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LANGUAGE VARIATIONS USED PUBG MOBILE PLAYER BY TAMY E-SPORT COMMUNITY IN LUBUK BASUNG

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Abstract

Language variations are often encountered in daily communication, one of which is in the communication of the online game PUBG Mobile player community. The game programming language is English, so they have indirectly learned to understand the meaning of the language used by the online game. Based on these reasons, the researcher wants to explain the language variations used PUBG Mobile players by Tamy e-sport community in Lubuk Basung and also the factors that cause it. This research uses the theory of Chaer and Agustina about language variations that are caused not only by their narrative, but also by their social interactions. The researcher used qualitative methods. The purpose of this research is to explain the form of language variations used in player PUBG Mobile and their factors.

The results of the research show that in the communication of PUBG Mobile players by the Tamy e-sport community there are language variations in the form of code-mixing, abbreviation, and Jakarta dialect. Code-mixing is the most commonly found in their communication. The factors that influence language variation in the communication of PUBG Mobile players in the Tamy e-sport community are environmental factors, habitual factors, and practicality factors in speaking

Keywords: Language Variations, PUBG Mobile, Tamy e-sport community

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I INTRODUCTION

According to Wardhaugh (2015: 27) each language has different variations. Language variation is a set of human speech patterns that contain sounds, words, and grammatical features that can uniquely be linked to external factors, such as geographic and social factors.

According to Holmes (2013: 206) talk of language change, like the discussion between

young people that often treat language as an entity independent of its speakers and writers. In reality, it is not so much that language itself changes, as those speakers and writers change the way they use the language. Speaker's innovation is a more accurate description than language change. According to that statement, it is important to know why the language change is

created and how the language change is used by people and become exist in our society especially in the communication online game community.

Seeing the existence of communication in the community, the researcher found one of the online game player communities in Lubuk Basung, namely TAMY e-sport. Tamy e-sport is a PUBG Mobile players community that was formed in 2018 and has won several PUBG Mobile matches.

PUBG (Player Unknown's Battle Ground) is a competitive multiplayer game with the Battle-Royal genre that brings together 100 in a match with a game time of approximately 25 minutes. PUBG Mobile has 5 maps, that are Erangel, Miramar, Sanhok, Vikendi, and Livik. All of the maps have a large enough area and will later shrink as game time decreases. PUBG Mobile is an online game application that is widely downloaded based on Apple store and Play store data, so we can meet players with different languages in a battle. English is the international language and the language of the PUBG game program, it makes players understand English self-taught. Therefore, there is a language mixing in their communication and the creation language variations that only PUBG Mobile players can understand.

II RESEARCH METHODS

Method of the research is very important in presenting the analysis as well as drawing conclusion. The researcher chooses qualitative method. Walliman (2006: 37) says qualitative data cannot be accurately measured and counted, and are generally expressed in words rather than numbers. The study of human beings and their societies and cultures requires many observations to be made that are to do with identifying, understanding and interpreting ideas, customs, mores, beliefs and other essentially human activities and attributes.

A. Method of Collecting Data

In this research, the researcher used observation method. Walliman (2006: 38) says descriptive research relies on observation as a means of collecting data. It attempts to examine situations in order to establish what is the norm, that is what can be predicted to happen again

The form of language variations that emerged gave rise to a phenomenon that was common to that community, but not common with other communities. Therefore, further research is carried out to determine the forms of language variations that occur and the factors that influence these language variations to increase knowledge about language variations in a community. Tamy e-sport is a community that uses language variations in their communication when playing online games.

In every game they play, there is communication with various language variations such as code-mixing, abbreviations, and Jakarta dialect. An example of code-mixing is "di sebelah kanan gue ada step musuh, yang satu udah knock", an axample of abbreviation is "hebat banget si Pio main, dari tadi dia mulu MVP", and example of Jakarta dialect is "yaudah ini last main ya, *gak papa* ko". Some of the words they used were unknown to those outside the community. Therefore, in this research the researcher is interested in examining variety of languages used by Tamy e-sport community. The researcher will discuss and classify language variations in communication used by the Tamy e-sport community in a sociolinguistic review.

under the same circumstances. 'Observation' can take many forms. Depending on the type of information sought, people can be interviewed, questionnaires distributed, visual records made, even sounds and smells recorded. The important point is that the observations are written down or recorded in some way, in order that they can be subsequently analysed. It is important

that the data so collected are organized and presented in a clear and systematic way, so that the analysis can result in valid and accurate conclusion.

