Analysis of Usage of E-Sports Commentator Register in YouTube Account MPL ID S8 Playoff

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Abstract

This research aims to describe the form and meaning of the E-Sports commentator register on the social media YouTube MPL ID S8 Playoffs. To solve the problem, this study uses a sociolinguistic approach. Research data is a list of e-sports commentators containing registers, with YouTube video data sources Mobile Legend Bang-bang Indonesia and informants. The data is networked using the log-in and interview methods. The data that has been collected is then analyzed using alternative techniques with reference to the problems that have been formulated. Research results show that the register on E-Sports commentators can be (1) words formed through the process of affixing, reduplication, and abbreviation, as well as (2) phrases that include nominals, verbs, adjectives, and numerals. Furthermore, the meaning formed in the E-Sports commentator registry is divided into two groups of meaning, namely the limited circle registry and the open circular registry. The limited circular register has a narrow meaning coverage with a limited number. On the contrary, the open circle register has an extensive meaning cover with a number that tends to expand.

Keywords: *esports commentator; register; sociolinguistics*

Introduction

The use of language is very inherent in a person's social life, both individual and individual, which produces social interaction. The use of language would make it easier for a human to interact with a lot of people anywhere. The use of language as a function of a tool for interacting with inter-communities in a life. Language as a means of communication in society's life when speaking to create an interaction,

of course there is also a variety of language usage according to its usage.

The diversity of language usage has its own uniqueness, making it an interesting phenomenon to study. Therefore, linguists may be interested in studying the diversity of languages as research material, both internally and externally, thus enriching the linguistic heritage itself.

Social life is identical to culture, language is the main factor that determines the formation of culture. Sumarsono (in Triyanto, dkk., 2019:2) submits that language is considered a social or cultural product, even language is an inseparable part of culture. It makes it clear that the social language or cultural product serves as a container of social effort. In this sense, it covers the activities and behavior of communities, cultural attitudes, and technologies created to have unique characteristics by the community of speakers. This particularity can indicate the existence of a social group to emphasize the identity of that group.

Language variation is clear evidence of the emergence of a specific language used by a group of people in daily social interactions. Language variations and social variations are both interrelated, because in the activities of the society is always based on the presence of a social interaction to express an idea that wants to be expressed. Social interaction in social activities relates to the field of sociolinguistics. The field of sociolinguistics is the study of language variations. According to Abdurrahman (in H. Khotimah, 2019:433) sociolinguistics studies language by considering its interaction with society. So clearly sociolinguistics' considers the relationship between two things by making a difference, i.e. linguistics in language and sociology in society by making the difference, besides this science teaches sociology to focus on relations between people in society social relations that produce a difference.

In this study the author focuses his research on the analysis of register usage. According to Junieles & Nafarin (2020:84), a register is a form of linguistic diversity that can be carried out by a particular profession or group, because a register has a special characteristic that relates to a particular expression in a community that has a similar type of activity. Register may appear in business activities by a group of people who have similarities in the process of using language in various fields of profession or group, such as military, navigation, trade, education, journalism, and one of them commentators E-Sports. Register in one field with the other field can be distinguished by linguistic characteristics or by the use of specific lexicons.

(Utomo, 2014:17).

occurs in various social activities that have the same type of job, they have special attention to a purpose item. People who have the same kind of work have almost the same interest, attention, and desire in dealing with and solving problems around them. It is in line with the view (Rialdi, 2017), which states that different professions can change the characteristics of the language used so as to result in the emergence of registers, depending on the language usage in the respective region or domain.

A registry is basically a variety of languages used for a specific purpose, limited to the core references in the dialect. One of the uses of the registry language is the profession of E-Sports commentator. A commentator is a person whose job is to comment or outline the course of the game in order to impress the audience. While E-Sports is an abbreviation of electronic sports formed with game competitions organized using electronic systems. The register is formed because of the same social activity factors as in the workplace. Competitive players, E-Sports commentators, streamer, and the e-Sport community can play a role in creating the terms of the register, which should be understood and applied by E-sport commentators to facilitate the communication path in commenting on the course of competitive matches in Indonesia called the Mobile Legend Professional League (MPL), then there are times this register is also intentionally created by the commentators of E- Sports to make it easier to communicate between commentators and as an identity that distinguishes them from other professions of commentators. The use of the language of the E-Sports commentator group on social media YouTube as a means of communicating information also participated in the highlight of the wider public who listened to the new expression.

