
Harsh Words in *Mobile Legends* Online Game: Influences in Real Life

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Abstract

Mobile legends is an online game that is very popular among all circles, be it children, teenagers, or adults. The game is a five-on-five multiplayer game with each person using one person. In the game there is a message feature provided by the application itself with the aim of communication between players both inside and outside the game. However, the message feature is abused by many players by throwing harsh words at other players. They say these words because they feel upset and angry about the results and the performance of others. This study aims to find out whether the harsh words can affect the players in the game and in their real lives. This research uses a mixed research method, which uses a quantitative approach and a qualitative approach. Starting with a quantitative approach where researchers give questionnaire questions to respondents. Furthermore, the qualitative approach is by analyzing and identifying the answers given by respondents and identifying the situation of respondents directly. From this study, it was found how often they heard and used harsh words in the game. As well as how often they hear and use these harsh words in real life. These harsh words are enough to affect them, but they still maintain their speech in real life and in the game.

Keywords: harsh word, online game

INTRODUCTION

Today's technological era where almost everyone has Smartphones Whether it's children, teenagers, or adults. Digital technology is an important aspect of the factors that influence child development, digital technology enters the developmental lives of children (Utami 2022). Based on 2021 data, the Asia-Pacific Region accounts for by far the majority of online game players worldwide (55% of the global number) (Wicaksana 2022). From this we can see that technology has greatly influenced our lives. Technology has also made our lifestyle and life cycle different from the previous era. We used to struggle to communicate with people but now with the advancement of technology we can connect with everyone with just one tool. Exploring and discovering the outside world is now possible at a very young age, finding information and discovering new things. On the smartphone there are many features such as, calling, sending messages, listening to music, and also playing games. The world of online gaming has become an important part of everyday life in an age where technology is increasingly rampant. Along with the development of the internet, online games have become a cultural phenomenon that enters every level of society and is no longer just entertainment. Every day, millions of people from all over the world participate in thrilling ga-

ming experiences. This experience can be easily experienced by everyone with just a cell phone or computer, they can feel this extraordinary experience. Every day this experience is increasing with daily updates that make people will not get bored with the experience presented. Children reach a stage of development during elementary school when they are eager to explore their surroundings, always want to interact with others, and have a tendency to be attracted to objects that are touched (Nadiya 2022).

Online games are sites that provide various types of games that can involve several internet users from different places to connect with each other at the same time through online communication networks Young (2009). Unlike the old games that can only be played without involving the role of the internet, online games have become a good technology. With the internet, we can play games with other people in real time without barriers and make new experiences. Gamers can also communicate and establish relationships with other people through these online games. Even in this day and age, online gaming is one of the professions that many people are interested in. Because with it they can earn money from their hobby. Among online game gamers *Mobile Legends*: *Bang Bang* or better known as *Mobile Legends* (ML) is a MOBA game created specifically for mobi-

le devices that takes players into the intense and exciting world of online battles. Mobile Legend is a type of MOBA (Massive Online Battle game Arena). Literally, it can be interpreted as a battle in an arena carried out by several players online (Perkasa 2022). The game, created by *Moonton*, offers a gaming experience that combines individual skill with team strategy, blending tactical elements and suspense that make every match unpredictable. The game in this game consists of two teams, where one team consists of five people who are met with five other people through the system of the game. Each person will be asked to choose one character that they will use in the game. Winning this game is determined by the team that can destroy all towers of the opposing team. Moba genre games are in great demand by many people, because there are many features and game mechanics that are very interesting and the updates made by the game make the players not get bored when playing it. Another thing is that when they play the game, they can simultaneously interact with other people and make it one of its advantages.

