

**AN ANALYSIS OF THE CONTEXTUAL MEANING OF ENGLISH
EXPRESSIONS USED BY ONLINE GAMING COMMUNITY MEMBERS
AT UIN IMAM BONJOL PADANG, LUBUK LINTAH
THESIS**

Submitted to Fulfil Part of the Requirements to Achieve a Bachelor of Education
Degree (S.Pd) in the English Education Study Program



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1448 H/2026 M**

MOTTO

الصَّابِرِينَ مَعَ اللَّهِ إِنَّ َ وَالصَّلَاةِ بِالصَّبْرِ اسْتَعِينُوا آمَنُوا الَّذِينَ آيُّهَا يَا

“Wahai orang-orang yang beriman! Mohonlah pertolongan (kepada Allah) dengan sabar dan salat. Sungguh, Allah beserta orang-orang yang sabar.”

(Q.S. Al-Baqarah: 153)

سَعَى مَا إِلَّا لِلْإِنْسَانِ لَيْسَ وَأَنْ

“Dan bahwa manusia hanya memperoleh apa yang telah diusahakannya.”

(Q.S. An-Najm: 39)

فَانْصَبْ فَرَّغْتَ فَإِذَا ۞ يُسْرًا الْعُسْرَ مَعَ إِنَّ ۞ يُسْرًا الْعُسْرَ مَعَ فَإِنَّ
فَارْغَبْ رَبِّكَ وَإِلَى

“Maka sesungguhnya bersama kesulitan ada kemudahan. Sesungguhnya bersama kesulitan ada kemudahan. Maka apabila engkau telah selesai dari suatu urusan, tetaplah bekerja keras untuk urusan yang lain. Dan hanya kepada Tuhanmulah engkau berharap.”

(Q.S. Al-Insyirah: 5–8)

APPROVAL PAGE

The thesis entitled “An Analysis Of The Contextual Meaning Of English Expressions Used By Online Gaming Community Members At Uin Imam Bonjol Padang, Lubuk Lintah”, written by Muharman Haziqkri, Student Registered Number 2214050002, has been approved by the advisors for further examination by the Board of Examiners of Department of English Tadris Faculty of Islamic Education and Teacher Training State Islamic University (UIN) Imam Bonjol Padang.

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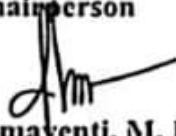
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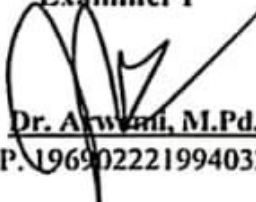
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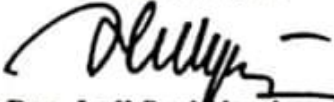
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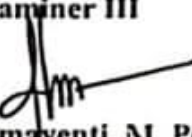
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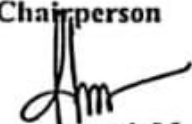
PENGESAH TIM PENGUJI

Skripsi dengan judul "Analisis Makna Kontekstual Ungkapan Bahasa Inggris yang Digunakan oleh Anggota Komunitas Game Online di UIN Imam Bonjol Padang, Lubuk Lintah" ditulis oleh Muharman Haziqkri, dengan Nomor Induk Mahasiswa 2214050002 telah diujikan dalam sidang Munaqasyah Fakultas Tarbiyah dan Keguruan Universitas Islam Negeri (UIN) Imam Bonjol Padang pada tanggal 23 September 2026. Oleh karena itu telah diterima sebagai salah satu syarat untuk memperoleh gelar Sarjana Pendidikan (S.Pd) Program Strata Satu (S1) pada Jurusan Tadris Bahasa Inggris.

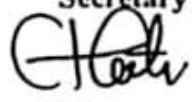
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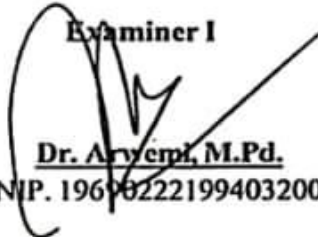
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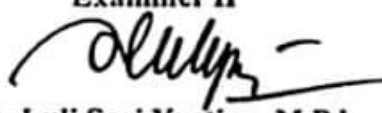
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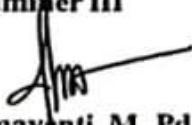
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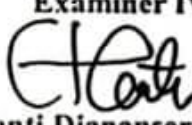
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Padang, August 30th 2026

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ACKNOWLEDGMENTS



Praise and gratitude to Allah SWT for all His blessings and gifts to the researcher. Finally, the researcher was able to complete the preparation of the thesis entitled “An Analysis Of The Contextual Meaning Of English Expressions Used By Online Gaming Community Members At Uin Imam Bonjol Padang, Lubuk Lintah”

This thesis was written in order to meet some of the requirements to obtain a Bachelor of Education degree in the English Department Education Program, Faculty of Tarbiyah and Teacher Training, Imam Bonjol Padang State Islamic University.

The researcher realizes that this thesis can be completed thanks to the support and assistance of various parties. Therefore, the researcher is grateful to all parties who directly and indirectly contributed to the completion of this thesis.

The researcher also thanks:

1. Dean of the Faculty of Tarbiyah and Teacher Training UIN Imam Bonjol Padang and his staff
2. Head of Study Program Dr. Melinda Roza, M. Pd. and Secretary of Study Program Ifkar Rasyid, M. Pd.
3. Advisor I Dr. Darmayenti, M. Pd., and Advisor II Chanti Diananseri, M. Pd.
4. Educators and Education Staff, Faculty of Tarbiyah and Teacher Training
5. Other parties.

Especially, the researcher expresses his gratitude to all his beloved family: mother, Sulastri; sisters, Nora Lastini and Indri Misda Lestari; brother, Andri Jefriska; uncles, Solikin and Nauval; and sister-in-law, Silvia Yasinta, for their endless love, prayers, support, and encouragement throughout the researcher's study.

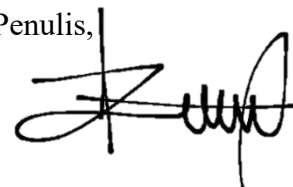
The researcher also dedicates his deepest love and gratitude to late father, Nurman, and late sister, Nurhayati Saputri. Although they are no longer here, their love, memories, and prayers will always remain in the researcher's heart and continue to be a source of strength throughout his life.

The researcher also extends his sincere gratitude to Nadya Risanda, a special friend who has been a meaningful part of this journey, for her constant support, understanding, encouragement, and for being there through both the difficult and memorable moments of completing this study, and to the friends who always give encouragement and motivation to the researcher from UKM Panjat Tebing, whose names cannot be mentioned one by one.

Hopefully, the results of this research can contribute to solving the problem of English education, which is part of the National Education System. *Aamiin ya Rabbal 'Alamin.*

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ABSTRACT

This study examined the types and contextual meanings of English expressions used by members of online gaming communities at UIN Imam Bonjol Padang, Lubuk Lintah, during Mobile Legends gameplay. The study focused on two research questions concerning the types of English expressions used by the participants and the contextual meanings conveyed through those expressions. A descriptive qualitative research design was employed. The participants consisted of ten undergraduate students of the English Education Department who were members of two Mobile Legends communities. The participants were involved in two observation sessions, with five participants in each gameplay video. The data were obtained through two observation sessions conducted at different times and documented in two gameplay videos, followed by semi-structured interviews. The observations resulted in 121 initial occurrences of English expressions, consisting of 74 occurrences from the first video and 47 occurrences from the second video. Following the data condensation process, 12 expressions with relevant and identifiable communicative contexts were selected for further analysis. The first research question was analyzed using Brown's (2007) concept of language functions, which was operationalized in this study into five communicative-function categories, while the second research question was examined using Leech's contextual meaning framework. The findings showed that command expressions were the most dominant type, occurring in 10 of the 12 selected expressions, or 83.33% of the data. The remaining expressions consisted of giving information and expressing feeling. The analysis of contextual meaning further indicated that the interpretation of the expressions was primarily shaped by situational context, particularly the conditions and activities occurring during gameplay. Social, linguistic, and cultural contexts also contributed to the interpretation of the expressions. The findings demonstrate that English expressions used in Mobile Legends communication function mainly to coordinate actions, direct teammates, provide strategic information, and respond to particular gaming situations. Thus, their meanings are better understood by considering the context of use rather than their literal meanings alone.

Keywords: English expressions, contextual meaning, Mobile Legends, online gaming, qualitative research

ABSTRAK

Penelitian ini bertujuan untuk mengkaji jenis dan makna kontekstual ungkapan bahasa Inggris yang digunakan oleh anggota komunitas permainan daring di UIN Imam Bonjol Padang, Lubuk Lintah, selama bermain Mobile Legends. Penelitian ini berfokus pada dua pertanyaan penelitian, yaitu mengenai jenis ungkapan bahasa Inggris yang digunakan oleh partisipan dan makna kontekstual yang disampaikan melalui ungkapan tersebut. Penelitian ini menggunakan pendekatan deskriptif kualitatif. Peserta terdiri dari sepuluh mahasiswa Jurusan Pendidikan Bahasa Inggris yang merupakan anggota dari dua komunitas Mobile Legends. Para peserta terlibat dalam dua sesi observasi, dengan lima peserta dalam setiap video permainan. Data diperoleh melalui dua kali observasi yang dilakukan pada waktu yang berbeda dan didokumentasikan dalam dua video permainan, kemudian dilanjutkan dengan wawancara semi-terstruktur. Hasil pengamatan menunjukkan adanya 121 kemunculan awal ungkapan bahasa Inggris, yang terdiri dari 74 kemunculan pada video pertama dan 47 kemunculan pada video kedua. Setelah melalui proses kondensasi data, 12 ungkapan dengan konteks komunikatif yang relevan dan dapat diidentifikasi dipilih untuk dianalisis lebih lanjut. Pertanyaan penelitian pertama dianalisis menggunakan konsep fungsi bahasa menurut Brown (2007) yang dalam penelitian ini dioperasionalkan ke dalam lima kategori fungsi komunikatif sedangkan pertanyaan penelitian kedua dikaji menggunakan kerangka kerja makna kontekstual Leech. Hasil penelitian menunjukkan bahwa command expression merupakan jenis yang paling dominan, yaitu ditemukan pada 10 dari 12 ungkapan terpilih atau sebesar 83,33%. Dua ungkapan lainnya termasuk dalam kategori giving information dan expressing feeling. Analisis makna kontekstual menunjukkan bahwa pemaknaan ungkapan terutama dipengaruhi oleh konteks situasional, khususnya kondisi dan aktivitas yang berlangsung selama permainan. Selain itu, konteks sosial, linguistik, dan budaya turut berperan dalam memahami makna ungkapan tersebut. Hasil penelitian menunjukkan bahwa ungkapan bahasa Inggris dalam komunikasi permainan Mobile Legends terutama digunakan untuk mengoordinasikan tindakan, memberikan arahan kepada rekan satu tim, menyampaikan informasi strategis, dan merespons situasi tertentu dalam permainan. Dengan demikian, makna ungkapan tersebut lebih tepat dipahami berdasarkan konteks penggunaannya dan tidak hanya berdasarkan makna literalnya.

Kata kunci: ungkapan bahasa Inggris, makna kontekstual, Mobile Legends, permainan daring, penelitian kualitatif

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CHAPTER I

INTRODUCTION

A. Background of the Study

Having English language skills in the process of learning English is an important aspect of achieving effective communication. English is not only taught as a school subject but also functions as an international language that enables people to communicate, exchange information, and participate in academic, professional, and social activities across different countries. Therefore, developing English language skills helps learners understand and use the language appropriately in various contexts.

According to H. Douglas Brown (2007), the primary goal of language learning is to develop communicative competence, which refers to the ability to use language effectively and appropriately in real communication. Likewise, Jack C. Richards (2006) explains that successful language learning emphasizes meaningful communication rather than merely mastering grammatical rules. Therefore, mastering English language skills is essential because it enables learners to communicate effectively, understand messages accurately, and participate confidently in various communicative situations both inside and outside the classroom.

English language skills are reflected not only in the ability to understand grammatical rules but also in the ability to use appropriate expressions in communication. One important aspect of communication is the use of English

expressions, which enable speakers to express ideas, feelings, opinions, requests, and responses effectively according to the situation.

According to George Yule (2020), the interpretation of language depends on how expressions are used in particular contexts and how speakers convey their intended meanings during communication. In addition, Jack C. Richards and Renandya (2002) explain that language expressions are essential components of communicative competence because they enable learners to use language naturally and appropriately in real-life interactions. Therefore, understanding English expressions is important for English learners because it helps them communicate more effectively and interpret language appropriately in various communicative situations.

Although English expressions play an important role in communication, their meanings cannot always be understood literally because they are often influenced by the context in which they are used. This concept is known as contextual meaning, which refers to the meaning of a word or expression as interpreted within a particular situation. Thus, understanding contextual meaning is essential for English learners to accurately interpret expressions and understand the intended meaning conveyed by speakers in different communicative contexts.

According to Geoffrey Leech (1981), contextual meaning is determined by the relationship between language and the context in which it is used, rather than by the dictionary meaning of individual words alone. Similarly, George Yule (2020) explains that understanding meaning requires consideration of the speaker's intention, the listener's interpretation, and the context of communication. Therefore,

understanding contextual meaning is essential because it enables language users to interpret English expressions accurately and avoid misunderstandings in authentic communication.

The process of learning English is not limited to formal classroom instruction. Learners can also develop their language skills through various authentic learning environments where English is used naturally in everyday communication. According to Stephen D. Krashen (1982), language acquisition occurs more effectively when learners are exposed to meaningful language input in natural communication rather than relying solely on formal instruction. Likewise, Lev Vygotsky (1978) emphasizes that social interaction plays an important role in cognitive and language development because learners construct knowledge through communication and collaboration with others.

Therefore, learning English can take place not only in classrooms but also through various social and digital environments where learners actively interact using the language. One example of such an environment is the online gaming community, where communication frequently occurs during gameplay.

One of the authentic environments where English can be learned and practiced outside the classroom is the online gaming community. Online games provide opportunities for players from different linguistic and cultural backgrounds to communicate, collaborate, and solve problems together through the use of language. According to David Crystal (2006), digital communication has created new forms of language use in which people interact through technology in meaningful and context-dependent ways. Similarly, James Paul Gee (2007) argues

that video games provide meaningful learning environments because players develop communication, problem-solving, and collaboration skills while interacting with others.

In online gaming communities, English is frequently used in the form of commands, requests, responses, and other expressions that help players coordinate their actions during gameplay. Consequently, online gaming has become not only a form of entertainment but also a social environment where English is naturally used in authentic communication.

Communication within online gaming communities has become an important part of players' interactions during gameplay. Members of these communities frequently use English expressions to give instructions, respond to teammates, express emotions, and coordinate strategies in real time. The meanings of these expressions are often determined by the situations in which they are used rather than by their literal meanings. According to George Yule (2020), the interpretation of an utterance depends on the context in which it is produced and understood by the participants in communication. Likewise, David Crystal (2006) states that communication in digital environments has developed distinctive language practices that are shaped by users' communicative needs and social interactions.

Therefore, online gaming communities provide an authentic setting for investigating how English expressions are used and how their contextual meanings are interpreted by community members in everyday digital communication. Through interactions within online games, community members frequently use various English expressions to communicate, coordinate, and respond to different

situations, making online gaming environments relevant contexts for examining the relationship between language use and contextual meaning.

