

A PRAGMATIC INTERPRETATION OF CONSORSHIP SPEECH USING NUMBER AS HATE SPEECH IN MOBILE LEGENDS GAME

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Abstrak: Video game become more popular in this era many video game are online and can communicate with people that far from us, however, quite a few people also use video games as a means to mock and scold others, this causes discomfort to other players who become targets of insults and ridicule and even results in debates and fights between teams. This research aims to revealing linguistic phenomena in the form of hate speech in the mobile legend game which is done by teammates to fellow teammates. The method used in this research is descriptive qualitative and the data obtained comes from written conversations between players in the Mobile Legends game. From a population of 25 data, 5 samples were found that could represent the questions in this study. The result of this research is that the hate speech that used in mobile legends game, players very often use hate speech using numbers. Hate speech is always said in a harsh way with the aim of mocking and insulting teammates who don't play well and don't care about winning in the game. The impact of hate speech using numbers in the Mobile Legends game is that players who commit hate speech will be banned from playing the game until a specified time limit.

Keywords: hate speech, Mobile Legends, number

1. INTRODUCTION

In this digital era, there is a lot of communication both formally and informally, in the current era with advances in technology, communication can be done anywhere using tools and media, but technological advances have resulted in speaking harshly and giving hate speech, with the availability of the internet making hate speech widespread, the Internet has become a “new front” for the spread of hatred, with millions of people communicating through cheap and easily accessible social networks, allowing diverse and fragmented groups to connect, creating a sense of collective identity and community. According to Rahmi (2020). This communication problem is aggression which is defined as physical or verbal actions that harm others. Hate speech is one of the 4,444 most offensive utterances. In Indonesia, hate speech takes various forms, such as words, expressions, and sentences (Effendi et al., 2018). Technological innovations have enabled extremists and adversaries to spread their ideologies, rhetoric, and strategies, as well as recruit, organize, and connect with them through websites with advances in the Internet, Speech acts do not only apply in social media but also in video games, especially mobile games or online games, According to Adiningtiyas (2017) Online games are games that are played online via the internet. Online games via the internet offer more facilities because players can communicate with other players from all over the world through chat media.

One of the online games that is currently popular is mobile legends. Mobile legend game is a game with the theme (Multiplayer Online Battle Area) which is made and designed by a game developer from China, namely Moonton. This game is played by two different teams consisting of five players in each team. Mobile legends players gradually show addiction to the mobile legends game (Khotimah & Minarni, 2016). Players who play Mobile Legends for a long time not only cause addiction to the players but also have a negative impact that turns the players into verbally aggressive by saying rude things, insulting and mocking other people.

According to Surbakti (2017), playing online games can trigger players to use foul language, where when a player experiences defeat or when their friend makes a mistake that makes the player feel annoyed and angry, the player will use hate speech or insult friends or even other players, even players who use foul language will not hesitate to insult and mock the family, tribe, and race of other players.

Online games are something that is very entertaining and can provide satisfaction and joy to players. Playing online games can provide joy and satisfaction to players when the player wins a match and when they level up in online games, playing online games can also entertain yourself when feel bored, and become a means to relieve fatigue after a day of activities, online games are also an alternative to relieve stress due to work and activities that are so busy, as explained in a study conducted by Safitri (2020) that one of the positive benefits of online games is that it can relieve fatigue, stress and most importantly become a medium of entertainment.

However, in addition to being entertainment to relieve fatigue and stress, in fact, Mobile Legends can affect the emotional nature of its players when they experience defeat, teammates who play badly and teammates who feed. These things make a player take toxic actions in the game by mocking, saying rude things, insulting the family, gender, ethnicity, country, and even the religion of other players. This means that competitiveness for victory in video games can cause anger, frustration and annoyance, so that hate speech is often thrown at fellow players as a normal reaction.

In the mobile legends game there is a feature that can be used by players to interact with each other, this feature is called chat and voice-chat which is shown to players to easily communicate and coordinate with teammates in order to win a game. However, this feature is often misused by players with the initial aim of communicating, now it is used to convey hate speech towards teammates and opponents. This is as conveyed by Gabriel (2020) in his research stating that the chat and voice chat features used by players are not only used to communicate and interact between players, but also as a place and means of spreading hate speech.

Hate speech made by Mobile Legends game players can potentially trigger division, quarrels and grow feelings of anger towards those closest to them. Hate speech is prone to triggering changes in a person's character into an emotional personality who doesn't care about other people's feelings. The impacts resulting from hate speech can result in division and a sense of intolerance that is contrary to the Indonesian nation which strongly adheres to a sense of unity and respect for others as stated in Bhineka Tunggal Ika and the principles of Pancasila.

