### **CHAPTER I**

### INTRODUCTION

## A. Background of the Research

Someone's communication ability is developed by the environment in expanding his natural ability to speak. It impacts the effectiveness of communication in conveying what is in his thought. The relationship between communication and speaking is closely related to language. The language used usually varies depending on the formality, interest, and region, in the vocabulary or structure of the language. It proves the existence of creativity in using language based on needs and convenience. This difference extends to finally creating its own language that is completely different.

Creativity in language has a big role in communication. Humans are endowed with this ability since they are born. However, the process of mastering and using it is influenced by the environment to determine what language is appropriate in a particular environment. The theory that explains inherited language abilities was put forward by Chomsky, known as the nativist theory. While the theory regarding language skills that are influenced by the environment is known as the behaviorist theory by B.F. Skinner. These two theories are combined so as to stimulate one's cognitive abilities in using language that affects vocabulary in using language.

People who interact with each other in an environment that has a certain cultural identity, such as family, the place where they grow up, social habits, and language, will gain experience. From that experience, they will conceptualize thoughts in their mind which will eventually be verbalized into a language. This means that language and culture are interrelated. It is clarified by the Sapir-Whorf hypothesis that discusses the theory of linguistic relativity. It says that the language habits of particular groups construct their world. So, the structure of language influences a person's way of thinking and behaving.

The similarities of a particular culture will build a situation where people can understand each other. This is inseparable from human creativity in using language. Thus, a language that is associated based on the situation is also needed. It is known as the notion register. Halliday defines register as a configuration of meanings that are typically associated with a particular situational configuration of field, mode, and tenor (Halliday, 1989, p. 38). Hence, the register is able to create a communicative interaction. Whether consciously or not, the ever-changing state of affairs caused everyone to form a register. It says consciously or not because the register changes rapidly.

The register exists as a language that varies based on its use. One person can vary the language many times a day. A speaker has a diverse vocabulary and speaking skills that form the diversity of forms of a language when interacting, the limits are who the speech partners are and what their goals are. The speech partner acts as the target in an utterance, so its existence must be

considered, likewise with goals. What is the purpose of the utterance, then, what is the result to be achieved from the utterance.

In its use, variations of register language have meanings that are created specifically for the needs of certain social groups. This meaning is influenced by the topic of conversation, how the text is constructed, and the participants of a discourse that is related to situational characteristics. For example, the word instrument used by writers in scientific work as a tool for collecting data and analyzing it has a different meaning from the instrument used by musicians as a tool that can make a sound to produce music.

Basically, the use of language is inherited as matters related to human intelligence. It must be maintained by adapting to conditions such as time and place. No doubt it develops occasionally and is followed by human creativity in using language. As a result, the method of using language has also developed with the presence of innovations as intermediaries for the language itself and it forms new cultures of today's society. At this point, if one cannot keep up with developments, one will be left behind and unable to survive.

On the other hand, language has to adapt to the cultural challenges of a particular time and place. In this modern culture, development cannot be separated from technology and is a challenge. This phenomenon has affected language because both are related to one another. The use of language will change as technology develops. In any case, people use language to control technology. To sum up, language has an important role in technology, both in its development and use.

In its development, a programmer will use a language in the form of code that is able to make the computer run. When the computer is able to run, a language will be needed that makes the computer capable of carrying out tasks according to its users. Following this, it is necessary to develop a language that can be understood by computers and humans so that both of them are able to interact quickly and easily. This is growing rapidly and creating new habits which then become a new culture of language use.

Language development is encouraged by technology. With this, the language used by people can be enriched because they are given the freedom to communicate experiences with other people. Communicating can be packaged in the form of words. As a result, the more communication they do, the more knowledge they have in their mind, and the more vocabulary of the language they come up with. This flexibility is supported by adequate technology. This proves that language and technology can support the speed of thought processes.

At the same time, technology that provides this flexibility makes the sources of information too broad, beyond the knowledge and experience of each individual. Based on the knowledge and understanding possessed, someone gets confused in interpreting words since everyone has different experiences, thoughts, and perceptions. It means that different experiences will construct different meanings cognitively. So, language can also be an obstacle to thought processes due to meanings that have individual characteristics.

