



## The Types of Slang Words Used in the Chat Feature of Mobile Legends Game

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| Article Info                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | Abstract                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
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| <p><b>Received: 2026-06-01</b><br/> <b>Revised: 2026-06-16</b><br/> <b>Accepted: 2026-06-30</b></p> <p><b>Keywords:</b><br/> <i>Sociolinguistic,</i><br/> <i>Slang,</i><br/> <i>Mobile Legends</i></p> <p><b>DOI:</b><br/> 10.24256/ideas.v14i1.12005</p> <p><b>Corresponding Author:</b><br/> Lasma<br/> <a href="mailto:lasma120603@gmail.com">lasma120603@gmail.com</a><br/> Sekolah Tinggi Keguruan dan Ilmu<br/> Pendidikan Muhammadiyah Aceh<br/> Barat Daya, Indonesia</p> | <p><i>Slang has become an essential feature of communication in online gaming, allowing players to exchange information quickly and efficiently during gameplay. However, studies examining the linguistic characteristics of slang in Mobile Legends chat remain limited. Therefore, this study aims to identify, classify, and analyze the frequency of slang words used by players in the chat feature of Mobile Legends. This research employed a descriptive qualitative method. The data were collected from chat interactions in nine Mobile Legends matches conducted between April 13 and May 21, 2026, using observation and documentation techniques through screenshots of in-game conversations. The data were analyzed by classifying the slang words into four categories based on the theoretical framework utilized in this study: acronyms, abbreviations, clippings, and game-specific slang. The findings identified a total of 77 slang words, consisting of 35 acronyms, 27 game-specific slang terms, 10 clippings, and 5 abbreviations. Acronyms were the most frequently used type because they enabled players to communicate rapidly in a fast-paced gaming environment, while game-specific slang reflected players' shared understanding of game mechanics and strategies. The findings indicate that slang functions not only as an efficient communication tool but also as a linguistic marker of identity within the Mobile Legends gaming community. This study contributes to sociolinguistic research by providing empirical evidence of the use and variation of slang in online gaming communication.</i></p> |

### 1. Introduction

Language is used to convey messages, ideas, and feelings to others in the process of communication. The meaning delivered by the speaker can be understood by the listener through the proper use of language. Language does not only function as a communication tool, but also as a means of building social relationships and fostering mutual understanding among individuals and groups. According to Sulaeman and Dwihudhana (2019), language plays an important role as a unifying tool that facilitates communication and understanding among members of society. Along with the development of time,

language continues to change dynamically, influenced by technological advancement, social interaction, and cultural exchange.

Linguistics is the scientific study of language, including its structure, development, and use in human life. One branch of linguistics is sociolinguistics, which specifically examines the relationship between language and society. Sociolinguistics analyzes how language varies based on social factors such as age, gender, social status, and context of communication. In addition, this field also discusses language variations such as dialects, styles, and informal language used within certain communities. According to Budiasa et al. (2021), sociolinguistics focuses on the relationship between language and its users in social contexts, while Marni et al. (2024) emphasize that this field examines language variation and its characteristics in society.

One form of linguistic variation studied in sociolinguistics is slang. Slang is a type of informal language commonly used by certain groups, especially teenagers and digital communities, in daily communication. Slang develops naturally without fixed rules and often reflects creativity, identity, and group solidarity. The use of slang usually involves abbreviations, acronyms, or new expressions that do not always conform to standard language norms. According to Syaiful Hamzah et al. (2023), slang is an important part of modern communication used to express emotions, simplify communication, and strengthen solidarity within social groups.

The rapid growth of online multiplayer games has changed the way people communicate. During gameplay, players must exchange information quickly while making strategic decisions. This situation encourages the use of shortened expressions, acronyms, and game-specific terms. However, many of these expressions are difficult to understand for new players and have not been systematically classified in linguistic studies. Consequently, misunderstandings may occur during communication, and the linguistic characteristics of gaming slang remain underexplored.

In the modern digital era, the use of slang has developed very rapidly, especially in online communication such as social media and online games. One of the popular online games that provides in-game communication features is Mobile Legends. In this game, players interact through chat features to coordinate strategies, express emotions, and respond to dynamic game situations quickly. Communication in this context is fast-paced, requiring players to deliver messages efficiently while maintaining clarity. Therefore, various forms of slang emerge and are widely used among players.

