

## Unveiling the Linguistic Landscape of Gamers: Insights from Online Gaming Communication and Its Implication in English Materials

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### Highlights

During gameplay, gamers exhibit distinct language features influenced by their respective roles and characters, with a notable prevalence of noun words as the primary lexical resources employed in communication.

**ABSTRACT:** This study investigates the language features of online gamers and how they relate to teaching materials in vocational high schools. By conducting a qualitative analysis, the study focused on three aspects of language register: field, tenor, and lexical resources. The study analysed the scope, context, and situation of the online gaming interaction (*Valorant and Player's Unknown Battleground*). The findings revealed that gamers engaged in varied types of communication based on different fields and roles within the games. Additionally, the analysis of lexical resources highlighted that gamers predominantly used noun words along with other language features. These insights suggest implications for vocational high school English teaching materials. As a result, the study offers recommendations for ELT teachers in vocational high schools, especially in the ICT related programs, to incorporate vocabulary from related online games into their teaching materials to enhance student learning.

**Keywords:** Language Features, Gamers, Online Games, Teaching Materials.

### Introduction

The widespread phenomenon of online gaming transcends demographic boundaries, captivating players of all ages and backgrounds. Through various gaming platforms, such as *Player's Unknown Battlegrounds*, *Valorant*, and *Counter-Strike Global Offensive*, vibrant communities thrive, engaging in intricate communication and strategic collaboration. Understanding the dynamic of these interactions is pivotal, as games rely on shared codes and

language features to navigate gameplay effectively. This phenomenon, termed “language gaming,” encapsulates the lexicon unique to gaming culture (Hsu, 2018, p. 2), shaped by communal norms and enriched by individual expressions. Despite overarching similarities, each gaming community boasts its own lexicon, comprising slang and codes tailored to its members’ preferences and experiences. This dynamic linguistic landscape presents an intriguing avenue for exploration, particularly regarding its implications for English education, such as the development of educational materials for Vocational High School students.

Several studies have delved into the language of gamers, such as Yoga & Setiawan (2016), who explored gaming slang language, albeit without linking their findings to the current English language curriculum in vocational high schools. In contrast, our study presents a novel approach by delving into the language features or registers of online gamers and constructing implication in English teaching materials derived from the discourses of the gamers. The language registers is defined as language variation based on the speaker playing a pivotal role in understanding communication dynamics (Rahmawati, 2014). Similarly, Budiarsa (2017) underscores the relevance of register theory in sociolinguistics, particularly in analyzing language within specific communities or circles. By employing the register theory, this study aims to shed light how gamers; language is shaped by situational factors and inform instructional strategies tailed to the gaming community linguistics’ context.

Thus, this study aims to uncover the language features utilized by online gamers through the lens of register theory and subsequently align them with a curated list of lesson materials tailored for Vocational High School students. To address the objective, the research questions are formulated as follows.

1. What do specific language features characterize communication among online gamers?
2. In what contextual scenarios and situational contexts do these language features manifest?
3. What are the implications of language features in gaming toward the English material use in Vocational High School?

This study holds significant relevance for readers, particularly those who are interested in the realm of online gaming. As digital spaces become increasingly integral to daily life, online gaming emerges as a prominent and pervasive activity. Amidst this trend, educators are leveraging games as teaching tools, offering students a refreshing break from traditional learning methods. The ubiquity of gaming across age group underscores the importance of understanding gamers’ language, which can serve as valuable learning material infused with daily interactions and activities.

This study also provides a theoretical contribution. It lies in demonstrating the potential of everyday language, including gamers’ vernacular, as viable learning resources for Vocational High School students. This study also provides practical contribution. The researcher’s immersion into international gaming communities allows for firsthand exploration of language dynamics within various online gaming environments, facilitating authentic insights and paving the way for tangible educational innovations. From a policy perspective, this study also prompts educational institutions to recognize the educational value inherent in gaming communities, advocating for the integration of gamers’ language into curricular frameworks. Furthermore, heightened awareness of gamers’ language equips students and educators alike with valuable linguistic insights, enriching English language interaction with the nuances of gaming slang and discourse.

## **Method**

This study employed an ethnography method, wherein the researcher served as the primary instrument and actively participated in random international online games, namely *Player's Unknown Battlegrounds* and *Valorant*. As seen in Table 1, a total of 15 game sessions, ranging from 10 to 60 minutes each, were observed and recorded to capture the language communication among the international gamers. The data were collected for two months (March and April). Additionally, the data were collected from conversations within the Discord application, a versatile social platform facilitating voice calls, video calls, text messaging, and file sharing. The primary focus of the study was to analyze the utterances and vocabulary used by gamers during online gameplay, aligning them with Halliday's theory of language features and register, specifically field, tenor, and lexical resources. The collected data were transcribed, classified, and further analyzed using the Sketch Engine program, with a subsequent examination of how these vocabularies correspond with Vocational High School English materials and syllabi.

## Findings and Discussion

### Findings

The data collection was focused on the popular First Person Shooter (FPS) games, namely *Valorant* and *Player's Unknown Battleground*. Table 1 outlines the results of observations conducted over two-month period, comprising 15 game sessions. These sessions were meticulously classified into categories encompassing Field, Tenor, and Lexical Recourses, revealing a total of 336 unique words.

Table 1

#### Observation Result

No.	Date of Data Collection	Duration	Name of Online Game	Numbers of Players	Words Found
1	04 March 2022	12.45 minutes	Valorant	10 Players	61 words
2	04 March 2022	12.01 minutes	Player's Unknown Battlegrounds	4 Players	55 words
3	04 March 2022	15.39 minutes	Player's Unknown Battlegrounds	4 Players	95 words
4	07 March 2022	21.49 minutes	Player's Unknown Battlegrounds	4 Players	84 words
5	07 March 2022	07.42 minutes	Player's Unknown Battlegrounds	4 Players	27 words
6	07 March 2022	40.10 minutes	Valorant	10 Players	122 words
7	08 March 2022	12.51 minutes	Valorant	10 Players	37 words
8	08 March 2022	15.25 minutes	Valorant	10 Players	53 words
9	08 March 2022	07.59 minutes	Valorant	10 Players	69 words
10	08 March 2022	10.05 minutes	Valorant	10 Players	67 words
11	19 April 2022	10.31 minutes	Valorant	10 players	24 words
12	19 April 2022	09.46 minutes	Valorant	10 players	48 words
13	19 April 2022	10.23 minutes	Valorant	10 players	36 words
14	19 April 2022	10.25 minutes	Valorant	10 players	30 words
15	19 April 2022	09.51 minutes	Valorant	10 players	25 words

### The Language Features of Gamers

#### Field

At this point, researchers want to give information and make it very clear about the language features of gamers. First, as you can see in the table, researchers finished classifying the language features of gamers according to Halliday's theory to make them separated at 3 points

*Field, Tenor, and Lexical Resources*. After getting a lot of words from the observations, researchers must classify those words. Researchers classify the 3 categories of Field, Tenor, and Lexical Resources from Register Theory by Halliday.