Previous studies have examined the use of English in digital communication and online gaming from various perspectives, including gaming vocabulary, communication strategies, language learning, and interaction among players. These studies have shown that online games provide opportunities for learners to use English in authentic communication. However, limited attention has been given to how members of online gaming communities interpret the contextual meanings of English expressions used during their interactions. In addition, studies focusing on this phenomenon within the context of an online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah, remain limited. This gap highlights the need to investigate how English expressions are understood according to the specific contexts in which they are used within the community.

Although previous studies have examined language use in online gaming from various perspectives, there is still a need to examine how gamers construct and interpret meaning through expressions that combine English gaming terms with Indonesian communication. In Mobile Legends interactions, expressions are often shortened, mixed, or adapted to the immediate needs of the players. Their meanings may therefore extend beyond the literal meanings of the words because players rely on shared knowledge of the game, previous experiences, and the ongoing situation. This phenomenon is particularly relevant among university students who use English gaming expressions as part of their spontaneous communication. Therefore,

examining contextual meaning can provide a closer understanding of how English expressions are interpreted within a particular local gaming community.

The local setting of the study also provides an important consideration in understanding gaming communication. Members of a university-based gaming community do not communicate only through standard English or Indonesian, but may combine both languages according to the demands of gameplay. Expressions such as “Farming dulu,” “Push lah,” and “Santai, kita late game” illustrate how English gaming vocabulary can be integrated into Indonesian utterances without preventing communication. The meaning of these expressions is supported by shared knowledge among the players and by the particular circumstances occurring during the match. For this reason, investigating contextual meaning in this setting is useful for showing how language is adapted and understood in naturally occurring digital communication.

Therefore further research is needed to analyze how English expressions are interpreted based on their communicative contexts. Such an investigation can provide a deeper understanding of authentic language use in online gaming communities, particularly in relation to how community members understand and respond to expressions according to the situations in which they are used.

Based on the explanations above, the use of English expressions in online gaming communities represents an authentic form of communication in which contextual meaning plays an important role in facilitating mutual understanding among community members during interactions. Investigating how these expressions are interpreted within their communicative contexts is expected to

contribute to a better understanding of language use in digital communication and enrich discussions of authentic English language learning beyond the classroom.

Therefore, this study is conducted to analyze the contextual meanings of English expressions used by online gaming community members at UIN Imam Bonjol Padang, Lubuk Lintah, in order to provide a deeper understanding of how meaning is constructed and interpreted within online gaming interactions.

B. Focus of the Study

This study focuses on analyzing the contextual meanings of English expressions used by members of the online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah. The study is limited to English expressions that are frequently used during communication among community members in online gaming activities. Furthermore, it examines how these expressions are interpreted based on the contexts in which they are used during interaction.

This study does not investigate grammatical accuracy, vocabulary mastery, pronunciation, or other aspects of English language proficiency. Instead, it concentrates on understanding the contextual meanings of English expressions as they naturally occur in communication among members of the online gaming community.

C. Formulation of The Study

1. What English expressions are commonly used by members of the online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah?
2. What are the contextual meanings of the English expressions used by members of the online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah?

D. Purpose of The Study

Based on the formulation of the research problems, this study aims to:

1. To identify the English expressions commonly used by members of the online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah.
2. To analyze the contextual meanings of the English expressions used by members of the online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah.

E. Significance of The Study

1. Theoretical Significance

The findings of this study are expected to contribute to the development of linguistic studies, particularly in the areas of pragmatics and contextual meaning. In addition, this study is expected to enrich the existing literature on the use of English expressions in digital communication, especially within online gaming communities.

2. Practical Significance

a. For English Students

This study is expected to help English students understand how English expressions are used and interpreted in authentic communication, particularly in online gaming communities. It may also enhance their awareness of the importance of contextual meaning in understanding language appropriately.

b. For Members of Online Gaming Communities

The findings of this study are expected to increase community members' awareness of how English expressions are used in communication and how their

meanings may vary depending on different contexts during online gaming interactions.

c. For Future Researchers

This study is expected to serve as a useful reference for future researchers who are interested in investigating contextual meaning, English expressions, digital communication, or language use in online gaming communities from different perspectives.

F. Definition of Keyterm

1. Analysis

Analysis refers to a systematic examination of data in order to understand, interpret, and explain a particular phenomenon. In this study, analysis refers to the systematic process of examining the English expressions used by members of the online gaming community and interpreting their meanings based on the contexts in which the expressions occurred. The analysis was conducted in two stages. First, the selected expressions were classified according to their communicative functions. Second, their contextual meanings were interpreted by considering the linguistic, situational, social, and cultural information surrounding their use during gameplay.

2. Contextual Meaning

Contextual meaning refers to the meaning of a word, phrase, or expression as determined by the context in which it is used rather than by its literal or dictionary meaning. According to Geoffrey Leech (1981), contextual meaning is understood through the relationship between language and the situation in which

communication occurs. In this study, contextual meaning refers to the meanings of English expressions as interpreted by members of the online gaming community based on the contexts of their communication during online gaming activities.

3. English Expressions

English expressions refer to words, phrases, or utterances that are used to convey particular meanings and communicative functions in different situations. According to Jack C. Richards and Schmidt (2010), English expressions are language forms that speakers use to perform communicative functions such as giving opinions, making requests, expressing agreement, or responding to others in daily communication. In this study, English expressions refer to the English words, phrases, or utterances commonly used by members of the online gaming community during their interactions.

4. Communicative Functions

Communicative functions refer to the purposes that speakers accomplish through language in communication. Brown (2007) explains that language functions represent the purposes achieved through linguistic forms, such as stating, requesting, responding, and greeting. In this study, communicative functions are used as the basis for classifying the English expressions found during Mobile Legends gameplay. The researcher operationalizes the observed expressions into five categories: greeting, requesting, command, giving information, and expressing feeling. These categories are used as analytical categories to identify the communicative purposes of the expressions found in the research data.

5. Online Gaming Community

An online gaming community is a group of individuals who interact regularly through online games to communicate, collaborate, exchange information, and participate in gaming activities. According to David Crystal (2006), digital communication has created online communities in which language is used as a tool for social interaction and collaboration. In this study, the online gaming community refers to the community members at UIN Imam Bonjol Padang, Lubuk Lintah, who actively participate in online gaming activities and serve as the source of research data.



CHAPTER II

REVIEW OF RELATED LITERATURE

A. Related Theories

1. Concept of English Expressions

English expressions are an essential component of communication because they enable speakers to convey ideas, feelings, intentions, and responses appropriately in different situations. In English language learning, mastering English expressions is not only related to vocabulary knowledge but also to the ability to use language naturally according to its communicative function. Therefore, understanding English expressions is important for learners to participate effectively in real-life communication and to achieve communicative competence. According to Jack C. Richards and Schmidt (2010), English expressions are words, phrases, or utterances used to perform specific communicative functions, such as greeting, requesting, apologizing, thanking, agreeing, and responding in everyday interaction. These expressions help speakers communicate their intentions clearly while maintaining effective social interaction. Consequently, English expressions are regarded as an important aspect of language use because they allow communication to occur naturally and appropriately in different contexts.

Similarly, George Yule (2020) explains that language expressions cannot be separated from communication because speakers use them to convey intended meanings in particular contexts. The interpretation of an expression depends not

only on its linguistic form but also on the relationship between the speaker, the listener, and the communicative situation. Therefore, understanding English expressions requires learners to consider both the language itself and the context in which it is used. Based on the explanations above, English expressions can be understood as linguistic forms that function as tools of communication in various social situations. Their use is closely related to communicative purposes and contextual understanding rather than merely to grammatical accuracy. In the context of this study, English expressions refer to the English words, phrases, and utterances used by members of the online gaming community during their interactions. These expressions become the primary data analyzed to understand how their meanings are interpreted based on different communicative contexts.

2. Types of English Expressions

English expressions can be understood according to the communicative functions they perform in interaction. Brown (2007) explains that language functions refer to the purposes that speakers accomplish through language. Functions may include stating, requesting, responding, greeting, and other communicative purposes. Brown also emphasizes that linguistic forms do not always have only one fixed function because the function of an expression may depend on the context in which it is used. Therefore, identifying the communicative function of an expression requires attention not only to its linguistic form but also to the communicative situation. In this study, the concept of language functions discussed by Brown (2007) is used as the theoretical basis for identifying the communicative functions of English expressions found in Mobile Legends

gameplay. To suit the characteristics of the observed data, the researcher operationalizes the communicative functions into five analytical categories: greeting, requesting, command, giving information, and expressing feeling. These categories are used to identify the communicative purpose of each selected English expression. They are operational categories used in this study and are not presented as a claim that Brown proposed these five categories as a fixed classification.

The first category is greeting. Greeting expressions are used to initiate or maintain social interaction between speakers. Expressions such as hello, hi, good morning, and good evening commonly function to establish communication and maintain social relationships.

The second category is requesting. Requesting expressions are used when speakers ask other people to perform an action or provide assistance. Expressions such as please help, can you, and could you are examples of expressions that may function as requests in communication.

The third category is command. Command expressions are used to direct or instruct another person to perform a particular action. In online gaming communication, short expressions such as attack, defend, push, retreat, or wait may function as commands because players need to coordinate their actions quickly during gameplay.

The fourth category is giving information. Giving-information expressions are used to communicate information about a particular condition, event, object, ability, or situation. In online gaming, players may use short expressions to inform

teammates about the condition of the game or information that may influence their next action.

The fifth category is expressing feeling. Expressions in this category communicate the speaker's emotional response, attitude, or evaluation toward a particular situation. In gaming communication, such expressions may be used to show satisfaction, disappointment, encouragement, calmness, or other emotional responses to the ongoing gameplay.

Based on the explanation above, the classification of English expressions in this study focuses on their communicative functions rather than their grammatical forms alone. This classification provides the analytical basis for answering the first research question concerning the English expressions used by members of the online gaming community. After the expressions are classified according to their communicative functions, their contextual meanings are analyzed by considering the linguistic, situational, social, and cultural contexts in which they occur.

3. English Expressions in Online Gaming

The rapid development of digital technology has transformed the way people communicate, including how English is used in online environments. One of the most popular digital platforms where communication occurs naturally is online gaming. Through online games, players interact with teammates and opponents by exchanging information, giving instructions, responding to situations, and expressing emotions during gameplay. As a result, English expressions have become an important part of communication in online gaming because they facilitate effective interaction among players from different linguistic backgrounds.

According to David Crystal (2006), the development of digital communication has introduced new patterns of language use in which users communicate through technology using expressions that are influenced by the characteristics of online interaction. Communication in digital environments is often fast, interactive, and context-dependent, requiring participants to interpret language according to the situation in which it is used. Therefore, English expressions used in online gaming frequently carry meanings that can only be fully understood within the context of the game.

Similarly, James Paul Gee (2007) argues that video games provide meaningful learning environments because they encourage players to communicate, collaborate, solve problems, and make decisions together while interacting with others. Throughout these interactions, players naturally use language to achieve common goals, making online gaming an authentic environment for practicing communication skills. Consequently, English expressions are not only used to exchange information but also to support teamwork and successful gameplay.

Communication in online games is characterized by the frequent use of short, direct, and situation-specific English expressions. Players often employ expressions to give commands, ask for assistance, provide information, warn teammates, or respond to changing situations during gameplay. Because communication usually occurs in real time, these expressions are expected to be clear, efficient, and easily understood by other players. Consequently, the intended meanings of many English expressions depend heavily on the communicative context in which they are produced rather than on their literal meanings. Based on the explanations above,

online gaming provides an authentic communication environment where English expressions are used naturally to facilitate interaction among players. The dynamic nature of communication in online games demonstrates that understanding English expressions requires more than knowledge of vocabulary or grammar; it also requires an understanding of the contexts in which those expressions are used. Therefore, the phenomenon of English expressions in online gaming is closely related to the concept of contextual meaning, which becomes the primary focus of this study.

4. Contextual Meaning

Meaning is one of the essential aspects of language because communication depends on how speakers and listeners interpret messages within a particular context. The meaning of an expression is not always determined by its literal or dictionary definition, but is often influenced by the circumstances in which it is used. Therefore, understanding contextual meaning is important to accurately interpret language in authentic communication. According to Geoffrey Leech (1981), contextual meaning refers to the meaning of an expression that is interpreted based on the context in which it occurs rather than its literal meaning. Similarly, Yule (2020) explains that meaning is closely related to context because speakers and listeners rely on shared knowledge, communicative intentions, and situational conditions to understand an utterance. Consequently, the same expression may convey different meanings depending on the context in which it is produced.

To understand contextual meaning comprehensively, language should be interpreted through several contextual dimensions. In this study, contextual

meaning is discussed through four types of context: linguistic context, situational context, social context, and cultural context.

a. Linguistic Context

Linguistic context refers to the relationship between a linguistic expression and the surrounding words, phrases, or sentences that accompany it. According to Halliday and Hasan (1976), the interpretation of an utterance is often influenced by the linguistic elements that precede or follow it. Therefore, the meaning of an expression cannot always be understood independently but should be interpreted within the sequence of language in which it appears.

In this study, linguistic context helps explain how English expressions used by players are understood based on the surrounding conversation during gameplay.

b. Situational Context

Situational context refers to the physical and communicative circumstances in which an expression is produced. Leech (1981) explains that contextual meaning is influenced by factors such as the participants, the place, the time, the purpose of communication, and the ongoing activity. These situational elements enable speakers and listeners to interpret an expression appropriately.

In online gaming, situational context includes the events occurring during gameplay, such as team fights, attacking objectives, defending the base, or coordinating strategies. Therefore, the same expression may have different meanings depending on the game situation.

c. Social Context

Social context concerns the social relationship between speakers and listeners during communication. According to Holmes (2013), language use is closely connected to social roles, group membership, familiarity, and interpersonal relationships. These social factors influence the way people choose and interpret particular expressions. In the context of online gaming, players communicate as members of the same team who share common goals and responsibilities. Consequently, English expressions are often interpreted based on the social interaction among teammates rather than solely on their literal meanings.

d. Cultural Context

Cultural context refers to the influence of shared cultural knowledge, values, and conventions on language interpretation. According to Kramsch (1998), language and culture are inseparable because people understand expressions through the cultural experiences shared within their communities. In this study, contextual meaning is not treated as a separate analysis of speech acts, implicature, deixis, or discourse structure. Instead, the concept is used to examine how the meaning of an English expression can be understood through the context in which it occurs. The analysis focuses on the relationship between the expression, the ongoing gameplay situation, the linguistic elements surrounding it, the relationship among players, and the shared cultural knowledge of gaming. This limitation is important because a single expression may have a different interpretation when it is used in a different situation. Thus, contextual meaning in this study refers to the meaning understood by the players based on the context of their communication during gameplay.

For example, the expression “Push base” does not merely refer to the literal meaning of the verb “push” and the noun “base.” Within Mobile Legends communication, the expression is understood as an instruction to move toward and attack the opponent's base. This interpretation is possible because the players share knowledge about game objectives, lanes, turrets, and the conditions required to end a match. The short form of the expression is therefore sufficient because the players already understand the gaming context. This shows that the meaning of an expression in gameplay is constructed not only from its lexical meaning but also from shared knowledge and the immediate situation. In online gaming communities, players develop their own communication culture by frequently using English gaming terms and expressions. Many of these expressions have meanings that differ from their dictionary definitions because they have become conventional within the gaming community. Therefore, understanding the cultural context enables researchers to interpret the intended meanings of English expressions more accurately.