Although the use of slang in Mobile Legends is very widespread, its rapid development and variation create challenges in understanding its linguistic forms and meanings. Slang in this context is highly dynamic, situational, and continuously evolving, making it difficult to identify and classify systematically within online game communication. In addition, slang is not only used for communication efficiency but also for expressing emotions, identity, and group solidarity, which further complicates its classification and interpretation. This condition makes it important to examine how slang is structured and used in online gaming communication. A clear understanding of slang types can help explain communication patterns among players and provide insights into how language functions in fast-paced digital interactions.

Several previous studies have examined the use of slang in digital communication. Tagliamonte and Denis (2008) aimed to analyze non-standard linguistic forms in computer-mediated communication and found that abbreviations and acronyms are commonly used to increase communication efficiency. Crystal (2006) aimed to explain how internet language develops dynamically and found that it evolves through the emergence of new linguistic forms, including slang. Androutsopoulos (2011) aimed to examine slang in digital media discourse and found that it plays a significant role in constructing social identity and

group membership. Eble (2012) aimed to examine slang as a social phenomenon and found that it reflects group identity and solidarity. Zhou and Fan (2013) aimed to investigate language use in online communication and found that forms such as abbreviations, clipping, and acronyms are frequently used.

However, most of these studies focus on general digital communication or social media platforms and do not specifically examine the use of slang in online gaming environments. In particular, previous studies have not clearly classified the types of slang based on their linguistic forms and frequency of use in the context of Mobile Legends chat. This limitation highlights the need for a more systematic analysis of slang in online game communication.

Slang used in online games appears in several linguistic forms. According to Allan and Burridge (2006), acronyms are words formed from the initial letters of a series of words, such as GG (Good Game) and AFK (Away From Keyboard). Clippings are created by shortening existing words without changing their meanings, such as bro (brother) and uliti (ultimate). In addition, abbreviations are shortened forms of words or expressions, such as pls (please) and sry (sorry), which help users communicate more efficiently (Fromkin et al., 2018). Online games also develop game-specific slang, which consists of specialized vocabulary understood mainly within gaming communities, such as farming, gank, and lord (Crystal, 2006). These linguistic forms enable players to communicate quickly and effectively during gameplay.

Based on this gap, the problem of this study lies in the lack of specific analysis of slang types used in the chat feature of Mobile Legends, particularly in terms of their classification and frequency of use. Therefore, this study aims to identify, classify, and analyze the frequency of slang words used in the chat feature of Mobile Legends. In line with this objective, this study seeks to answer the following research question: What are the types of slang words used in the chat feature of Mobile Legends and how frequently are they used?.

## 2. Method

This study employs a qualitative research method with a descriptive qualitative design. According to Bogdan and Biklen, as cited in Sugiyono (2020), descriptive qualitative research focuses on collecting data in the form of words rather than numbers, emphasizing meaning and interpretation over quantification. This approach is appropriate for analyzing slang usage in natural communication contexts, particularly in online game interactions.

The data of this study consist of slang utterances collected from the chat feature of Mobile Legends gameplay sessions. The data were obtained from nine ranked matches played between April 13 and May 21, 2026, to capture authentic and spontaneous language use among players. This ensures that the slang expressions represent real communication in context.

The population of this study consisted of Mobile Legends players who actively communicated through the in-game chat feature during ranked matches. Due to the broad and dynamic nature of the population, purposive sampling was applied. According to Sugiyono (2019), purposive sampling is a technique for selecting data based on specific criteria relevant to the research objectives. The sample consisted of chat interactions from nine ranked matches involving approximately 45–90 players (10 players in each match, with some participants appearing in more than one match).

The researcher selected nine ranked matches because they provided sufficient and varied data to identify recurring slang expressions and their variations. Using multiple matches also enabled the researcher to observe slang usage across different gameplay contexts and player interactions, thereby increasing the credibility of the findings while maintaining a manageable scope for descriptive qualitative analysis.