In the Field part, the study found that gamers had their own codes for communication. Klein (1978) Field according to Halliday's talk about situational variables when focused on the activity of the speakers. It means that in this research, all of the activity when gamers talk to each other is included in the Field. Field happened in most of the observations because all of the gamers said that is called Field. In the Field, it can be known the context and situation that happened inside the game according to the subject matter of the language. It means that Field not only situation but have context that the language used by gamers inside the game.

In the context part, the context of the language related to the language used by gamers inside the games. Lin (2016) explains that the Field is about what is the subject matter. It means that when we are talking to each other, and interacting with each other it has context, and the context has a relationship with the situation. Other explains that fields have connections about how the language meaning (context) and in what time (situation) the context is said by speakers. In this context, there are separate points that are Specialized Language (Technical Language) and Everyday Language (Daily Language) in there. And then if we talk about the game phase or the language of gamers, it can be a fact that all of the languages which are spoken by gamers have context. This is the context according to technical language and everyday language

Lin (2016) explains that language varies based on the specialized and everyday language. The specialized language (technical language) is used to discuss specialized topics in which the speakers are used. It means that when the gamers used the special language to discuss the specialized topic, For example; *Decoy, Attack, Flank, Push, etc*. In the game, a language like *Decoy* has a special topic to talk about when they want to discuss strategy. It means that a special language or technical language in the language of gamers is like when they are discussing strategy, how they team gameplay, how they use some street to attack the enemy's base or just want to decide the moving of their team. That example of language especially in technical language is not common to use by every person in this world, which is why language like *Decoy, Flank, Push, and Attack* is used by some special topic. Another explanation is if we talk about 'Military World' they always use that to decide the move or the next step of what they do.

Everyday language is called everyday language which has the meaning of the daily language or just the common language which every person uses to interact. Lin (2016) explains that everyday language is used or can be found in interactions between other people in this world to talk about casual topics. It means a casual topic or some common topic inside the game where everyone can understand what the speakers said or talk about the topic. In the game, there are examples; *Left, Right, Find, Straight, etc*. It means that the common language or not special language is called everyday language. In games, especially online, gamers more often discuss casual topics. Because they have 3 phases of playing the game, as you can see in the points below. They always discuss and interact about casual topics, which can be strengthened if we play with strangers. If we talk or interact with strangers we always want to know about them deeper, like what their names are, where they come from, or just want to know about who is the best player according to them. Another fact is that if we are playing games with our friends, we will talk about mild topics or casual topics like how is the day of our friends, or just talk about something new games that have the latest updates.

In the Next step, we talk about language according to the situation. The games, especially online like *Valorant, and Player's Unknown Battlegrounds* have their situation like in the first game we call 'lobby game' or 'spawn islands'. Gamers have their language according to their

situation in the game phase like what they say in that game phase like; the waiting phase, mid-phase, and last phase.

#### *Pre-Game*

If they want to start the game or we can say in the 'lobby game' and 'spawn islands' they talk to say hi to each other. For example, in most of the observations the first time, they always say *hello, hi, have fun, etc.* It means that if gamers want to start a conversation like saying hi to each other, they will do that in the waiting phase or gamers call that "lobby game" or "spawn islands".

#### *During Game*

In the second phase (during the game) they talk to each other and talk about the strategy of the games, sharing information, and sometimes poke their teams who played badly at that time. If we want to attack some point, they will say you can see on the observation 11 (eleven) *lets, three, low, at least, use, etc.* Almost all the observations gamers said about that in the mid-phase. It makes it clear that some command words, information words, decision-making words, and all information about games happened in the mid-phase. The gamers call it *crisis time* or *serious time*. Because in that phase, almost all gamers focused on giving information to each other and focused on their macro or micro about that game. So, the gamers will not be labeled as *noob players* with their team, they will be labeled as 'pro' players even though still not on the professional team, but they can be labeled as better than other players in their teams. But if we talk about gamers who are serious in the mid-phase, gamers have non-serious players for example in the observation 9 (nine) *shit, shut up, yeah, lol, etc.* These examples tell us that non-serious gamers always say unimportant words. They always react too much about something like when they meet enemies for example in observation 15 (fifteen) they said *where, enemy, maybe*. Those words are talked about by players who have low thinking about 'game sense', if they have better 'game sense' they are always ready and prepare themselves to start shooting the enemies instead of being shouted about some words. Gamers are always labeled as 'noob' players or the polite word is 'non-pro' gamers. Because they have a little bit of 'game sense'.

#### *Post Game*

In this phase, it can be called the 'after game', because after the gamers play some rounds in the game, they communicate with each other but not seriously or just talk about their mistakes before the game ends. For example; *Nice, Good game, nice try, etc.* As you can see in the observation above all gamers after playing some rounds or some games, say that. But, sometimes the 'toxic players' must say some demeaning words to players who played badly at that time, for example; *shit, noob, damn, hate, hack, etc.* As you can see in almost all the observations, the 'toxic player' said about that. The Difference with a chill person is always said in the first example at this point.

So, we can conclude that the Field has a separate point or various types of field in the context and situation. In this context have separate points called Specialized Language (Technical Language) which is the language spoken by speakers to discuss about special topic or just some person knows about what they are talk. And then Everyday Language which the language spoken by speakers to discuss a casual topic or just all of the hearer and speakers know about the topic they are talking about. And then in the situation, not all situations in the game phase have the same language to use. The gamers separate that in the Pre-Game or gamers call it 'lobby game' and 'spawn islands', During the game, and Postgame. The language used in the situation has different types and styles, they have serious or just a little bit of relaxing words.

## **Tenor**

In the Tenor's part, researchers separated the words according to their skills of playing, how they are playing, and then how they interact in the game. Lin (2016) explains that Tenor is the relationship between the conversation between the speaker and hearer according to the continuum between the global and local poles. It means that Tenor is the part when the speaker and hearer have different roles when they are interacting, for example when the mother has to talk with their kid they will use casual language. Otherwise, when children talk to their parents they must use polite words.