Other features found in online games *Mobile legends* This is a chat feature. This feature is used by players to communicate with other players both in the game and outside the game. Players usually use this feature to add to their in-game friendships and discuss what strategies they will use. Another thing is to just chat with their friends without having to use other applications because the game already provides the facilities. The codes used in communication are directions and clues for all team members during the game (Ananda 2022). Messages conveyed by communicators will be received by communicants through tools or media, tools or media in communication such as printed media for example newspapers, magazines and others, digital media such as radio, television and others, online media, and one of the tools in communication is language (Salim 2022). There are two chat features when you enter the game, namely verbally and in writing. However, by some players this feature is abused by them. Verbal abuse or commonly called emotional child abuse is verbal actions or behaviors that have adverse emotional consequences (Mahmud 2019). They usually use it to mock or get angry with other players, both their own team and the opposing team. This is something that should not be done because it can hurt someone's feelings.

Language is the most important part for humans to interact with other humans or any other living things (Tisa 2017). Language is a series of sounds produced by speech instruments that

have arbitrary meanings used as a way of communicating between one individual and another or a group that between speakers and those who are required to understand what is being said (Almajid, 2019). Language is one of the communication tools used by humans. In this *Mobile Legends* game, communication is also very important because with it we can build strategies with our team to achieve victory. In mobile legends also in determining the strategy, of course, you have to communicate first, up to that between players or even to the coach. Since language is essential for communication, humans cannot convey their opinions, ideas, or ideas without language. Language is the tool we use to think, listen, speak, read, and write. This is in accordance with Kentjonom's statement in (Oktaviani. 2018) that there are three main functions of language, namely as a tool for cooperation, communication, and self-identification.

Losing in the game makes players disappointed and angry at both others and themselves. Many of them express their anger in many ways such as shouting, hitting things, and even using harsh words to others. But the players usually denounce other players with harsh words, such as *anjing, babi, tolol, bacot, bajingan, bacot, ngentot*, and others. Swear words are vile and dirty words spoken when angry and upset about something (Diwangkara 2023). Rude or disrespectful words can be found on social media, in everyday conversations, or even in literary works and other media. The atmosphere generated by this phenomenon affects social interactions, cultural standards and the quality of communication. The use of harsh words by players in this mobile legends game is caused by the players' losses and performance when they are in the game. Harsh words are often uttered when children are angry with their peers, when they do not like being advised by others, and even inappropriate words are used for jokes with their peers (Fitriani 2022). These words can be found in both chat features, namely verbally or in writing. As a result of using or hearing these harsh words too often, it makes an impact on players in their real lives. Both for their behavior in speech and in terms of politeness. Based on KBBI effect is the impression caused by what the audience, listeners or readers think when they have heard or seen something, while in the review of communication the effect is the action or behavior of the communicant which is the result after receiving the message from communication, the effect can have a cognitive nature including additional insight, affective emotions, or is an action (Angraini 2022).

Profanity research in *Mobile legends* has also been conducted by (Almajid 2019) in the title: *Verbal Abuse in Mobile Legend Games in Indonesia: A Sociolinguistic Study*. In this study, abusive words were divided into six, namely rude words that use animal words, human body parts, adjectives, nouns, verbs, one's state, and profession. Other studies have also been conducted by (Fariz 2017) in the title: *Journal of Trashtalk Communication in the Online Game Dota 2*. Trashtalk in this study is not good for game players or others. Bad habits usually appear on social media if gamers often use rude and dirty words. Therefore, this bad habit impacts the person being given the speech and the speaker by resulting in trivialization, social sanctions, emotional, and conflict. Verbal abuse is a type of violence that does not leave physical marks on the victim's body, but hurts the victim's heart who is tormented in silence (Wahdiyati 2022). This research is a research that contains novelty because it was conducted in the Mobile Legends game and there has not been much research on harsh words and their effects in real life, another thing is that the Mobile legends game is still widely played by all circles.

This research falls into the field of sociolinguistic studies because it talks about how abusive words and their influence and impact on real life. Sociolinguistics itself is a science that studies languages spoken orally or in writing by examining the use of language in social classes of society (Rijal, 2015). Meyerhoff said that sociolinguistics is used as a first step to analyze the structure of language in its use and the attitudes of the language used. Some sociolinguistic studies can only be reviewed systematically through recording examination and good understanding through community background (Kurniasih 2017).