The data are collected through observation and documentation techniques. The researcher observes in-game chat interactions to understand the natural communication context. Documentation is conducted by capturing screenshots of chat conversations containing slang expressions. The collected data are then organized and transcribed systematically to facilitate the analysis process.

The collected data were first transcribed from screenshots of the Mobile Legends chat feature. Next, each chat utterance was examined to identify slang words based on their linguistic forms. After identification, each slang word was classified into one of four categories: acronyms, abbreviations, clippings, or game-specific slang, using the theories of Allan and Burridge (2006), Fromkin et al. (2018), and Crystal (2006). The frequency of each category was then calculated to determine the most dominant type of slang. Finally, the findings were analyzed descriptively by interpreting how each type of slang was used in the context of gameplay communication.

3. Result

*Types of Slang Words Found in Mobile Legends Chat*

The data were collected from nine Mobile Legends matches conducted between April 13 and May 21, 2026. Data collection lasted approximately five weeks. During this period, the researcher observed and documented nine ranked Mobile Legends matches. Each match lasted approximately 15–30 minutes, resulting in approximately 3–4 hours of gameplay observation. Based on Allan and Burridge’s (2006) classification and the supporting theories adopted in this study, four types of slang words were identified in the chat interactions: acronyms, abbreviations, clippings, and game-specific slang.

Table. Types and Frequency of Slang Words

| Type of Slang       | Frequency |
|---------------------|-----------|
| Acronyms            | 35        |
| Game-specific Slang | 27        |
| Clippings           | 10        |
| Abbreviations       | 5         |
| Total               | 77        |

The findings presented in the Table show that four types of slang words were identified in the Mobile Legends chat data, namely acronyms, abbreviations, clippings, and game-specific slang, with a total of 77 occurrences. Among these types, acronyms appeared most frequently with 35 occurrences, followed by game-specific slang with 27 occurrences, clippings with 10 occurrences, and abbreviations with 5 occurrences. These findings indicate that players tend to rely on short and practical expressions to communicate efficiently in fast-paced gameplay.

Table 1. Acronym Slang Words Found in Mobile Legends Chat

| No | Date           | Dialog                | Slang Word | Meaning                                                                                         |
|----|----------------|-----------------------|------------|-------------------------------------------------------------------------------------------------|
| 1  | April 13, 2026 | Jun (Hayabusa): “OMG” | OMG        | OMG stands for Oh My God. It is used to express surprise, shock, or excitement during gameplay. |
|    |                | Jun (Hayabusa): “MVP” | MVP        | MVP stands for Most Valuable Player. It refers to the player who contributes the most and       |

|   |          |             |                                          |                                  |     |                                                                                                                    |
|---|----------|-------------|------------------------------------------|----------------------------------|-----|--------------------------------------------------------------------------------------------------------------------|
|   |          |             |                                          |                                  |     | achieves the best performance in a match.                                                                          |
|   |          |             | Last Night on Earth (Lylia): "LOL"       | LOL                              |     | LOL stands for Laugh Out Loud. It is used to express laughter or amusement in response to a situation in the game. |
| 2 | May 2026 | 7, Jun      | (Paquito): "Don't bro."                  | KS                               | KS  | KS stands for Kill Steal. It refers to taking a kill that was nearly secured by another teammate.                  |
| 3 | May 2026 | 10, Ama     | ツ (Lylia): "MM"                          |                                  | MM  | MM stands for Marksman. It refers to a hero role that deals high physical damage from a distance.                  |
| 4 | May 2026 | 19, dkstr!  | 와 (Layla): "IDK what tank doing"         | IDK                              | IDK | IDK stands for I Don't Know. It is used when players are confused or do not understand a situation.                |
|   |          |             | dkstr!와 (Layla): "DC again omg"          | DC                               | DC  | DC stands for Disconnect. It refers to a player losing connection to the game.                                     |
|   |          |             | Jun                                      | ツ (Kadita): "gg bro"             | GG  | GG stands for Good Game. It is used to appreciate a match or acknowledge a good performance.                       |
|   |          |             | Luna de Chloe (Lancelot): "Otw mid wait" | OTW                              |     | OTW stands for On The Way. It is used to inform teammates that the player is moving to a specific location.        |
|   |          |             | Jun                                      | ツ (Kadita): "mm afk"             | AFK | AFK stands for Away From Keyboard. It refers to a player who is inactive or temporarily absent from the game.      |
| 5 | May 2026 | 20, Uciha   | itaciha (Minsitthar): "np we still win"  | NP                               |     | NP stands for No Problem. It is used to reassure teammates that a situation is still under control.                |
|   |          |             | TOYY 969 (Minotaur): "def base asap"     | ASAP                             |     | ASAP stands for As Soon As Possible. It is used to urge teammates to act quickly.                                  |
| 6 | May 2026 | 21, Kacchan | 愛 (Estes): "brb"                         | BRB                              |     | BRB stands for Be Right Back. It indicates that a player will return shortly.                                      |
|   |          |             | Khalid bin Walid (Hanabi): "tb me estes" | TB                               |     | TB refers to Teleport Back. It is used when asking support from a teammate to return or reposition quickly.        |
|   |          |             | Kacchan                                  | 愛 (Estes): "wait my ultimate cd" | CD  | CD stands for Cooldown. It refers to the waiting period before a skill can be used again.                          |



