CHAPTER I

INTRODUCTION

In this chapter, the researcher discuss the following subheadings: (1) background, (2) problem of the study, (3) objective of the study, and (4) significance of the study.

1.1 Background

As social beings, humans need to communicate, whether written, oral, or gesture. According to the Statista website, around 1.5 billion individuals were mostly taught English in 2023, either locally or as a resultant language. The renowned authority on the English language, David Precious Stone, even wrote a book titled "English as a worldwide language." Theriana, Jaya, Oktavia, and Noviati (2021) mentioned when a language expects an extraordinary role that is felt in every nation on the earth, it is distributed as a global language (Crystal, 1997) and English is currently used essentially everywhere, has been a global language since it is recognized as a second language in many nations. (Gumartifa et al.,2020). The reason why we frequently hear reflections is because English is a crucial language that we should learn, regardless or whether we only need to grasp the basics.

As English spreads around the world, it's likely that local social dynamics will have an impact on the language's development. This phenomenon is under the sociolinguistic. Hickerson (1980) as cited in Hambali (2022), Sociolinguistics is a linguistic development study that takes language variation as a very important

thing and sees the language variety itself in its social function. Sociolinguistics also examines the characteristics and characteristics of a language that occurs in people's lives. The function of the language itself can be maximized by the community as speakers. This is related to the linguistic values that live as a habit of a group in social life.

Code-mixing and code-switching are are extensive idiosyncrasies of sociolinguistics. As cited in Mabule (2015), Code mixing is the embedding of different language units from cooperative activities, such as affixes (bound morphemes), words (unbound morphemes), phrases, and sentences, such that participants must reconcile what they comprehend with what they hear in order to deduce what is meant. While Code-switching refers to The blending of words, phrases, and sentences from different grammatical (sub)systems across sentence boundaries within the same speech event is known as code-switching.

The term "education" is appropriate for Indoglish, a mashup of English and Indonesian that highlights the dynamic aspect of language acquisition in the digital era, since education itself refers to methodical procedure designed to support people's formal, non-formal, and informal growth of knowledge, skills, values, and attitudes. It includes the ability to think critically, the transfer of cultural legacy in a deliberate and structured manner, and lifelong learning. In modern educational environments, digital literacy, diversity, and adaptation to global changes are also prioritized, enabling people to successfully engage with and contribute to society (UNESCO, 2022). In addition to improving cognitive flexibility, this language hybridization captures the multilingual realities of

modern life. Teachers are therefore faced with the difficulty of integrating these new language patterns into curriculum while striking a balance between upholding normal language forms and validating students' digital language experiences. Teachers may create more effective teaching techniques that recognize and capitalize on students' everyday language use to enhance their ability in both Indonesian and English by comprehending and using Indoglish. This strategy is in line with current research that highlights the value of digital literacy and translanguaging in the classroom (Lin, 2020; García & Kleyn, 2016).

Phones, computers, and other digital gadgets have become a fundamental human requirement in this globalization period, according to Wahyu Oktavia's paper *"Eskalasi Bahasa Indoglish Dalam Ruang Publik Media Sosial"* (2019). Nowadays, Generation Z is constantly active on their phones. They may perform regular tasks such as eating, cleaning the house, and performing skincare routines while glancing at our phones every minute, even bringing the phone to the toilet. People's ability to connect to the internet is becoming increasingly advanced. Most media shows in English, but there is still a translation option to make it simpler to grasp, so we can stay up with the world in real time. But not only for leisure, things from the internet can be a serious competition, especially games. There are many games that require cooperation, strategy, and the players' skill to achieve victory. One of them is Mobile Legends.

Ranked number one on the Indonesia playstore in real life class, Mobile Legends: Bang (MLBB) is overwhelmingly popular of mobile games. The players exceptionally over the top and ready to go through hours just to play this game.

Since it is 5 versus 5 game, the framework would pick irregular individuals from any servers to be in the group to battle the inverse. In a roundabout way, there will be correspondence between partners or the foes. They can type straightforwardly what they need to say or utilize the in-game highlights. In the correspondence, they would will more often than not blend their own language in with words or expressions from the game which makes another dialect that known as Indoglish (Indonesia - English). Not just in-game, this peculiarity comes up into other stage, like Instagram, where the local area exists and develops, sharing informations about MLBB.

Based on the researcher's personal experience as a Mobile Legends player since 2020, the game has text accompanied by important audio notifications on the screen such as when the team achieves an objective, so the researcher quite easily understand the use and meaning of vocabulary that is very typical of the Mobile Legends game even though the level of vocabulary is slightly different from the basics that the researcher have known so far. Some mobile legends players, both those who have been playing for a long time and those who are new to playing, don't seem to have too much trouble understanding it. However, when brought to the scope of outside Mobile Legends, it is not uncommon for there to be misunderstandings in its application and meaning.

Therefore, the researcher concluded the research title **"Indoglish Used By Mobile Legends Players on Instagram".**

1.2 Focus and sub-focus of the study

Based on the background above, the focus of this study is about Indoglish used by Mobile Legends players on instagram, while the sub-focus are:

a. The Indoglish words appeared in comment section.

b. The formation of Indoglish words appeared in comment section.

c. The meaning of the Indoglish words.

d. The reason Mobile Legends players use Indoglish words.

1.3 Formulation of Problem

Based on the foregoing context, the author develops the following questions for the study problem:

a. What Indoglish words appeared in comment section?

b. How is the formation of Indoglish words in comment section?

c. What is the meaning of the Indoglish words?

d. Why Mobile Legends players use the Indoglish words?

1.4 Objective of Study

The result of the study was expected to give informations as follows:

a. To identify Indoglish words appeared in the comment section.

b. To identify the formation of Indoglish words in comment section.

c. To identify the meaning of the Indoglish words.

d. To identify Mobile Legends players' reason of the use of Indoglish.

1.5 Significance of the Study

The result of this research is expected to give benefits for any elements:

a. For teachers

The author hopes that the results of this study can help teachers understand Indoglish better so as to improve students' ability to socialize using mixed languages and solve problems related to the lack of understanding of Indoglish concepts.

b. For public

The author hopes this research can improve people's understanding, especially the players themselves, about words their using that giving them confident with their multi-language capability in socialize and avoid misunderstandings.

c. For other writers

The author hopes that this research helps other writers that related to this study get more references and informations to fill their observations.

d. For author herself

The author hopes this research helps her to find out useful information related to her passion in gaming so that she not only gets enjoyment, but also knowledge for now and on.