Based on the explanations above, contextual meaning can be understood through linguistic, situational, social, and cultural contexts. These four contextual dimensions provide a comprehensive framework for interpreting English expressions used by members of the Mobile Legends online gaming community. Therefore, they serve as the theoretical basis for analyzing how English expressions are understood according to the context in which they are used during gameplay.

5. Online Gaming Community

An online gaming community is a social group whose members interact through online games to achieve common goals, exchange information, and build relationships with other players. Advances in internet technology have enabled players from different geographical and cultural backgrounds to communicate and collaborate in real time. Consequently, online gaming communities have become important digital spaces where communication occurs naturally through continuous interaction among community members. David Crystal (2006) explains that the rapid growth of internet-based communication has created virtual communities in which language plays a central role in establishing social relationships and facilitating interaction. Within these communities, communication is characterized by the frequent use of digital language, abbreviations, and expressions that are understood by community members according to shared experiences and communicative contexts. Therefore, online gaming communities represent authentic environments in which English is used for meaningful communication.

Similarly, James Paul Gee (2007) argues that online gaming communities encourage collaboration, communication, and problem-solving among players through meaningful social interaction. Members of these communities communicate to coordinate strategies, exchange information, and accomplish shared objectives during gameplay. As a result, communication within online gaming communities reflects authentic language use because players rely on language to support successful interaction rather than simply to practice linguistic forms. Based on the explanations above, an online gaming community can be understood as a digital communication environment in which members actively

interact using English expressions to support collaboration and social engagement during gameplay. In this study, the online gaming community refers to the community members at UIN Imam Bonjol Padang, Lubuk Lintah, who actively participate in online gaming activities. This community serves as the source of data for analyzing the contextual meanings of English expressions used in authentic communication.

B. Relevant Studies

The first previous study was conducted by Igo Rizky Nur Pratama, Gusti Nur Hafifah, Jepri Ali Saiful, and Sofi Yunianti (2024), entitled "Unveiling the Linguistic Landscape of Gamers: Insights from Online Gaming Communication and Its Implication in English Materials," investigated the language features used by online gamers and their implications for English teaching materials. The researchers employed a qualitative approach based on register theory to analyze gamers' communication in online games, particularly Valorant and PUBG. The findings revealed that gamers frequently used distinctive English expressions influenced by the field, tenor, and lexical resources of online gaming interactions. The study concluded that online gaming provides authentic communication in which English is naturally used and may contribute to English language learning.

This study is similar to the present research because both investigate the use of English in online gaming environments and employ qualitative methods. However, the previous study focused on identifying gamers' linguistic features and their implications for English teaching materials, whereas the present study focuses specifically on analyzing the contextual meanings of English expressions used by

members of an online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah.

The second previous study was conducted by Riska Ayu Pramesti and Mochammad Rido Kurniawan (2025), entitled "Learning by Gaming: Extramural English Gaming Effect on Indonesian Senior High Students' Pragmatic Competence." The study aimed to investigate the influence of extramural English gaming on students' pragmatic competence in English communication. The researchers employed a quantitative research design involving Indonesian senior high school students who regularly played online games using English as the primary language of communication. The findings indicated that students who were actively engaged in English-based online gaming demonstrated higher pragmatic competence, particularly in understanding language use according to different communicative contexts. The researchers concluded that online gaming can provide meaningful exposure to authentic English communication and support the development of learners' pragmatic abilities.

The second previous study is similar to the present study because both examine English language use in online gaming environments and recognize online games as authentic contexts for communication. In addition, both studies emphasize the importance of understanding language according to its communicative context. However, the previous study focused on measuring the effect of online gaming on students' pragmatic competence using a quantitative approach, whereas the present study employs a qualitative approach to analyze the contextual meanings of English

expressions used by members of the online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah.

The third previous study was conducted by Naoko Taguchi (2023), entitled *Technology-enhanced Language Learning and Pragmatics: Insights from Digital Game-based Pragmatics Instruction*. The study aimed to explore how digital game-based learning can facilitate the development of learners' pragmatic competence in English. The study reviewed a series of empirical investigations on technology-enhanced pragmatics learning, particularly those employing digital games as instructional media. The findings indicated that digital games provide contextualized communicative practice, rich multimodal input, and interactive learning experiences that support learners in understanding the relationship between linguistic forms, communicative functions, and contextual meaning. The study concluded that digital game-based environments create authentic situations in which learners can develop pragmatic competence through meaningful communication. The third previous study is similar to the present study because both emphasize that online games provide authentic contexts for English communication and that understanding language requires attention to communicative context. Both studies also highlight the importance of pragmatics in interpreting English expressions. However, the previous study focused on the use of digital games as instructional media for developing learners' pragmatic competence, whereas the present study focuses on analyzing the contextual meanings of English expressions naturally used by members of the online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah.

The fourth previous study was conducted by Moh. Iqbal Firdaus and Haliza Tri Yudhawati (2023), entitled *Lexical Forms and Meanings of Register Words in Valorant Game*. The study aimed to identify the lexical forms and meanings of register words used by players in the online game Valorant. The researchers employed a qualitative research design by collecting linguistic data from YouTube videos and game streaming sessions. The findings showed that Valorant players frequently used specialized register words with meanings that were closely related to the gaming context and were understood through shared experiences among community members. The study concluded that communication in online games develops distinctive linguistic characteristics, in which the interpretation of register words depends on the situational context of the game rather than solely on their dictionary meanings.

The fourth previous study is similar to the present study because both investigate English language use in online gaming environments using a qualitative approach and emphasize that the meanings of linguistic expressions are influenced by communicative context. However, the previous study focused on identifying lexical forms and register meanings in the game Valorant, whereas the present study focuses on analyzing the contextual meanings of English expressions used by members of the online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah. Although previous studies have examined language use in various digital games and online gaming interactions, the present study focuses specifically on English expressions used during Mobile Legends gameplay within an online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah. The study does not

only identify the expressions found in the gameplay interactions but also examines their communicative functions before interpreting their contextual meanings. Therefore, the analysis connects the classification of English expressions with the contextual factors that influence how the expressions are understood by the participants during actual gameplay.

The fifth previous study was conducted by Virna Amelia, Silvia Utami, and Maspufah (2025), entitled *Politeness in Digital Interaction: A Pragmatic Analysis in Genshin Impact Discord Chats*. The study aimed to identify the politeness strategies used by members of the Genshin Impact Discord community and to examine the factors influencing their use in digital interaction. The researchers employed a qualitative descriptive method by analyzing discourse transcripts collected from participants' conversations on a Discord server. The findings revealed that positive politeness strategies were the most frequently used because they helped maintain harmonious relationships and effective communication among community members. The study also found that the choice of politeness strategies was influenced by sociological variables and the communicative purposes of the participants.

The fifth previous study is similar to the present study because both investigate English communication in online gaming communities using a qualitative approach and emphasize the importance of context in interpreting language. Both studies also examine authentic communication occurring in digital gaming environments. However, the previous study focused on politeness strategies in Discord interactions by applying Brown and Levinson's politeness theory, whereas the

present study focuses on analyzing the contextual meanings of English expressions used by members of the online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah.

The sixth previous study was conducted by Agus Eko Cahyono, Putri Rahmawati Nur Afifah, and Raudatul Nurul Insan (2026), entitled *Directive and Expressive Speech Acts in King's Choice Game Chat: A Cyberpragmatic Analysis*. The study aimed to investigate the use of directive and expressive speech acts in the digital communication of players in the mobile game King's Choice. The researchers employed a qualitative descriptive method by analyzing 38 excerpts of natural conversations collected from alliance, team, and kingdom chat rooms. The findings revealed that directive speech acts, such as requests, commands, suggestions, warnings, and prohibitions, were primarily used to coordinate gameplay strategies, while expressive speech acts, including apologies, compliments, joy, disappointment, and hope, functioned to maintain interpersonal relationships among players. The study concluded that communication in online games is strongly influenced by pragmatic context and multimodal features, such as emojis and stickers, which contribute to the interpretation of meaning.

The sixth previous study is similar to the present study because both investigate authentic communication in online gaming communities using a qualitative approach and emphasize the importance of context in interpreting language. Both studies also analyze naturally occurring language produced during gameplay rather than language created for instructional purposes. However, the previous study focused on directive and expressive speech acts from the perspective of

cyberpragmatics, whereas the present study focuses specifically on analyzing the contextual meanings of English expressions used by members of the online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah. Therefore, the present study extends previous research by concentrating on how English expressions are interpreted according to their communicative contexts within a university-based online gaming community.

Based on the six previous studies discussed above, it can be seen that most researchers have investigated English language use in online gaming from various perspectives, including gaming communication, pragmatic competence, digital game-based language learning, register analysis, politeness strategies, and speech acts. These studies have demonstrated that online gaming provides an authentic environment in which English is naturally used for communication and interaction among players. Furthermore, they emphasize that the interpretation of language is closely related to the communicative context in which it occurs.

However, limited attention has been given to the analysis of the contextual meanings of English expressions used by members of an online gaming community in a higher education setting. Most previous studies focused on communicative competence, register, politeness strategies, or speech acts rather than examining how English expressions are interpreted according to specific communicative contexts. In addition, previous studies generally investigated gamers from broader online communities without focusing on a university-based online gaming community.

Therefore, the present study seeks to fill this gap by analyzing the contextual meanings of English expressions used by members of the online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah. By focusing on authentic communication within a university-based gaming community, this study is expected to contribute to the understanding of contextual meaning in digital communication while enriching previous studies on English language use in online gaming environments.

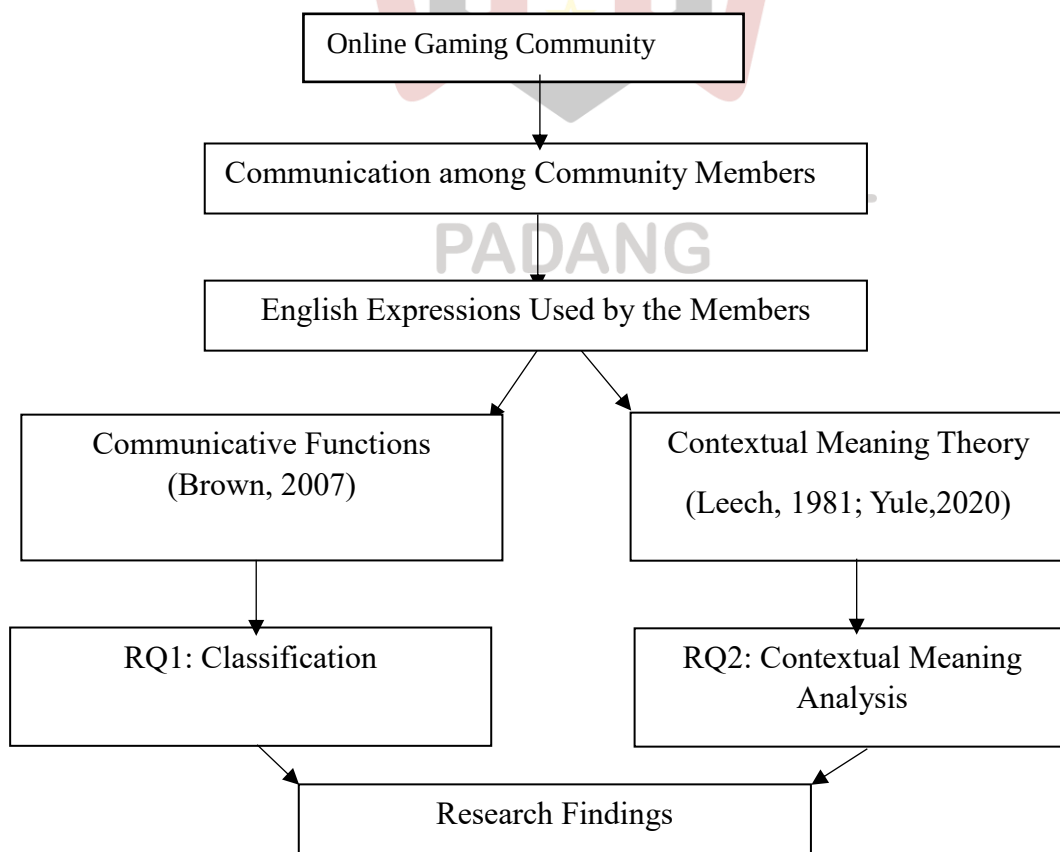
C. Conceptual Framework

The present study is based on the assumption that communication among members of an online gaming community naturally involves the use of various English expressions during gameplay. These expressions are produced in different communicative situations, such as giving instructions, providing information, responding to game situations, and expressing feelings. Brown (2007) explains that language functions refer to the purposes accomplished through language. Therefore, this concept provides the theoretical basis for identifying the communicative functions of the English expressions used by the participants. In this study, the communicative-function concept is operationalized into five categories: greeting, requesting, command, giving information, and expressing feeling.

After identifying the communicative functions of the expressions, the researcher analyzes their contextual meanings using the contextual meaning framework proposed by Leech (1981) and supported by Yule (2020). The contextual analysis considers linguistic, situational, social, and cultural contexts surrounding the expressions during gameplay. Thus, the study consists of two analytical stages.

The first stage identifies and classifies the communicative functions of the English expressions based on the concept of language functions discussed by Brown (2007). The second stage interprets the contextual meanings of the selected expressions based on Leech's contextual meaning framework.

Based on this framework, the researcher identifies English expressions used by members of the online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah, classifies their communicative functions, analyzes their contextual meanings, and draws conclusions based on the observation and interview data. Therefore, the conceptual framework illustrates the relationship between the research object, the theoretical foundations, and the process of data analysis employed in this study.



CHAPTER III

RESEARCH METHOD

A. Research Type

This study employed qualitative research as the research type because it aims to explore and interpret the contextual meanings of English expressions used by members of the online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah. The study focuses on understanding the meanings that participants attach to English expressions during their interactions in Mobile Legends gameplay rather than measuring variables through numerical data. Therefore, a qualitative approach is considered appropriate because it allows the researcher to investigate language phenomena within their natural contexts.

According to Creswell and Poth (2018), qualitative research is an approach that seeks to explore and understand the meanings individuals or groups assign to social or human phenomena. In qualitative research, data are collected in natural settings where participants normally interact, enabling researchers to gain detailed information from participants' experiences, perspectives, and interpretations. Consequently, this approach provides opportunities to understand how people construct meanings through everyday communication. Furthermore, Denzin and Lincoln (2011) explain that qualitative research is a situated and interpretive activity that studies phenomena in their natural settings while attempting to make sense of the meanings people bring to those phenomena. Rather than emphasizing measurement or statistical analysis, qualitative research seeks to understand participants' viewpoints and the social realities they experience. This perspective is

consistent with the present study because the meanings of English expressions cannot be separated from the communicative contexts in which they are produced during online gaming interactions.

