends.

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The Researcher

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CHAPTER I
INTRODUCTION

1.1 The Background of study

Language cannot be separated from human life, because language is a social creature used to communicate with other living creatures. Humans cannot live without other living creatures. Language as a unit of human interaction in the form of communication (Pramesti 2015:83).

Language quality a person clearly depends on the quality and quantity of the vocabulary he has, the more vocabulary he has, the better his language skills will be. Vocabulary as one of the Indonesian language learning materials in schools has an important role as a basis for students to master learning materials both in Indonesian language learning as well as other learning which causes vocabulary learning to be studied more and more more seriously and purposefully.

Language is an important communication tool for everyone. Through language a person or child can develop interactions with other people or friends of the same age. Without language a person will not be able to communicate with other people.

Language is a system of conventional spoken, manual (signed), or written symbol by means of which human beings as members of social group and participants in its culture, Express themselves. The function of language included, communication, the expression of identity, play, imaginative expression and emotional release. Language used to communicate people in society and understand other meanings. We believed that language is a gift from God to make relationship among the people around the world.

The Almighty God created many languages to show the human being his greatest. In the holy book like Quran, the language used inside the book also had so many structures, styles, and unique vocabulary. There are 7.117 languages used around the world, and 718 local languages in Indonesia. And every single language had their own vocabulary, structures, meaning, culture, and style. Therefore, we have to thank to God for any things we had and use the language for making better life with our community and not making language to cheat people. Because, language is a gift we received from the God, even the people with speech impaired had their own language.

The term language acquisition is not only used for acquiring a second language. Language acquisition is the result of comprehensive intellectual development and a continuation of simple behavioral patterns. Vocabulary mastery is a person's ability to master or understand the meaning and use of words found in English, both spoken and written.

Language style can express what the author means. Usually, figure of speech are used to write works of fiction, short stories, novels, poetry, and other literary works. In some literary works the language style is really different based on the experiences of the author. Also, in some of games application in internet they have their own language style and their own vocabulary to describe or explain how the game will be played.

Stylistic is branch of linguistic that focuses on the analysis of linguistic styles. Stylistic itself is taken from the word style. The study of language style can include spoken language style such as speech of presidents, speech of famous people,

actors, actress, etc. stylistic also tends to study written language, including literary works. Stylistic tries to understand why the writer decided to use certain words or expressions. In general, the scope of stylistic includes diction or word choice (lexical choice or vocabulary), sentences structure, figures of speech, imaginary, rhyme, patterns, and meter.

Vocabulary is all the words used in language. Vocabulary itself comes from the latin word, namely vocabulum, which means "to name, or "to call". Vocabulary itself can increase and have many meanings and interpretation. In other country or society the same word can have different meanings, like the word "awak" in Malaysia means you but in Indonesia means me. Also the words or vocabulary used in several electronic games such as PUBG, FORTNITE, MOBILE LEGENDS etc.

The smaller part of language is vocabulary. The main step human learn how to speak when they are babies is memorizing the vocabulary that spoken from the people around the babies. For instance, mommy is the first vocabulary memorized by the baby. Because that word always repeated by mom in front of the baby. Even the word is not pronounce well but mommy can understand what the baby said. In fact, the vocabulary developed by time and the new vocabulary always come.

Mobile legends is electronic game mobile that have 80 million active user in the world and surpassed 1 billion downloads. The gendre of this game is multiplayer online battle arena (moba). This game has even entered the world competition between countries in southeast asia, we called by SEA GAMES. Many languages used in this mobile game, especially English language. But the writer though that the English language used in that game is unique. Media exposure is the use of

media from the amount of time spent, media consumption, and various relationships between media users and the media content consumed.

Online game addiction is one of several types of addiction caused by internet problems. Online games, which are part of internet technology that are widely visited and even very popular, can cause intense addiction. None other than the Mobile Legends Online Game which can be addictive for users because this game shows excitement and deep curiosity for the players. The research results show that there are 87 women and 288 men who play Mobile Legends. Previous research also showed that there were 231 participants who played for 3 hours/day, 113 participants who played for 3 to 5 hours/day and 31 participants who played more than 5 hours/day.

The Mobile Legends game is also popular among college's students. They often spend their time on their favorite gadgets playing online games which can cause losses. Even everyday life wherever and whenever is accompanied by playing the Mobile Legends game, such as in class, the canteen, or at their place of residence (boarding house). As a result, deviations often occur in student behavior. This is based on previous research regarding the influence of the Mobile Legends game on aspects of student discipline which resulted in positive or negative impacts. Where the negative influence of playing online games excessively is that students lack character, in this case poor discipline in lectures is caused by addiction to online games. Apart from influencing disciplinary character, the online game Mobile Legends can also influence students' attitudes and learning motivation.

The game of mobile legends played by so many students of junior high school, senior high school and even the college students played the game to fill their spare time. But, most of them never realize that they can learn English language by playing that game. And the writer interested to find the way how to learn English by playing the game of mobile legends. So they can learn English while playing the game.

1.2 The Focus of the Study

The focus of this study is to know the language style of some vocabulary that used in the game of mobile legends and the meanings of them. The language style inside the game, make the writer feeling interested. Because the writer feels some of vocabulary in the game different than vocabulary in other game. Not only English the game also had multiple languages used in the game like Indonesian language, Arabic language, Japanese language etc. Therefore, the writer chooses this title "Stylistic Analysis of English Vocabulary Used in Game of Mobile Legends to make this study benefitable for everyone who addicted to play the game of mobile legends.

1.3 The Formulation of the Problem

1. What are the distinctive stylistic features of the English vocabulary used in Mobile Legends?

2. how does the game specific vocabulary in Mobile Legends differ from standard English in terms of lexical choices, syntax, and semantics?

3. What are the potential implication of exposure to this game specific vocabulary on players' language acquisition and usage in real life contexts?

By addressing these questions, this study seeks to provide insights into the unique linguistics characteristics of Mobile Legends' vocabulary and its potential impact on language use among players.

1.4 The objective of study

a. To describe the stylistic of some vocabulary in game of mobile legends

b. To explain the meanings of some vocabulary inside the game

c. To elaborate the implication of some vocabulary in daily activity

1.5 The significance of study

The researcher hopes this research can give many significances in theoretical and practical. Eventhough the benefits not impact so much for the readers, but when the paper is usefull that is enough for the writer.

a. Theoretically

This research is expected to assist students and teachers who play game of mobile legends or people to learn English language from the game. Therefore, the time they used for playing game is not useless. There are so many vocabularies and sentences can be learned by playing the game and can be use in daily activities. For

instance, one character or hero in the game said "do you want to make friend with nana". We can take this sentence and use it in our daily life, when we want to request other be our friend.

b. Practically

The result of this research is benefitable for the teacher to teach English language with the game of mobile legends, especially for the male students who love this game. Therefore, the students can learn English with happiness and fun. This paper not only suffered the theory, but try to make steps how to practice. The findings may contribute to our understanding of how digital games influence language development and communication patterns in online gaming communities.

CHAPTER II
REVIEW OF LITERATURE

2.1 Theoretical Framework

A. Stylistic

Stylistics has been known since hundreds of years ago, the word stylistics etymology comes from English which is known as stylistic. The word stylistic comes from two words, namely the word style and the word istic. The word style means style while the word istic means science. So the word Stylistic in English can be interpreted as Science Style (Language Style).

