

UTTERANCE AND EXPRESSION SPOKEN BY MOBILE LEGENDS PLAYER

Tri Setianingsih¹, Baiq Sumarni²

^{1,2}Universitas Pendidikan Mandalika

Email: trisetianingsih@undikma.ac.id

Abstract: The use of utterances and expressions in mobile Legends games is very often used by students when playing mobile Legends games. Many students used utterances and expressions to show what they are feeling while playing mobile Legends games. This study aimed to find out what types of utterances and expressions students use when playing mobile Legends games with qualitative method. The subjects of this study were students of SMKN 1 Batulayar with a total of 5 students. When playing Legends mobile game. Data in the form of field notes and interview transcripts, based on interviews from students that students use utterances and expressions to show what they feel when playing. The utterances used are constative utterances and performative utterances, as well as using the maxims of quality and maxims of manner while in expressions students use expressions of happy, sad, angry, afraid and surprised therefore in playing mobile Legends games students unconsciously use two types of utterances namely performative and constant utterances as well as maxims of quality and Maxim of manner and use expressions of happy, sad, angry, afraid and surprised in order to show what students feel when playing mobile Legend games.

Keywords: *Mobile Legend, Utterance, Expression*

INTRODUCTION

Language is specifically defined as a medium of communication between members of society that takes the form of sound symbols created by speaking (Keraf: 2005). In line with that, interacting with others may happen in a variety of settings, including the job, public home, school, and internet. People specifically utilize their language to communicate in cyberspace on social media, websites, and online gaming. The multiplayer online game has participants that are connected through a network. Players can connect to a LAN or the Internet, and the network might be wired or wireless. The wireless connection uses 4G mobile broadband WiMAX, LTE, Bluetooth, or WiFi. Players participate in a distributed virtual gaming world while connecting over a network. These virtual worlds resemble enduring social and material settings and are loosely organized by unrestricted (fantasy or fictitious) storylines. Players are mostly free to act anyway they wish in these settings.

Mobile Legend managed to become the most favorite game among students of SMKN 1 Batulayar, this statement was found by researchers when conducting observations on May 15th, 2023 until June 11th. From 20 students in this observation, researchers found that 15 out of 20 students played Mobile Legend. The Mobile Legend game can cause severe addiction for its users because this game presents excitement and deep curiosity for the younger generation. Students can sit and play with the game for hours. The game addicts even forget about the surrounding environment that should be invited to communicate instead they are neglected because of the activity of playing Mobile Legend.

In playing Mobile Legends there will be communication with fellow players, this communication aims to help the team become more compact and win the game. There are several choices of communication features provided by Moonton that can help each player communicate between them (team chat, voice chat and stickers). Mabar (Main Bareng) can also be another option in helping communication patterns in playing, the term mabar (Main Bareng) is a gaming activity carried out at the same time and place.

Based on the activity pattern of playing Mobile Legends games, there will be a pattern of communication interaction that also affects utterance and expression. Communication is a process of exchanging information, ideas, thoughts, feelings

and emotions through speech, signals, writing, or behavior. In communication process, a sender (encoder) encodes a message and then using a medium/channel sends it to the receiver (decoder) who decodes the message and after processing information, sends back appropriate feedback/reply using a medium/channel.

This it can be interpreted that communication is one of the human activities in sending and receiving information, conveying ideas, feelings or thoughts in their lives that can affect a person's utterance and expression. From the above understanding, it can be explained that communication is a process that means it is ongoing and is said to be systemic because there is a system of parts that are interrelated between one another involved in it.