METHODS

This study used a mixed method. Mixed research methods are approaches in research that combine or link quantitative and qualitative research methods (Creswell 2009). Therefore, what is meant by a mixed method is to use two or more methods taken from two different approaches, namely qualitative or quantitative approaches (can be vice versa). The use in the research in question is research that is being carried out to obtain quantitative and qualitative data that is used as empirical evidence in answering the formulation of research problems (Johson and Cristen 2007).

In this study, researchers search for data, manage data, and display data. In the process of searching for data, researchers use writing and observing methods. Data collection was carried out by distributing questionnaires online to ten respondents who were still actively playing Mobile legends. In the questionnaire there are four questions that refer to this study. The questions include, "How often do they hear and use these harsh words in games and how often do they hear and use these harsh words in real life. Furthermore, the results of the questionnaire are examined again by paying attention to the situation and environment of respondents, Whether it's from within the game, their living environment, and the personality of each respondent..

With this research, it is hoped that it will be able to find out and identify harsh words used in the *Mobile legends* online game by its players with the aim of mocking and reproaching both his teammates and opponents. As well as knowing the influence of the harsh words used on the real life of the players, both the impact on their personality and personal politeness. After that we can be an example of how we respond to these harsh words so that they are not widely used by people when playing games.

RESULT AND DISCUSSION

Based on the results of research on abusive words in *Mobile legends* and their influence on real life. Basically, there must be an impact caused by these harsh words, both behavior and speech. Pastika (2008: 2) states that abusive language is a form of expression that blasphemes others by using profanity, such as insults, swearing, insults, and others. In this study, the influence of harsh words can be seen and observed from how often players hear and use these words in the game, as well as how often they hear and use these words in real life. Because with that we can see what the influence of the *Mobile legends* online game on his real life. Apart from the person himself, we can see from how the people around them speak, be it friends, relatives, or their closest people. Because online games have been very widely played by all circles so it does not rule out the possibility that it is one of the impacts caused. With this research, Kitab Isa also looks at the factors that influence the use of harsh words, both from within the game and from the environment of the players themselves.

How often players hear harsh words in games

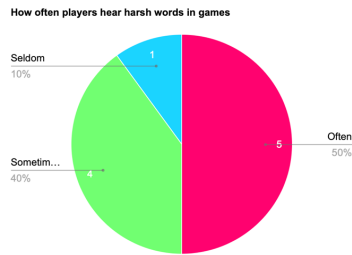


Figure 1. How often players hear harsh words in games

Based on the questionnaire above, half of them often hear these harsh words, but almost half of these players also rarely hear these harsh words and only some of them occasionally used these words. This shows that *Mobile legends* online game players often use these words. Apart from that, many players also rarely hear about it. When viewed from the state of the players, the next very influential factor is the ranking of each player. Most of them often hear their ranking in games between epic to mytik. Furthermore, those who rarely or sometimes hear these harsh words rank mytik to mytik glory. Because in the epic to mytik ranks, there are still many players who are not too proficient in playing the game. Many of them will also highlight the performance of their teams and enemies. Unlike the mytik rank to mytik glory, most of them already understand and are proficient in playing the game and rarely conflicts arise between the players. Aside from the ranking factor, the way you play also influences it. Because before entering the game arena, the Book of Jesus begins by playing alone, two, three, or five with others. When starting a game alone, two, or three, they will be met by the system with other players who do not play five. Therefore it will be very high probability of them using harsh words. This can be caused by the absence of cooperation within the team because they do not know each other and eventually conflicts arise that cause the harsh words to come out. In contrast to those who play five where they already know their team from the beginning which makes the harsh words rarely come out and they sometimes hear the harsh words from their enemies.