Stylistics is often associated with literary language. Stylistics has begun to be known Since hundreds of years ago, the word stylistics etymologically comes from analysis Stylistics is intended to determine the extent of language deviation used by the author and how the author uses linguistic signs to obtain an aesthetic or poetic effect. Thus, stylistics cannot applied well without a strong linguistic basis because one of the concerns The main thing is the contrast between the literary language system and the language of its time.

Language style is useful for creating beauty in literary works or in speaking. Every person or author has their own way of choosing and using language style. Language style is also called figure of speech. Language style allows us to see the personality, character and abilities of someone who uses that language. The better a person's language style, the better people's evaluation of him, and conversely, the worse a person's language style, the worse their evaluation.

Literary works are a manifestation of the results of human thought. Literature work created to be enjoyed and appreciated. In this case every writer has ways of expressing ideas and images as well as language styles for produce certain effects for the reader. Thorough study Stylistics plays a role in helping analyze and provide an overview in full the value of a literary work, including the type children's literature in this research.

The stylistic studies the style with special focus on its artistic and aesthetic characteristic. It is not only concerned with the form used but it also deals with cognitive and hermeneutic elements. Leech and short stated that stylistic is the study of style, style of some linguistics form. Under academic study, stylistic object divided into literary and nonliterary language studies. Stylistic study is intended to explain the beautiful function of using linguistic form, starting from aspects of sound, lexical or vocabulary, structure, figurative language, rhetorical, etc. stylistic study also to determine to what the terms are using by the author to obtain a special effect.

Literary language has a beauty message and meaning. Without the beauty of language, literary works become bland. Definitively stylistic is knowledge that contains style of language. In the other hand, stylistic is knowledge about style in many ways of human activities. (Ratna, 2009:167)

While Child and Fowler (2006:229) view stylistic as an analytical study of literature using modern linguistics concepts or techniques. Based on the views of some experts above, concluded that stylistic is a literature review from linguistics perspective.

Stylistic is often associated with literary language eventhough chapman states that this study can be aimed at a variety uses language. Meanwhile, interprets Stylistics as a science that studies language style. In this way, The definition of stylistics in this research can be limited to the study of style language, especially those found in literary works. Pradopo's view is not different from the view of Hartoko and Rahmanto (1986: 138) who stated Stylistics is a branch of literary science that has styles or styles of language.

Stylistics discusses how to understand and study literature from aspects of the use of language carried out by the poet. This was stated by Atmazaki (2007: 152) states that stylistics is actually one approach in literary criticism, namely literary criticism that uses linguistics as the basis for the study. This stylistic study is concerned with how words are written This creates certain effects and meanings. This stylistic analysis is structural approach, so that this analysis can start from linguistic elements anywhere. Stylistics in relation to the study of rhetoric must be a philosophical search for how words work or have an effect in discourse.

B. Mobile Legends

Increasingly, online games have become numerous fans. The choice of games that was previously limited is now more varied and has many changes, starting from the game concept, graphics and categories game. According to the gaming industry ecosystem map 2021, the number of game players in Indonesia reached more than

170 million people across various platforms, as much as 84% Indonesian respondent are the average game players on smartphones.

Mobile Legends is part of electronic sport game online with multiplayer online battle arena system (MOBA). Released by moonton developer on July 2016. This game consists of teo teams, each team has five players can choose the heroes or characters available to play. Heroes in this game are divided into five roles, namely, assasins, tank, marksman, fighter, mage and support. The concept of mobile legends game is that there are three paths or lane which are known as top, mid, and bottom. Each lane has three turrets where each player has to destroy other turrets while guard their own turrets tightly not destroyed. The time is declared as a winner of the match if they have destroy the opponent's main turret in their base. And the duration of the match is approximately 15- 20 minutes (Rachmasari, 2022).

Based on the findings of previous research conducted, it was concluded that playing the Mobile Legends game has a significant influence on student academic performance and motivation. The results of research conducted by Richie et al., (2020) emphasize the importance of the amount of time students spend playing online mobile games at home and online mobile games that are usually played at school. The low performance of students in their academic field is related to playing online mobile games, in this case it is in line with the results of research conducted, that there is a simultaneous influence of media exposure, playing motivation and imitation behavior on learning motivation variables.

 This game is becoming more and more popular, especially in Southeast Asia. Not only teenagers, the user or player of this game is also from old man until the

children that they like to play this game which can easily downloaded on the playstore. This game is not only just the game but, this game also one of games that conducted to Asean Game branch. This time, mobile legends game uses many languages into application, such as English language , Japanese language, Arabic language, Indonesian language etc.

Based on the data activeplayer.io recorded the estimated number of mobile legends player in the world is about 80.76 million people 2022. This number of player decreased by 0.6% compared to the previous month of 81.25 million players. However, the amount that was still 4.80% higher than a year earlier (Rizaty, 2023). It is shame that many players only focus on the game without caring about the English language used in the game. Even though the English used in the game is very interesting and has a certain uniqueness.

C. Scope of Stylistic

Stylistics is a science that investigates the language used in literary works or nonliterary works. Stylistics suggests the meaning of the study of style, study towards forms of linguistic performance, especially those contained in works literature. The study of stylistics itself can actually be aimed at various things various uses of language, not limited to literature alone but usually stylistics more often associated with literary language.

The study of language style can include spoken language style, but stylistics tends to study written language like literary works. Stylistic try to know why the writer use certain of words and expression. For instance, a president's language

style can be compared with other president's language style. In general, the scope of stylistics includes diction or words choice (lexical choice), sentence structure, figures of speech, imagery, rhyme, pattern, and meter. Geofrey leech and mick short's (2007) stated that model of stylistic analysis, which examines lexical categories, grammatical categories, figures of speech, and context.

1. Diction

Diction is the choice of words that suitable and appropriate to express an idea or though. The diction is an activity to choose words accurately and appropriately in expressing the aims and objectives to the listener or readers both orally and in writing. Diction really determines language style. Language style is determined by accuracy and appropriateness of word choice. Words, sentences, paragraphs, or discourse become effective if expressed in appropriate language style. Language style influences the formation of an atmosphere, honesty, politeness, attractiveness, level of officialdom, or reality.

The use of words includes two main problems, namely: First, the problem of the accuracy of having words to express an idea or ideas. Second, the problem of appropriateness or appropriateness in using the word. According to Keraf (2007:87) "The accuracy of word choice questions the ability of a word to generate appropriate ideas in the imagination of the reader or listener, such as what the writer or reader thinks or feels." The problem of choice will involve the meaning of words and the vocabulary will give freedom to the writer, choosing words that are considered to best represent his thoughts. The accuracy of a word's meaning

depends on the writer's ability to know the relationship between the language form (word) and its reference.

The use of good diction will help the speaker and listener understand how to solve the problems, as well as better, ideas or ideas will be difficult to accept if the diction used is wrongly targeted or does not match with the context of the speaker and listener. There are some function of diction such as symbolizes ideas expressed verbally, appropriate expressions form of ideas so that they are enjoyable for listener or reader, creating acceptable communication, creating a conducive atmosphere, avoid and prevent differences in perception or interpretation, prevent misunderstandings, and make communication targets more effective.

Good diction needed to distinguish the meaning of denotation and connotation carefully. Denotation is a word which has a straightforward meaning and does not have a double meaning. While the connotation can be gives rise to various meanings, commonly used in social, for aesthetic and modesty purposes. Do not interpret the meaning of words subjectively based on your own opinion, if understanding cannot be ascertained, the reader must find exact meaning in the dictionary.