|                                   |      |                                                                                                               |
|-----------------------------------|------|---------------------------------------------------------------------------------------------------------------|
| Kacchan愛 (Estes): “gg wp”         | GGWP | GGWP stands for Good Game, Well Played. It is used to praise both teammates and opponents after a good match. |
| Kacchan愛 (Estes): “enemy core op” | OP   | OP stands for Overpowered. It refers to a hero or player considered excessively strong.                       |
| Kacchan愛 (Estes): “glhf”          | GLHF | GLHF stands for Good Luck, Have Fun. It is used as a friendly greeting before or during a match.              |
| Kacchan愛 (Estes): “HP low recall” | HP   | HP stands for Health Points. It refers to the amount of health a hero has.                                    |
| Junツ (Hayabusa): “dw”             | DW   | DW stands for Don’t Worry. It is used to calm teammates in difficult situations.                              |

Table 1 presents the acronym slang words found in Mobile Legends chat conversations. A total of 35 acronym occurrences were identified in the collected data, making acronyms the most frequently used type of slang. Acronyms such as OMG, GG, OTW, AFK, and IDK were commonly used to express emotions, provide tactical information, and coordinate team movements efficiently during gameplay.

According to Allan and Burridge (2006), acronyms are formed from the initial letters of a series of words and function as an efficient way to simplify communication in informal contexts. The findings of this study support this theory because the acronyms identified in the Mobile Legends chat consist of the initial letters of longer expressions while retaining their original meanings. Their frequent use indicates that players rely on acronyms to communicate quickly without interrupting gameplay, reflecting the need for efficient interaction in a fast-paced gaming environment.

Table 2. Abbreviation Slang Words Found in Mobile Legends Chat

| No | Date         | Dialog                               | Slang Word | Meaning                                                                                           |
|----|--------------|--------------------------------------|------------|---------------------------------------------------------------------------------------------------|
| 1  | May 7, 2026  | Jun (Paquito): “Pls help me.”        | Pls        | Pls is an abbreviated form of Please. It is used to request help or assistance from teammates.    |
|    |              | Jun (Paquito): “Sry guys.”           | Sry        | Sry is an abbreviated form of Sorry. It is used to apologize for mistakes made during gameplay.   |
| 2  | May 19, 2026 | Pergi_Jauh (Uranus): “i love u guin” | U          | U is an abbreviated form of You. It is commonly used in online communication to save typing time. |
| 3  | May 20, 2026 | uciha itaciha (Vale): “Ty”           | Ty         | TY stands for Thank You. It is used to express gratitude toward teammates.                        |
|    |              | uciha itaciha (Vale): “Tq”           | Tq         | TQ is a shortened form of                                                                         |

for carry”

Thank You. It is commonly used in online chats to appreciate teammates.

Table 2 presents the abbreviation slang words identified in the Mobile Legends chat data. A total of 5 abbreviation occurrences were found, including pls, sry, u, ty, and tq. These abbreviations were mainly used to express requests, apologies, and gratitude among teammates. Although abbreviations appeared less frequently than acronyms, they helped players communicate more efficiently while maintaining smooth interaction during gameplay.