Klein (1978) said that Tenor is the part when the speakers are separated into two parts. It means that in the Tenor the role of relationships depends on the three points; power, contact, and affective involvement. From that researchers can be classified as using their role as 'pro' and 'non-pro'. Because in the game, researchers don't know the variable or the speaker's age, social status, and power in real life. But, the researchers know about their power in the game. It means that some players who can lead their teams can be called have the power and sometimes that player is called a 'pro' or the gamers call it In Game Leader (IGL). Different from 'pro', 'non-pro' players just follow the command of the 'pro' or just play to spend their free time.

Another reference is from Lukin, Moore & Herke (2011) that Tenor is labeled with three distinct features, called Agentive Role, Social Hierarchy, and Social Distance. It means that tenor is something that the speakers said but has linkages about the different status or role of the speakers. The Social Hierarchy is the same as the social status of the speakers, which has the meaning when speakers have different statuses like parents or children, doctors and patients, teachers and students, etc. It means that when teachers want to say something to their students it must be simple, but different from the students when they want to speak with their teachers they must be using polite words. The Agentive Role is a little bit the same as Social Hierarchy but the Agentive Role explains the status of the speakers. The researcher gives an example of an Agentive Role as teachers with teachers. It means that teachers should have an equal role because they are the same as the teachers for their students, but the Agentive Role is classified as the old teacher with a new teacher, the expert teacher with a newbie teacher, etc.

That is why researchers can classify the gamers' language using their expertise from the Agentive Role because it can be seen when they are playing online games together. The 'pro' or expert player will be easy to lead their team, easy to attack some places, easy to kill enemies, and easy to win their games. But different 'non-pro' or newbie players (new players) sometimes found it difficult to decide what to do like attack someplace, give information about enemies, or just kill the enemies they felt difficult. This is the example distinction between 'pro' and 'non-pro' words;

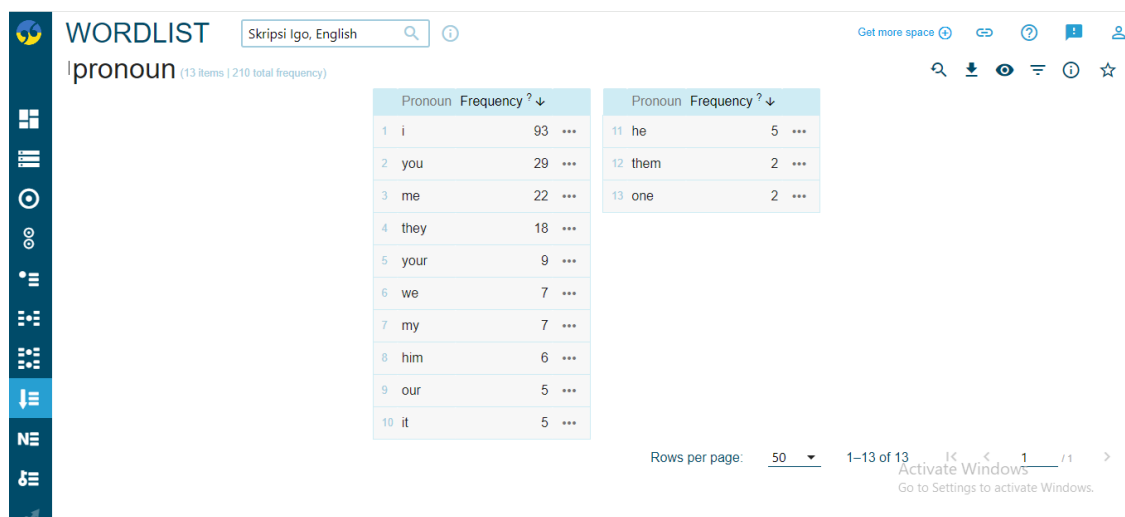
*Pro (expert)*

The expert players are the players who can lead, command, and give information to the members of their team. Sometimes, expert players can decide on the places to attack and give commands to their teams about the member teams' position to attack, the same as the coach of football who has a strategy to gain their win. The expert players have mental leaders too, because if their decision is wrong the expert players must have another strategy to gain the win. The words that are said by experts, like in most observations, always say; *Go, Spotted, Careful, Behind, Mid, Steady, Rush, Hold, etc.* These are all the words that are sometimes used by expert players when they play the games with their friends or random people.

*Non-Pro (newbie)*

The Non-Pro players are called by gamers as newbie players. The newbie players always figure out the person who cannot play well, burden the team, and talk too much. That all is the stereotype which was made by gamers in this world. And the words of newbie players are like

*Who, What, Where, Sorry, Mistake, Can't, Help, etc* as you can read in most of the observations. It can mean that the newbie players always fuss with their gameplay, burden the team, and just say unimportant words. But the newbie players are still needed in the team because if the team consists of fully expert players who want to lead their teams it can be a disaster. After all, they have a high ego.



WORDLIST Skripsi Igo, English

pronoun (13 items | 210 total frequency)

Pronoun	Frequency ? ↓
1 i	93 ...
2 you	29 ...
3 me	22 ...
4 they	18 ...
5 your	9 ...
6 we	7 ...
7 my	7 ...
8 him	6 ...
9 our	5 ...
10 it	5 ...
11 he	5 ...
12 them	2 ...
13 one	2 ...

Rows per page: 50 1-13 of 13 Activate Windows 1 / 1  
Go to Settings to activate Windows.

Figure 1. World List which is used in the game

Based on the findings, the highest agentive role is the pronoun *I*. In addition, *you* are the second highest. It means that communication occurs between the gamers without showing power, contact, and affective involvement. Moreover, it is no differences between pro and non-pro players.

### Lexical Resources

In the Lexical Resources part, researchers explain the classification of the words of gamers according to their language features. Then researchers explained the explanation above and found 13 (thirteen) language features like Nouns, Verb, Adjective, Exclamation, Adverb, Preposition, Pronoun, Determiner, Short Form, Indefinite Articles, Conjunction, Abbreviation, and Modal Verb.

Noun is the most common word based on the part of speech that was used by gamers in the time when gamers did interact with each other with 123 (one hundred twenty-two). It is a fact that why gamers use words in the Noun part because they are interacting with each other to decide some places. It means that almost all gamers try the strategy, discuss the strategy, and apply the strategy by talking about nouns. For example, the strategy of gamers is to attack and kill some enemy. It can mean that some places or some enemies are the nouns or sometimes in the noun part based on the data classification in the Lexical Resources.