From the explanation of the online game, it can be concluded that hate speech is often done by Mobile Legends game players, therefore this study uses a qualitative content approach to determine the forms of hate speech using numbers in the Mobile Legends game. By studying the case, researchers can find out what forms of hate speech are carried out by fellow mobile legends players. With this study, it is hoped that mobile legends game players can find out the types of hate speech so that they can be more careful and wise in speaking, in order to create a better and more positive e-sports world environment.

2. METHOD

The subject in this study is the hate speech on chat feature on mobile legends game and the object in this study is Hate Speech in the in game chat between player. The data of this study were obtained from conversations or chats in the mobile legends game conducted by fellow teammates, the data was obtained by capturing the cellphone screen when a teammate made a mistake, when player lose the game and when someone is doing feed. The selection of data really covers the criteria needed for this study because the game contains a lot of hate speech using number. The number of data in this study is 10 data that have been obtained. This research was library research with a descriptive approach. The qualitative method is used to explore and understand the meaning of hate speech that mobile legends player used to mocking and insulting other player.

The data in this study were collected by describes several steps taken to collect data in this study. The data collection for this research was carried out through a literature study of hate speech using number in mobile legends game. Furthermore, a recording technique was carried out by taking a screenshot or capturing the screen when a teammate makes a mistake in the game or plays incorrectly. The next technique is a note-taking technique which is used to record the hate speech in the ingame chat feature for analysis. The data analysis technique used in this research is data reduction to find out which data is included in hate speech insults and hate speech mockery using numbers, and data presentation and the last step is drawing conclusions.

3. RESULT AND DISCUSSION

The following are several examples of the illocutionary speech act numbering hate speech based on the speech acts theory by Searle (1969).

a) Types of Illocutionary acts in numbering hate speech and the aim of hate speech

Types of illocutionary speech acts : Expressive
The aim of hates speech : Unpleasant actions



Figure 1. 1st Data

Based on picture number 1. *The speaker* or speaker tells his speech by expressing his annoyance at something that happened to him, namely when the speaker or speaker plays as a juggler (role in the mobile legends game), when the purple buff (a small monster that helps save energy) is stolen by a teammate on purpose, the mobile legends player knows that the purple buff is very important for the juggler role by taking the blue buff the speaker feels annoyed and irritated so the speaker expresses his annoyance towards his teammate by using the utterance **wooi k0nt0llllll 4njnhhh**. This utterance is a *numbering hate speech* using the words **k0nt0llllll** and **4njnhhh**. The word **k0nt0llllll** is a modification of the word *kontol*. Based on the online Big Indonesian Dictionary, the word *kontol* means male genitalia. While the word **4njnhhh** is a modification of the word *Anjing*. Based on the online KBBI, the word *Anjing* is defined as a mammal that is usually kept to guard the house, furry, and so on (*canis familiaris*). If these two words are directed at someone you are not familiar with or have just met, then these two words are very rude curses or insults that are intended to insult (**insulting**).

b) Types of Illocutionary acts in numbering hate speech and the aim of hate speech

Types of illocutionary speech acts : Expressive
The aim of hates speech : Unpleasant actions

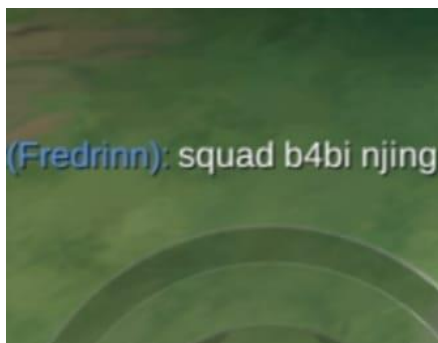


Figure 2. 2nd Data

Based on picture number 2. *The speaker* or speaker tells his speech by expressing his annoyance at something that happened to him, when the speaker is playing, the speaker is given a teammate who is part of a one group, when the speaker plays seriously and tries to win the match, his entire team plays very badly so that the speaker becomes emotional and annoyed with all his teammates. The speaker has tried hard so that he does not lose the match but his entire team plays badly, using the speech **squad b4bi njing**. This speech is a *numbering hate speech* using the word **b4bi**. The word **b4bi** is a modification of the word *babi*. Based on the online Big Indonesian Dictionary, the word *babi* means an even-toed mammal, has four fingers with two larger middle fingers, a large head with a long snout, has a special prenasal bone and disc-shaped cartilage at the end (*Sus spp.*) If this word is directed at someone or several people who are not familiar or have just been met, then the word is a very rude curse or insult that aims to insult (insulting).