There are two kinds of communication, namely direct and indirect communication. Direct communication is communication that is done face to face, while indirect communication is communication that occurs when face to face is not fulfilled or vice versa. Make your conversational contribution such as is required, at the stage at which it occurs, by the accepted purpose or direction of the talk exchange in which you are engaged (Grice: 1975). From Grice's statement above, it can be interpreted that in the principle of maxim compliance or cooperative principles, those involved in a conversation should make the contribution needed so that the message or purpose in a conversation can be conveyed. Furthermore, he said that cooperative principles are divided into four maxims namely maxim of quantity, maxim of quality, maxim of relation and maxim of manner. In this maxim of quantity, speakers are expected to provide sufficient information and be as informative as possible, where the information provided does not exceed the information needed. In the maxim of quality, speakers are expected to provide information that is correct or in accordance with existing facts. The necessity of speech in the maxim of relation, speakers are expected to make contributions that are related or related. While in the maxim of manner, speakers are expected to be able to convey information directly, clearly and not blurred or vague. He suggests that there is an accepted way of speaking which we all accept as standard behaviour. When we produce, or hear, an utterance, we assume that it will generally be true, have the right amount of information, be relevant, and will be couched in understandable terms. If an utterance does not appear to conform to this model (e.g. B's utterance in (1) above), then we do not assume that the utterance is nonsense; rather, we assume that an appropriate meaning is there to be inferred. In Grice's terms, a maxim has been flouted, and an implicature generated. Without such an assumption, it would not be worth a co-interactant investing the effort needed to interpret an indirect speech act.

Based on the interaction pattern of playing online games, it will create utterances and expressions from each player. Pragmatics is the study of speaker meaning, in this context it can be explained that pragmatics is the study of the meaning conveyed by speakers (or writers) and interpreted by listeners (or readers) (Yule: 1996). It can be assumed that this study has more to do with analyzing what the speaker intended from the words or phrases used in the speech itself. That way, utterance and expression are related to how to convey information through expression and utterance.

The researcher said this because the researcher saw the student activities when they were together and played Mobile Legend. Another reason the researcher chose to examine the Mobile Legend game, because of the increasing number of fans or users of the Mobile Legend game. Judging from some of the problems and realities above, researchers

are interested in analyzing more deeply, what kind of utterances and expressions are produced by Mobile Legend game players among students of SMKN 1 Batulayar.

RESEARCH METHOD

Research Design

The research method used in this research is a case study method with a qualitative approach. Case study is a research method that has an important purpose in researching that reveals the uniqueness and distinctiveness of the characteristics contained in the case under study (Stake: 2013). Where this case is the reason why this research is carried out, therefore in case study research it is necessary to explore in-depth information about everything related to the case. Both the nature, activities, environmental conditions, physical conditions and so on.

Research Subject

The subjects of this study were 11th grade Multimedia students of SMKN 1 Batu layar with a total of 15 students, but researcher only took 5 students to serve as samples of this study.

Research Object

The object of this research was the expressions and utterances of 5 students of 11th grade majoring Multimedia when and after playing mobile legends games.

Instruments

Research instruments are tools needed or used to collect data. This means using these tools, data is collected.

1. In this step the researcher had collected data by means of observation, where the researcher has record information as the researcher sees it during the research.
2. The last was using interviews, researcher conduct interviews directly with students about utterances and expressions when playing mobile legend games. This interview was conducted to collect data to be studied, but also to strengthen the data collected during observation.

Data Collection

The data collected was in the form of qualitative data. Qualitative data was obtained from observations where researchers recorded information as they witnessed it during the research. In addition, qualitative data can be obtained from the results of interviews with students during the implementation of actions in the field data in the form of field notes and interview transcripts.

1. Observation

Observation is a way of collecting data by directly observing and systematically recording the object under study. Observation is carried out by researcher by observing and recording the utterances and expressions produced when playing mobile legends.

2. Interview

Interviews are with students, students have been interviewed as parties related to playing mobile legend. Interviews in this study conducted to find out the utterances and expressions of students when playing mobile legend.

Data Analysis

Data analysis carried out in this study went through three stages, namely data collection of data condensation, and drawing conclusions and verification.

DISCUSSION

During the research, researcher observed how students' activities when playing Mobile Legend games while in the school environment. From the researcher's findings, students play Mobile Legend when class hours are empty and when recess is in progress. This activity is carried out by students to fill their free time without thinking about lessons. In addition, researchers found that students play Mobile Legend with classmates or commonly called (MABAR). Based on the results of observations when students play Mobile Legend, students often use utterances and expressions that aim to describe feelings while playing. The results of observations of students using speech that is swearing, providing information, and using expressions such as angry, happy, sad, afraid and surprised.

