

CHAPTER I

INTRODUCTION

A. Background of the Research

Dota 2 (Defense of the Ancients) is one of the most popular multiplayer online games. Nowadays, more than 2.3 billion people are playing all types of games globally and Dota 2 has always been one of the most popular game e-sports industries where 1.29 million players are playing worldwide. (Rami et al., 2019). It is recorded that it has 7.86 million active players in a month. The official site of Dota 2 (steampowered.com) stated that this game is competitive and it is professionally and casually played by its fans from many countries in the world. This game is played in matches involving two teams consisting of 5 players for each team. Moreover, Dota 2 is a kind of battle game which means action and strategy are needed in this game as stated by Drachen et al. (2014) that the existence of communication among teammates, tactics, and strategy are key components in playing this game. Therefore, we can say that Dota is a well-known competitive game with action and strategy played by players worldwide.

At the moment of writing this thesis, Dota 2 frequently ranks as one of the top five most played games on the Steam digital distribution platform (Rami et al.,) The question of Dota 2 popularity becomes even more evident when looking at the prizes of its biggest tournament, the International. TI, as it is called, has year after year broken records of e-sport tournament prize pool amounts. Last year, the seventh iteration of the international had a record prize

pool of over US\$24 million, with the tournament's final match holding a combined audience of 845,000 viewers on Twitch.tv.

It is known that there are varied genres of online games, such as Massively Multiplayer Online Games (MMOG), Massively Multiplayer Online Role-Playing Games (MMORPG), and Multiplayer Online Battle Arena (MOBA) games. Dota 2 itself is a MOBA game or sometimes called an action real-time strategy that involves two teams consisting of five or more players in each team in which each player control one powerful unit with varied abilities and advantage called a 'hero' to destroy the opponent's base

Besides Dota 2 fame as an e-sport, it is incredibly popular among more casual gamers. Based on Steam charts, Dota 2 is, at the moment of writing this research, the second most popular game on Steam with an average player base of 484,000 in the last 30 days. Furthermore, Dota 2 as well as similar games of the genre, has an unfortunate reputation, namely their toxic environment such as rude, disrespectful, abusive, and hate speech. With its high learning curve, Dota 2 is not a game many would call new-player-friendly. The competitive nature of the game with the inherent pseudonymous aspect of Steam and free-to-play access can be a breeding ground for delinquent behavior

In playing Dota 2, communication is an important thing to be done by the players. Since it is a battle game and involves strategy, a player needs to keep communicating with their partners to arrange their strategy during the game. The communication is done in both written and spoken. Dota 2 System facilitates players with text chat or voice chat. It is mentioned above that this

game can be played by people around the world, so English become their main language to communicate with one another. In conclusion, we can conclude that English is needed by the players to communicate when playing the game.

Dota 2 has had a personal influence as well. The Writer has played Dota 2 since 2014 and has witnessed aggressive behavior, offensive language, threats, slander, and general mischievous play countless times while playing Dota 2. Contrarily, the writer also saw a good share of solid teamwork, good sportsmanship, and friendly chat. Dota 2, in writer's mind, is first and foremost a game of teamwork and competitiveness, as well as a personal skill. Sometimes those aspects can create a situation where, at the end of the game, you are left with the feeling of accomplishment, frustration, or disappointment, either with yourself or your teammates.

Offensive language is used to express strong emotions such as wrath, dissatisfaction, and shock. They usually involve something that society considers sacred (religion, family) or something that is deemed taboo or illegal, or they are used to personally offend someone (Sinambela, 2010). Some people used inappropriate language, but they had no idea what they were saying was offensive, as a result, this study examines offensive language in terms of form classification and function.