Noun	Frequency ? ↓	Noun	Frequency ? ↓	Noun	Frequency ? ↓	Noun	Frequency ? ↓
1	cok	139	...	14	e	48	...
2	l	136	...	15	neon	47	...
3	aku	94	...	16	lho	43	...
4	nang	93	...	17	enemy	43	...
5	iku	71	...	18	jett	43	...
6	yo	70	...	19	chat	42	...
7	iki	68	...	20	sek	34	...
8	onok	67	...	21	ae	34	...
9	bro	62	...	22	iyoy	34	...
10	b	56	...	23	reyna	32	...
11	gak	55	...	24	anjir	28	...
12	cik	52	...	25	opo	25	...
13	halo	51	...	26	de	25	...
				27	ta	24	...
				28	kene	23	...
				29	sova	22	...
				30	kan	21	...
				31	wong	21	...
				32	ndek	21	...
				33	mau	21	...
				34	step	20	...
				35	tak	20	...
				36	seng	19	...
				37	gg	19	...
				38	i	19	...
				39	a	19	...
				40	ngomong	19	...
				41	kok	18	...
				42	hahaha	17	...
				43	cokk	17	...
				44	ya	16	...
				45	endi	16	...
				46	lek	16	...
				47	sage	16	...
				48	rame	15	...
				49	yaopo	15	...
				50	gaonok	14	...

Figure 2. World List of noun

Based on the word list of noun finding, the most frequent noun occurrence is *halo*. It occurs because the gamers open the game, and during the main game *halo* is used to ask for help and confirmation conditions. Meanwhile, *neon* is the second highest, it is the name of the gamers. the fiction is similar to making confirmation or coordinating.

This part explains the second place that researchers found of abundance, the classification of Lexical Resources. The verb part has 84 (eighty-four). If we talk about verbs, we know that verbs are some languages that states the action. The verb has some explicit processes which have 7 (seven) parts Relational Process, Behavioral Process, Mental Process, Verbal Process, Material Process, Existential Process, and Meteorological Process based on the data classification in the Lexical Resources.

– Relational Process:

The part of the verb to explain about to describe ownership of the speakers. It means that the speakers (gamers) at that time describe their ownership. For example: *Mine, Uninstall, Reloading, etc.*

– Behavioral Process:

The part of the verb to explain describes the speaker's psychology. It means that some language speakers describe some psychological process. For example: *Hard, Careful, Down, etc.*

– Mental Process:

The part of the verb to explain some activity based on their feeling, thinking, and perceiving. For example: *Fire, Calm, Move, etc.*

– Verbal Process:

The part of the verb to explain some action to speak or act about direct speech and indirect speech. For example: *Don't, Go, There, etc.*

– Material Process:

The part of the verb to explain some action is based on the physical action. For example *Flank, Dodge, Jiggle, etc.*

– Existential Process:

The part of the verb to explain some action refers to some existence. For example: *There, Check, Someone, etc.*



- Meteorological Process:  
 The part of the verb to explain some action refers to the impersonal. For example: *It*

Verb	Frequency ? ↓	Verb	Frequency ? ↓	Verb	Frequency ? ↓	Verb	Frequency ? ↓
1 go	77 ...	14 have	6 ...	27 please	3 ...	40 hear	2 ...
2 be	61 ...	15 follow	5 ...	28 know	3 ...	41 find	2 ...
3 let	25 ...	16 mend	5 ...	29 step	3 ...	42 see	2 ...
4 raze	16 ...	17 wes	4 ...	30 thank	3 ...	43 jiggle	2 ...
5 do	14 ...	18 need	4 ...	31 speak	3 ...	44 lag	2 ...
6 spot	11 ...	19 play	4 ...	32 watch	3 ...	45 hold	2 ...
7 leave	10 ...	20 get	4 ...	33 fuck	2 ...	46 wanna	2 ...
8 think	9 ...	21 kill	4 ...	34 use	2 ...	47 vest	2 ...
9 help	8 ...	22 rush	4 ...	35 flash	2 ...	48 die	2 ...
10 plant	8 ...	23 map	4 ...	36 hate	2 ...	49 defuse	2 ...
11 hit	7 ...	24 wait	3 ...	37 reloading	2 ...	50 frag	2 ...
12 want	7 ...	25 run	3 ...	38 push	2 ...		
13 knock	6 ...	26 take	3 ...	39 revive	2 ...		

Figure

### 3. World List of verb

Based on the verb world list, the word that frequently occurs is *go*. It means that the conversation in the game is intended to take action because it belongs to a verbal process. It is related to the context situation of the game that the gamers communicate when they take action. This part explains the words or language that are used by gamers when they are playing the games. This part found that Adjective words used by gamers are. The adjectives have some parts like Descriptive Nouns, and Limiting Adjectives based on the data classification in the Lexical Resources.

- Descriptive Nouns  
 Part Some adjectives to explain some nouns have some descriptions. For example: *Mark, Yellow, Black, Traveling, Remaining, etc.*
- Limiting Adjectives.  
 Part of Adjectives to explain about giving information in Circumstances, Types, and Other. For example: *Your, My, This, These, A or An, The, etc.*

WORDLIST Skripsi Igo, English

adjective (112 items | 359 total frequency)

Adjective	Frequency ? ↓	Adjective	Frequency ? ↓	Adjective	Frequency ? ↓	Adjective	Frequency ? ↓
1 nice	78 ...	14 open	4 ...	27 mute	2 ...	40 durung	2 ...
2 mid	30 ...	15 short	3 ...	28 ke	2 ...	41 late	2 ...
3 oke	25 ...	16 new	3 ...	29 buggy	2 ...	42 emm	2 ...
4 sorry	24 ...	17 mobile	3 ...	30 okay	2 ...	43 sticky	2 ...
5 clear	9 ...	18 seh	3 ...	31 north	2 ...	44 sisan	2 ...
6 last	9 ...	19 blue	3 ...	32 japanese	2 ...	45 pro	2 ...
7 good	8 ...	20 ready	3 ...	33 east	2 ...	46 deloken	2 ...
8 langsung	6 ...	21 chill	3 ...	34 right	2 ...	47 ta	2 ...
9 phantom	6 ...	22 more	2 ...	35 base	2 ...	48 left	2 ...
10 many	6 ...	23 safe	2 ...	36 direvive	2 ...	49 careful	2 ...
11 wee	5 ...	24 dead	2 ...	37 black	2 ...	50 muni	1 ...
12 single	5 ...	25 samean	2 ...	38 done	2 ...		
13 rotate	4 ...	26 main	2 ...	39 kene	2 ...		

Figure 4. World List of adjective

Based on the word list, the adjective that frequently appears is *nice*. It means that the gamers frequently complement other gamers.