The findings data found by researchers are then reinforced by interview data conducted with 5 students, based on the results of the interviews found as follow:

Table 1. Any Expression and Utterance Spoken by the Mobile Legend Players

Name	Expression	Utterance
A	<ul style="list-style-type: none"> • Angry • Sad • Happy 	<ul style="list-style-type: none"> • Stupid player, • Blind map • Enemy missing. • Idiot
B	<ul style="list-style-type: none"> • Happy • Angry • Surprised 	<ul style="list-style-type: none"> • I will take buff, • Attack lord, • Stupid player • Nice try. • Idiot
C	<ul style="list-style-type: none"> • Angry • Sad • Happy 	<ul style="list-style-type: none"> • Dog • Bastard, • Fuck • Back back back • well played bro • Enemy missing bro go to gold line. • Don't panic baby
D	<ul style="list-style-type: none"> • Angry • Fear • Happy 	<ul style="list-style-type: none"> • Tutor kids • Hey idiot player • Stupid boy • Why you sleep

		<ul style="list-style-type: none"> • I'm ganged up on • Stupid dog
E	<ul style="list-style-type: none"> • Angry • Fear • Happy 	<ul style="list-style-type: none"> • Panic or not? • you all are stupid • do you need a tutor? • steal lord • lock marksman • don't talk too much woi.

This study tried to find the types of utterances and expressions produced by mobile Legends players among students of SMKN 1 Batulayar found in this study that students on average play around 4 to 5 hours per day from July 3rd until August 3rd 2023. In this game students can issue utterances that are reproachful sarcastic praise or provide information to teammates in expression students are also often angry, happy, sad and surprised when playing mobile legend games.

Data collected from observations and interviews show that students issue utterances and expressions when playing mobile Legends games. This can be seen from the observation that students play mobile Legends while at school and make provocative utterances to friends or enemies. This data is also reinforced by interview data answered by students, this data is also reinforced by interview data that was answered directly by students, most of the students uttered provocative utterances either to friends or opponents. this happens because the intensity that occurs in the game makes students' emotions change so that they give out expressions and teachings that are almost the same for each student.

Based on the interview table, it was found that the utterances used by students were dominated by utterances that were insulting, swearing, providing information, and encouraging, where these utterances would be classified into constative utterances and performative utterances and grouped according to the types of maxims. Men is the expression most used by students when playing mobile legend games. Students often use swearing expressions. Students use swearing because the intensity of the game is very high and makes students' emotions fluctuate. Statements that provide information appear several times when playing mobile legend games. Meanwhile, encouraging utterances only appeared once when students played the Mobile Legend game.

From the interview table it was also found that the types of expressions that were often used by students when playing the Mobile Legend game were expressions of anger, sadness, joy, surprise and fear. In playing the Mobile Legend game, expressions of joy are the expressions most often used by Grade 11 Multimedia students at SMKN 1 Batulayar. From the five samples, all of them used happy expressions when playing the Mobile Legend game, 4 students were angry, 3 students were sad, 1 student was shocked and scared.

In this section, the findings of utterance and expressions used by students of SMKN 1 Batulayar were discussed more comprehensively and are supported by relevant evidence. Types of utterances and expressions produced by Mobile Legend game players.

1. Type of utterance

a. Constative utterances:

Constative utterances are utterances used to describe an event that is factual (Austin: 2013). Based on the data that the researcher obtained during the

interview, it was found that the utterances included in the constative utterance type.

a) "Enemy missing"

In the utterance, the speaker provides factual information that the enemy is disappearing, and so that teammates are more vigilant when in the game.

b) "I take buff"

When in the match the player who is usually called the jungler will take the buff, in the utterance said by the speaker, the speaker provides factual information that the jungler has taken the buff so that the team will be better prepared for the next battle.

c) "I'm ganged up on"

When playing, the speaker provides information according to what the speaker experiences when playing online games, in this context the speaker uses utterances to provide factual information that the speaker is being ganged up on when in the mobile legend game.

d) "Nice try"

In this utterance the speaker gives an utterance that is motivating, the utterance is used because of the defeat experienced when playing mobile legend, the utterance is factual because it is based on the events experienced.

e) "Marksman is locked"

In this utterance the speaker explains that the marksman in the team is the target of lock by the enemy, this is conveyed because the speaker sees what is happening in the game.

f) "Enemy steals lord"

In this utterance, the speaker provides information that the lord has been stolen by the enemy, the speaker uses the utterance based on what happened in the game so that the utterance has a definition.