Nowadays, video games become the technology that uses language. It has many features besides the text. Such as pictures, colors, and symbols that indirectly help, guide, and assign players to play according to the rules beyond their understanding of the text. Following this, an understanding of the text develops. The text can be understood since the players enter the virtual world of the game and become part of a social group within it. As a result, the players are able to pay attention and arrange strategies to achieve the desired goals.

The video game that is used in this research is the English server of Ensemble Stars Music, a male idol rhythm game. It is originally released as a Japanese mobile game on May 1st, 2015. The rhythm game is a video game genre that challenges players to feel the rhythm of a song as the main gameplay. The songs in this game are sung by the game characters themselves as idols. The popularity of idols in this game is determined by the producer in 'maintaining' the idol cards. The events in this game are updated every two weeks which keeps it popular. Due to its popularity, this game also has Chinese, and Korean. And the newest version is English, which was released on June 12th, 2022.

This game is chosen because it consists of both text and context. It has a virtual world that provides new experiences and stimulates players' cognitive skills. All of the characters work as idols, except for the game player herself who is a producer. Her job is to take care of those idols and help them succeed in their events. In carrying out her work as a producer, the player must

understand the lives of these idols and understand the Ensemble Stars Music language.

The way players understand the game shows their ability to communicate in this virtual environment. This proves that the game environment can improve language skills. The Halliday's theory, interactionist, describe that language is obtained by the exchange between the environment and biology. This means that people have natural social skills that are developed through the environment. The environment has an important role to teach someone in adjusting the language. This is believed to be able to maximize the use of the innate capacity of language.

Meanwhile, besides the virtual environment of a video game, people must live in the real environment. These two different realities have the same mechanism. People live where there are social groups that have the same experience or culture. The social group creates a shared meaning of the language since language development occurs only in their group. The meaning will be adapted to the existing agreement in their social group. It becomes conventional and makes language part of social conventions. Consequently, the clarity of meaning is related to its social context.

To illustrate, in the education situation, a teaching professional will speak more formally to his superiors, and their interactions tend to be formal. When talking to his friends, he will talk informally. It will be different when he talks to a doctor about illness. In other situations, he will speak with a different variation with a policeman when he is ticketed. That explanation proves that the

meaning of an utterance depends on the context since situations are constantly changing. This resulted in the use of language that has to be adapted to the situation.

In other contexts, the meaning can also be clarified by the linguistic context in the form of a unit of language that includes several aspects. As in language events, speakers must adapt to the place and time that the language spoken refers to a particular person, place, and time. Or through the previous text in a discourse arrangement, so the meaning of a word is limited by its cotext. Or also through a combination of words that are usually side by side together in one sentence.

To sum up, understanding the meaning means understanding the context. Finally, context determines the language for use in communication in everyday life. Apart from oral and written communication, non-verbal communication, such as facial expressions, gestures, body language, proximity, touch, personal appearance, and silence, also plays a big part. So, having good communication skills will support the effectiveness of the communication itself because someone will create a shared meaning through symbols, expressions, and understanding.

The explanation above leads to the analysis of discourse that performs language analysis and social interaction understanding. The objective is to gain in-depth knowledge of the language and identify its relationship to society, culture, and people's perceptions. The discussion on discourse analysis also requires logical reasoning skills. It is related to the context, the background of

the speaker, the purpose of an utterance, and even can describe how the speaker is being by analyzing the language use which is usually found in linguistics.

Linguistics studies sound, form, nature, and characteristics of languages which are studied scientifically. It has several subfields from every level of language. All sounds and their systems are studied in phonetics and phonology, forms of words are studied in morphology, language organizations are in syntax, literal meanings of words and sentences in semantics, and language use is studied in pragmatics, as well as discourse analysis which analyzes how text discourses relate to one another. It depends on the approach and point of view of the researcher to linguistically study everything that includes language.

Language has the function of expressing ideas whose expressions are made according to grammatical rules both written and spoken. This fact makes language a tool to communicate in everyday life. Language can be used to control people to do something, to inform, to ask, and so forth. After all, humans set up language. It is their background that determines whether a language is good or bad. So, language can also be used as a tool to show how people are and do. Based on the explanation above, for this research, the writer chooses the title Register in *Ensemble Stars Music* Game.

