

**AN ANALYSIS OF REGISTER
USED IN *TRUE SIGHT: THE INTERNATIONAL 2019 DOTA 2*
DOCUMENTARY MOVIE**

THESIS

*Submitted as Partial Fulfillment of the Requirement to Obtain
Strata One (S1) Degree*



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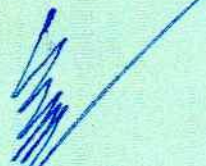
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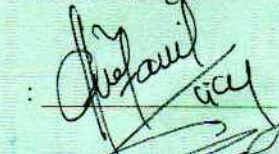


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ABSTRACT

Arjuna, Muhammad Rafi. 2023. *An Analysis of Register Used in True Sight: The International 2019 DOTA 2 Documentary Movie*. Thesis. Jurusan Bahasa dan Sastra Inggris. Fakultas Bahasa dan Seni. Universitas Negeri Padang.

This research aims at examining the types of register and function of register in true sight: The International 2019 dota 2 documentary movie. The purpose of this research is to describe the types of register that appear in true sight: The International 2019 dota 2 documentary movie and to identify the functions of the language register that appear in true sight: The International 2019 dota 2 documentary movie. The data were directive utterance that uttered by characters and the source of the main data in this study was true sight: The International 2019 dota 2 documentary movie and its script. This research belonged to a descriptive qualitative method. The results of the study show that there were four types of register and five types of functions of register. The amount totals of data are 157 data type of register. In types of register, there are 47 data of formal register, 36 data of informal register, 26 data of over-formal register, 48 data of reporting register and 0 data of motherese. While in functions of register, they applied emotif functions 24 data, rhetorical funtion 57 data, cognitive funtion 59 data, poetic funtion 15 data, interpersonal function 2 data and 0 data of metalinguistics function. Register types in the form reporting is commonly used in True Sight: The International 2019 DoTA 2 documentary movie and cognitive function is the mostly used in functions of register which is a strategy where the utterances are uttered clearly and concisely.

Key words: Register, Types of register, Functions of register

ABSTRAK

Arjuna, Muhammad Rafi. 2023. *An Analysis of Register Used in True Sight: The International 2019 DOTA 2 Documentary Movie*. Thesis. Jurusan Bahasa dan Sastra Inggris. Fakultas Bahasa dan Seni. Universitas Negeri Padang.

Penelitian ini bertujuan untuk mengkaji jenis-jenis register dan fungsi register dalam film dokumenter Dota 2 True Sight: The International 2019. Tujuan dari penelitian ini adalah untuk menjelaskan jenis-jenis register yang muncul dalam film dokumenter Dota 2 True Sight: The International 2019 dan mengidentifikasi fungsi-fungsi dari register bahasa yang muncul dalam film tersebut. Data yang digunakan adalah ujaran direktif yang diucapkan oleh karakter-karakter dalam film, dengan sumber data utama penelitian ini adalah film True Sight: The International 2019 serta skripnya. Penelitian ini menggunakan metode deskriptif kualitatif. Hasil dari penelitian ini menunjukkan bahwa terdapat empat jenis register dan lima fungsi dari register. Jumlah total data adalah 157 data jenis register. Dalam jenis-jenis register, terdapat 47 data register formal, 36 data register informal, 26 data register sangat formal, 48 data register laporan, dan 0 data register bahasa ibu. Sementara dalam fungsi-fungsi register, terdapat 24 data fungsi emosional, 57 data fungsi retorik, 59 data fungsi kognitif, 15 data fungsi puisi, 2 data fungsi antarpribadi, dan 0 data fungsi metalinguistik. Jenis register dalam bentuk laporan umumnya digunakan dalam film True Sight: The International 2019 Dota 2, dan fungsi kognitif adalah yang paling sering digunakan dalam fungsi-fungsi register, yang merupakan strategi di mana ujaran diucapkan dengan jelas dan ringkas.

Kata kunci: Register, Jenis-jenis register, Fungsi-fungsi register

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The writer

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CHAPTER I

INTRODUCTION

A. Background of The Research Problem

The variation of language is the fundamental subject of sociolinguistic studies. The significance of language within society signifies an inseparable connection between language and society itself. Within any given community, individuals hold diverse occupational roles across the globe, each of which owns a unique terminology reflective of its specific subject matter. Differences in language will become noticeable in the conversations among the members, particularly during their daily communication interactions. Through communication process, people can change their minds, ideas, thoughts, and intentions. they have the ability to convey information to others. While engaging in communication, individuals require a means to articulate their intentions and messages. The most appropriate medium is language since language can carry a message by symbols. This is in line with what has been suggested by Wardaugh (1992: 8) who states that “Language allows people to say things to each other and expresses communicate needs”. In short, language is constantly used by humans in their daily life as a means of communication.

In accordance with Chaer and Agustina (2004: 62), language variation is discernible through its speakers and its applications. Concerning speakers, this refers to the individuals employing the language, their geographical location, social standing within the community, and even their gender. As for its

applications, it relates to the purpose for which the language is used, the specific fields in which it finds utility, the methods and tools employed, and the manner in which formalization occurs.

The concept of a register falls under the umbrella of sociolinguistics and involves the examination of language within specific contexts. The idiosyncrasies of distinct communities and particular fields contribute to the unique characteristics of language usage. A register constitutes a type of language variety that stands apart from others due to the distinct ways it is employed. This notion is supported by Nababan as cited in Chaer (2004: 68), asserting that language variations hinging on usage are termed as registers.