How often players use harsh words in games

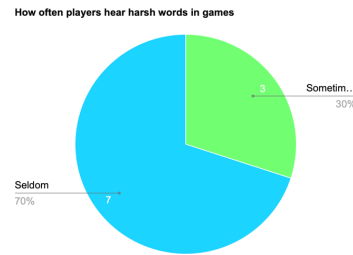


Figure 2. How often players use harsh words in games

As a result of the questionnaires they answered, most of them rarely used such harsh words and only some of them occasionally used these words. Most of them rarely use such harsh words because they often start the game with 5 people. This makes them rarely say rude. When starting the game they already know each other which makes them compact and solid in the game. Even so, it does not rule out the possibility that they sometimes use these harsh words. The main factor is to experience a defeat that makes them angry and in the end speaks harshly both to their own team and the enemy.

How often players hear harsh words in real life

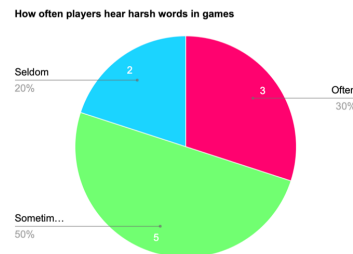


Figure 3. How often players hear harsh words in real life

It's different like how often they hear harsh words in the game. They rarely hear it in real life and only a few sometimes and often hear these harsh words. Half of them rarely hear these words because their environment and association are not bad and they usually spend a lot of

time working or going to school which is a formal place that must say polite. Although sometimes they also hear these words they usually hear from their close friends. Because if seen in real life getting closer to friends, they will be very open and often say rudely with the aim of joking and adding familiarity not meaning to mock or denounce. It is also an influence on those who often hear harsh words. Because they often spend their time with friends who make these words often heard.

How often players use harsh words in real life

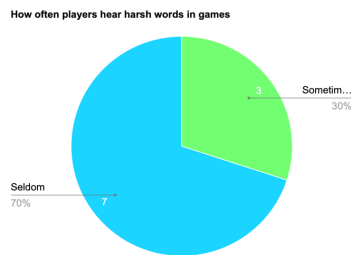


Figure 4. How often players use harsh words in real life

Just like how often to use harsh words in the game. Most of them rarely use harsh words. Because basically they will feel bad if they say rudely in the community. You could say they never say rude words to people they don't know. They sometimes use these words to their close friends. The same as explained above with the aim of adding familiarity and joking between friends. Another factor is also to maintain their appearance and politeness in the eyes of others.

After observing the results of the respondents' answers, there are several factors that can affect the harsh words on their lives in the real world. These factors are the rank in the Mobile Legends game, the system in the game, the surrounding community environment, and their own individuals.

Rank in Mobile Legends

In the Mobile Legends game, there are 10 rank levels based on stars or points earned by players. The ranks in the game are *warrior*, *elite*, *master*, *grandmaster*, *epic*, *legend*, *mythic*, *mythic honor*, *mythic glory*, *mythic immortal*. The use of these harsh words can be distinguished based on their rank, for example in the rank of *warrior* to the *master* very rarely use these harsh words. This is because at that rank players are still unfamiliar with the features in the game. At the *grandmaster* rank, the use of harsh words began to be seen but

rarely used by new players to understand the features in the game and the majority of ages in this rank were still children so they rarely used these harsh words. In *epic* and *legend* ranks, the use of harsh words is increasingly used, this is due to players who are already familiar with game features that make them more competitive. This is what the use of harsh words is often used by players. Coupled with the age of the players who are quite diverse which makes many children imitate the use of these harsh words. In *mythic* rank and *mythic honor*, the use of harsh words is still quite frequent, but not as often as in *epic* or *legend* ranks. Because to reach this rank is quite difficult so many players will start reducing the duration of playing when they are at this rank. Therefore, they only focus on playing and don't think too much about other things. At the rank of *mythic glory* and *mythic immortal*, players rarely used harsh words. Because most of them are very focused on the games they play. They use harsh words only when very angry with other players even though such incidents are very rare.