According to Fromkin, Rodman, and Hyams (2018), abbreviations are shortened forms of words or expressions that enable speakers to communicate more efficiently without changing their intended meanings. The findings support this theory because forms such as pls, sry, u, ty, and tq allowed Mobile Legends players to communicate quickly while maintaining the intended message during gameplay.

Table 3. Clipping Slang Words Found in Mobile Legends Chat

| No | Date     | Dialog                                   | Slang Word | Meaning                                                                                          |
|----|----------|------------------------------------------|------------|--------------------------------------------------------------------------------------------------|
| 1  | May 2026 | 7, Jun (Paquito): “Don’t KS bro.”        | Bro        | Bro is a clipped form of Brother. It is used as a friendly term to address teammates or friends. |
| 2  | May 2026 | 19, SUPERNOVAA (Gatotkaca): “ulti ready” | Ulti       | Ulti is a clipped form of Ultimate. It refers to a hero’s strongest skill.                       |

Table 3 presents the clipping slang words identified in the Mobile Legends chat data. A total of 10 clipping occurrences were found during the nine matches. The clipping forms identified include bro, derived from brother, and ulti, derived from ultimate. These shortened forms were commonly used because they enabled players to communicate more quickly while maintaining the original meanings of the words.

According to Allan and Burridge (2006), clipping is a word-formation process in which an existing word is shortened without changing its meaning. The findings of this study support this theory because the clipping forms identified retain the meanings of their original words while reducing the number of letters that need to be typed. This suggests that Mobile Legends players use clipping as an efficient linguistic strategy to facilitate fast and effective communication during gameplay.

Table 4. Gaming Slang Words Found in Mobile Legends Chat

| No | Date       | Dialog                        | Slang Word | Meaning                                                                                                                          |
|----|------------|-------------------------------|------------|----------------------------------------------------------------------------------------------------------------------------------|
| 1  | April 2026 | 13, Jun (Hayabusa): “Farming” | Farming    | Farming refers to collecting gold and experience points from minions, jungle monsters, and other resources to strengthen a hero. |
|    |            | Jun (Hayabusa): “Lord”        | Lord       | Lord is a powerful neutral monster that helps a team                                                                             |

|   |          |     |                                              |         |                                                                                              |
|---|----------|-----|----------------------------------------------|---------|----------------------------------------------------------------------------------------------|
|   |          |     |                                              |         | push immediately after being defeated.                                                       |
| 2 | May 2026 | 7,  | Venom 88 (Lancelot): "By1 Lance after this." | By1     | By1 means one-versus-one combat between two players.                                         |
|   |          |     | Paus orca (Claude): "gas."                   | Gas     | Gas is used to encourage teammates to attack or move toward an objective immediately.        |
| 3 | May 2026 | 10, | ミルズ先輩 (Karrie): "Roam"                       | Roam    | Roam refers to moving around the map to assist teammates and provide vision.                 |
|   |          |     | aloyusgideon (Hilda): "Don't go offside."    | Offside | Offside refers to being positioned too far forward and becoming vulnerable to enemy attacks. |
| 4 | May 2026 | 19, | Junツ (Kadita): "hayper still farming"        | Hyper   | Hyper refers to a strategy that focuses resources on one core hero to carry the game.        |
|   |          |     | Luna de Chloe (Fanny): "I'm not buff"        | Buff    | Buff refers to a positive enhancement obtained from jungle monsters or skills.               |
| 5 | May 2026 | 20, | uciha itaciha (Minsitthar): "Enemy no retri" | Retri   | Retri is a shortened form of Retribution, a battle spell used to secure jungle objectives.   |
|   |          |     | Junツ (Fanny): "gank top now"                 | Gank    | Gank refers to a coordinated surprise attack on an enemy hero.                               |
|   |          |     | uciha itaciha (Vale): "Tq for carry"         | Carry   | Carry refers to a player who contributes significantly to securing victory for the team.     |
|   |          |     | TOYY 969 (Hanabi): "don't feed guys"         | Feed    | Feed refers to repeatedly dying and giving advantages to the opposing team.                  |
| 6 | May 2026 | 21, | Junツ (Harley): "Don't war"                   | War     | War refers to a team fight involving several players from both teams.                        |
|   |          |     | Kacchan愛 (Estes): "my heal so good"          | Heal    | Heal refers to restoring health points for oneself or teammates.                             |
|   |          |     | Khalid bin Walid (Hanabi): "no savage me"    | Savage  | Savage is an achievement obtained when a player eliminates five enemy heroes consecutively.  |
|   |          |     | Junツ (Harley): "Gas turtle now"              | Turtle  | Turtle is a neutral objective monster that provides gold and experience bonuses.             |
|   |          |     | Kacchan愛 (Estes): "enemy core op"            | Core    | Core refers to the main hero responsible for dealing                                         |