If we can choose words correctly, then writing or our conversation will easily give rise to the same ideas in the reader's or listener's imagination, as those felt or thought by the writer or speaker. Knowing whether the words we use are correct or not can be seen from the reactions of people who receive our messages, whether delivered orally or in writing. The reactions vary, both in the form of verbal

reactions and non-verbal reactions such as taking actions or behavior that match what we say.

2. Lexical Words

Language is a tool of communication between members of society and a symbol of sounds produced by human speech organs, Keraf (2004: 19). Language and its use cover human activities as a whole, both scientific and non-scientific in everyday discourse. From this definition it can be said that with language humans can communicate with each other.

Lexical words are those that have independent meaning such as a Noun, Verb, Adjective, Adverb, or Preposition. lexical words are very important for understanding the meaning of text or information. Even if you erase all the other words and keep only the lexical words, the meaning will be understandable. Lexical words often used as a title or main information of the news. Lexical words is a content word that conveys information in a text or speech form.

Language has a very important role in acts of communication, both oral and written communication. A person is said to be able to speak a language if he is able to use that language. Thus, it can be said that the benchmark for a person's language ability can be seen from a person's ability to use the language both orally and in writing. For this reason, with language humans can use their feelings, thoughts and abilities with other people.

3. Sentence Structure

Sentence structure is the using of all parts in a sentence: subject, predicate, object, phrases, punctuation, etc. It deals with independent clause and dependent clause and how they combine, the placement of words and phrases next to what they structure, as well as the use of correct or proper grammar. Basic parts of a sentences is a verb and subject. For instance, I am studying, a verb is an action, and a subject is the noun that does the action. So, studying is an action, and I is a subject who does the action (studying).

Sentence structure not as a simple as subject + verb + object, but English has developed a few different sentences structure to keep learning English interesting and give us more option for speaking and writing. It's crucial to understand the grammar when we want to make a good sentence. Because grammar is a rules how to structure sentences to be good sentences that can be understandable.

Before we get into making good sentences, it's important to understand how the clauses work. A clause is a group of words that contains a subject and verb. Sometimes a clause is a complete sentence, but in other times clause in not complete and needs help to express a complete though or meaning.

4. Figures of Speech

Figures of speech are also commonly referred to as language styles. Generally, this language style is used in writing literary works, including poetry or prose. Figures of speech are a form of language style used in sentences to make

them more lively and interesting. Generally, figures of speech are used in writing literary works, both oral and written. It is said that the use of figures of speech was already used in the Ancient Greek era.

Figure of speech is a rhetorical tool used in language to create certain effects in communication. The use of figures of speech can help the writer or speaker to convey the message more effectively and interestingly. By using figures of speech, words can become more beautiful, colorful and meaningful. In many cases, figures of speech are used to describe or illustrate something in an unusual or unexpected way.

The use of figures of speech is one aspect that makes language beautiful and colorful. Figure of speech is a rhetorical tool used in language to give a certain appeal and effect to writing or speech. In this article, we will explore the meaning of figure of speech, its various types, provide relevant examples, and discuss its functions in language and literature.

Language is the main tool of human communication, but more than just communication, it also has the ability to express emotions, ideas and thoughts in various ways. One of the most interesting ways to do this is through the use of figures of speech. Figures of speech are rhetorical devices used to enrich language, make writing or speeches more interesting, and provide dramatic or artistic effects.

Figures of speech are divided into several types, such as simile, metaphor, hyperbole, irony, alliteration, paradox, personification, metonymy, anaphora, antimetabole, antithesis, assonance, etc.

4.1. Hyperbole

Hyperbolic language style is a language style that contains an exaggerated statement, by exaggerating something (Al-Ma'ruf, 2009: 117). Hyperbolic language style is a type of language style that contains an exaggerated statement, by exaggerating something that is expressed excessively (Keraf, 2005: 135)

Hyperbole is a figure of speech used to describe an idea or concept in an exaggerated or extreme way. Hyperbole is a deliberate exaggeration that add emphasis, urgency, or excitement to a statement. The main purpose of hyperbole is to make something bigger or smaller to create a more dramatic or powerful impression.

These are the example of hyperbole :

1. I'm so hungry, I could eat a horse.

2. My feet are killing me.

3. This is the best food ever made.

4. This is the best house ever built.

5. Cry me a river.

6. I have told you this 1.000 times.

7. I love you to the moon.

4.2. Metaphor

A metaphor is a figure of speech that is used to equate something else, or is known as an allusion. Figures of speech are a language style used to convey messages in an imaginative way. According to Pradopo in Poetry Studies (1990),

metaphor is figurative language like comparison, only it doesn't use the word comparison. Metaphor is the use of words or groups of words not with their actual meaning but as a depiction based on similarities or comparisons. These are the examples of metaphor:

1. Love is battlefield.

2. Heart of stone.

3. Life is a roller coaster.

4. You light up my life.

5. A heart of crystal.

6. a gold heart.

4.3. Personification

Figure of speech is a form of language style that is usually used to make sentences become lively. In the other words, a figure of speech can be an expression that can liven up sentences by creating an atmosphere. There are many figures of speech that can be used in writing literary works, one of them is personification. This figure of speech describes inanimate objects or living creatures that other than human, become living objects or have human characteristics.

The word personification taken from the Greek language prosopopoiea which means to humanize. Personification in English Language is taken from word person which means person. According to Tarigan personification is a style language that is inherent in human nature towards objects that are not actually real, and also have

abstract ideas. So, the personification language style can make objects appear to have human characteristic.

This figure of speech expression uses human behavior given to something that is not human, such as objects in real life that do not have characteristic. The objects that can be given human characteristics using this figure of speech include plants, inanimate objects, animal, clouds, sky, etc. Personification makes you can play with the objects and make them be seen like humans. For instance, try to ask the dance grass. This figure of speech also falls into the category of comparative figures of speech which is usually used to compare one objects with another objects. For example, the wind blowing on the beach caresses my beautiful hair.

Human traits that are transferred to non-human creatures or inanimate objects include disposition, character, physical characteristics, behavior, thoughts, feelings, verbal, non-verbal, etc. that is why, in the use of this figure of speech there are similarities in the characteristics between human and inanimate objects.

These are the example of personification :

1. My head danced.
2. My heart danced.
3. The wind was angry that night.
4. The grass danced in the breeze.
5. The thunder grumbled hard.

4.4. Simile

Smile is figure of speech that compares between one statement and another statement. This figure of speech involving the comparison of one thing with another thing of a different kind, used to make description more emphatic or vivid. These are the examples of simile :

1. Swim like a fish

2. Brave as a lion

3. Fight like a cats and dogs

4. Cheap as chips

5. As a light as a feature

6. As quiet as a mouse

5. Imagery

Imagery is visual descriptive or figurative language in a literary works. Imagery in literature means words that trigger the reader to recall images, or mental pictures, that can be catched by one of five senses: sight, sound, taste, smell, and touch. The imagery is the one of strongest literary techniques because it connects to the personal experiences, or memories of the readers. These are the examples of imagery :

1. The snow covered the ground like a blanket of white velvet.

2. She had hair as golden as sunrise.

3. The sun was a giant orange orb in the sky.

4. The snowflakes glittered like diamonds.

5. The bark on the tree was rough and brown.

6. Rhyme

Rhyme is the sound made by letters or words, to beautify poetry or some literary works and speech and describe author's feelings. Rhyme is the repetition of intermittent sounds, and this rhythmic sounds can be displayed by high pitch, stress, or sound extension. A work that has rhyme in its creation will certainly leave a lasting impression in the hearts of its audience. These are the example of rhyme :

1. Glass – grass – gas – pas – surpass – brass.
2. School – tool – rule – fool – cool.
3. Hook – look – cook – book.
4. Cut – but – shut – what.
5. Die – bye – high – try – buy – cry – guy.
6. Ghost – loose – goose.

