JARGON IN MOBILE LEGENDS: BANG BANG

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Abstract: Language continues to develop along with the development of the society itself which then results in a phenomenon appearing in the society, this phenomenon is the emergence of language variations within the community in the form of vocabulary that is only known by people who are in the community this phenomenon also occurs in Mobile Legend Bang Bang. The purpose of this research is to find out the form, and the contextual meaning of the jargon contained in Mobile Legends: Bang Bang. In this research, the researcher used the qualitative method. The data in the form of words and phrases were obtained from the smartphone especially the Mobile Legends: Bang Bang application, which is then recorded in digital notes. The data were analyzed using the qualitative data analysis technics by Donald Ary namely: organizing and familiarizing, coding and reducing, and enterpreting. The result showed that there were 44 jargons found in this research that is used by Mobile Legends: Bang Bang players namely: 16 in abbreviation form, 11 in word form, and 17 phrases form specifically, 8 in noun phrase, 8 in adjective phrase and 1 in verb phrase.

Keywords: ***Jargon, Contextual meaning, Mobile Legends, Bang Bang, Game.***

INTRODUCTION

In this modern era where we live today technology is developing rapidly that which allows people from different parts of the world to be connected (Liando et al, 2021). No longer the same as a couple of decades ago when the technology was not as advanced as today. At this time, with technology, people from all over the continents of the world can be connected using modern devices through an electronic device, making it easier for them to communicate and socialize (Lengkoan et al, 2022). This advancement of technology also indirectly affects the

development of language as well, since dynamic is one of the characteristics of language as a tool of communication, (Chaer 1995, p.14) "mentions the characteristics that constitute the essence of language as a symbol of the sound system, are arbitrary, productive, dynamic, diverse, and humane." So since people from all over the regions who are the speakers of the language can be connected and interact with each other through this electronic platform so that at this time various kinds social of communities are formed and one of these communities is Mobile Legend game players which connected through Mobile Legend game app as one of the electronic platforms. As mentioned above language continues to develop along with the development of the society itself which then results in a phenomenon appearing in the society, this phenomenon is the emergence of language variations within the community in the form of vocabulary that is only known by people who are in the community this phenomenon also occurs in Mobile Legend Bang Bang.

In the field of linguistics, the branch of linguistics that studies this phenomenon is sociolinguistics which is the study of the language and society (Kamagi et al, 2018). According to (Hudson, 1996, p.4) "Sociolinguistics is the study of language and its relationship to the society", whereas (Spolsky, 1998, p.3) "the field that studies the relationship between language and society, between the uses of language and the social structures in which the users of the language live." Based on these statements we can conclude that this phenomenon proves that the community also influences the use of language for particular purposes. In sociolinguistics, the phenomenon referred to above is called jargon.

In general, jargon is known as specific word or phrases which is used by a particular social group, or profession as a means of communication and only understood by them, as stated by (Chaer & Agustina, 2004, p.68), "jargon is a social variation that is used by certain social groups in a limited way. The phrase used is only understood by certain groups and people outside of these particular groups do not understand it" such as the computer jargon: "Central Processing Unit

(CPU)", a chip that runs all the computer programs, "Malicious Software (Malware)" as well as in the Mobile Legends player community there is also jargon used by players like "GG (Good Game)", "WP (Well Played)", "NT (Nice Try)", "CC (Crowd Control)", These are some of the jargon that is used by Mobile Legends players as a simple communication tool that makes it easier for players to communicate or convey expressions. Based on all the explanations above the researcher was interested to propose research with the title Jargon in Mobile Legends: Bang Bang.

RESEARCH METHOD

Research Design

The researcher used the qualitative research method since the data were in the form of words rather than numbers as stated by (Bogdan & Biklen, 1982, p.28) "qualitative research is descriptive. The data collected is in the form of words or pictures rather than numbers. The written result of the research contains quotation from the data to illustrate and substantiate the presentation. "Since the data were collected in the form of words therefore this method is suitable for this research.