The use of qualitative research is relevant to this study because contextual meaning is closely related to participants' interpretations, communicative intentions, and interactional experiences. Since the same English expression may convey different meanings depending on the context, the researcher needs to obtain detailed information directly from community members. Through natural observation and interviews, the researcher is able to understand how participants interpret and use English expressions during gameplay based on their own perspectives and experiences. Based on the explanations above, qualitative research is considered the most appropriate research type for this study because it enables the researcher to obtain comprehensive and in-depth data concerning the contextual meanings of English expressions used by members of the online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah. By emphasizing participants' perspectives and authentic communication, this approach supports the researcher in interpreting how contextual meanings are constructed and understood within online gaming interactions.

B. Research Setting

This study was conducted among members of the Mobile Legends online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah. The participants were undergraduate students of the English Education Department who actively participated in two Mobile Legends communities and regularly communicated with

other players while playing the game. They were selected because they frequently used English expressions during gameplay, making them appropriate participants for investigating the contextual meanings of English expressions in authentic communication.

The research was conducted at UIN Imam Bonjol Padang, particularly around the Lubuk Lintah campus area, where members of the Mobile Legends communities regularly gathered and interacted. Although the participants communicated through the online game, the interviews were conducted after the observation process and were carried out through WhatsApp calls. This method was selected because some participants had returned to their hometowns, while others were participating in teaching practice or community service programs during the interview period. Conducting the interviews through WhatsApp calls allowed the researcher to communicate with the participants despite their different locations. The interviews were conducted individually and focused on the selected English expressions identified during the gameplay observations.

The research setting was selected purposively because the Mobile Legends communities at UIN Imam Bonjol Padang provided authentic communication in which English expressions were naturally used during gameplay. The interactions among community members enabled the researcher to obtain rich and relevant data concerning the contextual meanings of English expressions in real gaming situations.

C. Informant

In qualitative research, informants are individuals who have relevant experiences and knowledge concerning the phenomenon being investigated. Patton (2015) explains that qualitative researchers intentionally select information-rich cases because participants with relevant experiences are able to provide detailed and meaningful information about the phenomenon under study. Similarly, Creswell and Poth (2018) state that qualitative researchers select participants who have direct experience with the phenomenon being investigated. Therefore, the selection of informants in this study was based on their relevance to the research objectives and their experience with the use of English expressions in online gaming communication.

In this study, the informants consisted of ten undergraduate students of the English Education Department at UIN Imam Bonjol Padang who were active members of two Mobile Legends gaming communities in the Lubuk Lintah area. The ten informants participated in two separate gameplay observation sessions, which were recorded in two videos at different times. Each video involved five informants. Thus, Video 1 consisted of five informants and Video 2 consisted of another five informants, resulting in a total of ten informants involved in the study. The informants were selected because they had direct experience with Mobile Legends gameplay and communication within the gaming community. They regularly participated in gaming activities and used English expressions when communicating with other players during gameplay. Their experiences were

considered relevant to the purpose of this study, particularly in examining how English expressions were used and interpreted in their gaming interactions.

The researcher employed purposive sampling to select the informants. According to Patton (2015), purposive sampling allows researchers to intentionally select participants who are considered capable of providing information relevant to the research purpose. In this study, purposive sampling was appropriate because the researcher required participants who possessed particular characteristics related to the phenomenon being investigated. Thus, the informants were selected according to predetermined criteria rather than through random selection.

The criteria for selecting the informants were as follows:

1. The informants were undergraduate students of the English Education Department at UIN Imam Bonjol Padang.
2. The informants were active members of one of the two Mobile Legends gaming communities located in the Lubuk Lintah area.
3. The informants regularly played Mobile Legends and actively communicated with other players during gameplay.
4. The informants used English expressions during their gaming interactions.
5. The informants were willing to participate voluntarily in the interview process.

Based on these criteria, the researcher selected ten informants who were considered capable of providing relevant information concerning the use and interpretation of English expressions in Mobile Legends communication. The informants' experiences were explored through observation and semi-structured

interviews. Observation was used to identify English expressions as they occurred during actual gameplay, while interviews were conducted to obtain further explanations concerning the meanings and communicative purposes of the expressions identified during observation.

To maintain confidentiality, the identities of the participants were not presented using their real names in the research report. Instead, participant codes were used in presenting the selected observation and interview data. Since each gameplay video involved five informants, the participants in each video were identified using the codes P1, P2, P3, P4, and P5. These codes were applied separately within each video; therefore, P1–P5 in Video 1 referred to the five informants participating in the first gameplay session, while P1–P5 in Video 2 referred to the five informants participating in the second gameplay session. The use of these codes was intended to simplify the presentation of the data while maintaining the distinction between the two observation sessions. The presentation of the analyzed data therefore distinguishes the source of the data according to Video 1 and Video 2, allowing the researcher to maintain the connection between the expressions, their contexts of use, and the corresponding data sources.

D. Research Instrument

In qualitative research, the researcher serves as the primary instrument who is responsible for collecting, interpreting, and analyzing the research data (Creswell & Poth, 2018). As the primary instrument, the researcher was directly involved in observing the participants, identifying relevant English expressions, interpreting their contextual meanings, and conducting interviews to obtain further information.

To support these activities, this study employed two supporting instruments: an observation sheet and a semi-structured interview guideline.

The observation sheet was used to identify and document English expressions naturally produced by the participants during Mobile Legends gameplay. The observation focused on the English expressions used by the participants, the situations in which the expressions occurred, and the participants' responses to those expressions. The observation data were then reviewed and selected based on their relevance to the research questions and their potential to provide clear contextual meaning. The semi-structured interview guideline was used to obtain further information from the participants concerning the meanings, purposes, and use of the selected English expressions identified during the observation. The semi-structured format allowed the researcher to prepare questions based on the observation findings while providing opportunities to explore participants' explanations further. The interview data were used to clarify and support the interpretations obtained from the observation.

The data obtained through both instruments were compared and interpreted to identify the contextual meanings of the selected English expressions. The observation provided information about the expressions and their actual contexts of use during gameplay, while the interviews provided participants' explanations regarding their intended meanings and communicative purposes. Thus, the two instruments complemented each other in answering the research questions of this study.

E. Techniques of Data Collection

1. Observation

The researcher conducted direct observation of the participants during Mobile Legends gameplay to identify English expressions used in their natural gaming interactions. The gameplay sessions were recorded to preserve the participants' verbal communication and the situations in which the expressions occurred. During the observation, the researcher focused on the English expressions produced by the participants, the situations surrounding their use, and the responses of other players. The observation data were obtained from two separate recorded Mobile Legends gameplay sessions conducted at different times. Each recorded session involved five participants, resulting in ten informants across the two observation sessions. The use of two gameplay videos provided data from different gameplay situations and allowed the researcher to identify English expressions that occurred naturally during team communication. The expressions identified from both videos were subsequently combined during the initial data collection stage, resulting in 121 recorded occurrences before the data condensation process was conducted.

The researcher also participated in the gameplay when possible in order to obtain a more contextual understanding of the communication that occurred among the players. After the observation, the recorded gameplay was transcribed carefully. The researcher then reviewed the transcripts and selected English expressions that were relevant to the research objectives and had sufficiently clear communicative contexts for further analysis.

2. Interview

Following the observation and selection of relevant expressions, the researcher conducted semi-structured interviews with the participants. The interview was designed to clarify the meanings, purposes, and contexts of the twelve selected expressions from the participants' perspectives. The interview guide consisted of general questions and expression-specific questions. The general questions concerned the participants' use of English expressions during gameplay, the reasons for using them, and the role of such expressions in communication with teammates. For each selected expression, the participants were asked about its intended meaning, the situation in which it was used, the reason for using it, the expected response from teammates, and whether its meaning was influenced by the game situation. Follow-up questions were used when additional clarification was needed.

The interview was conducted using a semi-structured interview guideline consisting of general questions and questions related to the selected English expressions. The guideline was used to maintain the focus of the interview while allowing the researcher to adjust the questions according to the participants' responses. For each selected expression, the researcher focused on eliciting information about its intended meaning, the situation in which it was used, the reason for using it, the expected response from teammates, and the influence of the game situation on its meaning. These aspects were not necessarily asked through separate questions in every interview, as some participants' responses already provided information relevant to several aspects. Follow-up questions were used when further clarification was needed.

The interviews were conducted through WhatsApp calls because the participants had different activities and locations during the data collection period. Some participants were staying in their hometowns, while others were involved in PPL or KKN activities outside the research location. As a result, face-to-face interviews could not be conveniently arranged. WhatsApp calls allowed the researcher to maintain direct interaction with the participants and obtain their explanations regarding the selected expressions. The interview responses were then compared with the observation findings to clarify the intended meanings and contextual information of the expressions.

F. Techniques of Data Analysis

The data in this study were analyzed using the interactive model proposed by Miles, Huberman, and Saldaña (2014). The model involves data collection, data condensation, data display, and conclusion drawing and verification as interconnected activities. These activities were conducted interactively throughout the research process to organize, interpret, and verify the data concerning the contextual meanings of English expressions used during Mobile Legends gameplay.

1. Data Collection

The researcher collected the data through observation and semi-structured interviews. During the observation, the researcher recorded Mobile Legends gameplay and documented the English expressions produced by the participants, the situations in which the expressions occurred, and the responses of other players.

The recorded gameplay was subsequently transcribed to preserve the verbal data for further analysis.

Following the observation, semi-structured interviews were conducted with the participants. The interviews focused on selected English expressions identified during the observation. The participants were asked to explain the meanings, purposes, and contexts of the expressions from their perspectives. The observation and interview data were subsequently considered together during the analysis process.

2. Data Condensation

After the data had been collected, the researcher reviewed the observation transcripts and interview data to identify information relevant to the research questions. The researcher selected English expressions that had clear communicative contexts and were relevant to the analysis of contextual meaning. Expressions that did not provide sufficient information for further contextual analysis were excluded from the selected data. In selecting the data for further analysis, the researcher considered several criteria. First, the expression had to contain an English expression used during the observed gameplay. Second, the expression had to have a clear communicative function within the interaction among the players. Third, the situation surrounding the expression had to provide sufficient contextual information to determine its intended meaning. Fourth, the expression had to be relevant to the research questions and provide adequate information for classification and contextual meaning analysis. Expressions that were repetitive, lacked sufficient contextual information, or did not provide a clear

basis for interpretation were not included in the selected data. These criteria helped the researcher focus the analysis on expressions that could provide meaningful evidence for the study.

The selection of the twelve expressions was not based solely on how frequently an expression appeared in the recordings. Each expression was reviewed according to several criteria, including the clarity of its occurrence in the gameplay interaction, the availability of sufficient linguistic and situational information, its relevance to the classification of communicative function, and the availability of supporting explanations from the interview data. Repeated occurrences that appeared in substantially similar contexts were not necessarily selected as separate main data. This procedure enabled the researcher to reduce the initial 121 occurrences into twelve representative expressions that provided sufficient information to address both research questions.

The interview responses were analyzed by identifying statements that explained the meaning, purpose, expected response, or gameplay situation related to each selected expression. The relevant responses were then associated with the corresponding observation data. Rather than treating the interview responses as separate findings, the researcher used them to clarify and support the interpretation of the expressions observed during gameplay. This process allowed the meanings derived from the observation to be compared with the participants' own explanations of how and why the expressions were used. The researcher then organized the selected expressions according to their occurrence in the gameplay and examined the contextual information surrounding each expression. The

relevant interview responses were also selected and associated with the corresponding expressions. This process reduced the amount of raw data while maintaining information necessary for interpreting the contextual meanings of the expressions.

3. Data Display

The condensed data were displayed in tables accompanied by descriptive explanations. The tables presented the selected English expressions, their contexts of use, participants' responses, interview explanations, and the contextual meanings identified by the researcher. The displayed data were organized to facilitate comparison between the observation and interview findings. The researcher then examined the relationship between each expression and its context of use based on the contextual meaning framework adopted in this study.

4. Conclusion Drawing and Verification

In the final stage, the researcher interpreted the displayed data and identified patterns concerning the contextual meanings of the selected English expressions. The interpretation was based on the relationship between the expressions, the situations in which they occurred, and the participants' explanations obtained through interviews.

The researcher continuously compared the interpretations with the observation and interview data to verify the findings. The conclusions were considered appropriate when the interpretation was supported by the collected data and was consistent with the contextual meaning framework used in the study. Through this process, the researcher identified the contextual meanings of the English

expressions and determined the contextual factors that contributed to their interpretation.

G. Checking Data Credibility

To ensure the credibility of the data, this study applied member checking and technique triangulation. According to Lincoln and Guba (1985), credibility is essential in qualitative research to ensure that the findings accurately represent the participants' perspectives. Member checking was conducted by confirming the interview results with the participants to ensure that the recorded information reflected their intended meanings. In addition, technique triangulation was applied by comparing the data obtained from observation with the interview data. The combination of these techniques helped the researcher verify the consistency of the findings and improve the trustworthiness of the data.

CHAPTER IV

FINDINGS AND DISCUSSION

A. Research Findings

This chapter presents the findings of the research concerning the English expressions used by members of online gaming communities at UIN Imam Bonjol Padang, Lubuk Lintah, during Mobile Legends gameplay. The findings were obtained through two observation sessions documented in two recorded gameplay videos and supported by semi-structured interviews. The observations were conducted to identify the English expressions naturally produced by the participants and to examine the situations in which the expressions occurred. The interviews were used to obtain additional explanations concerning the meanings and purposes of the expressions. The first observation produced 74 occurrences of English expressions, while the second observation produced 47 occurrences. Therefore, the total number of initial occurrences identified from the two observation sessions was 121. These occurrences were not all directly selected as the main data because the purpose of the qualitative analysis was to examine expressions that had clear communicative functions and sufficiently identifiable contexts.

The initial data were first classified according to the communicative-function categories based on the concept of communicative functions discussed by Brown (2007). The classification consisted of greeting, requesting, command, giving information, and expressing feeling. After the initial classification, the researcher conducted data condensation by reviewing the expressions according to their relevance to the research questions, clarity of communicative function, linguistic

form, situational context, and suitability for detailed contextual analysis. In accordance with the revision of the selected data, the researcher also applied an additional selection consideration: the expressions analyzed as the main data had to appear as full-English expressions in the observation data. Expressions containing a combination of English and Indonesian were retained as part of the initial observation data but were not included among the twelve selected expressions. This distinction is important because data reduction does not mean changing or deleting the original observation data. The 121 occurrences remain the complete initial observation data, while the twelve expressions represent the condensed data used for detailed analysis.

The final twelve selected expressions consisted of six expressions from Video 1 and six expressions from Video 2. They were selected because they represented clear examples of English expressions used for giving directions, providing information, responding to gameplay situations, and coordinating actions among teammates.

1. Initial Classification of English Expressions

Before selecting the twelve expressions for detailed analysis, the researcher classified the 121 initial occurrences according to their communicative functions. The initial classification was maintained as the basis for understanding the overall distribution of English expressions in the observed gameplay.

Table 4.1 Initial Classification of English Expressions

No.	Type of Expression	Frequency	Percentage
1	Command	46	38.02%
2	Giving Information	41	33.88%
3	Expressing Feeling	33	27.27%
4	Requesting	1	0.83%
5	Greeting	0	0%
Total		121	100%

Based on Table 4.1, command was the most frequently identified communicative function among the initial observation data, with 46 occurrences or 38.02%. Giving information appeared in 41 occurrences or 33.88%, while expressing feeling occurred in 33 occurrences or 27.27%. Requesting occurred only once, while no occurrence was classified as greeting. The distribution indicates that English expressions were frequently used to support immediate communication during gameplay. Commands were used to direct teammates toward particular actions, while giving information was used to communicate conditions concerning players, abilities, lanes, objectives, or other elements of the game. Expressions categorized as expressing feeling generally occurred as responses to successful or unsuccessful gameplay situations.