Adverb; This part explains the words or language used by gamers in the part of Adverbs. In this part, researchers found Adverbs which are used by gamers. And then this is the part of Adverbs which is based on the data classification at Lexical Resources.

- Adverb of Time :  
To explain the time, some events are based on the time. For example: *Before, After, Now, etc.*
- Adverbs of Manner :  
To explain some information based on the manner of something. For example: *Really*
- Adverbs of Frequency:  
To explain some information based on the frequency of some words. For example: *Once*
- Adverb of Place :  
To explain some information based on the places. For example: *Ahead*

WORDLIST Skripsi Igo, English

adverb (37 items | 115 total frequency)

Adverb	Frequency ? ↓	Adverb	Frequency ? ↓	Adverb	Frequency ? ↓	Adverb	Frequency ? ↓
1 here	27 ...	11 well	3 ...	21 jett	1 ...	31 else	1 ...
2 sorry	11 ...	12 again	2 ...	22 yes	1 ...	32 alone	1 ...
3 not	11 ...	13 really	2 ...	23 long	1 ...	33 front	1 ...
4 ne	7 ...	14 no	2 ...	24 just	1 ...	34 steady	1 ...
5 so	6 ...	15 north	2 ...	25 iku	1 ...	35 apart	1 ...
6 still	4 ...	16 down	2 ...	26 bis	1 ...	36 aku	1 ...
7 back	3 ...	17 very	2 ...	27 damn	1 ...	37 ahead	1 ...
8 now	3 ...	18 sek	2 ...	28 almost	1 ...		
9 up	3 ...	19 behind	2 ...	29 all	1 ...		
10 yeah	3 ...	20 there	1 ...	30 once	1 ...		

Rows per page: 50 1-37 of 37

Figure 5. World List of adverb

Based on the adverb, it can be concluded that the gamers give information to other gamers about their position.

Determiner; gamers used words based on the Determiner and researchers found data in 20 (20) words. This part explains that we all know the determiner is to limit some nouns in the beginning. For example: *Your, Last, More, etc.*

Pronoun; the words or language used by gamers based on the Pronouns. And then researchers found Pronouns. In the Pronoun, there are different parts based on the subject and object.

- Subject:

For example, the subject part based on the Lexical Resources Classification is: *I, We, You, He, etc.*

- Object :

For example, in the object part based on the Lexical Resources Classification, it is: *Them, Everyone, Those, Me, etc*

Preposition; Preposition to connect the object and its parts in a sentence. Examples based on classification at Lexical Resources: *To, In, On, etc.*

4. Exclamation

In this part, explain the words or language used by gamers based on the Exclamation part. Exclamation to explain some expressions of feeling like sad, happy, and shock. Based on the classification at Lexical Resources, researchers found 8 (eight) words. For example: *Please, Yeah, Oh, Shit, Damn, etc.*

5. Short Form

This part, explains the words or language used by gamers based on the Short Form part. A short form is some form of words to express some informal condition. Based on the classification at Lexical Resources, researchers found 2 (two) words. For example: *Don't, Can't, etc.*

6. Indefinite Article

In this part, explain the words or language used by gamers based on the Indefinite Article. An Indefinite Article has some words to accompany some words. Based on the classification at Lexical Resources, researchers found 2 (two) words. For example: *A, The, etc.*

7. Conjunction

In this part, to explain the words or language used by gamers based on the Conjunction. Conjunction is for some words to connect equivalent language units. Based on the classification at Lexical Resources, researchers found 2 (two) words. For example: *Or, If, etc.*

8. Modal Verb

In this part, explain the words or language used by gamers based on the Modal Verb. Modal verbs are some auxiliary verbs to explain possibilities, permits, and obligations. Based on the classification at Lexical Resources, researchers found 2 (two) words. For example: *Must, Should, etc.*

9. Abbreviation

In this part, explain the words or language used by gamers based on the Abbreviation. Abbreviation is a term in the English Language used to shorten a word or term. Based on the classification at Lexical Resources, researchers found 1 (one) word. For example: AFK. After classifying Lexical Resources, researchers found that most gamers used the words in the Noun. And then why the verb in the second place, because if they talk about action to attack some places or enemies, they will do some action to make it real. Third place, gamers used. Fourth place, gamers used. Fifth place, gamers used. Sixth place, gamers used words. Seventh place, gamers used words. Eighth place, gamers used. In the Nine place, there are four points between Short Form, Indefinite Article, Conjunction, and Modal Verb. In the past gamers used

abbreviations with 1 (one) word. The list below presents the wordlist which analyzed in sketch engine software.



lemma (1,375 items | 5,843 total frequency)

Lemma	Frequency	Lemma	Frequency	Lemma	Frequency	Lemma	Frequency	
1	cook	139	26	sek	37	51	tak	20
2	aku	95	27	sorry	35	52	no	19
3	nang	93	28	mid	35	53	ngomong	19
4	go	89	29	iyo	34	54	gg	19
5	a	87	30	ae	34	55	on	19
6	nice	78	31	reyna	32	56	kok	19
7	iku	73	32	oke	31	57	we	19
8	yo	70	33	you	29	58	seng	19
9	b	68	34	anjir	28	59	they	18
10	e	68	35	here	27	60	where	18
11	iki	68	36	ta	28	61	cokk	17
12	onok	67	37	de	26	62	what	17
13	bro	62	38	let	25	63	hahaha	17
14	be	61	39	kene	25	64	can	16
15	in	57	40	opo	25	65	endi	16
16	gak	55	41	to	24	66	lek	16
17	cik	52	42	step	23	67	ya	16
18	halo	51	43	mau	23	68	sage	16
19	neon	47	44	from	22	69	raze	16
20	jett	45	45	me	22	70	rane	15
21	lho	44	46	sova	22	71	yaopo	15
22	enemy	43	47	ndek	22	72	video	14
23	via	42	48	kan	22	73	eh	14
24	chat	42	49	wong	21	74	brimstone	14
25	the	40	50	one	20	75	oo	14
76	do	14						
77	gaonok	14						
78	nangndi	14						
79	mati	13						
80	kon	13						
81	transcript	13						
82	kunu	13						
83	plant	13						
84	mudun	12						
85	njir	12						
86	lah	12						
87	ndukur	12						
88	help	12						
89	buta	12						
90	game	12						
91	not	11						
92	two	11						
93	spot	11						
94	allah	11						
95	nomer	11						
96	try	11						
97	spike	11						
98	sopo	11						
99	yes	11						
100	siji	11						

Figure 6. World List which is used in the game

Based on the word list above, it can be seen clearly that the highest frequency of word appearance in the game is in the Indonesian language. Therefore, the gamers sometimes use the Indonesian language, Javanese, and English, the total word is 1,1375 and the frequency is 5,843.