#### **B.** Question and Scope of the Research

## 1. Question of the research

These problems can be mentioned in detail as the following questions:

- a. How is the linguistic form of the register in the *Ensemble Stars Music* game?
- b. How is the meaning variation of the register in the *Ensemble Stars Music* game?
- c. What is the function of the register in the *Ensemble Stars Music* game?

## 2. Scope of the research

In conducting this research, the writer focuses on the words to classify the registers using the theory by Finegan (2008). Then, the meanings and functions of the register will be analyzed by using the theory proposed by Halliday of the register concept (1989) and language function (1973). The writer applies these theories to get the overall analysis of the data that came from the *Ensemble Stars Music* game.

## C. Objective and Significance of the Research

### 1. Objective of the research

Based on the problem of the research mentioned above, the objectives of the research are described as the following:

- a. The writer describes the linguistic form of the register in the Ensemble

  Stars Music game.
- b. The writer identifies the meaning variation of the register in the *Ensemble Stars Music* game.
- c. The writer discovers the function of the register in the *Ensemble Stars*Music game.

## 2. Significance of the research

The significance of this research is divided into two parts, theoretical and practical. It is explained below.

Theoretically, the writer hopes to increase knowledge about the register concept and their uses. This research provides an understanding to be applied to further research related to language variations in the linguistic field, especially using video games as a language medium. By providing the function of register, the writer hope that understanding language use will be easier.

Practically, this research is expected to contribute to society in order to have an understanding of register. So, people are able to understand how language is used in the different contexts of situations. In its implementation, the writer hopes that people will increase their view of how language is shaped by social and cultural factors to create good communication and relationships.

# D. Operational Definition

## 1. Discourse Analysis

A branch of linguistics that pays attention to how the use of a language is related to context so as to prove that language is capable of influencing social action based on an individual's background.

#### 2. Text

A collection of meanings that are verbalized through language either orally or in writing, short or long, which in its realization rely on certain symbols so that the form can be in the form of paragraphs, sentences, clauses, phrases, words, or anything as long as people can read or hear it.

#### 3. Context

A reference, which can be based on the situation, the surrounding text, or a certain cultural background, which plays a role as a support in interpreting the meaning of an utterance.

### 4. Field

The field of a discourse relates to the topic of conversation which refers to what is happening at that time, what scope is being discussed at that time, the content of the message to be conveyed, and the purpose of conveying the discourse, as well as the time a discourse is uttered which influences the language system or special terms used by an individual in a particular situation.

### 5. Mode

Language means, for example spoken or written, the role of language in the discourse, and how this is constructed by the speaker reflects what is expected of him through the language by eliminating certain texts related to an individual's skills in using language.

#### 6. Tenor

Tenor refers to participants in a discourse related to social status, how is their background, status, rank, who is included in the functional tenor, or how is the level of relationship between addresser and addressee to affect their purpose of using certain language in a discourse.

## 7. Register

A language that is varied based on its use with specific purposes because they are only used in certain scopes, through certain means, and is spoken by someone for certain people who have the same interest or job so the language used tends to have terms that are only used in that situation to make it easier for participants to explore and solve a problem.

#### 8. Video Game

A system that controls and is controlled by the human mind where its presence is created with technology that facilitates a person in building self-simulations in their head and is designed to carry out turn-taking communication.

### E. Systematization of the Research

The first chapter is an introduction. It contains the background of the research, questions and scopes of the research, objectives and significance of the research, operational definition, and systematization of the research. By presenting an introduction, readers can understand the topics discussed in this research.

The second chapter is a theoretical description. In this chapter, the writer explains about the relevant theories that will be used as a basis for explaining research arguments. The theory includes an understanding of discourse analysis, linguistic form, register, and research of the relevance.

The third chapter presents the research methodology. This chapter provide an explanation of the data processing process. It consists of five sections, namely the method of the research, the procedure of the research, the technique of the research, the technique of the data analysis, and the data source.

The fourth chapter explains the analysis of the research findings. The discussion that answers the research questions. It is including the data description, data analysis, and interpretation of the research finding.

The fifth chapter discusses the conclusion and suggestion. The conclusion will answer the research questions based on the data analysis. In addition, the writer also provides suggestions for several parties.