However, the initial classification does not mean that every occurrence needed to be analyzed individually in the second research question. Because this study employed a descriptive qualitative approach, the researcher condensed the data by

selecting representative expressions that provided sufficiently clear contexts for interpretation.

2. Data Condensation and Selection of the Twelve Main Data

The 121 initial occurrences were subsequently reviewed through the data condensation process. The selection was conducted by considering several criteria.

First, the expression had to be relevant to the research questions. Second, the expression had to have a clearly identifiable communicative function. Third, the expression had to occur in a gameplay situation that allowed its intended meaning to be interpreted. Fourth, the expression had to provide sufficient contextual information for analysis based on Leech's contextual meaning framework. Fifth, the selected main expressions were required to appear in full-English form.

An additional selection criterion was applied because the detailed analysis focuses on full-English expressions. Several expressions in the initial observations contained English and Indonesian elements, such as “Farming dulu,” “Push lah,” and “Santai kita late game.” These expressions remain part of the original observation data because they were genuinely recorded during the gameplay. Nevertheless, they were not included in the final twelve selected data because the detailed analysis focuses specifically on full-English expressions.

It is important to distinguish between an English gaming term and an observed expression. For example, farming is an English gaming term and is relevant to the discussion of gaming language. However, the actual observation data recorded “Farming dulu,” not the standalone expression “Farming.” Therefore, the researcher does not change “Farming dulu” into “Farming” in the raw data. Instead,

the occurrence is retained as originally recorded and excluded from the final twelve selected data.

After applying the selection criteria, twelve full-English expressions were selected, consisting of six expressions from Video 1 and six expressions from Video 2.

Table 4.2 Selected Full-English Expressions for Detailed Analysis

No.	Expression	Video	Participant	Time	Type of Expression
1	No flicker	V1	P2	01.43	Giving Information
2	Back up	V1	P1	02.37	Command
3	Push Mid	V1	P1	04.07	Command
4	Defend turret	V1	P1	06.30	Command
5	Defend	V1	P1	08.32	Command
6	Good game	V1	P5	09.55	Expressing Feeling
7	Play safe	V2	P1	07.01	Command
8	Set turtle	V2	P3	04.43	Command
9	Set lord	V2	P3	06.17	Command
10	Recall, recall	V2	P5	10.00	Command
11	Watch out	V2	P3	11.50	Command
12	Push base	V2	P4	13.19	Command

The twelve expressions above were selected from the actual observation data.

“No flicker,” “Back up,” “Push Mid,” “Defend turret,” “Defend,” and “Good game”

were recorded in the first observation, while “Play safe,” “Set turtle,” “Set lord,” “Recall, recall,” “Watch out,” and “Push base” were recorded in the second observation. The selected expressions show the following distribution of communicative functions. Ten expressions function as commands, one functions as giving information, and one functions as expressing feeling. Therefore, the selected data consist of 10 command expressions (83.33%), 1 giving-information expression (8.33%), and 1 expressing-feeling expression (8.33%).

The selection of these expressions was not intended to suggest that the other expressions were linguistically unimportant. Rather, the twelve expressions were selected because they provided clear examples of how English expressions functioned within particular gameplay situations. In qualitative research, such selection allows the researcher to examine the relationship between linguistic form, communicative function, interaction, and context in greater depth.

3. Types of English Expressions Used by the Participants

The first research question asks: What English expressions are commonly used by members of the online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah?

Based on the twelve selected data, three communicative functions were represented: command, giving information, and expressing feeling. Command expressions were the dominant category

Table 4.3 Classification of the Twelve Selected English Expressions

No.	Expression	Type	Percentage
1	No flicker	Giving Information	8.33%
2	Back up	Command	8.33%
3	Push Mid	Command	8.33%
4	Defend turret	Command	8.33%
5	Defend	Command	8.33%
6	Good game	Expressing Feeling	8.33%
7	Play safe	Command	8.33%
8	Set turtle	Command	8.33%
9	Set lord	Command	8.33%
10	Recall, recall	Command	8.33%
11	Watch out	Command	8.33%
12	Push base	Command	8.33%
Total			100%

a. Command Expressions

Command expressions were the most dominant type, appearing in ten of the twelve selected data. These expressions were Back up, Push Mid, Defend turret, Defend, Play safe, Set turtle, Set lord, Recall, recall, Watch out, and Push base. The dominance of command expressions can be understood from the characteristics of Mobile Legends gameplay. The game requires players to respond to changing conditions within a short period of time. Players need to communicate where

teammates should move, which objective should be approached, when they should retreat, and when they should attack.

For example, Push Mid was used when the team needed to focus on the middle lane. The observation notes indicate that the expression occurred when two teammates had successfully destroyed the enemy's gold and experience lane turret and then moved together. The expression therefore functioned as a direction for coordinated movement toward the middle lane.

Similarly, Back up functioned as a short directive for teammates to provide assistance or adjust their position. The expression demonstrates how a two-word English expression can communicate an immediate action without requiring a complete grammatical sentence.

The same pattern can be observed in Play safe. Rather than giving a long explanation about avoiding danger, the speaker used a short English expression to advise the teammates to reduce unnecessary risks. The observation data classify this expression as a directive associated with the current gameplay situation.

The expressions Set turtle and Set lord also illustrate the use of commands for objective-based coordination. In Mobile Legends, Turtle and Lord are specific game objectives. Therefore, the expressions are understood not simply through the literal meanings of set, turtle, and lord, but through the shared gameplay situation in which the team prepares to interact with a particular objective.

Recall, recall is another command expression. The repetition of recall strengthens the directive and makes the instruction more noticeable during fast

gameplay. It communicates that teammates should return to base rather than continue fighting.

Watch out differs slightly from the other commands because it functions as a warning. Nevertheless, it was categorized as a command because its communicative purpose was to encourage teammates to immediately adjust their behavior in response to a possible threat.

Finally, Push base functions as a direction to attack the enemy's base. The expression appeared near the end of the second gameplay observation, when the team was attempting to finish the game.

Thus, the command expressions demonstrate that English was used as an efficient communicative resource for coordinating team actions during gameplay.

b. Giving Information

The expression No flicker was classified as giving information. The expression occurred in the second observation at 01.14 and was produced by P5.

Linguistically, the expression consists of the negative marker no and the gaming term flicker. Within Mobile Legends, Flicker refers to a battle spell that allows a player to perform a short movement or escape. Therefore, No flicker does not simply communicate the absence of something in a general sense. It provides information concerning the availability of an ability that may affect the team's next action. The expression was categorized as giving information because its primary function was to inform teammates about the current gameplay condition. The information could then be used by teammates when determining whether to attack, chase, or reposition.

This example demonstrates that information in gaming communication does not always appear in complete sentences. A short expression can provide strategically relevant information when the participants share knowledge of the game.

c. Expressing Feeling

The expression Good game was classified as expressing feeling. It occurred in Video 1 at 09.55 and was produced by P5. The expression also appeared later in the same observation, indicating that the phrase was part of the participants' natural gaming communication.

Literally, good game evaluates the quality of a game. In the observed context, however, the expression functions as a social response to the ongoing gameplay. It can communicate appreciation, positive evaluation, or acknowledgment of the game situation. The expression therefore differs from command expressions because its primary purpose is not to direct a teammate's immediate action. Instead, it expresses an attitude toward the game and contributes to interpersonal interaction among the players.

4. Contextual Meanings of the English Expressions

The second research question asks: What are the contextual meanings of the English expressions used by members of the online gaming community at UIN Imam Bonjol Padang, Lubuk Lintah?

To answer this question, the twelve selected expressions were analyzed using the contextual meaning framework adopted from Leech. The analysis considered

four contextual dimensions: linguistic context, situational context, social context, and cultural context.

The analysis demonstrates that the meaning of the selected expressions was strongly connected to the immediate gameplay situation. The social relationship among teammates, the linguistic form of the expressions, and shared knowledge of Mobile Legends also contributed to interpretation.

Table 4.4 Contextual Meaning of the Twelve Selected Expressions

No.	Expression	Contextual Meaning	Dominant Context
1	No flicker	Informing teammates that a player does not have Flicker available.	Situational + Cultural
2	Back up	Directing teammates to provide support or adjust their position for safety.	Social + Situational
3	Push Mid	Directing teammates to advance through the middle lane.	Social + Situational
4	Defend turret	Directing teammates to protect the turret from enemy attacks.	Situational
5	Defend	Directing teammates to protect the team's position or structure.	Situational + Social

6	Good game	Expressing positive acknowledgment or evaluation of the gameplay.	Social + Situational
7	Play safe	Advising teammates to avoid unnecessary risks.	Social + Situational
8	Set turtle	Directing teammates to prepare and gather around the Turtle objective.	Situational + Cultural
9	Set lord	Directing teammates to prepare and gather around the Lord objective.	Situational + Cultural
10	Recall, recall	Urging teammates to return to base quickly.	Linguistic + Situational
11	Watch out	Warning teammates about a possible threat or enemy attack.	Social + Situational
12	Push base	Directing teammates to attack the enemy base and attempt to finish the game.	Situational + Cultural

The following sections explain each contextual meaning in greater detail.

1. No flicker

The expression No flicker was produced by P5 at 01.14 in Video 2. The observation recorded the expression as a short information-giving utterance. From a linguistic perspective, the expression is a short negative construction. The word no indicates absence, while Flicker refers to a specific battle spell within Mobile

Legends. Therefore, the expression cannot be fully interpreted without knowledge of the game. From the situational perspective, the expression refers to the current availability of a particular ability. The information is relevant because the absence of Flicker can influence how a teammate approaches an opponent or decides whether an attack is safe. The social context is also relevant because the information is communicated to teammates rather than being stated as an isolated observation. The speaker assumes that the other players understand the significance of Flicker. The cultural context becomes visible through the shared gaming knowledge required to interpret the term. A person unfamiliar with Mobile Legends may understand no flicker as a general statement about flickering, but members of the gaming community understand it as information concerning a battle spell.

Therefore, the contextual meaning of No flicker is informing teammates that the relevant player does not have Flicker available, providing information that can influence subsequent team strategy.

2. Back up

The expression Back up was produced by P1 in Video 1 at 02.37. It is a short phrasal expression that functions as a directive. The literal meaning of back up can refer to moving backward or providing support. Its contextual meaning in the gameplay depends on what was happening at the moment of utterance. Within the observed interaction, the expression was directed toward teammates and functioned as an instruction to provide support or adjust their position in response to the gameplay situation. The expression was therefore not merely descriptive. The social context is important because the speaker was attempting to influence the actions of

other players. The expression reflects cooperation among teammates who share a common objective.

Thus, Back up means directing teammates to provide support or move into a safer or more appropriate position according to the current gameplay situation.

3. Push Mid

The expression Push Mid was produced by P1 at 04.07 in Video 1. The observation records that the expression occurred after teammates had successfully destroyed an enemy turret and came together to support one another. The expression contains the verb push and the abbreviated location Mid, referring to the middle lane. The linguistic form is therefore closely related to the game's terminology. Situationally, the expression refers to advancing toward the middle lane to pressure the opponent. The meaning is not simply “push in the middle” in a general sense. It specifically refers to a coordinated Mobile Legends action involving the middle lane. Social context is also prominent because the expression is intended to coordinate the movement of several teammates. The speaker communicates the desired action in a short form because the situation requires rapid communication.

The contextual meaning of Push Mid is therefore directing teammates to advance together through the middle lane as part of the team's attack strategy.

4. Defend turret

The expression Defend turret was produced by P1 at 06.30 in Video 1. The raw observation records the expression as an English-only expression and identifies it as a directive. The expression consists of the verb defend and the object turret. The presence of the object makes the intended action more specific than the single-word

expression defend. Situational context determines the meaning of the expression. The speaker was directing teammates to protect a turret from an opposing attack. The meaning therefore involves a particular defensive action within the game. The expression also reflects team coordination because the speaker expects other players to respond to the instruction. Its brevity is consistent with the fast communication required during gameplay.

Thus, Defend turret means directing teammates to protect the turret from an enemy attack and maintain the team's defensive position.

5. Defend

The expression Defend was produced by P1 at 08.32 in Video 1. Unlike Defend turret, this expression does not explicitly identify the object of the action. Therefore, its meaning depends more strongly on the immediate gameplay situation. The word defend generally means to protect something against attack. In the gaming context, however, the object being protected must be inferred from the surrounding situation. It may refer to a lane, turret, base, or another strategic position. This makes Defend an example of an expression whose contextual meaning cannot be determined fully from the isolated word alone. The participants share sufficient situational information to understand what needs to be defended. The social context is also present because the expression functions as a directive toward teammates.

Therefore, the contextual meaning of Defend is directing teammates to protect the team's current position or objective from an opposing attack.

6. Good game

The expression Good game was produced by P5 at 09.55 in Video 1. The expression is linguistically straightforward, but its contextual meaning is social. In gaming communication, good game is commonly used as a positive acknowledgment of the game or of the interaction among players. The expression does not direct the teammates to perform a particular action. Instead, it communicates an evaluative or emotional response to the gameplay. This explains why it was classified as expressing feeling. The social context is especially important because the expression contributes to interpersonal interaction among players. It can function as a form of acknowledgment after a significant moment in gameplay or as a positive response to the overall game.

Therefore, Good game means expressing positive acknowledgment or evaluation of the gameplay within the interaction among players.

7. Play safe

The expression Play safe was produced by P1 at 07.01 in Video 2. The observation classifies it as a directive used to coordinate teammates' actions. The expression literally suggests playing in a safe manner. Within the gameplay situation, however, it functions more specifically as advice to avoid unnecessary risks. The social context is evident because the speaker is attempting to influence the behavior of teammates. The expression is not simply a personal statement; it communicates a recommended strategy to the group. The situational context determines why the advice is necessary. In a competitive game, players may need

to reduce aggressive actions when the situation is unfavorable or when waiting for a better opportunity is strategically appropriate.

Therefore, Play safe means advising teammates to avoid unnecessary risks and maintain a cautious strategy in response to the current gameplay situation.

8. Set turtle

The expression Set turtle was produced by P3 at 04.43 in Video 2. The expression combines set, which functions as an action-oriented verb, with Turtle, a specific objective in Mobile Legends. The situational meaning refers to preparing the team to interact with the Turtle objective. The expression therefore has a more specific meaning than its literal word-by-word interpretation. The social dimension is visible because the speaker directs the other players to coordinate around the objective. The cultural dimension is also important because understanding Turtle in this context requires shared knowledge of Mobile Legends.

Thus, Set turtle means directing teammates to prepare and gather around the Turtle objective as part of the team's strategy.

9. Set lord

The expression Set lord was produced by P3 at 06.17 in Video 2. The expression has a similar structural pattern to Set turtle. The word Lord refers to a specific objective in Mobile Legends rather than to its ordinary dictionary meaning. The contextual meaning is determined by the situation in which the team needs to prepare around the Lord objective. The expression therefore functions as a strategic directive. The cultural context is relevant because members of the gaming

community share knowledge about the role of Lord in Mobile Legends. Without this shared knowledge, the meaning of the expression would be less specific.

Therefore, Set lord means directing teammates to prepare and coordinate around the Lord objective.