## Discussion

### Field

The Field Table can be all the researchers needed to make it clear about how the language features of gamers. Fields makes researchers clear that that part talks about all of the language that is used by gamers when they are interacting inside the game. The language used by gamers in the field is divided into 3 phases the game Pre Game, During Game, and Post Game. All of them have a different one with the other of the language which is used by gamers. For example in the pre-game sometimes they say hi to each other, talk some strategy about where the place wants to attack by team, or just talk about what they need to start the game. During the game is the most crucial phase when gamers play the games because in that phase they must communicate with each other about all of the information which can make the team win those rounds or be full of games. Sometimes they blame each other if the information is wrong or just some players making some mistake and making the team lose that round or that game. In the post-game we can say the last phase of gamers when they play the games, as you can see in the Result is divided into chill and toxic players who have different styles when they are saying something.

In the Tenor Table, you can see researchers divided that into 2 parts gamers (pro and non pro) gamers. The reason which makes the researcher divided is because when playing the game researcher does not recognize who they are or we can know it as a random person in the game. The researcher separates that with a pro and non-pro because tenor is some part when speakers and audience have different powers when speaking to each other. For example, when teachers say something to their students or when students say something to their teacher they have different styles of language and different politeness. But, in the game, we don't know who has more power than others, but we can know from their skills, play style, and their language style. It means when a person who can lead, command, and advise all of the members team. Researchers can conclude that the Tenor Part is how the pros and non-pros used their language.

### Lexical Resources

In the Lexical Resources Table 2, you can see researchers can classify them into 12 (twelve) different language features that we can know as 'part of speech'. These are Nouns, Verbs, Adjectives, Adverbs, Pronouns, Prepositions, Exclamation, determiners, Short Form, Indefinite Articles, Conjunctions, Abbreviations, and Modal verbs. As you can see in the Lexical Resources Part the gamers mostly used Noun words when they communicated with each other during the gaming phase.

From all of the classifications, it can be made clear that the language used by gamers is extensive and varied. From the *Field*, we can know the language depending on the situation in the game based on the phase of the game. From *Tenor*, we can know the language style of gamers based on the differences in the skills of gamers. From *Lexical Resources* we can know which part of speech is mostly used by gamers. So, the language features of gamers are wide and varied. Therefore, the list below presents each word category:

Table 2.  
*Types of Lexical Resources Data*

Word Categories	Word Total	Frequency
Adjective	112	37
Adverb	32	115
Conjunction	2	10
Noun	1157	4929
Preposition	22	193
Pronoun	13	210
Verb	123	439

### Context and Situation of Language Features Used

In this point, researchers want to explain about what is the context situation in which the language features used by gamers when they are communicating with each other inside the game phase. If we discuss and talk about the context of the situation, we can say it can be referred to as the Field part, because in the field part, we can know all of the language which is used by gamers when they are interacting with each other inside the game. As you can see in the previous explanation, the situation of the game is separated into 3 phases; pre-game, during-game, and post-game.

If we talk about pre-game, we can know that the words which are mostly used by gamers are hi, *hello*, *hallo*, *etc* as you can see in most of the observation data. It means that in the pre-game most gamers use that to say hi to each other because the researchers play that game and

collect the data with the random gamers. It means researchers take that data from people who do not get to know each other.

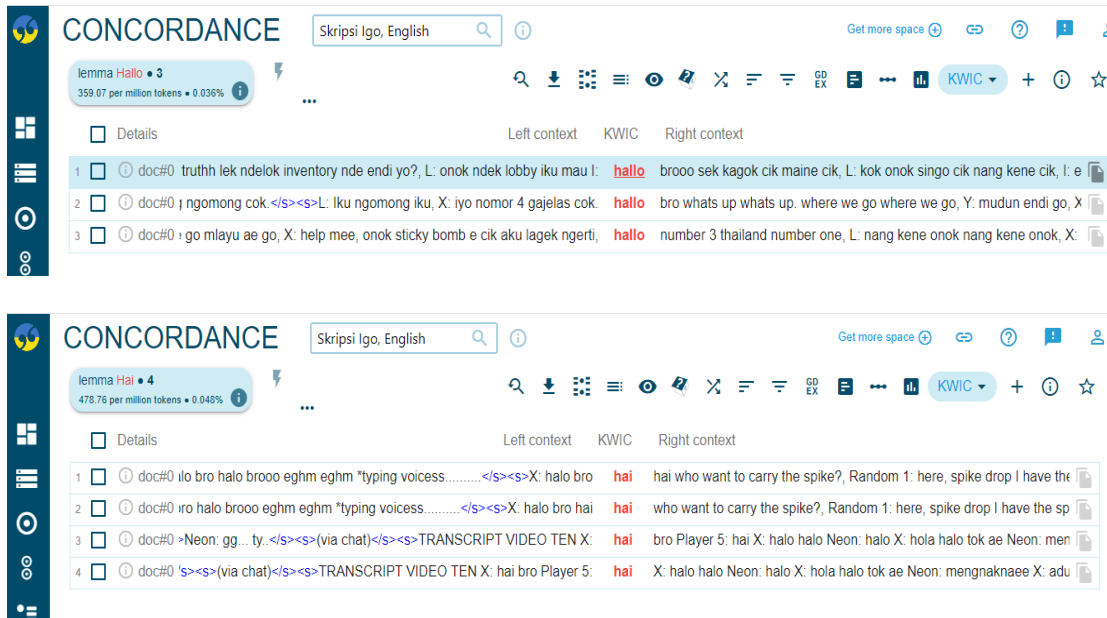


Figure 7. Types of Concordance *hallo* and *hai*

Based on the concordance of the words *hallo* and *hai*, it can be concluded that the word *hallo* and *hai* is not only used in the opening but also asking for confirmation. It can be seen in the figure from the sketch engine, that the sentence “*hallo bro what’s up*” is asking how is the condition and if the hearer needs help. Moreover, the word *hai* is only asking for confirmation. Based on the four sentences found in the sketch engine, it is clear that four sentences ask for who takes the role. Therefore, in some conversations, it is not only in pre-game.

That can be the fact that gamers in the pre-game mostly used to say hi to each other, to start some chit-chat with their member teams or enemy teams. But, other words used by gamers in the Pre-Game to decide the strategy like what places to be attacked by, share some utility or just engage all of the participants to play with fun and relaxation. As you can see in the observation, the words; *let's, fun, etc* are examples of wanting to engage all of the gamers being have fun, or you can see in observation 11 (eleven) too, the words decided strategy like *step, mid, here, etc* being examples that some gamers did decided the strategy at the pregame.