The new terms that are emerging from players, commentators, streamer, children, to adults playing online mobile games legend do not close the possibility of using the language of online games in the social realm of the community when interacting. Given the wide heterogeneous community with various languages formed in both local, Indonesian, and foreign languages, so many useful language variations are emerging and very interesting to explore.

The use of the register on the E-Sports commentator is important to do as a supplement to the literature for the reader about the variation of the language register in the field of E-sport commentator. The purpose of this research is to describe how the form, origin of language, and meaning of the registry of the e-

Sport commentator on the social media YouTube MPL ID S8 playoffs. The reason the researchers use the object of the research is because, the use of the E-Sports commentator register is a natural phenomenon emerging in the middle of the life of a bilingual society as a form of linguistic diversity. On the other hand, this phenomenon can be used as additional knowledge and literature for people, especially those who want to start plunging into the world of E-Sports so as not to be mistaken when hearing foreign terms that are rarely heard.

As far as the searches carried out by the researchers, there are several previous studies that are relevant to the register, one of them is the study conducted by (Winanto, 2014) entitled "Football Register Sports Lens Events at ANTV". The results of the research have classified the form of the register which is a linguistic unit of phrase and nomination. Then the factor of the existence of the football register, and the function of the purpose of communication that runs more effectively and attracts language users. There is also a study by (Angelo, 2018) entitled "Register Language and Variation Language Jargon in Basketball Sports". The results of the study showed the difference between the use of register and jargons in basketball sports. The difference is the mention of basic techniques and events in a basketball game. Further research is by (Rahayu and Mulyono, 2021) entitled "User Register Game Dragon King: SEA". The results of the research found forms that were grouped into words, phrases, and abbreviations.

Based on previous research, it is known that research on the E-Sports commentator register has never been carried out. The focus of this research is to describe the form and meaning of the e-sport commentator registry, while previous researches have not dealt with such a matter.

Method

The research employs a qualitative descriptive method to analyze the register of e-sports commentators on the YouTube account MPL ID S8 Playoffs. The research data consists of e-sports commentators' registers found in the YouTube video "Mobile Legends: Bang Bang Indonesia" Playoffs edition. The data is collected using the note-taking method and interviews. The data collection technique is conducted through a systematic observation and recording of relevant utterances from the match videos uploaded on the official MPL Indonesia YouTube channel.

The data analysis process involves the following steps: (1) thoroughly watching the match videos, (2) noting down utterances containing the e-sports commentators' registers, (3) identifying relevant meaning units, (4) categorizing

these units appropriately, and (5) analyzing the frequency and usage patterns of each category.

To ensure data reliability and validity, triangulation is conducted by comparing the analysis results with register theory and previous studies on language in the context of e-sports. The research findings are expected to provide a comprehensive overview of the linguistic characteristics and social functions of the register used by e-sports commentators in Indonesia, as well as contribute to sociolinguistic studies and discourse analysis in the digital realm.

Results
Forms of E-Sports Commentator Register in the MPL ID S8 Playoffs YouTube Account

In the utterances of e-sports commentators, there are register forms consisting of specific terms used by Mobile Legends e-sports commentators. The research findings indicate that the register forms are divided into two categories: linguistic units consisting of words and phrases.

The e-sports commentator register in the form of words represents various morphological processes, namely affixation, reduplication, and abbreviation. The register with the affixation morphological process is evident in the following data (1) and data (2).

(1) "Jadi kalo misalkan Celiboy atau mungkin LeoMurphy asal-asalan di dalam team fight-nya apa lagi LeoMurphy tidak memiliki item defence karena dia tipikal shotgun dari one shot kill assassin pasti dia bakal bisa ter-pick off asal-asalan nanti" (BRKAF/PH2/2021-10-22/RRQ VS AE)

(2) "Sementara R7 TB-in turret damage ternyata di area bawah, kalo kita lihat falling starmoon yang udah dilontarkan sama seorang PAI ini sudah bagus" (BRKAF/PH2/2021-10-22/RRQ VS AE)

Data (1) shows a register form in the word through the morphological process of prefixation (data 1). The register form through the morphological process of prefixation ter-[pick off] is a morphological interference event that functions to form verbs with several meanings, such as to do, to make, to perform, and to act. In the context of the e-sports commentator register, it signifies 'the movement of a team.' Meanwhile, data (2) shows a register form in the word through the morphological process of suffixation. The register form through the morphological process of suffixation -in [TB] has the meaning of 'performing an action,' similar to other words like lemparin, jauhin, kurungin, etc. The non-

964

standard suffix [-in] is equivalent to the circumfix [me- and -kan] in formal language. Therefore, words with the suffix [-in] denote meanings such as 'doing something for someone else,' 'making something into a state,' or 'performing an action with something.'