10. Recall, recall

The expression Recall, recall was produced by P5 at 10.00 in Video 2. The expression consists of the repeated word recall. In Mobile Legends, recall refers to returning to the base. The repetition is significant because it strengthens the urgency of the directive. From the linguistic perspective, repetition adds pragmatic force to the expression. The second occurrence of recall does not introduce a new lexical meaning, but it reinforces the intended action. The situational context determines why the instruction is necessary. The speaker wants teammates to stop their current action and return to the base. The social context is also important because the repeated expression is directed toward teammates and is intended to influence their immediate behavior.

Thus, Recall, recall means urgently directing teammates to return to the base, with repetition strengthening the urgency of the instruction.

11. Watch out

The expression Watch out was produced by P3 at 11.50 in Video 2. In general English, watch out is a warning expression. In the gameplay context, it functions as an immediate warning to teammates about a possible threat. The expression is particularly dependent on situational context because the specific danger is not explicitly mentioned in the words. The teammates understand the warning based on

what is happening in the game. The social context is also significant because the speaker is protecting or assisting teammates by alerting them to danger. Therefore, Watch out means warning teammates to remain alert and respond to a possible enemy threat or dangerous gameplay situation.

12. Push base

The expression Push base was produced by P4 at 13.19 in Video 2. It occurred near the end of the observation, followed shortly afterward by the expressions Mid ambush, Push end, and Nice. The expression consists of push and base. In Mobile Legends, base refers to the main area or structure associated with a team's final defense. The situational context is especially important because the expression occurred near the end of the game, when the team was attempting to complete the attack. The expression also contains shared gaming terminology. The meaning of push in this context refers to advancing or attacking an objective rather than physically pushing an object. Therefore, Push base means directing teammates to attack the enemy base and attempt to finish the game.

5. Contextual Dimensions Found in the Selected Data

The analysis of the twelve expressions shows that all selected expressions were closely connected to the situation in which they occurred. However, the four contextual dimensions did not contribute equally to every expression.

1. Situational Context

Situational context was the most prominent contextual dimension in the selected data. Every expression was produced in relation to a specific condition or

event occurring during gameplay. For example, Defend turret was related to a defensive situation, Push Mid was related to an attack through the middle lane, Set turtle and Set lord were related to objective preparation, Play safe was related to avoiding unnecessary risks, and Push base was related to the attempt to finish the game. This demonstrates that the same English word can acquire a more specific meaning when it is used during a particular gameplay event. The meaning of defend, for example, cannot be completely understood without knowing what the team was defending at that moment.

Therefore, the findings indicate that the immediate gameplay situation was the primary factor determining the contextual interpretation of the selected expressions.

2. Social Context

Social context was also prominent, particularly in command and warning expressions. Most of the selected expressions were directed toward teammates. Expressions such as Back up, Push Mid, Play safe, Watch out, and Push base demonstrate communication intended to influence other players' actions. The speakers did not merely describe what was happening; they attempted to coordinate the behavior of teammates. This finding shows that gaming communication is inherently interactive. Players use short expressions because their communication occurs among people who share the same game, team objective, and immediate situation.

3. Linguistic Context

Linguistic context contributed to the interpretation of several expressions, although its role was less prominent than situational and social context. The clearest

example is Recall, recall. The repetition of the word recall strengthens the directive and communicates urgency. Similarly, the structure of Push Mid, Defend turret, Set turtle, and Push base combines an action-oriented word with a specific game-related object or location.

Therefore, linguistic form supports interpretation, particularly when the expression is short and incomplete from the perspective of ordinary sentence grammar.

4. Cultural Context

Cultural context was evident through shared knowledge within the Mobile Legends gaming community. Expressions such as No flicker, Set turtle, Set lord, and Push base contain terms that have specific meanings within the gaming environment. Participants who understand Mobile Legends can interpret these expressions efficiently because they share knowledge of the game's rules, objectives, abilities, and terminology. The findings therefore suggest that gaming communities develop shared communicative conventions. These conventions enable players to communicate strategically using very short expressions.

However, cultural context functioned primarily as a supporting dimension. The available data provide stronger evidence for situational and social context because the expressions were directly connected to ongoing gameplay events and interaction among teammates.

6. Triangulation of Observation and Interview Findings

In qualitative research, Miles, Huberman, and Saldaña (2014) explain that qualitative data analysis involves an interactive process of data condensation, data

display, and conclusion drawing and verification. The process allows researchers to organize and reduce the collected data, present the relevant findings, and verify the interpretations drawn from the data. In this study, the verification process was supported by comparing the findings obtained from gameplay observations with information obtained through semi-structured interviews. Therefore, triangulation was used to examine whether the interpretation of the English expressions observed during gameplay was consistent with the participants' explanations.

The observation data provided information about how the expressions were naturally used during actual Mobile Legends gameplay. Through observation, the researcher identified the expression, the participant who produced it, the time of occurrence, the surrounding gameplay situation, and the communicative function of the expression. Meanwhile, the interview data provided additional information concerning the participants' intended meanings and reasons for using particular expressions. By comparing these two sources, the researcher could determine whether the interpretation derived from the observed context was supported by the participants' explanations.

The triangulation process was conducted by comparing the meaning identified from observation with the meaning explained by the participants during the interviews. When the two sources indicated similar meanings, the interpretation was considered supported by both sources. When the observation provided contextual information that was not explicitly explained during the interview, the researcher used the observed situation as the basis for interpretation and did not present an unsupported statement as a direct participant response. For example, the

expression *Play safe* was observed during the second gameplay session as a directive addressed to the team. The expression indicated that the players were expected to avoid unnecessary risks and adopt a more cautious strategy. The interview explanation supported this interpretation by explaining that the expression was used to advise teammates to play cautiously. Thus, the observation and interview data provided consistent information concerning the contextual meaning of *Play safe*.

The same process was applied to *Set turtle*. During the observation, P3 used the expression while the team was coordinating around the Turtle objective. The expression was therefore interpreted as a direction for teammates to prepare for the Turtle objective. The interview explanation supported this interpretation by describing the expression as an instruction to gather or prepare around Turtle. The consistency between the observed situation and the participant's explanation strengthened the interpretation of its contextual meaning.

Another example is *Recall, recall*. The observation showed that P5 repeated the expression during gameplay. The repetition indicated that the speaker wanted teammates to return to the base. The interview explanation further clarified that the expression was repeated to emphasize the need to recall quickly. In this case, the linguistic form, the gameplay situation, and the participant's explanation supported the same interpretation. The expression *Push base* also demonstrated consistency between the two sources. In the observation, P4 used the expression near the end of the game when the team was attempting to attack the opponent's base. The expression was interpreted as a direction to attack the enemy base and attempt to

finish the game. The participant's explanation supported this interpretation by relating the expression to the team's intention to attack the enemy base when they had an opportunity to end the game.

The comparison between observation and interview data therefore showed that the contextual meanings identified in this study were not based solely on the researcher's personal interpretation. Instead, the meanings were examined through different sources of qualitative data. This process is consistent with the principle of conclusion drawing and verification described by Miles, Huberman, and Saldaña, in which interpretations are continuously examined and verified against the available data. The triangulation also demonstrates the relationship between data condensation and verification in this research. From the 121 initial occurrences, the researcher condensed the data by selecting twelve full-English expressions that were considered appropriate for detailed analysis. The selected expressions were then interpreted based on their linguistic, situational, social, and cultural contexts. The interview data were subsequently used to support or clarify those interpretations.

Therefore, the triangulation process in this study can be understood as a comparison between what the participants actually said during gameplay and what they explained about their expressions during the interviews. Observation provided evidence of language use in an authentic gaming situation, while interviews provided participants' perspectives concerning the intended meanings of those expressions. The consistency between these sources strengthened the credibility of

the findings and supported the researcher's interpretation of the contextual meanings of the selected English expressions.

B. Research Discussion

The findings demonstrate that English expressions used by members of the observed Mobile Legends communities were closely connected to the communicative demands of gameplay. The expressions were generally short, direct, and action-oriented. Their meanings were frequently determined by the situation in which they occurred rather than by their dictionary meanings alone.

The first important finding concerns the dominance of command expressions. Ten of the twelve selected expressions were classified as commands. Expressions such as Back up, Push Mid, Defend turret, Defend, Play safe, Set turtle, Set lord, Recall, recall, Watch out, and Push base demonstrate that players frequently use English to direct teammates' actions. This pattern can be understood from the fast-paced nature of team-based gameplay. Players often have limited time to communicate because they must simultaneously control their characters and respond to opponents. Consequently, short expressions are useful because they communicate the intended action efficiently. The findings also show that command expressions in gaming communication do not always take the form of complete grammatical sentences. Push Mid, Set turtle, and Push base, for example, consist of relatively short combinations of words. Nevertheless, the participants can understand their intended meanings because they share knowledge of the game and its objectives.

The second finding concerns the importance of situational context. The meaning of many expressions cannot be determined completely without considering what was happening during gameplay. Defend is a clear example. The word itself only indicates an act of protection, but the specific object of protection depends on the situation. Similarly, Watch out does not identify the danger in its linguistic form. The teammates understand what the speaker is warning about by observing the current game situation.

The third finding concerns social context. Gaming expressions are not used only to describe the game. They are also used to coordinate interpersonal action. Back up, Play safe, Recall, recall, and Push base demonstrate that speakers use English expressions to influence the behavior of teammates. This social dimension is particularly important because the participants share a common objective. Their communication is therefore oriented toward collective action. A short expression can have a strong communicative effect when the speaker and listener possess shared knowledge of the situation.

The fourth finding concerns the role of gaming-specific terminology. Expressions such as No flicker, Set turtle, Set lord, and Push base demonstrate that gaming vocabulary contributes to contextual meaning. Terms such as Flicker, Turtle, Lord, push, and base acquire specific meanings within Mobile Legends communication. This demonstrates that contextual meaning in online gaming communities is constructed through shared experience. A player does not need to provide a lengthy explanation because the other players already understand the game terminology.

The fifth finding concerns the relationship between linguistic form and contextual interpretation. Most of the selected expressions are short. However, their shortness does not mean that their meanings are simple. Instead, the short forms depend heavily on the context shared by the participants. For example, Recall, recall gains additional pragmatic force through repetition. Push Mid combines an action with a location, while Defend turret combines an action with a specific object. These linguistic forms help narrow the intended interpretation. Overall, the findings support the central assumption of contextual meaning adopted in this study. An expression should not be interpreted independently from the context in which it occurs. In Mobile Legends communication, the meaning of an English expression is constructed through the interaction of linguistic form, gameplay situation, social relationships, and shared gaming knowledge.

The findings also demonstrate that the English expressions used by the participants should be understood as part of authentic communicative practice. The participants did not necessarily produce complete textbook sentences. Instead, they used concise expressions that were appropriate for the immediate communicative demands of gameplay.

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusions

Based on the findings and discussion, this study concludes that the use of English expressions among members of the online gaming communities at UIN Imam Bonjol Padang, Lubuk Lintah, was closely related to the contexts in which the expressions occurred.

Regarding the first research question, the study identified 12 selected full-English expressions used by the participants during Mobile Legends gameplay in the two recorded videos. The expressions were “No flicker,” “Back up,” “Push Mid,” “Defend turret,” “Defend,” “Good game,” “Play safe,” “Set turtle,” “Set lord,” “Recall, recall,” “Watch out,” and “Push base.” Based on their communicative functions, ten expressions were classified as commands, one as giving information, and one as expressing feeling. Thus, command expressions represented 83.33% of the selected data, while giving information and expressing feeling each represented 8.33%. The findings indicate that the selected English expressions were mainly used to coordinate teammates, direct actions, provide strategic information, and respond to particular gameplay situations.

Regarding the second research question, the findings indicate that the meanings of the selected English expressions were determined not only by their literal meanings but also by the contexts surrounding their use. The analysis involved four contextual dimensions: linguistic context, situational context, social context, and cultural context. Among these dimensions, situational context emerged as the most

prominent factor because the meanings of the expressions were closely connected to specific gameplay conditions and activities, including collecting resources, participating in team fights, securing objectives, defending positions, and attacking the enemy base. Social context also contributed significantly, particularly when expressions were used to coordinate teammates, give directions, warn other players, or encourage certain actions. Linguistic context supported the interpretation through the expressions' surrounding utterances and patterns of use, while cultural context was reflected in the participants' shared familiarity with Mobile Legends terminology and gaming practices.

The findings from the interviews also supported the interpretations derived from the observation data. The participants' explanations helped confirm how the expressions were understood and used within particular gameplay situations. Thus, the contextual meanings of the English expressions were shaped by the relationship between the expressions, the ongoing gaming situation, the interaction among players, and their shared gaming knowledge. This finding demonstrates that interpreting English expressions in online gaming communication requires attention to the context of use rather than relying exclusively on their literal or conventional meanings.

The findings of this study should be interpreted within the scope of the research. The analysis was based on two recorded gameplay sessions involving ten informants and focused on twelve selected English expressions obtained from 121 initial occurrences. Therefore, the findings describe the language use observed in the selected gaming interactions and should not be generalized to all Mobile

Legends players or all online gaming communities. Further studies may examine a wider range of participants, gameplay sessions, and gaming communities to obtain a broader understanding of English expressions in online gaming communication.

B. Suggestions

Based on the findings and conclusions of this study, several suggestions are proposed.

1. For English Education Students and Learners

English learners, particularly students who actively participate in online gaming communities, are encouraged to pay attention to the contextual use of English expressions. Learning English through gaming interactions can provide opportunities to understand how expressions function naturally in communication. Learners should not only focus on the dictionary meanings of expressions but also consider the situation, purpose, and interaction in which the expressions are used.

2. For English Educators

English educators may consider online gaming communication as one of the potential sources of authentic language exposure. Expressions commonly used in gaming environments can be introduced as supplementary materials for discussing contextual meaning, vocabulary, pragmatics, and communicative functions. Such materials may help students recognize that language meaning can change depending on the context in which an expression is used.

3. For Future Researchers

Future researchers are encouraged to investigate contextual meaning in other online gaming communities, games, or digital communication environments.

Further studies may involve a larger variety of participants, different gaming genres, or other forms of online interaction. Researchers may also investigate other aspects of language use, such as code-switching, slang, speech acts, politeness, or pragmatic meaning in gaming communication. Future research may provide broader insights into how English is used and interpreted in digital communities



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APPENDIX 1

OBSERVATION SHEET

No.	Observation	Video	Participants	Initial Data	Selected Data
1	First Observation	Video 1	P1–P5	74 occurrences	6 expressions
2	Second Observation	Video 2	P1–P5	47 occurrences	6 expressions
	Total	Video 1 & 2	P1–P5	121 occurrences	12 expressions

OBSERVATION DATA 121 ENGLISH EXPRESSION OCCURRENCES

Combined from Observation Session 1 (74 occurrences) and Observation Session 2 (47 occurrences). The original expressions, time, and speakers are retained. Blank analytical fields have been completed as contextual observation descriptions for appendix presentation.