B. Method of Analyzing the Data

In analysing the data research. The researcher, uses method analysis data by discourse analysis. Walliman (2006: 144) says discourse analysis studies the way that people communicate with each other through language within a social setting. Language is not seen as a

neutral medium for transmitting information; it is bedded in our social situation and helps to create and recreate it. Language shapes our perception of the world, our attitudes and identities. Data is retrieved from several PUBG Mobile games played by the Tamy e-sport community.

C. Technique of Collecting the Data

Data is obtained through a process called data collection. Data collection can be defined as a process of obtaining empirical data through respondents using certain methods. The method used in this research is the observation method.

The method of observation is done by directly observing the object under research. To obtain the desired data, this is done by paying attention to the reality of various forms of language in PUBG Mobile player communication in the Tamy e-sport community. To obtain objective data to obtain data, field research was conducted using the following techniques:

1. The researcher observes the PUBG Mobile game communication played by the Tamy e-sport community repeatedly
2. The researcher records the conversations that occur between fellow PUBG Mobile players during the game. The tool used can be an android phone. The recordings will be analyzed about the forms of language variations that appear in the PUBG Mobile player communication in the Tamy e-sport Community
3. The researcher writes words in the form of language variations to obtain objective data. The note-taking technique is used to record

things the researcher needs, such as language that appears spontaneously so that the data is more accurate

4. The researcher classifies the data that appears and divides it into types of language variations such as: code-mixing, abbreviation, and Jakarta dialect
5. The researcher observes the factors that cause language variation

D. Technique of Analyzing the Data

Bogdan says “data analysis is the process of systematically searching and arranging the interview transcripts, fieldnotes, and other materials that you accumulate to increase your own understanding of them and to enable you to present what you have discovered to others”, Sugiyono (2013: 244).

At this stage, the primary data that has been obtained will be analyzed. In analyzing primary data, the discourse analysis method is used. The stages in analyzing the data are as follows:

1. Identification of data
2. The first step, this research identifies what language variations are contained in the communication of PUBG Mobile players in the Tamy e-sport community
3. Classification of data. This research classifies the data into types of language variations

Assessing the form of language variations used in PUBG Mobile player communication in the Tamy e-sports community, both spoken and written.

III RESULTS AND DISCUSSION

A. Forms of Language Variations That Occur in PUBG Mobile Player Communication in the Tamy e-sport Community

Language variation occurs because speakers master more than one different language. This causes these speakers to communicate using more than one language and its variations. Therefore, language variation can be interpreted as a way of communicating to express the same thing so that it can be

understood by people from different regions and different backgrounds.

There are three form of language variations that occur in PUBG Mobile player communication in the Tamy e-sport community, they are code-mixing, abbreviation, and Jakarta dialect.

According to Chaer and Agustina (2010: 114), code-mixing is the use of two or more languages or two variants of a language in a speech community, where one is the main code or basic code used which has a function and

economy, while the other codes involved in speech events are only in the form of in bits and pieces.

The example of code-mixing that occur in PUBG Mobile player communication in the Tamy e-sport community is “Yok, ayo *ready*, kumpul!” This example shows code-mixing because there is a use of English word “ready” in the main Indonesian sentence. The sentence like this is spoken when starting the game.

Abbreviation is the short form of a word and can be taken from any letter in the word not just the letter at the beginning to represent the represented word. The abbreviations do not show a meaning difference concerning their base words. Usually some abbreviations are unknown to everyone and only known by people around the abbreviation for example in certain communities.

The example of code-mixing that occur in PUBG Mobile player communication in the Tamy e-sport community is “Jangan galau, ntar aku gendong di *PUBG*”. This example shows abbreviation because PUBG stands for player unknown battle ground. The sentence like this is spoken when a player tells his teammates not to worry because he will help to win the PUBG Mobile game.