Data Collection

The data that will be collected and used in this research are in the form of words taken from Mobile Legends: Bang bang using the smartphone as the instrument and also the main source in collecting the data which then recorded in digital notes. To begin with, the researcher will identify and determine which are the jargons that occurred in Mobile Legends: Bang bang. Furthermore, to provide explanations regarding jargon in Mobile Legends: Bang Bang the researcher decided to arrange and group the jargon based on its form. Based on the form of the jargon, the researcher divided it into 3 forms: abbreviation, word, and phrase form, then the researcher will also provide the contextual meaning of these jargons.

"Data analysis is a process whereby researchers systematically search and arrange the data in order to increase their understanding of the data and to enable them to present what they learned to others" (Ary, 2002, p.465).

In data analysis, the researcher applies the procedure of qualitative data analysis suggested by (Ary, 2010, p.500) namely: (1) organizing and familiarizing, (2) coding and reducing, (3) interpreting.

1. Organizing and Familiarizing

"The first stage in analyzing qualitative data involves familiarization and organization so that the data can be easily retrieved. Initially, the researcher should become familiar with the data through reading and rereading notes and transcripts, viewing and reviewing videotapes, and listening repeatedly to audiotapes. The major task of organizing the large body of information begins after familiarization. Start with creating a complete list of data sources." (Ary, 2010, p.500-501).

2. Coding and Reducing

"This is the core of qualitative analysis and includes the identification of categories and themes and their refinement. Coding is about developing concepts from the raw data (Gerungan et al, 2021). The most common approach is reading and rereading all the data and sorting them by looking for units of meaning—words, phrases, sentences, and subjects' ways of thinking. After all the data are coded, the researcher places all units having the same coding together." (Ary, 2010, p.502-504).

3. Interpreting

"Interpretations about bringing out the meaning, telling the story, providing an explanation, and developing plausible explanations. Interpreting qualitative data is difficult because there are no set rules to follow. The quality of the interpretation

depends on the researcher's background, perspective, knowledge, and theoretical orientation and intellectual skills he or she brings to the task." (Ary, 2010, p.509).

FINDINGS AND DISSCUSSION

In this chapter, the researcher aimed to analyze the findings related to data, namely a list and the form of existing jargon and then describe its contextual meaning by applying qualitative data analysis suggested by Donald Ary.

Organizing & Familiarizing

This is the stage where the researcher familiarizes himself with the data first so that the researcher is able to organize the data well, and to achieve this the researcher has observed, collected and read the data, namely the jargon contained in "*Mobile Leends: Bang Bang*" so that the researcher becomes familiar with the data.

As a player and also the user of the jargon in "*Mobile Legends: Bang Bang*" has read and reread the data from note and electronic device, the researcher has become familiar with the data. Therefore at this stage the researcher have collected 44 jargon which then will be divided into several categories in the next stage. Here is a complete list of jargon that were found:

1. *"MVP"*
2. *"GG"*
3. *"WP"*
4. *"WR"*
5. *"CC"*
6. *"DPS"*

7. "NF"

8. "NR"

9. "MP"

10. "HP"

11. "WS"

12. "LS"

13. "AFK"

14. "NT"

15. "OP"

16. "BP"

17. "Recall"

18. "Build"

19. "Skin"

20. "Hero"

21. "Cooldown"

22. "Respawn"

23. "Farming"

24. "Minion"

25. "Creep"

26. "Jungler"

27. "Roamer"

28. "Epic comeback"

29. "Gold lane"

30. "Exp Lane"

31. "Mid Lane"

32. "Gold Laner"

33. "ExpLaner"

34. "MidLaner"

35. "Early Game"

36. *"Mid Game"*

37. *"Late Game"*

38. *"Burst Damage"*

39. *"Damage Dealer"*

40. *"True Damage"*

41. *"Magic Damage"*

42. *"Physical Damage"*

43. *"Critical Damage"*

44. *"Push Rank"*

Coding & Reducing

In this stage the data that were found in the previous stage is then sorted so that the data that was previously raw became a completed data that is ready to be analyzed. The complete data then grouped into 3 groups based on their form, namely acronym, words, and phrases. Based on this grouping then found 16 jargons in the form of abbreviation, 11 in the form word, and 17 in the form of phrase, specifically 8 in noun phrase, 8 adjective phrase, and 1 in verb form, thus there are 44 jargons found in *Mobile Legends: Bang Bang.*