No.	Session	Time	Speaker	English Expression	Context / Situation	Participants' Response	Researcher's Note
1	Observation Session 1	00.19	P1	Farming dulu	Beginning of the game. The speaker suggested that the team should prioritize farming to gain an early gold and level advantage.	All teammates immediately moved to their respective lanes and started farming.	The expression functioned as a directive used to coordinate the team's action.
2	Observation Session 1	00.33	P2	Santai kita late game	The team was playing too aggressively during the early game. The speaker reminded teammates to stay calm because the team's heroes were stronger in the late game.	The teammates became more cautious and focused on defending their lanes.	The expression functioned to maintain team morale and guide the team's approach during gameplay.
3	Observation Session 1	01.43	P2	No flicker	he just told the team that he had used his spell, and hope the team can maintain it	2 people came to help	The expression functioned mainly as situational information relevant to team coordination.
4	Observation Session 1	01.45	P3	Low Low Low	he almost died and hoped for help	tanks come to help	The expression communicated the speaker's observation of the current game condition.
5	Observation Session 1	01.57	P4	First blood	gold lane player managed to kill the enemy	continue the game	The expression functioned mainly as situational information

No.	Session	Time	Speaker	English Expression	Context / Situation	Participants' Response	Researcher's Note
							relevant to team coordination.
6	Observation Session 1	01.59	P1	Close banget	musuh hampir saja berhasil dibunuh	chasing the breathing enemy and trying to kill	The expression communicated the speaker's observation of the current game condition.
7	Observation Session 1	02.04	P1	Close banget	he almost died	tanks came to help and ordered to retreat	The expression communicated the speaker's observation of the current game condition.
8	Observation Session 1	02.13	P2	Hirara no ultimate	The player who uses the character Hirara has used his greatest power	the whole team gathers in the mid lane and starts the war	The expression functioned mainly as situational information relevant to team coordination.
9	Observation Session 1	02.15	P3	Nice info	one of the team informed that the enemy jungler had used his big power	he came to help the war team	The expression conveyed a social or emotional response to the ongoing gameplay.
10	Observation Session 1	02.27	P4	Gapapa nice fight	gold lane player team lost against enemy	2 players head to the golden lane to secure the turret	The expression functioned to maintain team morale and guide the team's approach during gameplay.
11	Observation Session 1	02.37	P1	Back up	attack enemy turrets	Mid lane player guards the turret area from enemies	The expression functioned as a directive used to coordinate the team's action.
12	Observation Session 1	03.18	P2	Low lesley itu	focus on killing enemy markman	The team started the war because the enemy had no marksman support.	The expression communicated the speaker's observation of the current game condition.
13	Observation Session 1	03.21	P1	Push lah	the enemy retreated after losing the battle	all teams chase the enemy	The expression functioned as a directive used to coordinate the team's action.
14	Observation Session 1	03.27	P3	Freya no ultimate	attack the turtle lane	all teams attack the turtle lane because the enemy has no strong players	The expression functioned mainly as situational information relevant to team coordination.
15	Observation Session 1	03.30	P2	Floryn no ultimate	trying to fight the opponent's marksman who was assisted by Floryn	tank team helps marksman in gold lane	The expression functioned mainly as situational information relevant to team coordination.
16	Observation Session 1	03.39	All	Nice , nice one	managed to kill all the enemies	all teams focus on pushing the enemy's mid lane	The expression conveyed a social or emotional response to the ongoing gameplay.
17	Observation Session 1	03.54	P1	Slow aja dulu	all teams try to provoke war with the enemy	All teams returned to playing casually to level the enemy turret	The expression communicated the speaker's observation of the current game condition.

No.	Session	Time	Speaker	English Expression	Context / Situation	Participants' Response	Researcher's Note
18	Observation Session 1	03.59	P2	No ulti	Tanks try to start a war with the enemy	The tank retreated again because the team was not ready to start the war.	The expression functioned mainly as situational information relevant to team coordination.
19	Observation Session 1	04.07	P1	Push Mid	when 2 friends successfully destroy the enemy's gold and exp lane turret	come together and be willing to help	The expression functioned as a directive used to coordinate the team's action.
20	Observation Session 1	04.13	P2	Solo Kill	managed to kill the enemy jungler alone	all teams start to focus on finding the weakest enemy	The expression functioned mainly as situational information relevant to team coordination.
21	Observation Session 1	04.16	P3	Freya no ultimate	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
22	Observation Session 1	04.27	P3	Nice nice	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.
23	Observation Session 1	04.28	P1	Well played	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.
24	Observation Session 1	04.33	P4	No retri	The expression occurred during ongoing team gameplay and was related to the current situation on the battlefield.	The teammates continued the gameplay and responded according to the situation.	The expression was interpreted in relation to the immediate gameplay context and team interaction.
25	Observation Session 1	04.51	P4	Last last	The expression occurred during ongoing team gameplay and was related to the current situation on the battlefield.	The teammates continued the gameplay and responded according to the situation.	The expression was interpreted in relation to the immediate gameplay context and team interaction.
26	Observation Session 1	04.58	P2	Back sofwan	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
27	Observation Session 1	05.02	P3	Freya no ulti	The speaker provided information about the current condition, position, ability, or objective	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.

No.	Session	Time	Speaker	English Expression	Context / Situation	Participants' Response	Researcher's Note
					status of a player or structure.		
28	Observation Session 1	05.10	P2	Nice back up	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.
29	Observation Session 1	05.13	P4	Back up back up	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
30	Observation Session 1	05.20	P4	Oke nice one	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.
31	Observation Session 1	05.23	P1	Nice	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.
32	Observation Session 1	05.28	P1	Push satu	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
33	Observation Session 1	05.47	P1	Farming dulu cok	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
34	Observation Session 1	05.51	P3	Turret mid	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
35	Observation Session 1	06.30	P1	Defend turret	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
36	Observation Session 1	06.37	P3	Solo kill	The speaker provided information about the current	The teammates used the information to adjust their	The expression functioned mainly as situational information

No.	Session	Time	Speaker	English Expression	Context / Situation	Participants' Response	Researcher's Note
					condition, position, ability, or objective status of a player or structure.	positioning or decide their next action.	relevant to team coordination.
37	Observation Session 1	06.45	P2	Floryn missing	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
38	Observation Session 1	07.19	P2	Free kill	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
39	Observation Session 1	07.27	P1	Nice one	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.
40	Observation Session 1	07.29	P1	Close banget tadi tu	The speaker commented on the current condition of a player or the outcome of a nearby encounter during the game.	The teammates adjusted their positions or continued the play according to the situation.	The expression communicated the speaker's observation of the current game condition.
41	Observation Session 1	07.50	P3	No ulti ya floryn	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
42	Observation Session 1	07.59	P1	Freya come back	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
43	Observation Session 1	08.05	P3	Lesley no flicker	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
44	Observation Session 1	08.26	P2	Back, back,	The speaker directed the teammates to perform an action based on the	The teammates responded by adjusting their movement, position, or objective	The expression functioned as a directive used to coordinate the team's action.

No.	Session	Time	Speaker	English Expression	Context / Situation	Participants' Response	Researcher's Note
					current gameplay situation.	according to the direction.	
45	Observation Session 1	08.32	P1	Defend	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
46	Observation Session 1	08.58	P4	Kurang backp up	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
47	Observation Session 1	09.16	All	Nice one	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.
48	Observation Session 1	09.20	P1	Defend exp	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
49	Observation Session 1	09.55	P5	Good game	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.
50	Observation Session 1	10.04	P1	Jangan over commite	The expression occurred during ongoing team gameplay and was related to the current situation on the battlefield.	The teammates continued the gameplay and responded according to the situation.	The expression was interpreted in relation to the immediate gameplay context and team interaction.
51	Observation Session 1	10.34	P1	Terlalu confident	The expression occurred during ongoing team gameplay and was related to the current situation on the battlefield.	The teammates continued the gameplay and responded according to the situation.	The expression was interpreted in relation to the immediate gameplay context and team interaction.
52	Observation Session 1	10.54	P3	Free lesley itu	The expression occurred during ongoing team gameplay and was related to the current situation on the battlefield.	The teammates continued the gameplay and responded according to the situation.	The expression was interpreted in relation to the immediate gameplay context and team interaction.
53	Observation Session 1	10.59	P2	Off side itu	The speaker provided information about the current condition, position, ability, or objective	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.

No.	Session	Time	Speaker	English Expression	Context / Situation	Participants' Response	Researcher's Note
					status of a player or structure.		
54	Observation Session 1	11.05	P1	Push marksman	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
55	Observation Session 1	11.20	P1	Solo kill	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
56	Observation Session 1	11.37	P1	Good game	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.
57	Observation Session 1	11.41	P3	Nice	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.
58	Observation Session 1	11.42	P2	Clear bawah lah	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
59	Observation Session 1	11.45	P5	Clear lah dulu	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
60	Observation Session 1	12.02	P2	Off side cok	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
61	Observation Session 1	12.11	All	Nice	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.
62	Observation Session 1	12.38	P3	Good game	The expression was uttered in response to a	The teammates continued the gameplay and	The expression conveyed a social or emotional

No.	Session	Time	Speaker	English Expression	Context / Situation	Participants' Response	Researcher's Note
					successful play, an unsuccessful attempt, or the ongoing result of the game.	acknowledged the current situation.	response to the ongoing gameplay.
63	Observation Session 1	12.43	P3	Low banget	The speaker commented on the current condition of a player or the outcome of a nearby encounter during the game.	The teammates adjusted their positions or continued the play according to the situation.	The expression communicated the speaker's observation of the current game condition.
64	Observation Session 1	12.59	P2	Bisa end	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
65	Observation Session 1	13.11	P2	Lesley no flicker	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
66	Observation Session 1	13.13	All	Nice	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.
67	Observation Session 1	13.28	P1	End , gank aja	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
68	Observation Session 1	13.45	P1	Back up	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
69	Observation Session 1	14.24	P2	Taunting dikit bolehlah	The expression occurred during ongoing team gameplay and was related to the current situation on the battlefield.	The teammates continued the gameplay and responded according to the situation.	The expression was interpreted in relation to the immediate gameplay context and team interaction.
70	Observation Session 1	14.26	P3	Back back	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
71	Observation Session 1	14.30	P1	Gank aja	The speaker directed the	The teammates responded by	The expression functioned as a

No.	Session	Time	Speaker	English Expression	Context / Situation	Participants' Response	Researcher's Note
					teammates to perform an action based on the current gameplay situation.	adjusting their movement, position, or objective according to the direction.	directive used to coordinate the team's action.
72	Observation Session 1	14.45	P1	Nice	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.
73	Observation Session 1	14.54	P5	Clear end	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
74	Observation Session 1	14.55	all	Well played, good game	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.
75	Observation Session 2	00.25	P1	Santai kita main late game	The speaker responded to the current gameplay situation by encouraging the team to remain calm and continue with the planned strategy.	The teammates continued the game and adjusted their play according to the situation.	The expression functioned to maintain team morale and guide the team's approach during gameplay.
76	Observation Session 2	00.52	P2	Change low	The speaker commented on the current condition of a player or the outcome of a nearby encounter during the game.	The teammates adjusted their positions or continued the play according to the situation.	The expression communicated the speaker's observation of the current game condition.
77	Observation Session 2	01.14	P5	No flicker	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
78	Observation Session 2	01.39	P1	Fokus lane mid	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
79	Observation Session 2	01.50	P2	Nice	The expression was uttered in response to a successful play, an unsuccessful attempt, or the	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.

No.	Session	Time	Speaker	English Expression	Context / Situation	Participants' Response	Researcher's Note
					ongoing result of the game.		
80	Observation Session 2	02.05	P2	Layla no flicker	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
81	Observation Session 2	02.24	P2	Open turet	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
82	Observation Session 2	02.54	P3	Nice	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.
83	Observation Session 2	04.07	P3	Turet bawah no spell	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
84	Observation Session 2	04.18	P4	Push bawah	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
85	Observation Session 2	04.27	P1	Nice try	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.
86	Observation Session 2	04.43	P3	Set turtle	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
87	Observation Session 2	05.30	P1	Mid missing	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.

No.	Session	Time	Speaker	English Expression	Context / Situation	Participants' Response	Researcher's Note
88	Observation Session 2	06.17	P3	Set lord	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
89	Observation Session 2	06.23	P2	Flicker franco	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
90	Observation Session 2	07.01	P1	Play safe	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
91	Observation Session 2	07.05	P2	Farming dulo	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
92	Observation Session 2	07.15	P2 & P3	Open turtle	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
93	Observation Session 2	07.36	P2	MM nya missing	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
94	Observation Session 2	07.53	P5	Mid come back	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
95	Observation Session 2	07.54	P2	Sorry	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.
96	Observation Session 2	08.21	P2	Roam gold no ulti	The speaker provided information about the current condition,	The teammates used the information to adjust their positioning or	The expression functioned mainly as situational information

No.	Session	Time	Speaker	English Expression	Context / Situation	Participants' Response	Researcher's Note
					position, ability, or objective status of a player or structure.	decide their next action.	relevant to team coordination.
97	Observation Session 2	08.24	P3	Lets go	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
98	Observation Session 2	08.38	P2	No ulti, no flicker	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
99	Observation Session 2	08.52	P5	Back mid	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
100	Observation Session 2	09.18	P1	MM low	The expression occurred during ongoing team gameplay and was related to the current situation on the battlefield.	The teammates continued the gameplay and responded according to the situation.	The expression was interpreted in relation to the immediate gameplay context and team interaction.
101	Observation Session 2	09.29	P3	MM low	The expression occurred during ongoing team gameplay and was related to the current situation on the battlefield.	The teammates continued the gameplay and responded according to the situation.	The expression was interpreted in relation to the immediate gameplay context and team interaction.
102	Observation Session 2	09.30	P2	Nice try	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.
103	Observation Session 2	10.00	P5	Recall recall	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
104	Observation Session 2	10.06	P2	Franco no ulti	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
105	Observation Session 2	10.21	P4	GG	The expression was uttered in response to a	The teammates continued the gameplay and	The expression conveyed a social or emotional

No.	Session	Time	Speaker	English Expression	Context / Situation	Participants' Response	Researcher's Note
					successful play, an unsuccessful attempt, or the ongoing result of the game.	acknowledged the current situation.	response to the ongoing gameplay.
106	Observation Session 2	10.41	P3	GG	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.
107	Observation Session 2	11.05	P2	Missing bro	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
108	Observation Session 2	11.20	P4	Retri cooldown	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
109	Observation Session 2	11.40	P3	Leo no ulti	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
110	Observation Session 2	11.50	P3	Watch out	The expression occurred during ongoing team gameplay and was related to the current situation on the battlefield.	The teammates continued the gameplay and responded according to the situation.	The expression was interpreted in relation to the immediate gameplay context and team interaction.
111	Observation Session 2	12.13	P2	War lord	The expression occurred during ongoing team gameplay and was related to the current situation on the battlefield.	The teammates continued the gameplay and responded according to the situation.	The expression was interpreted in relation to the immediate gameplay context and team interaction.
112	Observation Session 2	12.19	P2	Gabisa fixing	The expression occurred during ongoing team gameplay and was related to the current situation on the battlefield.	The teammates continued the gameplay and responded according to the situation.	The expression was interpreted in relation to the immediate gameplay context and team interaction.
113	Observation Session 2	12.28	P2	Recall dulu	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
114	Observation Session 2	12.46	P3	Lapu-lapu no spell	The speaker provided	The teammates used the	The expression functioned mainly

No.	Session	Time	Speaker	English Expression	Context / Situation	Participants' Response	Researcher's Note
					information about the current condition, position, ability, or objective status of a player or structure.	information to adjust their positioning or decide their next action.	as situational information relevant to team coordination.
115	Observation Session 2	12.57	P4	Freeze lane	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
116	Observation Session 2	13.17	All	Well, GG	The expression occurred during ongoing team gameplay and was related to the current situation on the battlefield.	The teammates continued the gameplay and responded according to the situation.	The expression was interpreted in relation to the immediate gameplay context and team interaction.
117	Observation Session 2	13.18	P2	End	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
118	Observation Session 2	13.19	P4	Push base	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
119	Observation Session 2	13.42	P3	Mid ambush	The speaker provided information about the current condition, position, ability, or objective status of a player or structure.	The teammates used the information to adjust their positioning or decide their next action.	The expression functioned mainly as situational information relevant to team coordination.
120	Observation Session 2	13.43	P3	Push end	The speaker directed the teammates to perform an action based on the current gameplay situation.	The teammates responded by adjusting their movement, position, or objective according to the direction.	The expression functioned as a directive used to coordinate the team's action.
121	Observation Session 2	13.46	All	Nice	The expression was uttered in response to a successful play, an unsuccessful attempt, or the ongoing result of the game.	The teammates continued the gameplay and acknowledged the current situation.	The expression conveyed a social or emotional response to the ongoing gameplay.