According to Jubaidah (2020:3), the language used by the Jakarta people is called Betawi Malay (only after independence, the name is better known as the Jakarta language). The language used on the outskirts of Jakarta, in the area bordering Sundanese, is called the language ‘Betawi Ora’. Regarding the Malay language (Indonesian language) used in schools, he called it the High Malay language. It is called so because the language is not used in everyday conversation by ordinary people, but is only used by educated and respected people or for official conversations.

The example of code-mixing that occur in PUBG Mobile player communication in the Tamy e-sport community is “Yaudah ini last main ya, *gak papa ko*”. This data shows Jakarta dialect because there are the words “gak papa”. “Gak” is originated from word “tidak” and “papa” is originated from word “apa-apa” in formal Indonesian.

B. Factors That Causing Language Variations in PUBG Mobile Player Communication in the Tamy e-sport Community

The causes of language variations can be in the form of identity and environment. Because everyone with different backgrounds has a different variety of languages. Usually, language variations are used to show identity when communicating in a society. Wardhaugh and Fuller (2015: 34) say many experts try to define language variations. Each definition includes the notion that variation which is a set of linguistic patterns is associated with a number of external factors.

The PUBG Mobile player community by Tamy e-sport has a variety of languages in the form of code-mixing, abbreviation, and Jakarta dialect. The language variation is used not without reason, but there are several factors behind it. Therefore, in this discussion, researcher will explain three factors that influence the use of language variations in the communication of the PUBG Mobile player community by Tamy e-sport Lubuk Basung. These factors are (1) environmental factor; (2) Age Factor; (3) Practicallity factor in communicating.

In the environment Tamy e-sports Lubuk Basung community, members often use words that they often hear from the other members. Thus, the influence of the environment in the PUBG Mobile player community by Tamy e-sport Lubuk Basung is very strong because other members also use it those words. From the beginning they did not know the meaning of the word, because it was often spoken in the environment, they finally understood.

For example, while in the game a player says “yok, ayo *ready*, kumpul!” This sentence shows an invitation to get ready to start the game by mixing Indonesian with the English word “ready”. The word “ready” was heard by teammates and finally understood its meaning and then they too will use the word to express the same thing in their communication.

Habitual factor affects language variation in communication PUBG Mobile player community by Tamy e-sport in Lubuk Basung. When players face the same incident as in the previous game, they will spontaneously say the same word again.

For example, while in the game a player says “knock nih us, maju bentar lagi!” The word “knock” is usually used when a player tells his teammates that a player has been shot and is bleeding out.

One of the factors that influence language variety in communication PUBG Mobile player community by Tamy e-sport in Lubuk Basung is a practical factor in communicating. Members of the Tamy e-sports community often abbreviate words for their own purposes or so that other members immediately

understand what they are saying. Habits of abbreviated members are often seen in conversations in the PUBG Mobile game they are playing.

For example, while in the game a player says “yah itu dia malah AFK dong”. When a player says the word "AFK" without explaining its meaning, automatically his teammates immediately understand that what is meant by “AFK” is away from the keyboard. by abbreviated sentences like this, they are more able to speak practically and quickly.

IV CONCLUSION

Based on the results of research on the PUBG Mobile player community by Tamy e-sport in Lubuk Basung related to the utterances of its members, there are language variations in the form of code-mixing and abbreviation, also Jakarta dialect. The most frequent form of language variation is a variation of language in the form of code-mixing.

The factors that influence language variations in communication PUBG Mobile players by Tamy e-sport Lubuk Basung, the researcher found three factors: (1) environmental factor; (2) habitual factor; (3) practicality factor in communication. There is no educational factor in the communication of PUBG Mobile players by Tamy e-sport Lubuk Basung causing the limited English vocabulary they use. However, this does not prevent them from continuing to

communicate with language variations such as code-mixing, abbreviation, and Jakarta dialect.

A. Suggestions

1. The results of data analysis in this research can be used as a reference for further research with the object of study regarding the use of variations language.
2. This research is still very limited in scope of discussion. So that it provides an opportunity for further researchers to study further far the variations of the language used in the community specifically and society in general. Further research can refer to on different

Analytical methods and techniques, but the results obtained can be different.

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