- *Abbreviation Form*

    There are 16 jargons found in abbreviation form:

    1. *"MVP"*

    2. *"GG"*

    3. *"WP"*

    4. *"WR"*

    5. *"CC"*

    6. *"DPS"*

    7. *"NF"*

    8. *"NR"*

9. *"MP"*

10. *"HP"*

11. *"WS"*

12. *"LS"*

13. *"AFK"*

14. *"NT"*

15. *"OP"*

16. *"BP"*

- *Word Form*

  There are 11 jargons found in word form:

  1. *"Recall"*

  2. *"Build"*

  3. *"Skin"*

  4. *"Hero"*

  5. *"Cooldown"*

  6. *"Respawn"*

  7. *"Farming"*

  8. *"Minion"*

  9. *"Creep"*

  10. *"Jungler"*

  11. *"Roamer"*

- *Phrase Form*

  There are 17 jargons found in noun, adjective, and verb phrase form:

  1. *"Epic comeback"*

  2. *"Gold lane"*

  3. *"Exp Lane"*

  4. *"Mid Lane"*

  5. *"Gold Laner"*

  6. *"Exp Laner"*

7. *"Mid Laner"*

8. *"Early Game"*

9. *"Mid Game"*

10. *"Late Game"*

11. *"Burst Damage"*

12. *"Damage Dealer"*

13. *"True Damage"*

14. *"Magic Damage"*

15. *"Physical Damage"*

16. *"Critical Damage"*

17. *"Push Rank"*

Interpreting

This is the last stage in analyzing before bringing out suggestions and conclusions, at this stage the researcher interprets the data that has been grouped before. In this stage the researcher described the contextual meaning of each jargon.

Abbreviation Form

1. *"MVP"*

"Mvp" stands for most valuable player is the title given to the player with the highest overall rating among other players on a team which is determined automatically by the system based on the contribution made during the match which granted after the match is over.

2. "GG"

"GG" stands for "Good Game" and is often used as an expression to compliment other players when they play well.

3. *"WP"*

"WP" stands for *"Well Played".* Just like with *"GG"*, *"WP"* is also an expression used to compliment other players for playing well.

4. *"WR"*

"WR" stands for *"Win Rate".* This means the percentage of wins, player win percentage. To indicate the winning ratio of the players.

5. *"CC"*

"CC" stands for *"Crowd Control".* Is the ability of the character in the game that has negative effects such as making the opponent dizzy, pushed back, making the opponent fall down and so on. This ability has more or less the same meaning as the term "crowd control" is intended to control crowds, which means affecting more than one player.

6. *"DPS"*

"DPS" stands for *"Damage Per Second".* What it means is dealing sustained damage that is generated every second. In this case, it is an attack that deals damage by one unit to another unit every second. An example in the real world is a machine gun.

7. "NF"

"NF" stands for "no flicker" is used to inform teammates that the enemy has used "flicker" (a skill used by player to dash to specified direction instantly)

8. "NR"

"NR" stands for "no retry" is used to inform teammates that the enemy has used "retry/retribution" (a skill that deals true damage to monsters) so that the enemy cannot use the skill for a while.

9. "MP"

"MP" stands for "Mana Points". Mana is required to use skills, if mana points are full the player can use hero's skills, and if mana points dropped to zero the player cannot use hero's skills.

10. "HP"

"HP" stands for "Hit Points/Health Points". Damage received will reduce the amount of "HP" and if "HP" dropped to zero the player will be eliminated.

11. "WS"

"WS" stands for "Win Streak", consecutive wins achieved by a player. "Win Streak" is an achievement in the game, this achievement is obtained by the player when he has won more than one match.