c) Types of Illocutionary acts in numbering hate speech and the aim of hate speech

Types of illocutionary speech acts : Asertives

The aim of hates speech : Insult

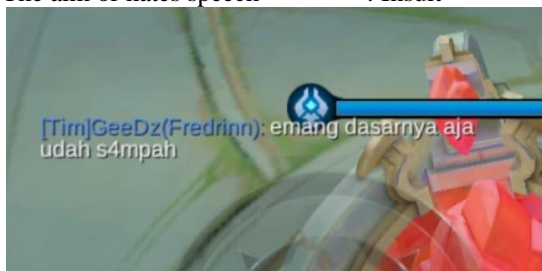


Figure 3. 3rd Data

Based on picture number 3, the speaker or speaker conveys his speech by emphasizing his assessment of someone who is annoying, when the speaker plays the speaker meets an annoying player, by doing feeds, and playing not optimally, always dying and always doing silly or stupid actions by using the speech **emang dasarnya aja udah s4mpah** the speaker emphasizes that the player is trash for his teammates. The speech is a numbering hate speech using the word **s4mpah**. The word **s4mpah** is a modification of the word **sampah**. Based on the online Big Indonesian Dictionary, the word **sampah** means goods or objects that are thrown away because they are no longer used such as leaves, paper: don't throw (carelessly). If the word is directed at someone who is not familiar or has just been met, then the word is a curse or expression that aims to mock someone (mocking).

- d) Types of Illocutionary acts in numbering hate speech and the aim of hate speech

Types of illocutionary speech acts : Ekspresives

The aim of hates speech : Teased



Figure 4. 4th Data

Based on picture number 4, the speaker or speaker tells his speech by expressing his pleasure towards something he experienced, namely when playing the speaker meets a player who feels he is very good at playing so that the player starts to brag, elevate himself, feels he is very great, so that the speaker feels annoyed and dislikes the player's behavior when the player starts to lose continuously and dies repeatedly the speaker starts to mock the player by using the utterance **hahah pok3**. The utterance is a numbering hate speech using the word **pok3**. The word **pok3** is a modification of the word **poke**. Based on the Kompas 28 Site, the word **poke** is a slang word that is often said by video game players, the word **poke** means a player with the lowest or small score who has poor game performance. If the word is directed at someone who is not familiar or has just been met, then the word is a very annoying joke or taunt that aims to mock (mocking).

- e) Types of Illocutionary acts in numbering hate speech and the aim of hate speech

Types of illocutionary speech acts : Ekspresives

The aim of hates speech : Unpleasant actions

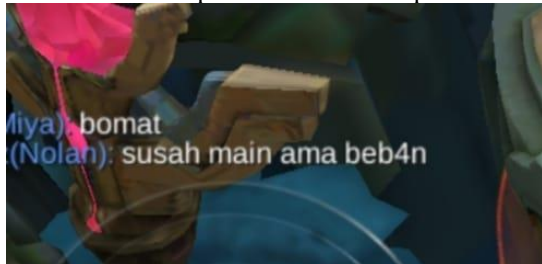


Figure 5. 5th Data

Based on picture number 5, the speaker conveys his speech by **expressing** his annoyance towards something that happened to him, namely when the speaker is playing, the speaker meets a player with a very low level of playing knowledge so that the player always dies and makes no contribution to the team, cannot be relied on to achieve victory, by using the utterance of **susah main ama beb4n**. This utterance is a numbering hate speech using the word **beb4n**. The word *beb4n* is a modification of the word *beban*. Based on the online Big Indonesian Dictionary, the word *beban* means goods (heavy) that are carried (carried, lifted, and so on); load (which is placed on the back of a horse, donkey, and so on). If this word is directed at someone who is not familiar or has just been met, then this word is a very rude curse or insult that aims to insult (insulting).