Furthermore, there are forms of e-sports commentator registers that undergo the morphological process of reduplication. Reduplication is the process of word formation that transforms a lexeme or base word into a complex word through various types of repetition, namely full, partial, affixed, and sound change repetition. There are register forms from e-sports commentators in the form of reduplication, as seen in the following sentence:

(3) "LeoMurphy apakah dia bakal tumbang, real world manipulation bakal dibuka, Renbo mencoba bertahan di depan sana, recall-recall dilakukan" (BRKR/PH1/2021-10-21/AE VS BTR)

From the data, the word undergoes the morphological process of full reduplication, as seen in "recall-recall," which is the full repetition of the base word "recall." The term "recall" means to return to base to replenish health and energy. The morphological process of reduplication can alter the meaning of the base word "recall" to "recall-recall." The term "recall-recall" refers to a feature provided by the game developers, allowing players to embellish and highlight their heroes. While the main purpose is to beautify the hero, many players use this taunting recall feature as a type of taunt or celebration when an enemy die.

The subsequent research findings show that the e-sports commentator register also includes the morphological process of abbreviation. Abbreviation is the word formation process involving the deletion of one or more parts of a lexeme or combination of lexemes to create a new form that has the status of a word. Another term for abbreviation is shortening. This shortening results from acronyms that consist of a single letter or a combination of letters. There are forms of the e-sports commentator register that undergo the morphological process of abbreviation, as seen in the following excerpt:

(4) "Jadi buat kalian kode promo playoffs-nya langsung di gas habis aja, MPL ID x Grab sampai dengan tiga puluh ribu untuk pengguna barunya" (BRKAB/PH1/2021-10-21/AE VS BTR)

Form that undergoes the morphological process of abbreviation, in the form of an acronym or shortened word that is spelled out, namely MPL ID [Mobile Legend Professional League]. This acronym is derived from the first letter of each

syllable, and it is read as an acronym.

The research findings also show the existence of e-sports commentator registers in the form of phrases. A phrase is a linguistic unit that is larger than a word and smaller than a clause or sentence, occupying a single function within an incomplete sentence. A phrase cannot be considered a sentence because it lacks one of the two essential elements of a sentence, namely the subject and predicate. Based on the collected data, phrase registers can be categorized into nominal phrases, verbal phrases, adjectival phrases, and numerical phrases.

A nominal phrase is a category of phrases formed from two or more elements, essentially being a noun. Nominal phrases occupy the subject or object of a complete sentence formation. The core of a nominal phrase is a noun, while the other accompanying words serve as descriptors of that noun. In the utterances of e-sports commentators, there are register forms in the form of nominal phrases, as seen in the following excerpt.

(5) "Rotasi **top lane** Om Wawa yang tadi sempat kita mention kali ini" (BRFNA/PH1/2021-10-21/AE VS BTR)

Based on the data above, there is a register form in the nominal phrase marked in bold. The nominal phrase "top lane" is considered a nominal phrase because it consists of two words that belong to the noun + noun class, namely "top" + "lane." The lexical meaning of the word "top" is 'a higher place or position,' while "lane" means 'a road or a long straight line.' The grammatical meaning is still related, referring to the upper lane of the map in Mobile Legends.

A verbal phrase is a category of phrases formed by combining a verb and a word that substitutes for the verb in a sentence. Verbal phrases have the same distribution as verbs and are formed by combining verbs as substitutes for actions within a sentence and are non-predicative. In the formation of verbal phrases, the word "sedang" (in progress) can be added for active verbs and "selesai" (completed) for indicating states. In the utterances of e-sports commentators, there are register forms in the form of verbal phrases, as seen in the following excerpt.

(6) " Betul sekali, langsung saja tiba-tiba ternyata ada di area turtle kita kali ini sudah memasuki menit kedua bahkan sudah ready for set up, pergerakan ke arah LeoMurphy juga di **poke damage** terus-terusan" (BRFV/PH1/2021-10- 21/AE VS BTR)

Based on the data above, there is a register form in the verbal phrase "poke damage." "Poke damage" is categorized as a verbal phrase because "poke" means 'to prod or give a touch,' with the word serving as the core element categorized as a verb. In the quoted data, "poke damage" has a syntactic function and is thus non-

predicative. The words cannot be separated without altering the meaning of the sentence. The word "poke" signifies an action or attack directed at the opponent's hero, making "poke" the core element of the verb and qualifying it as a verbal phrase.