D. **Analysis**

According to wiradi (2006) analysis is activity that makes activities of sorting, parsing, differentiating something to be classified and grouped according to certain criteria then looking for an estimation of the meaning and connection.

Muhadjir (in Rijali, 2018) stated that the meaning of data analysis is an effort to find and organize notes of observation, interviews, for improving the researcher understanding about cases. Based on the description above, it can be concluded that the analysis is an activity and process of investigating an event or situation to know the true meaning and understanding.

E. Vocabulary

Language is an important communication tool for everyone. Through Children's language can develop interactions with other people or peers. It is thought that children's low mastery of English vocabulary is due to when communicating with children, parents more often use their mother tongue or regional languages compared to English and parents rarely use it when communicating with children.

According to Soedjito in Hilaliyah (2018), vocabulary is all the words contained in a language, the wealth of words owned by a speaker or writer, and the words used in a field of science. Vocabulary is one aspect of language that must be considered and mastered in order to support smooth communication using Indonesian both orally and in writing. Thus, vocabulary cannot be separated from words. Words are language units in free form. Words are the most important element in language. Vocabulary consists of words that have meaning. According to Kusmaita, K. (2019), words are a collection of speech sounds that contain meaning. Interpreting words is a collection of letters that have meaning. Without words there might be no language because words are the embodiment of language. Every word contains a concept of meaning and has a role in the implementation of language.

Vocabulary is collection of words that has different meaning. Vocabulary is all the words used in language. Vocabulary itself comes from the latin word, namely vocabulary, which means "to name, or "to call". Vocabulary itself can increase and have many meanings and interpretation.

Vocabulary mastery is a person's mastery of recognizing, understanding and using words well and correctly by listening, speaking, reading and writing. Mastery of vocabulary is important so that students are able to understand words. Mastery of vocabulary has an important role in life, especially in communication. By mastering adequate vocabulary, someone will be able to speak the language well and fluently. Apart from that, vocabulary plays an important role in everyday human life. As stated by Hasanah, L. (2016), vocabulary is a very important element of language, because someone's thoughts can only be clearly understood by others if they are expressed using vocabulary. The development of a person's vocabulary mastery influences the ability and skills to express ideas and language appropriately.

Nastiti (2017:5) states that mastering vocabulary is an activity of mastering or the ability to understand the meaning and use words in Indonesian, both orally as well as writing. Watts in Khomsah (2011:21) estimates the amount of vocabulary mastered a language speaker who is (1) 5 years old masters 2000 words; (2) 7 years old master 7000 words; (3) 14 years old masters 14,000 words; (4) 17 years old masters 150,000 words; And (5) 19 years old masters 600,000 words. In contrast to Dardjowidjojo in Khomsah (2011:24) which does not explain the amount of vocabulary that language speakers have but discusses it further vocabulary acquisition. The term acquisition is used as an equivalent, namely the process of mastery language that children use naturally when they learn their mother tongue.

Vocabulary is an important element in language activities in expressing ideas or thoughts to the person you are talking to. To speak well, correctly and politely,

of course you need mastery good and varied vocabulary (Hilaliyah, 2018; Syafryadin and friends., 2020). Children's language ability is a potential that all normal human children have. This ability is obtained without going through special learning. The most amazing thing is that in a relatively short time, children can communicate with the people around them. Progress in language skills continues along with physical, mental, intellectual and social development (Markus and friends, 2018).

Children's vocabulary mastery plays an important role in children's achievement and success at school. The more words a child masters, the more vocabulary they will understand. The child's low mastery of English vocabulary is thought to be because parents, when communicating with their children, often use their mother tongue or regional languages more often than English and English is very rarely used when communicating with children.

The use of appropriate and varied media plays a very important role increased mastery of vocabulary. Students are more enthusiastic and motivated to express words and sentences. Use of game media becomes an interesting medium and can improve

vocabulary mastery. Kindergarten and elementary school teachers should be able to use teaching media appropriate to age and environmental situations, as well as material or themes in the curriculum.

Vocabulary is important aspect to communicate with other people. The people will understand what we want if we deliver our speech with good vocabulary and sentences. In other hand, people will get miss interpretation if we deliver our speech

with wrong vocabulary. Therefore this research want to analysis the vocabulary inside the game of mobile legends and classify them into some classification. For instance, the game used vocabulary victory to describe who win the match in the game. From using that word, is there any reasons behind it, or there is some purpose to get. We will compare also with the other words like champion, winner, why the game not use those words and choose that one than others.

F. Game Based Learning

Game based learning is a method of learning that can be used in teaching English. For this research, game based learning can be applied to junior high students and senior high students not for the elementary students. With play activities, students interested to explore what they learn. So that the teaching and learning process become meaningful (priyogo, 2010: 8). With the game based learning method, students can learn how to express their ideas, ask, and question various problem related to the learning material and obtain answering the question asked (Syofnida, 2015: 162). In line with this explanation, it means that game based learning is working to train students to argue and develop knowledge, emotional and social abilities.

2.2 Relevant Study

This research is followed the research have been done before by Meri Septiana Dewi in 2014 but with different object. The relevant study under the title "An Analysis of Prabowo Subianto Speech using stylistic approach" aimed to describe the type of stylistics used in speech of Prabowo Subianto. This research focus on

the type of stylistic and describe it into a sentences. The method of this study is qualitative approach but in the writer paper the focus of the research is generally to know the stylistic of the language especially the vocabulary used in the game of mobile legends.

2.3 Conceptual Framework

Language is an important communication tool for everyone. Through Children's language can develop interactions with other people or peers. It is thought that children's low mastery of English vocabulary is due to when communicating with children, parents more often use their mother tongue or regional languages compared to English and parents rarely use it when communicating with children.

Vocabulary is important aspect to communicate with other people. The people will understand what we want if we deliver our speech with good vocabulary and sentences. In other hand, people will get miss interpretation if we deliver our speech with wrong vocabulary.

Therefore this research want to analysis the vocabulary inside the game of mobile legends and classify them into some classification. For instance, the game used vocabulary victory to describe who win the match in the game. From using that word, is there any reasons behind it, or there is some purpose to get. We will compare also with the other words like champion, winner, why the game not use those words and choose that one than others.

The researcher will analysis the apps of mobile legends and observe to make the data collection of many sentences or vocabulary that used in the game. The more

the data collected the more the result of the research benefitable. The data will be analysis follow the rules of language style or stylistic to get the value result of this research. The data result is a description of language style or stylistic that used in the game by looking all of the data will be collected. The result of this research can be a guidance for the player to understand the stylistic of the language or vocabulary used in the game. Therefore, playing the game is not useless but benefitable to develop the ability to speak or understand English language as a students or non-students.

CHAPTER III

RESEARCH METHOD

3.1 Research Design

This research will use qualitative descriptive approach. This research is a text analysis that uses a qualitative approach. Qualitative research produces descriptive data, both in the form of written and verbal expressions (Moleong, 2006:5). It means this research is based on the data will be analyzing by using description not number. According to vanderstoep and Johnston, "qualitative research is research that produces narrative or textual description of the phenomenon under study. this qualitative research aimed to analysis and describe the vocabulary used in the game of mobile legends.