In the example above, it can be concluded that the utterances used by students when playing mobile legend games are factual, this can be proven by the utterances that have been made or done and speakers have evidence of what they said.

b. Performative Utterance

Performative utterances are utterances that cannot be checked whether they are true or false. Here the speaker has the authority to use the utterance as he wishes. Based on the data the researcher obtained during the interviews, it was found that the utterances included in the types of performative utterances.

a) "Stupid player"

In playing the mobile legend game, speakers use utterances that are reproachful, but in the utterances used by these speakers, the truth or error cannot be checked because speakers have authority over what they say.

b) "Blind map"

In this utterance the speaker uses an utterance that is shown to a friend, but in this utterance the truth or error cannot yet be checked, this is because the speaker is free to use the utterance, in the car game the utterance "blind map" is used to insinuate a friend's unpreparedness towards war.

c) "Idiots"

In this utterance the speaker uses the utterance shown to a friend, but in this utterance the truth or error still cannot be checked, this is because the speaker is free to use the utterance, in using the utterance "idiot" the speaker expresses what he is feeling himself when playing so that speakers use the expression "idiot" when playing, but the utterance "idiot" cannot yet represent whether it represents or not.

d) "You're all stupid"

In this utterance the speaker uses the utterance shown to a friend, but in this utterance the truth or error cannot be checked, this is because the utterance is freely used by the speaker, in using the utterance "all of you are stupid" the speaker expresses his disappointment with his teammates, in the statement "you are all stupid" it is still not possible to check the truth or falsity.

Based on the findings of the utterance above, it can be ascertained that the utterance cannot be checked for truth or falsity, this is because the speaker has the freedom to speak whether it is in accordance with the facts or not.

2. Cooperation Principles

From the results of the interview, the researcher found that the utterances used by students when playing the Mobile Legend game fall into 2 maxims, namely

a. Maxim of Manner

The maxim of manner is expected that the conversation participants speak directly, unambiguously, without exaggeration and coherently (Yule: 1996). Based on the data that has been found by researchers from the interview results, it is found that the utterances that fall into the maxim of manner category:

a) "I take the buff"

In the utterance used by the speaker is a type of maxim of manner, this is based on the speaker's utterance which provides information clearly and unambiguously, in the findings above "I will take buff" the speaker clearly provides information to teammates what the speaker will do when playing the Mobile Legend game.

b) "Enemies missing go to gold line"

In the utterances used by speakers, this is a type of maxim of manner, this is based on the speakers' utterances that provide information clearly and unambiguously, in the findings above "Enemy missing go to gold line" speakers clearly provide information to teammates what speakers will see and feel when playing Mobile Legend games.

c) "I was ganged up on"

In the utterances used by speakers, this is a type of maxim of manner, this is based on the speakers' utterances that provide information clearly and unambiguously, in the findings above "I was ganged up on" the speakers clearly provide information to teammates what the speakers feel when playing Mobile Legend games.

d) "Enemy stole the lord"

In the utterances used by speakers, this is a type of maxim of manner, this is based on the speakers' utterances that provide information clearly and unambiguously, in the findings above "The enemy stole the lord" the speaker clearly provides information to teammates what happened while playing the Mobile Legend game.

e) "Marksman is locked"

In the utterances used by speakers this is a type of maxim of manner, this is based on the speakers' utterances that provide information clearly and unambiguously, in the findings above "Marksman is locked" speakers clearly provide information to teammates what happens to teammates when playing Mobile Legend games.

b. Maxim of Quality

The maxim of quality requires the contribution of each conversation participant in providing correct information (Yule: 1996). Based on the data that has been found by researchers from interviews, it is found that utterances fall into the maxim of quality category, namely:

a. "Nice try"

In the utterance used by the speaker is a type of maxim of manner, this is based on the speaker's utterance which wants an encouraging utterance and provides information because he has tried his best.

b. "Well played broo"

In the utterance used by the speaker, it is of the maxim of manner type, this is based on the speaker's utterance which requires admiration for doing something useful for the team while playing Mobile Legend.

From the Utterance above, it can be said that the information conveyed by speakers is correct and has evidence for what they convey.