An adjectival phrase has an adjective as its core. Essentially, an adjectival phrase is a combination of two or more words expressing the feelings and states of people, objects, or things in its formation elements. In the utterances of e-sports commentators, there are register forms in the form of adjectival phrases, as seen in the following excerpt.

(7) "PAInya harus tumbang first blood diamankan oleh Bigetron Alpha, looking for Bottle juga masih stay strong di arah depan, tidak tersentuh sama sekali dan ini malah menjadi kerugian bagi temen-temen dari Alter Ego" (BRFA/PH1/2021-10-21/AE VS BTR)

Based on the data above, there is a register form in the adjectival phrase marked in bold. The data, "stay strong," consists of the words "stay" + "strong." This combination has a core element and an attribute, with "stay" as the attribute and "strong" as the core of the adjective. "Stay strong" has the grammatical meaning of 'remaining strong, surviving, and not dying.'

A numerical phrase is a category of phrases that are formed by referring to numerical words. These phrases express quantity, magnitude, and numerical sequences in a particular arrangement. In the utterances of e-sports commentators, there are register forms in the form of numerical phrases, as seen in the following excerpt.

(8) "Empat player dari Alter Ego udah melakukan hal bersama-sama, tapi untuk satu little crab-nya KYY yang berhasil untuk mendapatkan di bagian tengah" (BRFNU/PH1/2021-10-21/AE VS BTR)

The data (8) above shows a register form in the numerical phrase "satu little crab-nya." This register form indicates quantity or magnitude. "Satu little crab-nya" is considered a monomorphemic numerical phrase based on the number "satu" (one) forming the phrase "satu little crab-nya" from a numerical word. This differs from the second data, namely the phrase "sebuah inisiasi," which is a polymorphemic numerical phrase. The word "buah" undergoes the morphological process of affixation with [se-], thus the phrase "sebuah inisiasi" can be categorized as a numerical phrase.

Language Origin on the E-Sports Commentator Register in the YouTube Account Mpl Id S8 Playoffs

The use of the Indonesian language on E-Sports commentators is not exempt from the holding of the competitive tournament Mobile Legend that exists in Indonesia. According to the name MPL ID, which is an abbreviation of Mobile Legend professional league Indonesia, this tournament was followed by professional teams from different regions in Indonesia. Then automatically the supporters are mostly Indonesians and will be easily understood when listening to commentators reviewing the match in Indonesian. As for the use of the Indonesian language, the following data quotations are available.

(9) "Itu yang gua sebutin tadi dengan adanya escape ability yang dimilikin entropy, sekarang bahkan untuk satu fliker-nya belum digunakan sama sekali tapi dia memiliki posisi yang sangat baik sekali, Branz menunjukan taringnya Om Wawa" (BRID/PH1/2021-10-21/AE VS BTR)

The citation of the data describes that the original use of Indonesian language is purely a review of the course of the match. The movement made by the team to attack or even defend is pronounced in Indonesian to be easily understood and the word follows the previous sentence. The phrase "Branz shows his spell" is a parable spoken by the commentator, in which Branz has the violence in attempting to conquer his enemies. Besides, the use of this parable is intended to give the commentator an impression so that the running game can be livelier and can be by the audience. Next, a register was found using English as shown in the following data.

(10) "Ok, ini lah dia untuk game pertama dari best of series kita, apakah akan berlangsung juga untuk permainan yang sangat aggressive di early game, karena Bigetron Alpha yang kita kenal mereka selalu menunggu up to skilling untuk akurasinya sendiri" (BRENG/PH1/2021-10-21/AE VS BTR)

The quotation of the data (10) describes that the original use of the English language in commenting on the course of the competition is a reference to special terms. In the Mobile Legend game, all the names are in English. From mentioning items, skills, character names, to talent because the Mobile Legend game was created to compete in a country with so many people playing it so the hope of a competitive scene can run, as is the case with sports matches in other branches that have the capacity to perform and develop their talent to carry the name of the

country.

However, on the data also found a register that uses two different languages, namely Indonesian + English. Register with Indonesia + English is found in the following quotation.

