

AN ANALYSIS OF IMPOLITENESS STRATEGIES IN MOBILE LEGENDS BANG BANG PLAYER ON TWITTER @MLBBFESS FOLLOWERS

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ABSTRACT

The purpose of this study is to analyze the impoliteness strategies who always used by follower twitter of @mlbbfess. This research was proposed by Culpaper's theory. In this study, the researchers analyzed impoliteness using quantitative analysis methods. The researchers spreading a questionnaire to followers of @mlbbfess by direct message. After collecting and analysis the data, the researchers identified 11 utterances, the researchers discovers two kinds of impoliteness as a results, including 7 hearer perceives and constructs behavior as intentionally face-attack and 4 combination. The hearer perceives and constructs behavior as intentionally face-attack frequently found in the data.

Keywords: *Twitter , Impoliteness Strategies, Perceives*

INTRODUCTION

Politeness is a very important thing for humans to live in this world, but lately speaking disrespectfully is not a strange thing, in fact it is considered cool for young people today. This non-compliance can be found anywhere, especially when playing games, it is undeniable that when playing games, someone can channel all their emotions into the game that is being played. For young people now mostly play a game called Mobile Legends: Bang Bang

Mobile Legends: Bang Bang is a MOBA (Multiplayer Online Battle Arena) game which was released on July 14, 2016. Because the base game is MOBA, it's undeniable that when playing the game requires a compact team to win. However, sometimes there are people who don't understand teamwork and invite impoliteness in the game.

The phenomenon of disrespect is often found when playing Mobile Legends games such as using the word trash and swearing, besides cursing, criticizing, insulting, and even bringing the parents of the players. This phenomenon has been explained by many experts.

Wulandari (2016) from the page states that politeness is something that violates the norms of politeness agreed upon by the community, because language politeness is a communication law that humans use to communicate. Which means that if there are people who violate the norms of politeness that have been agreed upon by the community, then he is a person who is not polite. The same thing was also mentioned by Culpaper (2005) defines that "impoliteness comes about when: 1) the speaker communicates face-attack intentionally, or 2) the hearer perceives and constructs behavior as intentionally face-attack, or a combination of (1) and (2)". Based on the purpose of the speaker's utterance or intention, there are two types of impoliteness, namely motivated and unmotivated impoliteness.

Mullary (2008) focuses on the second part of this definition and says, in this definition the role of the hearer and also the intentionality of a speech act have been taken into consideration. In other words, face-attack might happen intentionally on the

part of the speaker but the hearer does not perceive it as face-attack or, conversely, the speaker's intention is not to attack the hearer's face but the hearer construct intentional face-attack.

Culpeper (2005) also mentions two points about his revised definition; firstly, intention is the central aspect of this definition which can be referred to Goffman ideas of what impoliteness is not. However, the recognizing intention is not an easy task. It can be elicited through communication. Secondly, the concept of face still presents the understanding offence.

Researchers also conducted research from other sources of articles that both examined language impoliteness, from observations made by researchers from an article entitled "Breaking the Principles of Language Compliance in the Film Series of Yowis Ben Karya Bayu Skak" Runi Friandini. Then from the article there is an analytical gap in the form of not including Culpeper's theory of impoliteness, and along with several types of impoliteness according to Culpeper.

The researcher also found a study that analyzed impoliteness with Culpeper's theory entitled "Impoliteness Strategies Based on Culpeper's Model: An Analysis of Gender Differences between Two Characters in the Department of English language and literature, Arak University, Arak, Iran the movie Mother" by Monir. Mirhosseini, Maryam Mardanshahi, and Hamidreza Dowlatabadi. In this study using the theory of Culpeper. There are not many studies that use the two theories from Culpeper. Researchers conducted research in a qualitative way. Researchers used the researcher's point of view from the phenomenon of impoliteness in the Mobile Legends game, researchers used their own perspective in examining Mobile Legends game players who are famous for language impoliteness in playing games.

RESEARCH METHODOLOGY

This research used quantitative research by Creswell (2019). Researcher collecting the data those observational method by Ratnawati (2010). In collecting the data there were some steps that researcher had down. The first researchers make a questionnaire about an impoliteness player on MLBB who follow twitter account @mlbbfess. Next, researcher spreading questionnaire by sending a direct message to followers and collecting the data. After that the researchers an (Mirhosseini, 2017)alyze and validating the data by content related method by Culpaper (2005).

RESULT AND DISCUSSION

There were to impoliteness utterances used by followers twitter of @mlbbfess as follows:

Table 1. Impoliteness utterances

NO.	IMPOLITENESS STRATEGIES	FREQUENTLY
1.	The speaker communicates face-attack intentionally	0
2.	The hearer perceives and constructs behavior as intentionally face-attack	7
3	Combination	4
	TOTAL	11

The hearer perceives and construct behavior as intentionally face attack

Data 1

Hades : “Jual skin beli skill.” (*sell skins buy skills*).

This expression means that the player must sell the skin he owns or uses to buy skills which he thinks are more important than skins

Data 2

Aw! Wineia : “Poke”

Ryusui : “Poke”

Lupinus Haruka : “Poke”

Their expression means that the player has a point or rank that is still low and that can motivate people to prove that their point or rank is already high

Data 3

Jamet : “Noob!” (*Newbiee*)

This expression means that players are still mistaken for new players whose skills are still learning to play the game, this makes players motivated to prove that they are not new players who are still learning to play the game.

Data 4

Miswfit : “Ga Guna” (*useless*)

This expression means that players are useless, this makes players want to prove their contribution in the game to be useful

Data 5

Devilla : “Yatim!”

This expression means that players only have one of their parents which results in the player's mood being damaged by remembering parents

Data 6 (combination)

Mention of Genitals

Simigidim : “K**** , M****”

This expression means that the player has a very bad game and makes his teammates emotional not in the mood to play.

Data 7

Racism against ethnicity and religion

Yournightmare : “Jawa”

This expression is something that is very disliked by players who play the game, because it has brought racism which makes the atmosphere when playing games uncomfortable and not fun anymore.

Combination

Data 1

Jaldabaoth : ”GG!”

This expression means to say “Good Game!” which can motivate to raise the mood of your team mates to play even better

Data 2 Combination

Sentences “animal” that have a negative meaning

Crucifix : “Anjing lo!” (*u are a dog!*)

This expression means that the player who gets this sentence is the animal mentioned by the speaker, this makes the person who gets the sentence want to scold the speaker back.

Data 3

Jamet : “Cupu!”

This expression means that players mock opponents who have below average game skills, this can motivate opponents to prove the real game skills they have.

Data 4

P A R H 4 N : “Anak haram” (*u bast****)

This expression means that a player insults a player on a team or an enemy team who is described as a child born out of wedlock because of his position in the game as if it is not needed

CONCLUSION

The results of data analysis can be concluded that the impoliteness of the strategy used and disclosed by @mlbbfess Twitter followers uses 11 basic data from research analysis. Impoliteness is often found when playing MLBB games, in this case some players often say sentences that make the game itself unpleasant even though when we play games we seek pleasure and relieve fatigue.

ACKNOWLEDGEMENTS

In conducting our case study, the authors had to receive help and guidance from several people who respect and deserve the authors heartfelt gratitude. The author would like to thank Mr. Rahmaditya Khadifa Abdul Rozzaq Wijaya. MA, our respective family members. author parents, the author’s loving and supportive friends.

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