3.2 Schedule of Research)

The location and time of research are not bound and can be done anytime and anywhere, but there is estimation for the research time. The writer estimates the time for the research is 1 month with this schedule below:

Table 3.1. Schedule of Research

3.3 Subject and Research Object

Agenda	August 2024				Description
	1st week	2nd week	3rd week	4rd week	
Mapping Planning					
Collecting the Data					
Observation					
Conclusion					

The subject of this research is mobile legends application that able to download on playstore. I will find the characters of game which they speak some

words and idioms. And the writer try to analysis the language they used especially the vocabulary (English vocabulary) used in the game as a object of research. In the end the object of this research is the words or vocabulary that found in the application of game of mobile legends.

3.4 Source of Research Data

In collecting data the writer will follow some steps below

1. downloading mobile legend application in playstore

2. go to setting of the game to set English language as a main language

3. take some interesting vocabulary and sentences of the game and make the documentary

4. analysis the vocabulary and sentences and describe them.

3.5 Research Instrument

The first and main research instrument in qualitative research is the apps of mobile legends that can easily downloaded in *Google Playstore*. Without the *apps* or application, the research will not run because there is no one who determines the topic, main focus, and collects data.

3.6 Technique of Analyzing Data

After collecting the data the writer will analysis the data follow some steps below:

1. choosing the data and classify it into some classification

2. analyzing the vocabulary with theory of stylistic

3. describe the result after analyzing

CHAPTER IV

DATA AND DATA ANALYSIS

4.1. Data

The data were gathered from whole of application of mobile legends game. The data that will be taken are various kinds of vocabulary and terms that exist in the game, both those that are voiced and those that are written or appear in the application. The author will try to collect as much data as possible which will then be analyzed and described in the form of narrative text. Data is a very important variable and in this paper we will provide various data that can support this research well.

4.2. Data Analysis

The data was analyzed based on the stylistic terms, there are words or diction, lexical choice, sentence structure, figures of speech. The analysis conducted to describe the unique vocabulary that used in the game and classify the data into some of term of stylistic pattern. The analysis of the data will be presented below.

1. Hero:

Refers to the characters controlled by players in the game. Each hero has unique abilities and plays a specific role in the team, such as a Tank, Marksman, or Mage. The use of the word hero to represent the character was suitable diction.

2. Role:

This refers to the specific function a hero serves in a match. Common roles include:

a. Tank: Heroes that absorb damage and protect teammates.

b. **Fighter**: Balanced heroes that can deal and take damage.

c. **Marksman**: Ranged heroes that deal high damage over time.

d. **Assassin**: Heroes specialized in dealing quick burst damage to eliminate key targets.

e. **Mage**: Heroes that deal magical damage, often with area-of-effect abilities.

f. **Support**: Heroes that provide healing, buffs, or crowd control to aid the team.

The game choosing the good lexical choice in describing their characters.

3. Buff:

A temporary enhancement that improves a hero's abilities, such as increasing attack power or speed. Buffs can be obtained by killing certain jungle monsters or through hero abilities. This word was a new word to describe hero's ability and part of good lexical choice.

4. Nerf:

When a hero or an ability is weakened in a game update to balance gameplay, it's said to be "nerfed. This word refers to a new word which is as a new diction.

5. **Gank:**

A coordinated attack by one or more players on an enemy hero, usually in a lane where the opponent is outnumbered or unaware. This trick effectively to kill the enemy when the enemy stay alone in the line the cover to get the gold or the exp from the minions.

6. **Meta:**

Short for "metagame," it refers to the current dominant strategies or heroes that are considered the most effective at winning games. The meta can change with updates and patches.

7. CC (Crowd Control):

Refers to abilities that control enemy movement, like stuns, silences, slows, or immobilizations, which hinder the opponent's actions during a fight.

8. **Lane**:

The three main paths (Top, Mid, Bottom) where minions march and players typically face off against opponents. Each lane has towers and objectives to defend or destroy.

9. **Farm:**

The act of killing minions, jungle monsters, or other objectives to earn gold and experience. "Farming" is crucial for gaining an advantage in the game. The farmer in real life farm the vegetables, fruits but in this game the character farm the monster. Because of that this word refers metaphor.

10. **KDA**:

Stands for "Kill/Death/Assist" ratio, a statistic that measures a player's performance by counting the number of kills, deaths, and assists they accumulate in a match. This is very important term to defind who is the most available player in the game or match.

11. Ult (Ultimate):

Refers to a hero's most powerful ability, usually with a longer cooldown than other abilities. Knowing when and how to use ultimates can significantly impact the outcome of battles.

12. **Turret**:

Defensive structures along each lane that attack enemy minions and heroes. Destroying enemy turrets is essential for advancing toward the enemy base and winning the game.

13. Jungle:

The area between the lanes filled with neutral monsters. "Jungling" involves killing these monsters to gain experience, gold, and buffs. Heroes designated as "junglers" specialize in this role.

14. **MMR (Matchmaking Rating)**:

A hidden rating that determines the skill level of players and is used to match them with opponents of similar skill in ranked games.

15. **Recall**:

The action of teleporting back to your base to heal or buy items. It's a strategic move to refresh your hero's health and mana before rejoining the battle. Recall in this game is not the people try to make the relation with other by calling someone using handphone but this go to base to get the fresh spirit and blood.

16. **Minions**:

Small AI-controlled units that spawn from the base and move down the lanes toward the enemy base. Minions are crucial for pushing lanes and absorbing turret damage during sieges.

17. **Push**:

The act of advancing through a lane by killing minions and turrets to pressure the enemy base. A "push" often involves a concerted team effort to take down turrets and inhibitors

18. **Dive**:

When players aggressively attack an enemy hero under their turret, often at the risk of taking turret damage. This tactic is risky but can lead to securing kills on important targets.

19. Feeding:

When a player dies repeatedly to the enemy team, either intentionally or due to poor play. Feeding gives the opposing team a significant advantage in gold and experience.

20. **Roam**:

The strategy of moving between lanes to assist teammates by ganking or applying pressure. Heroes with strong mobility or crowd control are often designated as "roamers."

21. **Squishy**:

A term used to describe heroes with low health and defense, making them easy to kill ("squishy"). Mages and Marksmen are often considered squishy, requiring careful positioning.

22. **Peel**:

The act of protecting a vulnerable teammate (usually a squishy hero) from enemy attacks. Tanks and supports often "peel" for their damage dealers by using crowd control or body-blocking

23. **Snowball**:

A situation where a hero or team gains an early advantage and continues to grow stronger, making it increasingly difficult for the opposing team to catch up. A "snowball" effect can lead to a swift victory.

24. **Objective**:

Key targets on the map that teams need to control or destroy to gain an advantage, such as turrets, the Lord, the Turtle, and buffs. Securing objectives is critical to winning the game.

25. **Lord**:

A powerful neutral monster that spawns in the jungle. Defeating the Lord grants the team a significant advantage by summoning it to push a lane, making it easier to destroy turrets and the enemy base.

26. **Turtle**:

Another neutral monster in the jungle that provides gold and experience to the team that kills it. Unlike the Lord, the Turtle doesn't push lanes but gives an economic boost.