12. "LS"

"LS" stands for *"Lose Streak"*, or consecutive defeats. "Lose Streak" is consecutive defeats experienced by players. This is a situation where the player continuously loses the match.

13. *"AFK"*

"AFK" stands for *"Away From Keyboard"* it means the player leaves the game. This term was originally used by online game players on computers, which over time was also used by mobile online game players.

14. *"NT"*

"NT" stands for *"Nice Try"*. An expression used by players as a compliment to appreciate the efforts of other players.

15. *"OP"*

"OP" stands for *"Overpowered"* which means too strong or overpowering. Usually in the game there are certain heroes who are overpowering or too strong and outperform other heroes in terms of power.

16. *"BP"*

"BP" stands for *"Battle Ponts"*. *"BP"* is the in-game currency that is used for various purposes such as buying heroes, upgrading player attributes etc. There are various ways to earn *"BP"* such as completing missions or simply by completing matches.

Word Form

1. *"Recall"*

"Recall" means to teleport to base. Ability used by players to return to base. This is an ability that allows players to return to base instantly.

2. "Build"

"Build" is a collection of item combinations used by players. There are various variations of "Build" that can be used by players depending on the needs and desires of the player.

3. "Skin"

The term *"Skin"* in this game means costume. Costume is a style of clothing used by a hero that totally or partially changes the appearance of a character (hero) to be more attractive

4. *"Hero"*

"Hero" is a character in the game used by the player. Just like games in general that have characters to be used by players as well as in Mobile Legends: Bang Bang the characters used by players are called *"Hero".*

5. *"Cooldown"*

"Cooldown" is the period or time interval for a skill to be reusable. When we use hero skills it usually takes a while to be able to reuse the skill, this time gap is called *"Cooldown".* The time interval required to be able to use the skill again.

6. "Respawn"

In general, in a game, players usually have the opportunity to revive more than once when they are eliminated as well as in the *Mobile Legends: Bang Bang* game where players have the opportunity to revive more than once. This phenomenon is called *"Respawn"* in *Mobile Legends: Bang Bang* when a player is eliminated the player only needs to wait a while to be revived to be able to carry on the game again.

7. *"Farming"*

Usually in a game to strengthen the character there are various ways that players do. *"Farming"* is an activity carried out in the game to enrich players as quickly as possible. The purpose of *"Farming"* is to make players have enough resources to buy items to strengthen players so they can outperform opposing players.

8. *"Minion"*

"Minions" are troops each team has. *"Minions"* from each team appear continuously during the game and fight against enemies during the game and help players to win the match. If the *"Minions"* are eliminated they will revive in a few seconds.

9. *"Creep"*

"Creep" is a monster that resides in a monster jungle area. Unlike the "Minions" this type of monster is neutral and does not contribute to attacking the opposing team. They will only attack who attacks them first.

10. *"Jungler"*

"Jungler" is one of several roles in the game. "Jungler" is a term for players who carry out "farming" activities in the jungle area. This role is usually the core role in the game because this role has the most influence on a team's victory. the task of this role is to enrich itself by taking all available resources so as to enable it to be superior in terms of level, resource, and strength so that if a battle occurs this role can outperform the opposing player to get victory for his team.

11. *"Roamer"*

"Roamer" is one of the roles in the game. This role has the task of going around the entire lane to assist friends who need help, especially heroes who have certain weaknesses at the beginning of the game and need assistance. This role also ensures *"Jungler"* can collect resources safely without any interference from the enemy.

Noun Phrase Form

1. *"Epic Comeback"*

"Epic Comeback" is a situation where a team is in a state or commonly called a losing position where the opposing team is superior and has earned more kill points but in the end the team in a losing position can turn things around and become superior to the opposing team and in the end win the match.

2. *"Gold Lane"*

"Gold Lane" is one of the three lanes in the game *Mobile Legends: Bang Bang*, this lane is called *"Gold Lane"* because in this lane the gold obtained when successfully eliminating minions are given more than the other lanes

3. *"Exp Lane"*

"Exp Lane/Experience lane" is one of the three lanes in *Mobile Legends: Bang Bang*. Like *"Gold Lane"* has its own advantages, when players are in this lane the number of experience points (points needed by players to level up) that will be obtained by players is greater than in other lanes.