System in Mobile Legends

In addition to the rank factor in the game, the next factor is the system in the game itself. The system in the game here means how to determine the opponents and friends of the players. There are three possibilities that can be obtained when starting the game, namely playing solo, playing duo or trio, and finally playing parties. When the players play solo or alone, the system will determine their friends and opponents who are also playing solo. This reason is why when playing solo players will often encounter the use of harsh words, because each player does not know his friend or opponent so that when his friend or opponent plays badly. Then the player will get insults or ridicule from other players. Another reason is that because they don't know each other, they finally don't hesitate to say those harsh words to others. Next when the players play duos or trios. The system will determine which friends and opponents are also playing duos or trios. When playing duo then our friend will likely play trio while when playing trio then our friend plays duo. So with this, the use of harsh words also occurs but not as often as compared to when playing solo. Basically, in a team, players will know at least one player, which makes them rarely use harsh words unless they use these harsh words to friends or opponents they don't know. The last is to play party or you could say full team. With this way of playing, the players already know their teammates. So that the players will not use their

harsh words to their teammates but sometimes they use them to their enemies. This is why when players play parties they will rarely encounter the use of harsh words.

Neighborhood and friendship

Based on the researchers' observations of respondents, the next factor is the relationship between players in society. Where the community environment referred to here is the social environment of the players, be it neighbors, friends, or others. In this section, researchers found that those who rarely saw the use of abusive words were caused by players who rarely interacted with other people except their friends. At this level, players will be reluctant to use harsh words to people they just know or meet. Unlike close friends, they will use these harsh words more often because they already feel close and do not hesitate to use them, but their purpose in using them is not to ridicule or insult but they want to show familiarity with their friends in that way. It is not uncommon for teenagers to communicate with their friends of the same age using coarse language which makes the coarse language a slang among them (Tambunsaribu 2023). Furthermore, researchers found that this factor was not too influential compared to factors in the game. The frequency of using abusive language in this environment depends on how the players interact with whom. Although players often use these harsh words against their friends, they will rarely even use these harsh words against others.

Personal

In essence, every individual born into the world is different with their own characteristics, this difference is not only from the physical and psychological aspects (Nisa 2022). After looking at factors from the environment, researchers further found that the personalities of the players. Researchers see that the players' personalities vary depending on themselves. With this, the book of Jesus sees that factors in us can also influence the use of harsh words. The players tend to prefer to spend their own time. However, this can also be a factor in the use of harsh words from the players. There are some players who are easily ignited by anger when losing in a game and there are also some who are ordinary when playing losing. From here we can see the frequency of use of harsh words used by the players. Basically, the nature and temperament of each person are different. However, players who are more silent when playing games tend to use fewer and less harsh words. Another case with players who are

very active when playing games tend to use these harsh words more often. From here the Book of Jesus sees that the personality of each player affects how abusive words are used. But most of them will often use these harsh words when in an environment that is not too crowded.

CONCLUSION

Among game players, it is definitely not separated from the use of harsh words. *Mobile legends* is one of the biggest online games in Indonesia. The use of these harsh words can be done by all circles, not just game players but ordinary people. Many factors can cause this to happen, both in-game and in-game factors. The most influential factor is the factor in the game because players spend more time in the game than in the community. The impact caused also affects the player's real life. Starting from how often they hear or use these harsh words both in the game and in real life. Although players often hear these harsh words, both when in the game and outside the game. They still maintain their speech in real life and in the game by minimizing the use of these harsh words.

These harsh words are very unkind to the player's person. Therefore, it can make the morale and politeness of the players decrease. Apart from that, the frequent use of harsh words can affect the environment. With this research, Kitab Isa realized and began to reduce the use of these words and make online games become one of the places of achievement for the nation's children. Furthermore, this research is also expected to build a better *Mobile legends* community.

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