3. Kind of Expression

a. Angry

For the angry person, the implication is that whoever caused the harm, loss, or threat could have exercised control and not done it, if he or she had so wished...Lazarus argues that a matter of general importance to people is the preservation of their ego identity. Any assault on this will prompt anger, a reaction which is to an extent dependent on personality and on one's recent history of being demeaned (Kemp & Strongman: 1995). The intensity of anger, or the lack there of, differs from one human to another. The following is an example of a sentence indicating that students make angry expressions when playing the Mobile Legend game.

1. "Stupid player"

2. "Dog"

3. "Idiot player".

In the example sentence or word above, it indicates that the student is angry. Students use these sentences because the situation in the game suppresses students so that students feel their adrenaline racing and issue harsh sentences based on feelings of anger while in the game.

b. Sad

Sadness is an emotional state characterized by a feeling of low spirits, a lack of interest in doing anything, a gloomy mood, disappointment, and feelings of sadness. People who are sad will usually express it in a gloomy mood, silent, lethargic, withdrawn, and cry. The following is an example of a sentence indicating that students make angry expressions when playing the Mobile Legend game.

“Nice try”

Students use these sentences because students lose in a match and use the phrase "nice try" to express their sadness at not being able to reach the target.

c. Happiness

Happiness is a concept that refers to positive emotions felt by individuals and positive activities that are liked by individuals. The following is an example of a sentence indicating that students make happy expressions when playing the Mobile Legend game.

1. “Yeay guys we won this tournament”,
2. “Nice enemy wiped out”

Students use these expressions because students feel they have achieved achievements that are in accordance with the hard work of students while playing the Mobile Legend game.

d. Surprised

Surprise or shock is a momentary emotional state caused by the occurrence of an unexpected event. The following is an example of a sentence indicating that students made a surprised expression when playing the Mobile Legend game.

1. “Wow well played bro”
2. “Wow what a montage bro”

Students use these sentences to express a sense of surprise because students feel impressed by the sudden ability possessed by a friend.

e. Fear

Fear is a basic survival mechanism that occurs in response to certain stimuli, such as pain or the threat of danger. The following is an example of a sentence indicating that students made a surprised expression when playing the Mobile Legend game.

1. “Woi back back back”
2. “I’m ganged up on, help”.

Students use it to express their fear when playing the Mobile Legend game, this is because students feel threatened and issue sentences that represent feelings of fear

CONCLUSIONS

It was concluded that the 11 grade students of SMKN 1 Batulayar had almost the same utterances and expressions, namely utterances that are swearing, insulting, encouraging, informative, of the four types of utterances, these utterances fall into 2 types of utterance, namely constative utterance and performative utterance. In addition, in the use of maxim, students unconsciously use 2 out of 4 maxims, namely maxim of manner and maxim of quality. In addition, it is also concluded that students use 5 types of expressions when playing Mobile Legend games, namely angry, sad, happy, afraid and surprised. From the results of this study, researchers also found causal factors so that students issue utterances and expressions, namely the high intensity of the game which at any time can change students' expressions and utterances when playing Mobile Legend games.

REFERENCES

- Aflacha, Lina. *THE ANALYSIS OF NONVERBAL COMMUNICATION USED BY STUDENTS IN CONDUCTING CONVERSATION WITH NATIVE SPEAKER: A CASE STUDY OF VI E CLASS OF ENGLISH DEPARTMENT OF MUHAMMADIYAH UNIVERSITY OF PURWOREJO IN THE ACADEMIC YEAR OF 2012/2013*. Diss. PBI, 2013.
- Austin, J. L. (2013). Performative utterances. *The semantics-pragmatics boundary in philosophy*, 21.
- Davies, Bethan, 'Grice's Cooperative Principle: Getting the Meaning Across', *Leeds Working Papers in Linguistics and Phonetics*, 8.1962 (2000), 1–26
- Fandi, Joshua, and Josefa Juniarti Mardijono. "Swear Words Used by The Mobile Legends Game Players." *Kata Kita: Journal of Language, Literature, and Teaching* 10.3 (2022): 539-549.
- Grice, H. "Logic and Conversation." *Syntax and Semantics*, P. Cole and J. Morgan, Eds 3 (1975): 41-58
- Kemp, S. & Strongman, K.T. (1995). Anger theory and management: A historical analysis. *American Journal of Psychology*, 108, 397-417.
- Stake, R. E. (2013). *Multiple case study analysis*. Guilford press.
- Yule, G. (1996). *Pragmatics*. Oxford university press.