4. *"Mid Lane"*

"Mid Lane" is one of the three lanes in "Mobile Legands: Bang Bang. Mid lane itself is a lane in the middle, this lane is a crucial lane because it is the fastest lane to get to the opponent's base. This lane is usually filled by 2 players.

5. *"Gold Laner"*

"Gold Laner" refers to the player who will fill/maintain the *"Gold Lane".* The role that fills/maintains this lane is usually a role that requires a lot of gold at the beginning of the game.

6. *"Exp Laner"*

"Exp Laner" refers to the player who will fill/maintain the *"Exp Lane".* The roles that usually fill/maintain this lane are roles that require more experience points (points needed by players to level up) at the beginning of the match.

7. *"Mid Laner"*

"*Mid Laner"* refers to the player who will fill/maintain the "*Mid Lane".*

Usually there are two players who fill this lane, namely roamers and support (assisting roles that help teammates)

8. *"Damage Dealer"*

"Damage Dealer" is a term that refers to the hero who acts as the biggest damage dealer in the team. Like strikers in the world of football who serve as attackers, so in the game *Mobile Legends: Bang Bang* where a *"Damage Dealer"* acts as an attacker who contributes to the team's victory.

Adjective Phrase Form

1. "*Early Game*"

"Early Game" refers to the early game phase usually in the early minutes when the match starts, usually under 10 minutes after the game starts.

2. "*Mid Game*"

"Mid Game" refers to the middle phase usually starting when the game has entered the 10th minute or so. In this phase, players usually have obtained the necessary fundamental items, besides that, the level and gold obtained are also quite a lot.

3. *"Late Game"*

"Late Game" refers to the final phase in the game. Just like "Mid Game" this phase usually starts above the 10th minute. In this phase, players usually have obtained gold, experience points, and items needed to maximize the potential of their heroes.

4. *"Burst Damage"*

"Burst Damage" is damage that is generated massively in a short period of time. Usually this term is pinned on certain heroes with such abilities.

5. *"True Damage"*

"True Damage" refers to special damage that is not affected by any defense ratio. Usually the damage produced will be reduced if the attack target has a high amount of armor, but it is different from this type of damage where the armor cannot withstand or reduce the damage generated from this type of damage, making this type of damage unique.

6. *"Magic Damage"*

"Magic Damage" is a type of damage that is generated from a hero who has magic abilities. This type of damage can usually be suppressed or reduced by using armor that has magic resistance.

7. *"Physical Damage"*

"Physical Damage" is the type of damage produced by heroes who have physical abilities. This type of damage can be suppressed or reduced by using armor that has physical resistance capabilities.

8. "*Critical Damage*"

"Critical Damage" is a type of damage that is greater than basic/general damage. But this damage cannot be activated just like that but there is a certain percentage where this damage can be generated and that percentage can be increased.

Verb Phrase Form

1. *"Push Rank"*

"Push Rank" is an activity that players do to increase their rank in the game, just like any other game that has certain levels to achieve as well as in this game.

CONCLUSION & SUGGESTION

Based on the findings obtained in this study, there are 44 jargon found in this research that were used by "*Mobile Legends: Bang Bang*" players as a communication tool specifically used by players that are only understood by the players and difficult or even cannot be understood by people outside this particular community. Based on the form, there are three types of jargon found, namely acronym forms, word forms, and phrase forms, to be more precise there are 16 jargon found in abbreviation form, 11 jargon in word form and 17 jargon in phrase form.

Researchers hope that with research on jargon, not only to enrich knowledge and understanding of jargon as a term that is used in a limited way by certain social groups but also on the one hand in connection with this research which is sourced from electronic media, researchers hope that electronic media, especially smartphones also can be a tool not only used as a means of entertainment alone but also can be used as a useful learning media to develop skills and knowledge of the English language.

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