|                            |                        |                                                                                     |
|----------------------------|------------------------|-------------------------------------------------------------------------------------|
|                            |                        | damage and carrying the team.                                                       |
| Kacchan愛 (Estes):          | “hp Recall low recall” | Recall is a skill used to return a hero to the base.                                |
| Khalid bin Walid (Lesley): | Exp “exp help”         | Exp refers to the experience lane, a lane designed to accelerate hero level growth. |

Table 4 presents the game-specific slang words identified in the Mobile Legends chat data. Nineteen distinct terms were identified, including farming, lord, by1, gas, roam, offside, hyper, buff, retri, gank, carry, feed, war, heal, savage, turtle, core, recall, and exp; since some terms such as "farming" and "carry" were used more than once, the total number of occurrences reached 27. These expressions are closely related to the mechanics, objectives, hero roles, and strategies of Mobile Legends, enabling players to communicate tactical information efficiently during gameplay.

According to Crystal (2006), digital communication encourages the development of specialized vocabulary within online communities. The findings of this study support this perspective because the game-specific slang identified is unique to the Mobile Legends community and reflects the specialized language used by players during matches. The frequent use of these terms indicates that players share a common understanding of game-related vocabulary, allowing them to coordinate strategies and respond quickly to changing situations. This demonstrates that game-specific slang functions not only as an efficient communication tool but also as a marker of membership within the online gaming community.

4. Discussion

The findings of this study revealed four types of slang words used in Mobile Legends chat, namely acronyms, game-specific slang, clippings, and abbreviations. A total of 77 slang words were identified from nine Mobile Legends matches. Among these categories, acronyms were the most frequently used type (35 occurrences), followed by game-specific slang (27 occurrences), clippings (10 occurrences), and abbreviations (5 occurrences). These findings indicate that Mobile Legends players tend to use shorter linguistic forms to communicate efficiently during gameplay.

According to Allan and Burrige (2006), slang is an informal variety of language used by members of particular social groups to facilitate communication and strengthen group identity. This theory supports the findings of the present study because Mobile Legends players frequently used acronym slang such as “OMG”, “GG”, “AFK”, “OTW”, and “IDK” to communicate quickly during gameplay. Since players have limited time to type while controlling their heroes, they prefer short expressions that can convey messages efficiently. Therefore, the dominance of acronym slang in this study is consistent with Allan and Burrige’s theory that slang serves practical and social functions within a particular community. This finding is also in line with Tagliamonte and Denis (2008), who found that abbreviations and acronyms dominate instant messaging among teenagers, suggesting that the preference for acronym use is not unique to Mobile Legends but reflects a broader pattern in fast-paced digital communication.

Abbreviations were the least frequently used type of slang, with only five occurrences identified in the data. Examples such as “pls”, “sry”, “u”, “ty”, and “tq” show that players shortened common expressions while preserving their original meanings. According to Fromkin, Rodman, and Hyams (2018), abbreviations are shortened forms of words or expressions that reduce typing effort without changing their intended meanings. The

findings support this theory because these abbreviated forms allowed players to communicate quickly while maintaining polite interpersonal interaction during gameplay. However, unlike Zhou and Fan (2013), who found abbreviations to be one of the more common forms in general online communication, the present study found abbreviations to be the least frequent category, suggesting that the highly time-pressured nature of gameplay leads players to favor even shorter forms such as acronyms and game-specific slang over standard abbreviations.