27. **Zone**:

The act of controlling an area of the map to prevent enemies from entering or taking objectives. Zoning can involve positioning heroes in a way that threatens opponents, making them hesitant to engage

28. **Split Push:**

A strategy where one or more players push a different lane from the rest of the team to apply pressure on multiple fronts. This can force the enemy team to split up, creating opportunities to take objectives or win fights elsewhere. -Sentence structure.

29. **Tilt**:

A state of frustration or anger that causes a player to perform poorly. "Tilting" often leads to bad decisions and can negatively impact the entire team's performance. This act is provoke the enemy by using word in game or act recall in front of the enemy.

30. **Kite**:

A technique where a player continuously attacks while maintaining distance from an enemy, often moving backward while attacking. Kiting is crucial for squishy heroes who need to avoid direct confrontation. This action can be more benefitable to control the game.

31. **Burst**:

Refers to a hero's ability to deal a large amount of damage in a short time, usually through a combination of abilities. Burst damage can quickly eliminate squishy targets if executed properly

32. Cooldown:

The time it takes for an ability to be available again after being used. Managing cooldowns is a key part of gameplay, as it dictates when a hero can use their most powerful abilities.

33. **Outplay:**

When a player successfully counters or evades an opponent's actions, often leading to a favorable outcome like securing a kill or escaping a dangerous situation. An outplay typically involves quick thinking and skillful execution. This word is part of good lexical choice.

34. **Vision:**

The information a team has about the map and enemy positions. Controlling vision is vital, as it allows a team to make informed decisions, avoid ganks, and set up ambushes

35. **AOE (Area of Effect)**:

Refers to abilities that affect multiple enemies within a certain area. These abilities can deal damage, apply crowd control, or provide buffs to allies within the area. -Sentence Structure.

36. **Burst Damage**:

Refers to dealing a large amount of damage in a very short period, typically in quick succession. Assassins and Mages often excel in burst damage, using their skills to eliminate key targets quickly.

37. DPS (Damage Per Second):

Refers to sustained damage output over time, as opposed to burst damage. Heroes like Marksmen and certain Fighters focus on dealing continuous DPS during a fight.

38. **Rotation**:

The strategic movement of heroes from one lane or area to another to assist in fights, ganks, or pushing objectives. Good rotations are key to success in Mobile Legends.

39. **Hypercarry**:

A strategy where a team funnels resources (like farm and kills) into a single carry hero, often a Marksman or Mage, allowing them to become the primary damage dealer in the late game.

40. **Engage/Disengage**:

Engage means initiating a fight with the enemy team, often using crowd control or burst damage. Disengage is when a team decides to retreat from a fight, often using abilities to escape without getting killed.

41. Power Spike:

A moment in the game when a hero becomes significantly stronger, usually due to leveling up or obtaining a key item. Knowing when a hero has reached their "power spike" helps teams decide when to fight or play passively

42. **AFK (Away From Keyboard)**:

Refers to a player who is inactive during a match. Being AFK, even momentarily, can severely disadvantage a team, as it leaves them short-handed

43. **Poke**:

The strategy of dealing small amounts of damage to enemies from a safe distance, typically to weaken them before an engagement. Poking can soften up enemies, making them easier to defeat in a team fight.

44. **Sustain**: Refers to a hero's ability to stay in the fight over time, either through healing, shields, or life steal. Sustain allows a hero to endure longer in battles without needing to retreat

45. **Initiate/Engage**:

The action of starting a fight, usually by a tank or another durable hero who can absorb the initial damage. Initiating effectively can catch the enemy team off-guard and give your team an advantage in the ensuing battle.

46. **Wipeout:**

When an entire team is defeated in a single team fight, leaving no survivors. A wipeout often leads to significant losses, such as losing multiple turrets or even the game.

47. **Dive Comp**:

A team composition designed to dive into the enemy team, typically to eliminate key targets quickly. This strategy often involves heroes with high mobility and burst damage.

48. **Smurf:**

A high-level player who creates a new account to play against lower-level players. Smurfing is often controversial because it can disrupt the balance of matches and make games less enjoyable for newer players.

49. **Map Awareness**:

The ability to keep track of what's happening on the map, including enemy movements and objectives. Good map awareness is crucial for making strategic decisions and avoiding ambushes.

50. **Juke**:

A deceptive move where a player tricks the enemy into thinking they're going one way, only to quickly change direction. Juking can help a player escape from dangerous situations or set up ambushes

51. **XP (Experience) Lane:**

A lane, usually the top lane, where a hero can gain extra experience points. This allows the hero to level up faster, which is critical for heroes that rely on reaching higher levels quickly.

52. **Gold Lane**:

A lane, often the bottom lane, where a hero can gain extra gold from killing minions. This lane is usually occupied by Marksmen or other heroes that require gold to buy expensive items.

53. **Skill Shot**: An ability that requires precise aiming, usually in the form of a projectile or targeted attack. Skill shots can be powerful but are difficult to land, especially on mobile enemies.

54. Pick/Pick Off:

The act of isolating and eliminating a single enemy hero, often before a larger fight. Picking off key enemy players can give your team a significant advantage in upcoming engagements.

55. **Squad**:

A pre-made group of players who queue up together. Playing as a squad can lead to better teamwork and coordination compared to random matchmaking.

56. **Macro**:

The overall strategy and decision-making that guides the team throughout the match, including rotations, objective control, and map movements. Good macro play involves thinking ahead and making decisions that benefit the team as a whole. This word Part of rhyme.

57. **Micro:**

The individual mechanical skills and actions a player takes, such as last-hitting minions, dodging abilities, and using skills effectively in combat. Good micro play can give players an edge in one-on-one fights and small skirmishes. The word part of rhyme.

58. **Brush/Bush:**

Areas on the map covered in tall grass, which hide players from the enemy's vision. Ambushing from a brush is a common tactic to surprise and overwhelm opponents.

59. Counter:

A hero or strategy that is particularly effective against a specific enemy hero or strategy. Counter-picking is the act of choosing heroes that can neutralize or exploit the weaknesses of the enemy team's composition. This term will make the heroes's battle balanced and the game will be more interested because each of team had a very good skill and heroes. Not only the hero but the emblem that hero used also had counter emblem.

60. Gap Closer:

An ability or skill that allows a hero to quickly close the distance to an enemy, often used by assassins or fighters to engage targets. Gap closers are crucial for initiating fights or catching fleeing enemies.

61. Core: Refers to the primary damage dealers on a team, usually the Marksman, Mage, or Assassin. The core heroes are typically the focus of farm and protection, as they are the ones who will carry the team in fights.

62. **Hyper Carry**:

A strategy where the entire team focuses on funneling resources, such as gold and experience, into a single hero (often a Marksman or Assassin). This hero, the "hyper carry," is expected to dominate the late game

63. Funnel:

The act of directing all available resources (farm, buffs, kills) to a specific hero, usually the hyper carry, to accelerate their growth and power. This strategy is used to create a super-strong hero who can carry the team.

64. Bush Camping:

A tactic where a player or team hides in a brush (bush) to ambush unsuspecting enemies. This can lead to a surprise attack that catches the enemy off-guard, often resulting in a kill.

65. **Kiting:**

The strategy of attacking while constantly moving away from an enemy, making it difficult for them to retaliate. Kiting is especially important for ranged heroes who need to maintain distance from melee attackers.

66. **Reset**:

In the context of jungle monsters or objectives, a "reset" refers to when a monster returns to its starting position and regains health if it's not killed quickly enough. Players may also use "reset" to refer to regrouping after a fight or taking time to heal and buy items before re-engaging.