(11) "Jadi kalo misalkan Celiboy atau mungkin LeoMurphy asal-asalan di dalam team fight-nya apa lagi LeoMurphy tidak memiliki item defence karena dia tipikal shotgun dari one shot kill assassin pasti dia bakal bisa ter-pick off asal-asalan nanti" (BRID-ENG/PH1/2021-10-21/AE VS BTR)

The data quotation (11) describes that the original use of the word Indonesian + English to produce a mixed language is an expression of the spontaneity of the E-Sports commentator. The word 'ter-pick off' is a term for being shot to death for the hero that the player possesses as a result of an opponent's attack. This is due to the spontaneous expression of the E-Sports commentator who appeared when reviewing the game at crucial moments.

The commentator's role is demanded to be more active in bringing the course of the game. Including at crucial moments, like in a football match. Commentators obviously, we can find out that in general football commentators pronounce the words or sentences spontaneously, like the example "ghosting movement" has the meaning of unexpected movement of the opponent player, Jacob Sayuri (PSM) steals the ball from the possession of Persian players who are unaware when seeking to receive the feed.

Meaning of Register Register Commentator E-Sports in Youtube Account Mpl Id S8 Playoffs

Register meaning refers to the use of meaning from the E-Sports commentator's register. Register significance can be said as contextual meaning. Contextual meaning is the meaning of a word or lexema that appears based on a particular context and depends on its use. The meaning of the register can be categorized into two parts, namely the limited circle register and the open circle registry. In the E-Sports commentator line there is the use of the meaning of the limited circular register, as found in the following sentence.

(12) "KYY dia udah nempelin Branz-nya banget, dia udah bakal jadi cover roamer dan ini lah dia itemization-nya Om Wawa" (MRSS/PH1/2021-10-21/AE VS BTR)

Based on the above data, the term thick printing is the use of the meaning of the limited circular register. From the data has a narrow meaning, i.e. the word thicker printing 'itemization-it' is the term from the details of the items of the Mobile Legend players. The form of the word has no other meaning, then the word falls into the category of the restricted circular registry. Therefore, these registers contain representative functions that are used to explain what is happening in e-sports games (Rifqi and Saputra, 2021).

On the other hand, the E-Sports commentator's line also represents the meaning of the open circular register, as found in the following quotation

(13) "Xinnn dari Aldous sendiri adalah hero yang harus bener-bener ceiling banget dari segi item dan juga stack-nya Pak Pulung" (MRSA/PH2/2021-10- 22/RRQ VS AE)

Based on the above data, the term thick printing is the use of a limited circle registry meaning because it has a broad meaning. The word 'stack' is the term of a technique to accumulate a certain damage or passive skill depending on the abilities of each hero used. Stack has another meaning, a data structure that is collected from rows to rows of data units. The word shape has a different meaning, so it's called an open circle register.

Discussion

This research explores various forms of registers in the utterances of e-sports commentators on the MPL ID S8 Playoffs YouTube account, as well as the origins and meanings of the registers used. The findings from this study indicate that the forms of registers in e-sports are highly varied, with significant influences from morphological processes, language usage, and specific contextual meanings.

The forms of registers in the utterances of e-sports commentators include both words and phrases. This aligns with the findings of previous research (Prima, 2019) that there are word and phrase registers in the MOBA register.

These morphological processes include affixation, reduplication, and abbreviation, which play a crucial role in creating technical terms in e-sports. Affixation, both prefix and suffix, is evident in the commentators' utterances. For example, the use of prefix affixation in the term ter-pick off demonstrates how language morphology forms verbs with specific meanings in the context of the game. This affixation process allows the creation of new terms related to strategies and tactics in the game. This is consistent with findings in studies (Ahmed and Boudelaa, 2015), which emphasize the importance of affixation in the formation of technical terms in various linguistic domains.

Reduplication is also an essential feature in e-sports registers, as seen in the term recall-recall. Reduplication is typically used to emphasize or clarify the meaning of the base word in a technical context. Research (Li and Ponsford, 2018) shows that reduplication in technical language often serves to add additional meaning or intensity to existing terms, reflecting the adaptation of language in specific contexts.

Additionally, the morphological process of abbreviation is very common, as seen in the acronym MPL ID. This abbreviation simplifies long terms into more concise forms, facilitating communication in contexts that require efficiency. Research by (Khamidovna and Akmaljonovna, 2024) highlights how abbreviations function to speed up communication and enhance understanding in various professional situations, including e-sports.