Furthermore, Yule (2010) explains that language varies according to the social context and the communicative needs of its users. The findings of this study reflect this theory because communication in Mobile Legends takes place in a fast-paced environment where players must make quick decisions. Consequently, they tend to use acronyms and abbreviated forms rather than complete expressions. This demonstrates that language variation is influenced by the specific context in which communication occurs.

Clippings were identified in ten occurrences, including forms such as “bro” and “ulti”. According to Allan and Burridge (2006), clipping is formed by shortening an existing word without changing its meaning. The findings support this theory because these clipped forms retain the meanings of their original words while reducing the number of letters that need to be typed. Their use demonstrates that Mobile Legends players prefer concise expressions that facilitate rapid and efficient communication during gameplay.

This is consistent with Zhou and Fan (2013), who also identified clipping as a common word-formation strategy in online communication, although clipping in the present study appeared far less frequently than acronyms, indicating that the extremely time-limited context of live gameplay favors initialism-based forms over word-shortening.

Game-specific slang was the second most frequently used category. Terms such as “farming”, “lord”, “roam”, “gank”, “buff”, and “carry” are commonly understood within the Mobile Legends community but may not be familiar to people outside the gaming environment. According to Wardhaugh (2010), language reflects social identity and group membership. This theory supports the findings because these game-specific terms function not only as communication tools but also as markers of identity among Mobile Legends players.

Their use demonstrates that members of the gaming community share a specialized vocabulary that distinguishes them from non-players. This finding parallels Eble's (2012) study on in-group slang among college students, in which specialized vocabulary similarly marked group membership; however, while Eble's slang was tied to a shared campus environment, the game-specific slang in this study is tied to a virtual, task-based environment, echoing Androutsopoulos's (2011) argument that digital media enables the construction of social identity even without physical co-presence.

Overall, the findings suggest that the use of slang in Mobile Legends chat is strongly influenced by the need for rapid, efficient, and practical communication. The predominance of acronyms reflects players' need to exchange information in the shortest possible time, while the frequent use of game-specific slang demonstrates the existence of a shared vocabulary among members of the gaming community. These findings support Allan and Burridge's (2006) theory that slang functions as an informal language variety that facilitates communication and strengthens group identity.

In addition, the results are consistent with Yule's (2010) view that language variation is shaped by social context and Wardhaugh's (2010) argument that language reflects group identity. Therefore, slang in Mobile Legends serves not only as a means of communication but also as a symbol of solidarity and membership within the gaming community.

## 5. Conclusion

Based on the findings of this study, it can be concluded that four types of slang words were identified in Mobile Legends chat, namely acronyms, game-specific slang, clippings, and abbreviations. Acronyms and clippings were identified based on Allan and Burrige's (2006) classification, while abbreviations and game-specific slang were analyzed using the supporting theories proposed by Fromkin, Rodman, and Hyams (2018) and Crystal (2006), respectively. A total of 77 slang words were identified from nine Mobile Legends matches.

Acronyms were the most frequently used type, followed by game-specific slang, clippings, and abbreviations. These findings indicate that Mobile Legends players prefer short and efficient expressions to facilitate communication during gameplay. Furthermore, the findings demonstrate that slang functions not only as a practical communication tool but also as a linguistic feature that reflects the shared identity of the Mobile Legends gaming community.

This study has several limitations. First, the data were collected from only nine Mobile Legends matches conducted over a relatively short period, from April 13 to May 21, 2026 (approximately one month). As a result, the findings may not fully represent the variety of slang expressions used by Mobile Legends players over a longer period. Second, this study focused only on chat interactions and did not include voice communication or other forms of in-game interaction. Finally, this study was limited to identifying the types of slang words. It did not examine other linguistic aspects, such as their functions, meanings, or patterns of use in greater depth.

Based on these limitations, future researchers are encouraged to collect data from a larger number of Mobile Legends matches over a longer observation period of at least six months to obtain more comprehensive findings. Future studies are also recommended to investigate other aspects of slang, including its functions, meanings, pragmatic use, or comparisons with slang used in other online games. In addition, researchers may employ various theoretical frameworks to gain a more comprehensive understanding of slang in digital communication.

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