67. Overextend:

When a player or team moves too far forward, into enemy territory, without sufficient support or vision, making them vulnerable to ambushes or counter-attacks. Overextending can lead to unnecessary deaths and lost objectives.

68. **Backdoor**:

A strategy where a hero bypasses enemy defenses to attack the base directly, often while the enemy team is distracted elsewhere on the map. Backdooring can win games unexpectedly if done successfully. This strategy effectively when the team wanted to win the game and make the comeback for their team. Applying this strategy needed the massive damage of the hero to hit the enemy's base turret.

69. Trade:

Refers to an exchange of kills, objectives, or resources between teams. A "favorable trade" means that your team came out ahead in the exchange, while an "unfavorable trade" means the enemy team gained more.

70. **Flash Farming**: A technique where a hero quickly clears waves of minions or jungle camps using area-of-effect abilities or high burst damage, allowing them to accumulate gold and experience rapidly.

71. Outscale:

A term used to describe how certain heroes become stronger than others as the game progresses. If a hero "outscales" another, it means they become more effective in the late game, often due to better scaling abilities or items.

72. Invade:

When a team or player enters the enemy's jungle to steal buffs, kill jungle monsters, or harass the enemy jungler. Invading can disrupt the enemy team's farming and create opportunities for early kills.

73. **Choke Point**:

A narrow area on the map where movement is restricted, making it easier to trap or ambush opponents. Controlling choke points can be crucial for winning team fights.

74. **Power Spike**:

The moment when a hero becomes significantly stronger due to reaching a certain level, acquiring a key item, or completing an ability upgrade. Recognizing power spikes can help teams decide when to engage or avoid fights.

75. **Leash:**

The act of helping the jungler by dealing initial damage to a jungle camp, then allowing the jungler to finish off the monsters. This speeds up the jungler's farming and helps them reach level 2 faster.

76. **DPS (Damage Per Second)**:

A measure of how much damage a hero can deal over time. Heroes with high DPS are valued for their sustained damage output, especially in prolonged fights. -Personification.

77. **Skill Cap**:

Refers to the difficulty of mastering a hero or technique. Heroes with a high skill cap require more practice and mechanical skill to play effectively, but can be very rewarding in the hands of a skilled player.

78. **CC Lock**:

A tactic where a hero or team uses continuous crowd control abilities to keep an enemy hero immobilized for an extended period, preventing them from fighting back or escaping.

79. Stomp:

A match where one team overwhelmingly dominates the other, leading to a quick and decisive victory. A "stomp" often occurs when one team is significantly more skilled or better coordinated than the other

80. Tilt Queue:

Refers to the habit of queuing up for another game immediately after a frustrating loss, often while still upset or "tilted." This can lead to poor performance and further losses.

81. **Focus Fire:**

The strategy of having multiple teammates target the same enemy hero at the same time to quickly eliminate them from the fight. Effective focus fire can turn a team fight in your favor.

82. **Outfarm:**

When a player consistently earns more gold and experience than their lane opponent or the enemy team. Outfarming your opponents can give you a significant item and level advantage, leading to easier fights.

83. **Tempo**:

Refers to the pace of the game, dictated by how quickly objectives are taken, and fights are initiated. Controlling the tempo allows a team to dictate the flow of the game, often forcing the enemy team to react.

84. Priority:

The importance of controlling or securing certain objectives, lanes, or resources at specific times. A "priority target" is an enemy hero who should be focused and eliminated first in a fight due to their impact on the game.

85. **Wave Clear:**

The ability of a hero to quickly kill minion waves, preventing them from pushing into your turrets. Good wave clear is essential for maintaining lane control and preventing enemy pushes.

86. **Cheese Strat**:

A strategy that is unconventional or surprising, often aimed at catching the enemy off guard. Cheese strategies can be risky but can lead to quick victories if executed well.

87. **Roaming:**

The act of moving around the map to provide support to different lanes or secure objectives. Roaming is often done by support heroes or tanks to help allies

or set up ganks. This act is essential for the team to control the whole of game in killing enemy's hero and manage the game to win the battle. Supporting friends with roaming move is crucial for the hero and needed expert map management in looking at the position of the enemy.

88. **Cooldown Reduction (CDR)**:

A stat that decreases the cooldown time of a hero's abilities, allowing them to use their skills more frequently. CDR is an important stat for heroes that rely heavily on their abilities.

89. **Power Farm:**

The tactic of focusing heavily on farming gold and experience to quickly reach a strong state. Power farming often involves avoiding fights early on to become a formidable force in the late game.

90. **Split Push Comp**:

A team composition built around the strategy of having one or more heroes split-push while the rest of the team distracts or holds off the enemy. This comp aims to apply constant pressure on multiple lanes.

91. **Squad Control**:

The ability to manage and direct the actions of your team effectively. Good squad control is essential for coordinating plays, especially in high-level matches

where team synergy is crucial. The more the team communicate the more the team can win the game. High mechanic also needed to control the squad and good leader to manage the team in battle.

92. **Pick Comp**:

A team composition designed to isolate and quickly eliminate single targets, usually through burst damage and crowd control. Pick comps are effective at reducing the enemy team's numbers before a full team fight.

93. **Bait**:

The tactic of intentionally putting yourself or an objective in a vulnerable position to lure the enemy into a trap. Baiting can lead to overextensions from the enemy, giving your team an advantage.

94. **Face Check**:

The risky action of walking into an area without vision to scout for enemies. Face checking can be dangerous, especially in late-game scenarios where enemies could be waiting to ambush.

95. **Choke**:

The situation where a team fails to execute a play properly under pressure, often leading to a loss. "Choking" can happen during crucial moments, such as securing objectives or winning team fights. This strategy used the smart way to win

the battle in the land of down by using the weakness of the enemy in mapping the base turret.

96. **Clean Up:**

The act of finishing off low-health enemies after a fight. A hero with strong mobility or burst damage is often the "clean-up" hero, swooping in after a battle to secure kills.

97. **Dive Buddy:**

A hero who assists another hero in diving an enemy, usually providing crowd control or damage. Dive buddies work together to eliminate key targets, especially under turrets.

98. **Hard Engage :** A strategy where a team aggressively initiates a fight with the intent of forcing a full-on battle. Hard engage comps often feature heroes with strong initiation tools, like crowd control or gap closers.

99. **Zoning Ult**:

An ultimate ability used to control space and prevent enemies from moving freely in an area. Zoning ults are effective in team fights to force enemies into unfavorable positions. This crucial movement can be the way how to manage the team still alive while battling in the land of down.

100. **High Ground Defense:**

The strategy of defending your base from an enemy team that is pushing in. High ground defenses are crucial when your team is behind, as they can turn the tide of the game.

101. **Soft CC:**

Crowd control effects that impair enemies without fully immobilizing them, such as slows or silences. Soft CC is useful for controlling fights and preventing enemies from escaping or retaliating.

102. **Hard CC:**

Strong crowd control effects that completely immobilize or disable an enemy, such as stuns, roots, or knockups. Hard CC is critical for locking down key targets during team fights

103. Flank:

The tactic of attacking the enemy from the sides or behind, often to catch them off guard or isolate vulnerable targets. Flanking can disrupt the enemy's formation and lead to successful engagements. If the team can use this trick effectively, enemy will shock and afraid to battle and start to recall to the base.