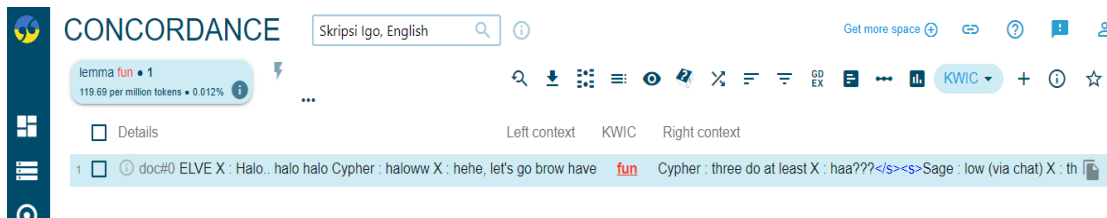


Figure 8. Types of Concordance *fun*

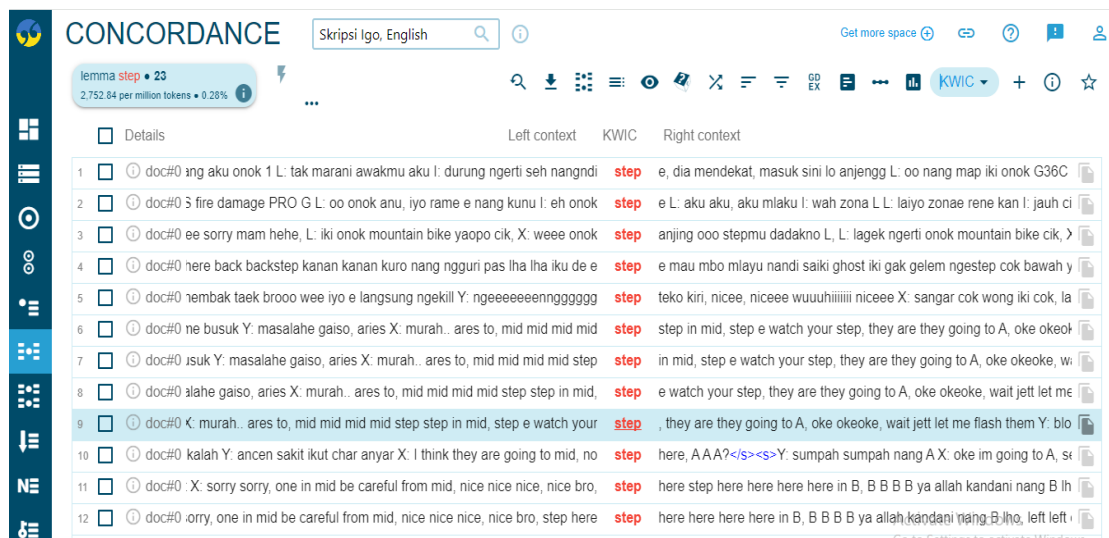


Figure 9. Types of Concordance *step*

Based on the findings, *fun*, *step*, and *mid*, *here* are used when the gamers give information about the step of the game. In addition, the word *fun* gives support to the gamers. If we talk about During Games, we know that the words that are used by gamers are various. How it can be various because, in the phase during the game, the communication is really serious and sometimes likely often. It means that during the game phase gamers communicate with each other to decide something, give information, and talk about strategy in more detail.

The words Decided are something you can see mostly in all of the observations like *Go*, *Hold*, *Rush*, *etc.* It means that during the game phase, the communication was serious because the gamers focused on talking about deciding the next move of their teams, to make their teams get some points in the game or make their team become an absolute winner in that time. Other examples of giving information mostly used by gamers in the observation like *Entrance*, *Mid*, *Low*, *Left*, *Right*, *etc.* It can be a fact that the communication is serious in the part of giving information. If the gamers want to decide something, they need to earn a wide range of accurate information from all of the team members to make them win in various rounds. That can be another fact that information is needed to win the game. Because if the information that is earned by members is not very accurate, they will take the wrong step to attack some places. For example, if one of the bomb sites, one of the members said that that site is empty or just gave information that not many people are in there but the reality is that the site is very crowded they will get the loss. So, the information is really important for gamers to win the game.

Another example of the strategy you can see mostly in all of the observations like *Rotating*, *Running*, *From*, *etc.* It means that the strategy must be created by the leader of the team, to make their teams get some points of rounds and take the win. The strategy is always used by gamers and discussed by all of the members of the teams which have functions to make some mistake in a single member of the team.



Figure 10. Types of Concordance *go*, *hold*, *rush*, *running*, *rotating*

Based on the findings, it can be concluded that the word *go* is for giving support which can be found in the main stage of the game. Meanwhile, *hold*, *rush*, *running*, and *rotating* are used to give direction to play the game.

The last phase is post-game which happens before the game is over. It means that all of the words that are used by gamers after they are having a phase during the game are finished. However, researchers found it has two different types, good words and bad words. The good words used by gamers in the post-game *Nice*, *Nice Try*, *GG (Good Game)*, *well played*, *etc.* It is a fact that the words used by gamers the mostly observed in the post-game game like giving appreciation to all of the members team who are already playing in those rounds. They



appreciate each other for encouraging and improving their mentality to face the next rounds of the games.

The bad words used by gamers in the post-game like *Noob, Shit, Damn, Lmao, Fuck, Hate, etc.* It is a fact that the words used by gamers mostly observe the post-game to express their disappointment with other members team who can win the rounds. But it can also be worn to express disappointment with themselves like *RIP Aim*, that is can be expressed about how gamers cannot shoot properly. All of the bad words used by gamers sometimes make their teams feel uncomfortable because some gamers want to have fun and refresh their mind when playing the game and not argue with someone.

However, in the findings, the positive adjective more frequently occurs than a negative adjective. it means that in the game the gamers bring a positive complement to other gamers (Mercier & Lubart, 2023). Therefore, it can tackle the opinion that games bring negative effects, especially for the attitude. Moreover, these words can be implemented in school, students find it easier to understand the word when they frequently listen to it, especially the adjective word that is used for descriptive writing or speaking skills. The sentence can be seen in the picture below.

