

CHAPTER I

INTRODUCTION

1.1. Background of the Research

Nowadays online games became the most favorite game chosen by people because can interact directly with other people who became teammates or enemies. We can simply talk to each other using the game's language and easiest their communication to reach their goals, the language itself using the game's content like items, heroes skill, place, etc. through this game's language lot of people can explain the condition of the game that already happened or inform the whole condition to the audience directly through online platforms like YouTube, Nimo Tv, Twitch tv, and many more.

E-sport is a multiplayer video game played competitively for spectators, typically by professional gamers. E-sport is officially registered as a sport, and the players who played for the E-Sport team are called an athlete it makes many people willing to join E-sport as a player, coaches, analysts, and casters. E-sport developments getting bigger in Indonesia since Indonesia is known as World Champion in Point Blank Games and make the mindset of Indonesian people slightly change about game. Nowadays Mobile Games is the most hyped E-sport game because can be easily accessed through phone and can play it anywhere and anytime and Indonesia has won various competitions starting at the Southeast Asian and world levels

Caster is a people who became commentary of E-sports matches that is intended to both entertain and informs the viewer and it is a crucial part of what makes E-sports so engaging.

Caster as well as sports announcer or news anchor which leading and giving information about what happened in their field that shown on screen. There are many types of the game led by the caster and every game has a different language and is only known for the group's members. This diversity is interesting to learn in order to reveal what language caste's use to bring information to their audience.

The language used by Caster in online games is different from that used in daily conversation. There are specific languages in Online Games to make the audience feel the hype of the games. Holmes (1992:1) states that language and society are interest in explaining why we speak differently in different social, context and it is concern with identifying the social function of language and the ways it is used to convey social meaning.

The language of people in society is different from each other. For example, the language that casters use are the words that they combined with the game's content because it can make the audience know and understand what are the casters tried to say

Caster is the one who leads and describes what happened during the match, giving information and filling the free time until the next match be held. There are 2 casters in one match and required to understand the game, it can be the team, item, and another important thing that can affect the match can be seen in the utterances below

Caster is not much different from news anchors because they have to give information about what they present on their screen, but caster has opportunities to affect energetic people who are into the game and use special words or Game's slang which understandable for certain people and unusual for another community. Caster also makes a new word by mixing their word with the game word or making a new word that is relevant to the match

and only his viewers knew about its meaning. This is happen because the caster tries to make a good, fun, or interesting atmosphere by using an interactive word to keep the viewers hype about the match

Caster 1: “Look at that Celliboy almost being shutted down until being able to get back even the first blood is taken by Udil”

From the data above the phrase First Blood is the register used by caster to inform about the first kill in the game has been done by one of the players. First blood is the first kill which is blood that appears when the enemy or team or even the player itself get the first kill in the Mobile Legends game and only happen once in one game

Caster 2: “PAI at the bottom lane he’s trying to cut the minion wave here”

There bottom lane and cut the minion are registers. The bottom lane is register and used to inform the location where the events happen and Cut the minion is a register where the players intend to kill the minion’s wave before its meeting point to getting advantages in the lane.

The final match of MPL Season 6 reaches 2.849.970 viewers. Based on this, the researcher is interested to analyze further what language that caster uses with register terms. Especially variation of caster language to deliver the information to the audience

This topic was chosen the writer interest in Caster’s register because the role of caster in every tournament was very important to report and analyze the fast-paced match in detail for the needs of the audience. Caster itself has become a job in great demand nowadays due to

the increasing E-sports industry in Indonesia wherein every match the presence of a caster has become an obligation.

The mobile legend game community was chosen because the community of this game has been very large since 2019 with the election of Indonesia as the world champion in the "M1 Championship" match which competes with the 16 best teams from each country, and until now there have been many various matches held and this makes many people who want to turn into casters, which as far as we know, the role of the caster is needed as someone who can enliven the match. For example, Fauzi Anskar also known as Ranger Emas decided to be Mobile Legend's Caster after seeing the growth of the Esport scene in Indonesia, with his cheerful demeanor and his interesting use of words, he was chosen as the audience's favorite caster and made his presence in every match is a must.

1.2 Research Question

Based on the background above, the writer would like to up some problems which already stated with this question

1. What are the classification of register used by caster's MPL in season 6?
2. What is the contextual meaning of register used by casters contextually?

1.3. Purpose of the Research

Based on the Research Question above, the Purpose of this research:

- A. To identify the classification of register used by the caster when leading the match?
- B. To identify the contextual meaning of the register on mobile legend's caster?

1.4 Limitation of the Research

Every caster has his language to speak in front of his viewers and this will be something new to be learned. The limitation of this research is to analyze Fields meaning of caster which function is to bring important information to the audience. The second limitation concern on what the contextual meaning according to the caster's utterances in mobile legends scene.

1.5 Significance of the Research

Understanding the use of register in Mobile Legend's caster is important. Especially for people who are interested in the way of caster uses his language to deliver the information. James Paul Gee (2014) in his book "Unified Discourse Analysis: Language, Reality, Virtual Worlds, and Video Games" argues that games as a form of multimodal study and can be researched like literary criticism and as discourse can also be analyzed critically. Caster also has his own language when leading the match and will analyze his language.