104. Zone Control:

The ability to dominate and control specific areas of the map, often using crowd control or area-of-effect abilities. Effective zone control can prevent the enemy team from taking objectives or initiating fights.

105. Peel Tank:

A tank hero whose primary role is to protect the backline (usually the damage dealers) from enemy divers. Peel tanks focus on crowd control and positioning to keep their allies safe.

106. Snowball Comp:

A team composition designed to gain an early lead and snowball that advantage into a quick victory. Snowball comps often rely on early-game pressure and strong laning phases.

107. Sustain Comp:

A team composition focused on outlasting the enemy in fights through healing, shields, and defensive abilities. Sustain comps excel in prolonged engagements where they can gradually wear down the enemy. The hero support like tank and support hero had good sustainability in controlling the attacking from the enemy by blocking enemy's ultimate or skill.

108. Macro Play:

The overarching strategic decisions made throughout the game, such as when to take objectives, where to apply pressure, and how to control the map. Strong macro play is key to winning games at higher levels.

109. **Micro Play:**

The individual mechanical skill and precision a player exhibits in controlling their hero, such as dodging skill shots, managing cooldowns, and executing combos. Micro play is crucial for winning duels and small skirmishes.

110. Objective Trading:

The strategy of exchanging one objective for another, such as giving up a turret in one lane to secure a buff or taking an enemy turret while they take yours. Objective trading requires careful planning and understanding of map control.

111. **CC Chain:**

The consecutive use of crowd control abilities by multiple heroes to keep an enemy disabled for an extended period. A well-executed CC chain can prevent an enemy from reacting, leading to an easy kill. Crowd Control Chain is the essential role and skill while battling and ganking the enemy. The war can be so hard if in the lane no one use the crowd control chain heroes.

112. **Split Pushing:**

The strategy where one or more players push lanes independently while the rest of the team distracts or fights the enemy elsewhere. Split pushing can create pressure across the map, forcing the enemy to respond.

113. **Resetting:**

The act of backing off after a fight or skirmish to heal, buy items, or regroup. Resetting allows your team to prepare for the next engagement, ensuring everyone is at full strength.

114. **Wave Management:**

The practice of controlling minion waves to ensure they push or freeze in favorable positions. Good wave management can deny the enemy farm, force them to defend, or set up objectives.

115. **Tempo Control:**

The ability to dictate the pace of the game, deciding when and where fights occur, and how objectives are taken. Controlling the tempo allows a team to maintain the initiative and pressure the enemy.

116. **Stacking:** Refers to accumulating charges or buffs on certain abilities or items that become more powerful over time. Some heroes or items in *Mobile Legends* benefit significantly from stacking effects.

117. **Jungle Control:**

Dominating the jungle area by securing buffs, vision, and denying the enemy team access to their own jungle. Jungle control can starve the enemy of resources and make it easier to secure objectives.

118. Crowd Control (CC):

Abilities that impair enemy heroes, such as stuns, slows, silences, and knock-ups. Effective use of crowd control can turn the tide of battles by neutralizing key threats.

119. **Pick:**

The act of isolating and eliminating an enemy hero before or during a fight. Securing a pick can create a numbers advantage, making it easier to win the ensuing team fight.

120. Counter Engage:

The tactic of responding to the enemy's initiation with your own set of abilities, turning the tables on them. Counter engaging effectively can punish over-aggressive plays by the enemy team.

121. **Scaling**:

Refers to how a hero or team composition becomes stronger or weaker as the game progresses. Some heroes scale well into the late game, becoming more powerful as they gain levels and items.

122. **CC Immune:**

A state in which a hero is immune to crowd control effects, often through abilities or items. CC immunity can be crucial for escaping dangerous situations or countering enemy strategies.

123. **Godlike:**

Refers to act when the hero kill the enemies more than six heroes consistanly without death in the middle of killing the six heroes.

124. **Savage:**

The act of the hero while killing five of enemy successively in same time. This word described the hero is so cruel and undefeated in killing enemy's hero until the enemy wiped out or not in the land of down because of death.

125. Debuff:

A negative status effect that reduces a hero's effectiveness, such as decreased movement speed, damage, or other stats. Debuffs are often applied by enemy abilities and can turn the tide of battle.

126. **Stall:**

The act of delaying the enemy team's actions, such as pushing or taking objectives, to buy time for your team to regroup or set up a better position. Stalling can be crucial in close games where every second counts.

127. **Body Block:**

- The act of positioning your hero in front of an enemy or a skill shot to absorb damage or prevent it from reaching your ally. Body blocking can save teammates from death and turn the tide in fights.

128. **Zone Denial:**

The strategy of using abilities or positioning to prevent the enemy from entering or controlling a specific area of the map. Zone denial is critical in securing objectives like the Lord or Turtle.

129. **Punish:**

Taking advantage of an enemy's mistake, such as overextending, missing abilities, or being out of position. Punishing these mistakes can lead to kills, objectives, or a shift in momentum.

130. **Double kill** :

Killing two enemy's hero in same time. Part of rhyme if the hero kill two heroes and go to kill one more to be a triple kill.

131. **Triple kill**

Killing three enemy's heroes in same time.

134. Inventory

The word refers to bag of the items.

135. Welcome to Mobile Legends

The first words or sound that players heard when they come to inside the land of down in application of mobile legends bang bang. Sentence Structure. This sentence can be use in our daily activity such as:

a. Welcome to my house.

b. Welcome to my school.

c. Welcome home.

136. Unstoppable

The word in describing the hero while killing the enemy unstopped.

137. Skin

A word to refer the clothes of the heroes not the real skin like human skin. Therefore, this word is metaphor.

138. One Shot One Kill

The sentence was spoken by hero Lesley as a marksman role in the game. This sentences easier to elaborate the implication in daily activity such as one day one jus or one person one apple.

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

Based on the findings, it was obtained some conclusions as follows:

This research aims to describe stylistic of some of vocabulary used in the game of mobile legends. Therefore, the explanation of meaning of the vocabulary was necessary to find out the way how to elaborate the implication of some vocabulary in daily activity.

1. The game of mobile legends created many new words to explain their character or the term in game that needed to explain. Eventhough, the words were suitable in describing the terms of game, but if the players not care about the words. they can not take a benefit from the words to use in speaking English with the people around the world by modification each of words into sentences.

2. This research approved that the game use English language in term of battle. For instance, the words like skill shot, double kill, triple kill, one shot one kill, implicated in the war of real life.

3. Differences of the words in the meaning of some words can be reflected as a new term of vocabulary used. The words like skin in the game not reflected as a real skin but, assumed as clothes cover the body of characters or heroes.

4. The percentages of Stylistics Items in the game were diction or lexical choice was 39,8 %, hyperbole was 21,7 %, metaphor was 13,04%, personification was 6,5%, simile was 4,3%, imagery was 4,3%, and rhyme was 10.1%.

B. Suggestion

    games are a very crucial aspect at this time for children of generation z. there is no time without playing games for children, especially children who are addicted to online games. parents and teachers at school play a very important role in educating and ensuring that children of the millennial generation, generation z and generation alpha grow and develop well, especially in terms of knowledge. In the other hand, a teacher is very much required to be able to find the best way to teach his students. because it would be a shame if the children of the next generation of the Indonesian nation were only spend their time in online games, spending hours just playing games without taking any benefit from the game. moreover, every online game is now applied in various languages. hopefully this research can be a paver for teachers to at least take an approach to learn English using game media.

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