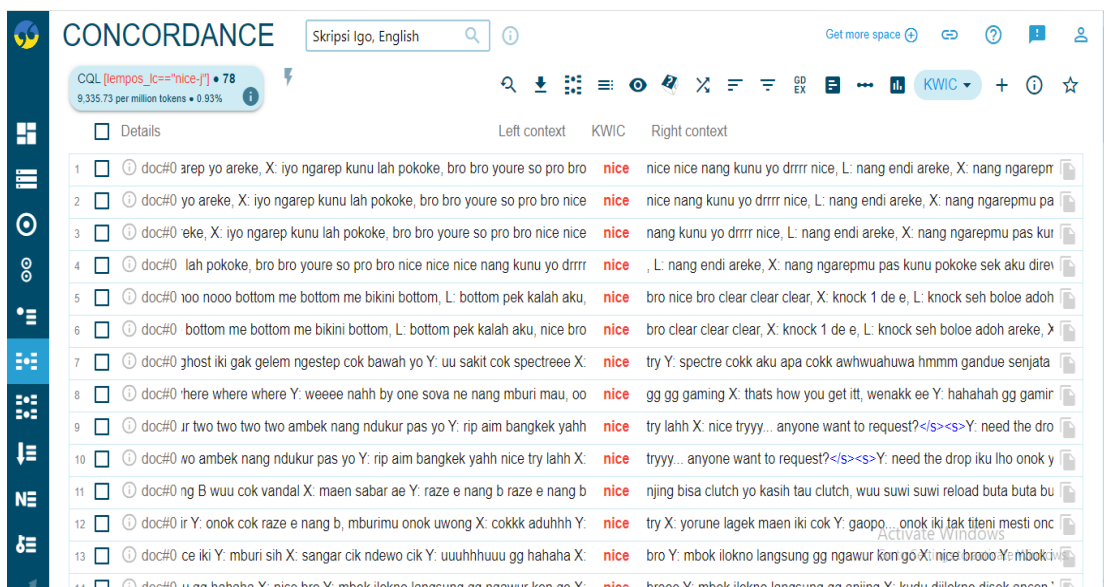


Figure 11. Types of passive adjective

Gamers have a lot of words depending on the situation as explained above. All of the languages can be classified by the researchers depending on the situation inside the game which are collected by researchers and the data of various words you can see in all of the observations above.

### The Implication of Language features of gamers toward English Material use in Vocational High School

In this point, the researchers must explain the implication of language features that are used by gamers toward English Material use in Vocational High School. The language features of gamers as we know in the explanation before how the gamers use the language, when the gamers use the language, and why gamers use that language when they are interacting with each other inside the game.

After reading and analyzing the syllabus of Vocational High School, make clear that language features of gamers have an impact on the English Materials. It is a fact that in the class 10 (ten) students learn about 9 (nine) topics in one semester, these are; Describe About Myself, Complimenting and Showing Caress, Expressing Intention, Congratulations Other, Describing People, Describe Tourism Object, Describing Tourism Object (more complex), Describing Historical Places, and Giving Announcement.

First, the implication is based on the Field. In the field, we have separated points these are Technical Language and Everyday Language. In the English Material of Vocational High School, there are some conversations inside every topic in the Material Books of English. For example, the book material talks about describing persons. The language variety is used in daily conversations. If we want to explain ourselves, we are sure to use more everyday language or casual language. Another material explains how to create an application letter for a job. It is a fact, that when we want to create some application letter, especially for a job, the language used must be formal, or in the field, we talk about Technical Language.

And then if we talk about some situation, it can be seen in the conversation materials in most topics. If we talk about conversation, sometimes we will think about tenor because tenor is the role between speakers and listeners that will be called a conversation. In the field, we talk about situations, and the situation of conversation is the same with the data which was collected by researchers. You can see in the point situation of gamers, that gamers have different languages which are used based on the situation. In the game phase, we have 3 different points, the same as the conversation in the English Material. If we talk about it in the first conversation, they always say *hi*, *halo*, etc. It can be a fact that language features in the point of the field have an implication with English Material especially in the conversation materials.

Second, based on the Tenor. In the tenor, we know that tenor is the language that is used by someone based on their role. This research uses the Agentive Role, between pro and non-pro players. The implication between language features of gamers in the point of tenor can be seen in most topics of English Material. All of the topics reveal or provide one or two examples of conversation. For example, a conversation that has an implication with English Material based on the Agentive Role is in material that explains giving some help or services to someone. If we talk about differentiation between expertise and non expertise, in that topic give an example in the conversation that students in the Vocational High School taught to give some services to clients. It means that the conversation that happened there, is between expertise and non-expertise or we can say the expertise can give service and non-expertise need services. If we see an implication in the language features of gamers, we can know that they have the same aim or some meaning between expertise and non-expertise, but in the game, we call it pro and non-pro players.

Third, explain the implication based on Lexical Resources. If we talk about lexical, in our minds there must be a grammatical part. The Lexical Resources imply all of the topics in English Material of Vocational High School. For example in Topic VI in X (ten) Class, explain about some public places or tourist attractions. In that part, we know that when we want to describe some public place we will use great grammar to write some description. And then, in the syllabus, we know that every topic, every student is expected to speak and write well. In the textbook, it is not plainly explained what is the part of speech or anything like that. If we want to explain some tenses or parts of speech, it can be given in the Junior High School. But, the grammar is still taught implicitly. And then the implication of language features of gamers with English Material based on Lexical Resources, it can be the fact that language features of gamers imply with English Material of Vocational High School especially in the grammatical text for example in the Descriptive Text.

So, we can know the impact of language features of gamers which are used by gamers within English material use at the Vocational High School. According to the syllabus of English at Vocational High School, there are a lot of implications between language features and English material in Vocational High School based on Register Theory at *Field, Tenor, and Lexical Resources*. It means that language features of gamers perhaps can be used for material if they can, especially in the conversation materials.

## Conclusion

This study revealed that gamers exhibit distinct linguistics features shaped by their individual personalities. The findings underscore the diversity of languages employed by gamers, with a predominant focus on nouns. Through discussions, implications for Vocational High School students emerge, highlighting the significance of Register theory's components – Field, Tenor, and Lexical Resources, in understanding gamers' language dynamics. These language features hold potential for integration into English materials, incorporating authentic gamer interactions to enrich language learning experiences for students.

Drawing from the research findings, the study provides suggestions for readers, particularly students in Vocational High Schools in ICT programs. Firstly, students are advised to strike a balance in their gaming habits, recognizing that while games can offer benefits, excessive gameplay may yield negative consequences. Additionally, students can leverage online gaming as a tool to enhance their speaking and listening skills, particularly through interactions on international servers where they encounter the English native speakers. This exposure to diverse linguistic contexts within gaming community can serve as a valuable supplement to traditional language learning methods.

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