



**A SOCIOLINGUISTIC STUDY OF REGISTER  
MOBILE LEGEND'S CASTER ON FINAL MPL SEASON 6**

**THESIS**

*Submitted for Fulfill a Partial of S1 Degree in the Department of English*

*Faculty of Humanities Bung Hatta University*

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# **A Sociolinguistic Study of Register in Mobile Legend's Caster on Final Mpl Season 6**

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## **ABSTRACT**

The aim of this research is about the register of caster when delivering the information and explaining the condition of the match to the audience, then the problem that is studied in this thesis is analyzing the utterances of caster's register, especially in register classification and the contextual meaning from their register. This thesis used Janet Holmes's theory about the term of register. The method of this research is a qualitative method that provides data related to data analysis. Documentation technique will be done through downloading the video, analysis, and writing method. The data analysis used model of Miles and Hubberman (i) Reduction (ii) Data presentation (iii) Conclusion. The result shows that there are 355 registers of caster's utterances from 5 matches and classified into 5 classifications according to the game's situation such as #VivaRRQ or Detona's Welcome. The results show the register of information 258, Place 46, Profession 9, Event 18 and Invitation 8. This research also reveals sets of language items associated with caster used in commenting the Mobile Legend online game.

**Keywords:** *Register, Caster, Language Use, Contextual Meaning.*

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