Usdiyanto's book "Theory and Linguistic Method II" (2003) outlines two factors contributing to the emergence of registers. Firstly, registers emerge from shared activities not necessarily tied to a profession. Secondly, registers can arise due to individuals sharing a common social profession. In the context of E-Sport players, a register could develop because the language employed by them is characteristic of those who share the same profession. Hence, the E-Sport players' register could be classified as a professional register. Register sets of language items associated with different occupations or social groups (Wardough & Fuller 2015). In other words, register constitutes a form of linguistic diversity influenced by the domain of application, manner of expression, degrees of decorum, and the communication channels employed—such as language used in sports, social media, television, journalism, and radio, for instance.

In the modern age of technology, a significant number of individuals worldwide, particularly the younger generation, engage in playing digital games over the internet. Within these online gaming environments, a diverse range of languages is commonly employed. Among the prominent global online games is DoTA 2. This particular game fosters constant interaction, as players require it to effectively strategize while participating in the game. Therefore, the researcher's assumption is that these players who have played this game for many and long times might unconsciously acquire register used in written communication in playing DoTA 2. In this study the researcher wants to know an analysis of register used in written communication in playing DoTA 2 that will be find on the each of DoTA 2 players.

Communication holds a crucial role in the DoTA 2 gaming experience. Given its nature as a strategic battle game, effective communication among players is essential for devising game strategies. This communication occurs through written and spoken means. DoTA 2's platform provides players with tools such as text chat, voice chat, arena alerts known as "ping," and the ability to write on the minimap. As previously noted, this game is accessible to a global audience, making English the primary language for interplayer communication. Based on the condition it is required to find out how register use by player of DOTA 2. Written conversation in DOTA 2 as one of new language phenomena in digital era.

There are many language varieties which describe the changes in situation and factor. Each occupational group or social group has the different. Thus, each group has different registers. The languages of people in society are different from each other. For example in DoTA 2, DoTA 2 is a MOBA (Multiple Online Battle Arena) game, so tactics and strategies are crucial things in this game. In order to have good tactics and strategies, players need to conduct a lot of interactions with their partners during playing. Players always play with foreigners in every game, so English is the main language they use to communicate. Having a lot of interactions using English makes DoTA 2 players acquire several language skills and components. Thus, this study is aimed to describe and interpret players' lived experience on how they acquire English register, components and also how English affected their emotion.

Study on register have been done by several researcher. Here's several researcher that conduct research about register in online games. First, there is Rayditya Brilliant Prima (2019) that has a research entitled register and power in Indonesian online game. Second, Hendro (2020) in his thesis do a research about register with the title an analysis of register in mobile legends game. Lastly, Nurul (2019) study register on her journal entitled *register pengguna game online "mobile legend" di warung kopi daerah lidah wetan surabaya*.

Based on this research background and considered the previous research about register in online games, researcher want to further examination about register that appear in true sight: The International 2019 dota 2 documentary movie. The results of this research are anticipated to enhance the field of Register

analysis, particularly focusing on the application of registers within the community of DOTA 2 players. Additionally, these findings are poised to enhance the broader realm of linguistic research, specifically within sociolinguistic inquiries, by contributing a wealth of insights into terminologies employed in the DOTA 2 Online Game.

B. Identification of the Research Problem

Refers to the background of the research, from the background of the research above, it was found there are some problems to identify as follows:

1. The language variation used in true sight: The International 2019 dota 2 documentary movie
2. The types of register used in true sight: The International 2019 dota 2 documentary movie
3. The function of register applied in true sight: The International 2019 dota 2 documentary movie

C. Limitation of the Research Problem

Based on the identification of the research, therefore limitation was focus on the analysis. The limitation focuses two main topics as show:

1. Type of register that appear in true sight: The International 2019 dota 2 documentary movie
2. Function of register that appear in true sight: The International 2019 dota 2 documentary movie

D. Formulation of the Research Problem

The limitation of the problem to led creation of research question. The problems based on the limitation of the problem into the following research questions. Research question that appear in this research is about type and function of register.

E. Research Questions

1. What are the register types that appear in true sight: The International 2019 dota 2 documentary movie ?
2. What are the functions of the language register that appear in true sight: The International 2019 dota 2 documentary movie ?

F. Purpose of The Research

Based on the research question above, the researcher provides to propose the purpose of the research as follows;

1. To describe the types of register that appear in true sight: The International 2019 dota 2 documentary movie
2. To identify the functions of the language register that appear in true sight: The International 2019 dota 2 documentary movie

G. Significance of the Research

Based on the objective of the research above, the researcher provided to propose the significance of the study, as follows;

1. The significance of the study refers to give information and knowledge about types and function of register that appear in true sight: The International 2019 dota 2 documentary movie
2. It also can be used as a reference for the next researchers who want to analyze the relevance study.

H. Definition of the Key Terms

1. Register:

In sociolinguistics, a register is a variety of language used for a particular purpose or particular communicative situation.

2. DoTA 2:

DoTa is a multiplayer online battle arena (MOBA) video game developed and published by Valve.

3. True Sight: The International 2019 Dota 2 Documentary Movie

True Sight is a documentary series that takes you into the backstage of the esports team competing at DotA tournaments. True Sight is a documentary series that takes you behind the scenes of the journeys of professional Dota 2 teams.