Offensive language in media (television, movies, radio) has long been subject to public wrath. It is feared that viewers, especially young ones, will repeat what they hear on the screen (Cantor, Stutman, & Duran, 1996). Jay's (2000) neuro-psycho-social theory of cursing asserts that three aspects of

human behavior govern the act of cursing: neurological control, psychological restraints, and sociocultural restrictions. In the neurological aspect, factors like brain damage, mental illness, emotional arousal, and novelty impact whether one uses offensive language. In the psychological aspect, age, religiosity, moral reasoning, and deviance are important. Social-cultural factors include taboos of words, the speaker's gender role, intimacy with the conversation partner, and formality of the social context of the conversation (Jay, 1992, 2000, 2009b). In this case, the writer feels that is necessary to understand what kind of offensive language to not be uttered in the wrong place.

The main purpose of this research "*Analysis of Gamers Offensive Language in "Dota 2" Online Game*" is to study the types and kinds of offensive language that happen during gameplay. The writers hope by doing this thesis can hopefully examine kinds of offensive language in online games, especially Dota 2 games.

B. Question and Scopes of the Research

1. Question of Research

Based on the background above, this research is guided to the following major question:

- a. What kind of Offensive Language does the gamer usually use in the game of “Dota2”?
- b. What is the most frequent Offensive language that appeared in the game of “Dota2”?

2. Scope of the Research

In related to the title of this paper which is “*Analysis of offensive language used by Gamers in Dota 2 Game*”. Jay (1992) classifies offensive language into ten types including Cursing, Profanity, Blasphemy, Taboo, Obscenity, Vulgarity, Slang, Epithets, Insult and slurs, and Scatology. Furthermore, the writer limited the research in “Dota 2” to various online multiplayer games which are popular among gamers.

C. Objective and Significance of the Research

1. Objective of the Research

This study is aimed to describe and interpret how Dota 2 affects the player’s behavior. This research will also try to show the example of offensive language. Based on those goals the main purpose of this paper is to study the digital video game Dota 2 and its player and inspect the

relationship between the player of the game and the offensive language that happens during gameplay. And also showing the Professional Players' Offensive language affects the community.

This analysis has two objectives that are expected as follows:

- a. To classify the kind of offensive language that gamers usually use in the "Dota 2" game.
- b. To identify the most frequent offensive language in the game of "Dota2"

2. Significance of the Research

The writer hopes this research can be useful not only for the writer himself but also for the readers mainly those who learn or at least like to learn English.

a. Theoretically

This research will enrich the study of Offensive language, especially in English based on Dota 2 Game. The result of this research with hope can give useful information and can be an acceptable reference for future research with the same objective as this.

b. Practically

This research is planned to be helpful research for the upcoming studies of Offensive Language especially in English. It can be offered to be content of sociolinguistic which able be learned by whoever wants to dig more about Offensive Language in society in this case is in a real scene of the Dota 2 game

D. Operational Definition

The operational definition is meant to avoid misunderstanding and different interpretations related to the terms in this research title. According to the title of the research, “Analysis of Gamers' Offensive Language in *Dota 2* Game”. definition that needs to be explained, are:

1. Offensive Language

Offensive language is a term used to denote the degree to which a certain word concept possesses negative or aversive properties.

2. Dota 2 game

This game stands for Defense of the Ancients which is defined as a Multiplayer Online Battle Arena (MOBA) video game developed and published by Valve.

3. Gamer

A gamer is a person who plays interactive video games, especially video games like Dota 2, and skill-based games, and who plays for usually long periods.

E. Systematization of the Research

The systematization of the research means presenting the research in well-edited composition.

Chapter I: The introduction. It explained the background of the research, the scope of the research, the question of the research, the objectives of the research, the significance of the research, the operational definition, and the systematization of the paper.

The next chapter Chapter II: Points out the Theoretical Description. This chapter encompasses a description of Offensive Language and a Description Dota 2 game. It also explains Research of Relevance mentioning research use as a reference.

Chapter III: This chapter discussed the way this research was conducted. It includes the method and procedure of the research. It also explains the technique of data collection, the technique of data analysis, and the data source.

Chapter IV: The research findings and discussion. This chapter shows Data description, data analysis, and interpretation of the Research Findings. And the discussion regarding said data.

Chapter V: Conclusion and Suggestion. In this last chapter, the writer gives a summary of all chapters. Moreover, this chapter points out some suggestions which relate to the significance of the research.