In discussing the forms of phrase registers in e-sports commentary, it is found that nominal phrases, verbal phrases, adjectival phrases, and numerical phrases play significant roles in clarifying and enriching the narrative of the matches. Nominal phrases consist of combinations of nouns that help describe various elements in the game. The use of nominal phrases allows commentators to detail locations, characters, or specific aspects of the game more clearly. This is important as it provides the necessary context for the audience to better understand the strategies and dynamics of the game.

Verbal phrases describe specific actions performed by players in the game. These phrases combine verbs with nouns to provide a more detailed picture of the actions taking place. The use of verbal phrases provides in-depth details about the strategies and effects of players' actions, helping the audience understand the impact of these actions on the flow of the game. Verbal phrases function to explain more precisely how specific actions affect the outcome of the match.

Adjectival phrases emphasize the condition or quality of characters or teams in the game. These phrases help describe the status or relative strength of the entities involved. The use of adjectival phrases in e-sports commentary is often used to provide assessments or reinforce descriptions of specific characteristics of players or teams, thereby enhancing the audience's understanding of their position and strength in the match.

Numerical phrases provide crucial quantitative information to assess various aspects of the game, such as the number of players involved in a particular event. These phrases serve to present data that helps the audience analyze the situations and dynamics of the game more objectively. The use of numerical phrases helps

viewers understand the proportions and quantities of elements in the game that can influence the outcome of the match.

Furthermore, the origin of language in the utterances of e-sports commentators shows the use of Indonesian, English, and a mixture of both. The use of Indonesian reflects adaptation to the local audience, while English and mixed language usage reflect the global influence of the game. The use of Indonesian in commentary reflects efforts to reach local audiences and enhance connectivity with viewers. Research by (Nanda Saputra et al., 2023) shows that the use of local language in digital media helps build stronger connections with the audience and enhance content understanding, which aligns with our findings.

Conversely, the use of English in technical terms reflects the global standards in the e-sports industry. Research by (Fuentes and Navas, 2020) shows that English is often used in the context of e-sports due to its international influence and the need for consistency in terminology. English has become the lingua franca in this industry, allowing players and viewers from different countries to communicate effectively.

Additionally, the use of mixed language, a combination of Indonesian and English, shows the dynamics of communication in the multilingual context of e-sports. Research (Indrayani, 2018) reveals that mixed language usage often occurs in bilingual situations to accommodate terms unavailable in one language and to express social identity. This aligns with our findings regarding the use of mixed language in the utterances of e-sports commentators.

In the realm of register meanings, the register meanings in the utterances of e-sports commentators can be categorized as closed context-specific registers and open context-specific registers. The contextual meanings of the terms used reflect the specificity and flexibility in communication. Terms with closed context-specific register meanings, such as itemization, have very specific meanings in the context of e-sports. (Albirini and Chakrani, 2017) state that terms with limited meanings are often developed in professional communities to meet very specific communication needs. This reflects how technical language can evolve to encompass new concepts within a particular domain.

Conversely, terms with open context-specific register meanings, such as stack, show flexibility in meaning and usage. Terms with open meanings can function in various contexts and provide flexibility in communication (Alfazri et al., 2022). This allows technical terms to adapt to various situations and meanings that may arise in different contexts.

Overall, these findings underscore the complexity of language used in e-sports and how various morphological processes, language influences, and contextual meanings shape the registers used by commentators. These findings align with existing literature emphasizing the importance of language adaptation in technical and professional contexts, as well as the global and local influences in communication (Pamungkas and Wahyono, 2022; Nuri, 2023; Zuhdah and Firmonasari, 2024).

Conclusion

Based on the results of research that has been done with two YouTube videos as data analyzed, researchers have been able to find 79 forms of register. It was then concluded that this study had produced the first three findings, namely, that the use of the E-Sports commentator registry could be a linguistic form that is the process of word formation affixation, reduplication, and abbreviation. In addition to words, there are other discoveries of linguistic registry forms that contain phrases based on their categories, namely nominals, verbal's, adjectives, and numerals.

The following forms of language origin are Indonesian, English, and a mixture of Indonesians- English. Unlike previous researches, in this E-Sports commentator's register there are new discoveries of linguistic forms of word formation processes of affixation, reduplication and register forms containing phrases.

The second finding is that there is a limited circle registry meaning, where the meaning of the terms of the E-Sports commentator can only be understood when the person is a player of the game Mobile Legend. In its analysis there is also a open circle register meaning that has a variety of meanings directly related to the register, besides the vocabulary that has special meanings of the open circular registry of the e-sport commentator has a common meaning but has different meanings.

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