- f) Types of Illocutionary acts in numbering hate speech and the aim of hate speech

Types of illocutionary speech acts : Ekspresives
 The aim of hates speech : Unpleasant actions



Figure 6. 6th Data

Based on picture number 6, the speaker or speaker conveys his speech by **expressing** his annoyance at something that happened to him, namely when the speaker has finished the match and received a final assessment, the player who is on the same team as the speaker gets a bad assessment and gets a bronze medal, in the moba game the player who gets bronze at the end of the game is called lousy and useless, makes too many mistakes and plays badly, using the speech **t4i coklat**. This speech is a numbering hate speech using the word **t4i**. The word *t4i* is a modification of the word *tahi*. Based on the online Big Indonesian Dictionary, the word *tahi* means food dregs from the stomach that come out through the anus. If this word is directed at someone who is not familiar or has just been met, then this word is a very rude curse or insult that aims to mock (moking)

- g) Types of Illocutionary acts in numbering hate speech and the aim of hate speech

Types of illocutionary speech acts : Ekspresives
 The aim of hates speech : Unpleasant actions



Figure 7. 7th Data

Based on picture number 7, the speaker or speaker conveys his speech by expressing his annoyance towards something that happened to him, namely the speaker met a bad player in the game, the player did a feeder, played not as the speaker wanted and played not according to the role in the game, making the speaker feel annoyed and unable to control his anger until the speaker made a very severe hate speech using the speech **Oi Y4tim**. This speech is a numbering hate speech using the word **Y4tim**. The word *Y4tim* is a modification of the word *yatim*. Based on the online Big Indonesian Dictionary, the word *yatim* means no longer having a mother or father (because already died). If this word is directed at someone who is not familiar or has just been met, then this word is a very rude curse or insult that aims to insult (insulting)

- h) Types of Illocutionary acts in numbering hate speech and the aim of hate speech

Types of illocutionary speech acts : Ekspresives
 The aim of hates speech : Unpleasant actions

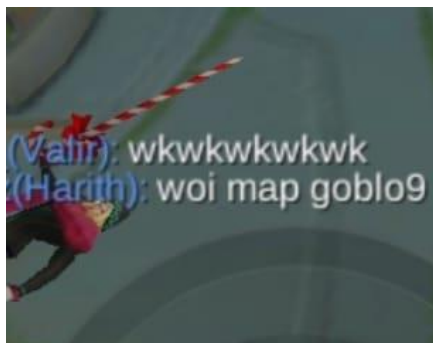


Figure 8. 8th Data

Based on picture number 8, the speaker or speaker tells his speech by **expressing** his annoyance at something that happened to him, namely when the speaker plays a match, his teammates play poorly, in the moba game there is a mini map which functions to find out the enemy's position on the battlefield. , but the speaker's teammates do not see the map when defending the last base or headquarters, causing the speaker to become angry and the speaker loses the match, using the utterance *wooi map goblo9*. This utterance is a numbering hate speech using the word *goblo9*. The word *goblo9* is a modification of the word *goblok*. According to the online Big Indonesian Dictionary, the word goblok means very stupid, deaf. If this word is directed at someone who is not known or has just been met, then the word is a very rude curse or insult that aims to insult (insult).

Table 1.Types of Hate Speech.

Illocutionary	Mocing	Insulting
acts	3	5
total	8	

The result in table 1 stated that hate speech most common used by player mobile legends trough fiture chat were mocing,insulting .The most common type oh hate speech is Insulting. Insulting is a very despicable act that is used to attack someone's good name or honor, by belittling, revealing someone's shame, badmouthing or giving someone an inappropriate name in public with the aim of making that person feel embarrassed.In this study,the form of insulting in mobie legend game is often say it with harst word such as yatim,kontol,anjing,goblok,beban,and babi.The result of this study are that insulting in mobile legens are often using animal name and part of human body.

The next type hate speech oftend used by mobile legends palyer were mocing.Mocing is an act of war, sarcastic comment, gesture, or insult intended to demoralize the recipient, or to anger them and encourage thoughtless reactionary behavior.Mocking like sampah,tai,and poke are the most often hate speech are used by mobile legends player.This word example of mocking word because very disturbing, badmouthing someone.

With so many insulting that are used by mobile legends player, we can say that they want to throwing out his anger at someone who behaves badly so that the person feels inferior in front of many people, by throwing these words at other people the player feels that they deserve to be insulted. The rise of hate speech on moble legends game makes online game is a free palce to do what ever you want and what ever you like to say no matter your right or wrong without paying attention to the impact that you cost or people that you hurts. Therefore,the Irritation, emotion and hatred in online games must be controlled by seeking good communication that does not involve insults.

4. CONCLUSION

Based on the result of the study, it was found that there were two of hate speech on the Mobile Legends game. This type of hate speech refers to Searle’s theory of speech act, that namely Insulting, and Mocking and between the of this hate speech the most common type used by mobile legends player is Insulting. This shows that mobile legends player are often like to saying harsh word to player that playing stupid and feels like making someone angry.It can be conclude that they want to throw their anger at player that are feed because they are palying so badly. For the punishment of being insulting the game itself developpe the system that any one who being insulting can be ban for entering the match for certain time.

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