Data summary: 74 occurrences from Observation Session 1 + 47 occurrences from Observation Session 2 = 121 initial occurrences.

DATA CONDENSATION

Stage	Data Result	Description
First Observation – Video 1	74 occurrences	Initial observation data from the first gameplay session
Second Observation – Video 2	47 occurrences	Initial observation data from the second gameplay session
Total Initial Data	121 occurrences	Combined observation data from both gameplay sessions
Data Condensation	121 → 12	Expressions were reviewed based on relevance, clarity of communicative function, sufficient contextual information, and supporting interview explanations
Selected Data	12 expressions	Data selected for detailed analysis
RQ1	12 expressions	Classified according to Brown's communicative-function categories
RQ2	12 expressions	Analyzed according to Leech's contextual meaning framework

CLASSIFICATION OF SELECTED ENGLISH EXPRESSION

No.	Expression	Video	Participant	Type of English Expression	Communicative Function
1	No flicker	V1	P2	Giving Information	Informing teammates that the opponent did not have Flicker available
2	Back up	V1	P1	Command	Directing teammates to provide support or move to assist another teammate

3	Push Mid	V1	P1	Command	Directing teammates to focus on advancing through the middle lane
4	Defend turret	V1	P1	Command	Directing teammates to protect the turret from enemy attacks
5	Defend	V1	P1	Command	Directing teammates to protect the team's position or structure
6	Good game	V1	P5	Expressing Feeling	Expressing a positive response or appreciation toward the gameplay
7	Play safe	V2	P1	Command	Advising teammates to avoid unnecessary risks
8	Set turtle	V2	P3	Command	Directing teammates to prepare for the Turtle objective
9	Set lord	V2	P3	Command	Directing teammates to prepare for the Lord objective
10	Recall, recall	V2	P5	Command	Urging teammates to return to base quickly
11	Watch out	V2	P3	Command	Warning teammates to remain alert to a possible enemy threat
12	Push base	V2	P4	Command	Directing teammates to attack the enemy base and attempt to finish the match

SUMMARY OF CLASSIFICATION

Type of Expression	Frequency	Percentage
Command	10	83.33%
Giving Information	1	8.33%

Expressing Feeling	1	8.33%
Greeting	0	0%
Requesting	0	0%
Total	12	100%

The summary shows that command expressions were the most dominant type among the twelve selected expressions, accounting for 10 expressions or 83.33% of the selected data. Giving Information and Expressing Feeling each occurred once, representing 8.33%. No selected expression was classified as Greeting or Requesting.

CONTEXTUAL MEANING ANALYSIS

No .	Expression	Linguistic Context	Situational Context	Social Context	Cultural Context	Contextual Meaning
1	No flicker	The expression consists of the negative marker “no” and the gaming term “flicker.”	The expression was used when information about the opponent's available battle spell was relevant to the team's strategy.	The information was communicated to teammates to support their decision-making.	“Flicker” is a battle spell familiar to Mobile Legends players.	Informing teammates that the opponent did not have Flicker available, providing strategically relevant information for the team's next action.
2	Back up	A short phrasal expression consisting of the verb “back” and the adverb “up.”	The expression occurred when a teammate needed assistance or support during gameplay.	It was directed toward teammates as a short instruction to provide assistance.	The expression is commonly understood in gaming communication as an instruction to support another player.	Directing teammates to provide support or move closer to assist another teammate.
3	Push Mid	The expression	The team needed to focus	The expression	“Mid” and “push” are	Directing teammates

		n combines the gaming verb “push” with the abbreviation “Mid” for the middle lane.	its movement or attack on the middle lane.	was directed toward teammates to coordinate their next movement.	common terms in Mobile Legends and other team-based games.	to advance and attack through the middle lane together.
4	Defend turret	The expression combines the verb “defend” with the gaming term “turret.”	The team's turret was under threat or needed protection from an opposing attack.	The expression functioned as a direct instruction to teammates to protect the turret.	“Turret” is a game-specific structure familiar to Mobile Legends players.	Directing teammates to protect the turret from enemy attacks.
5	Defend	The expression is a short imperative form using the verb “defend.”	The team needed to protect its position or structure rather than continue attacking.	The expression was directed toward teammates to coordinate defensive action.	The concept of defending an objective or structure is part of the shared knowledge of Mobile Legends players.	Directing teammates to protect the team's position or structure according to the current gameplay situation.
6	Good game	The expression is a short positive evaluative phrase commonly used after or during a game.	It was used in response to the progress or outcome of the gameplay.	The expression communicated a positive response toward other players and the game interaction.	“Good game” is commonly used among players as a conventional gaming expression.	Expressing a positive feeling or appreciation toward the gameplay and interaction with the other players.
7	Play safe	The expression uses the	The game situation required the	It was directed toward	The expression is commonly	Advising teammates to play

		verb “play” followed by the adverb “safe.”	players to avoid unnecessary risks.	teammates to influence their actions and encourage caution.	understood in gaming communication as advice to avoid risky actions.	cautiously and avoid unnecessary risks.
8	Set turtle	The expression combines the verb “set” with the game-specific term “Turtle.”	The Turtle objective became an important target that required preparation.	The expression directed teammates to gather and prepare together.	“Turtle” refers to a specific objective in Mobile Legends and requires shared game knowledge.	Directing teammates to prepare for and contest the Turtle objective.
9	Set lord	The expression combines the verb “set” with the game-specific term “Lord.”	The Lord objective required the team to prepare and organize its position.	The expression was directed toward teammates to coordinate their actions around the objective.	“Lord” is a specific objective in Mobile Legends that is familiar to its players.	Directing teammates to prepare for and contest the Lord objective.
10	Recall, recall	The expression is repeated, and the repetition strengthens the force and urgency of the message.	The players needed to return to base because of the ongoing game situation.	The expression was directed toward teammates as an urgent instruction.	“Recall” has a specific meaning in Mobile Legends: returning the hero to the base.	Urging teammates to return to base quickly, with repetition emphasizing the urgency of the instruction.
11	Watch out	The expression is a short imperative warning consisting of the verb phrase	The teammates faced a possible threat from the opposing team.	The expression was directed toward teammates to make them aware of the danger.	The expression is commonly used as a warning in gaming and everyday communication.	Warning teammates to remain alert to a possible enemy attack or threat.

		“watch out.”				
12	Push base	The expression combines the gaming verb “push” with “base,” referring to the enemy's base.	The team had an opportunity to attack the opponent's base and potentially finish the match.	The expression directed teammates to coordinate an offensive action.	“Push base” is understood within the shared conventions of team-based games such as Mobile Legends.	Directing teammates to attack the enemy base and attempt to finish the match.

The analysis shows that situational context was present in all twelve selected expressions because each expression was closely related to the conditions and activities occurring during gameplay. Social context was also prominent because most expressions were directed toward teammates to coordinate actions, provide warnings, or influence team decisions. Linguistic context contributed to the interpretation of short forms, word combinations, and repetition, particularly in expressions such as “Recall, recall.” Cultural context was evident in expressions containing Mobile Legends-specific terminology such as “Flicker,” “Turtle,” “Lord,” “turret,” and “push.” Therefore, the contextual meanings of the selected expressions were understood through the interaction of the expressions with the immediate gameplay situation, the relationships among teammates, the linguistic form, and shared gaming knowledge.

INTERVIEW DATA MATRIX

No.	Expression	Participant	Main Point of Participant's Explanation	Relation to Observation
1	No flicker	P2	The expression refers to the opponent not having Flicker available.	Supports the observed strategic information.
2	Back up	P1	The expression was used to tell teammates to provide support or assistance.	Supports the observed coordination between teammates.
3	Push Mid	P1	The expression means that teammates should focus on	Supports the observed movement

			advancing through the middle lane.	and attack toward the middle lane.
4	Defend turret	P1	The expression was used to instruct teammates to protect the turret.	Supports the observed defensive action during gameplay.
5	Defend	P1	The expression was used to instruct teammates to protect their position or structure.	Supports the observed defensive situation.
6	Good game	P5	The expression was used to express a positive response or appreciation toward the game.	Supports the observed expression of feeling during the gameplay.
7	Play safe	P1	The expression advised teammates to avoid unnecessary risks and play cautiously.	Supports the observed cautious gameplay situation.
8	Set turtle	P3	The expression instructed teammates to prepare for the Turtle objective.	Supports the observed preparation around the Turtle objective.
9	Set lord	P3	The expression instructed teammates to prepare for the Lord objective.	Supports the observed preparation for the Lord objective.
10	Recall, recall	P5	The repetition emphasized that teammates needed to return to base quickly.	Supports the observed urgent instruction to recall.
11	Watch out	P3	The expression was used to warn teammates about a possible enemy threat.	Supports the observed warning during gameplay.
12	Push base	P4	The expression instructed teammates to attack the enemy base when there was an opportunity to finish the match.	Supports the observed offensive action toward the enemy base.

Data Selection Distribution

Video	Initial Occurrences	Selected Expressions
Video 1	74	6
Video 2	47	6
Total	121	12

The data condensation process reduced the 121 initial observation occurrences to 12 selected expressions for detailed analysis. Six expressions were selected from Video 1 and six expressions from Video 2. The selected data were chosen because they had clear communicative functions, sufficient contextual information, relevance to the research questions, and supporting explanations from the participants. The selected expressions were subsequently classified according to the communicative-function concept discussed by Brown (2007), operationalized into five analytical categories in this study and analyzed according to Leech's contextual meaning framework.

QUESTIONS RELATED TO SELECTED EXPRESSIONS

The following questions were used as guiding questions during the semi-structured interviews. The questions were adjusted according to the selected English expressions found in the gameplay observations.

1. No flicker

- What did you mean when you said “No flicker”?
- In what situation did you use the expression?
- Why was it important to tell your teammates that the opponent had no Flicker?

2. Back up

- What did you mean when you said “Back up”?
- In what situation did you use this expression?
- What did you expect your teammates to do after hearing “Back up”?

3. Push Mid

- What did you mean by “Push Mid”?
- In what situation did you use this expression?
- What action did you expect your teammates to take?

4. Defend turret

- What did you mean when you said “Defend turret”?
- In what situation did you use this expression?
- Why did you ask your teammates to defend the turret?

5. Defend

- What did you mean when you said “Defend”?
- In what situation did you use this expression?

- What did you expect your teammates to protect or defend?

6. Good game

- What did you mean when you said “Good game”?
- In what situation did you use this expression?
- What feeling or response did you intend to express through “Good game”?

7. Play safe

- What did you mean when you said “Play safe”?
- In what situation did you use this expression?
- What did you want your teammates to do after hearing “Play safe”?

8. Set turtle

- What did you mean by “Set turtle”?
- In what situation did you use this expression?
- What did you expect your teammates to do regarding the Turtle objective?

9. Set lord

- What did you mean by “Set lord”?
- In what situation did you use this expression?
- What did you expect your teammates to do regarding the Lord objective?

10. Recall, recall

- What did you mean when you said “Recall, recall”?
- Why did you repeat the word “recall”?
- In what situation did you want your teammates to return to base?

11. Watch out

- What did you mean when you said “Watch out”?
- In what situation did you use this expression?
- What danger or threat were you warning your teammates about?

12. Push base

- What did you mean by “Push base”?
- In what situation did you use this expression?
- What did you expect your teammates to do after hearing “Push base”?

INTERVIEW DATA MATRIX

No.	Expression	Participant	Main Point of Participant's Explanation	Relation to Observation
1	No flicker	P2	The expression refers to the opponent not having Flicker available.	Supports the observed strategic information.
2	Back up	P1	The expression was used to tell teammates to provide support or assistance.	Supports the observed coordination between teammates.
3	Push Mid	P1	The expression means that teammates should focus on	Supports the observed movement

			advancing through the middle lane.	and attack toward the middle lane.
4	Defend turret	P1	The expression was used to instruct teammates to protect the turret.	Supports the observed defensive action during gameplay.
5	Defend	P1	The expression was used to instruct teammates to protect their position or structure.	Supports the observed defensive situation.
6	Good game	P5	The expression was used to express a positive response or appreciation toward the game.	Supports the observed expression of feeling during the gameplay.
7	Play safe	P1	The expression advised teammates to avoid unnecessary risks and play cautiously.	Supports the observed cautious gameplay situation.
8	Set turtle	P3	The expression instructed teammates to prepare for the Turtle objective.	Supports the observed preparation around the Turtle objective.
9	Set lord	P3	The expression instructed teammates to prepare for the Lord objective.	Supports the observed preparation for the Lord objective.
10	Recall, recall	P5	The repetition emphasized that teammates needed to return to base quickly.	Supports the observed urgent instruction to recall.
11	Watch out	P3	The expression was used to warn teammates about a possible enemy threat.	Supports the observed warning during gameplay.
12	Push base	P4	The expression instructed teammates to attack the enemy base when there was an opportunity to finish the match.	Supports the observed offensive action toward the enemy base.

DOCUMENTATION OF THE FIRST OBSERVATION

Observation: Video 1

Participants: P1–P5



Figure G.1. Documentation of the first observation session.

DOCUMENTATION OF THE SECOND OBSERVATION

Observation: Video 2

Participants: P1–P5

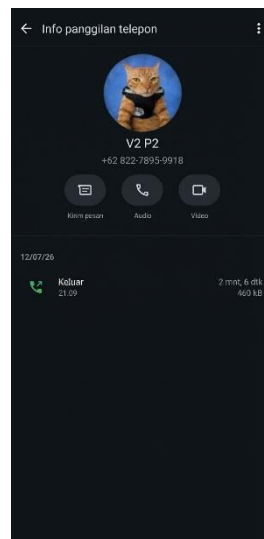
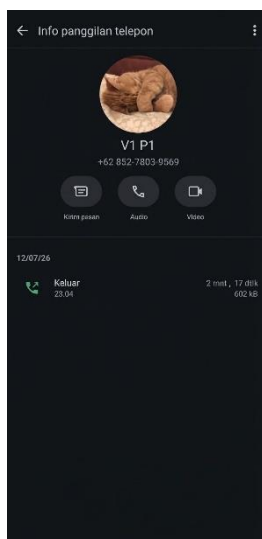


Figure H.1. Documentation of the second observation session.

DOCUMENTATION OF THE INTERVIEW

Interview: Semi-structured interview

Participants:



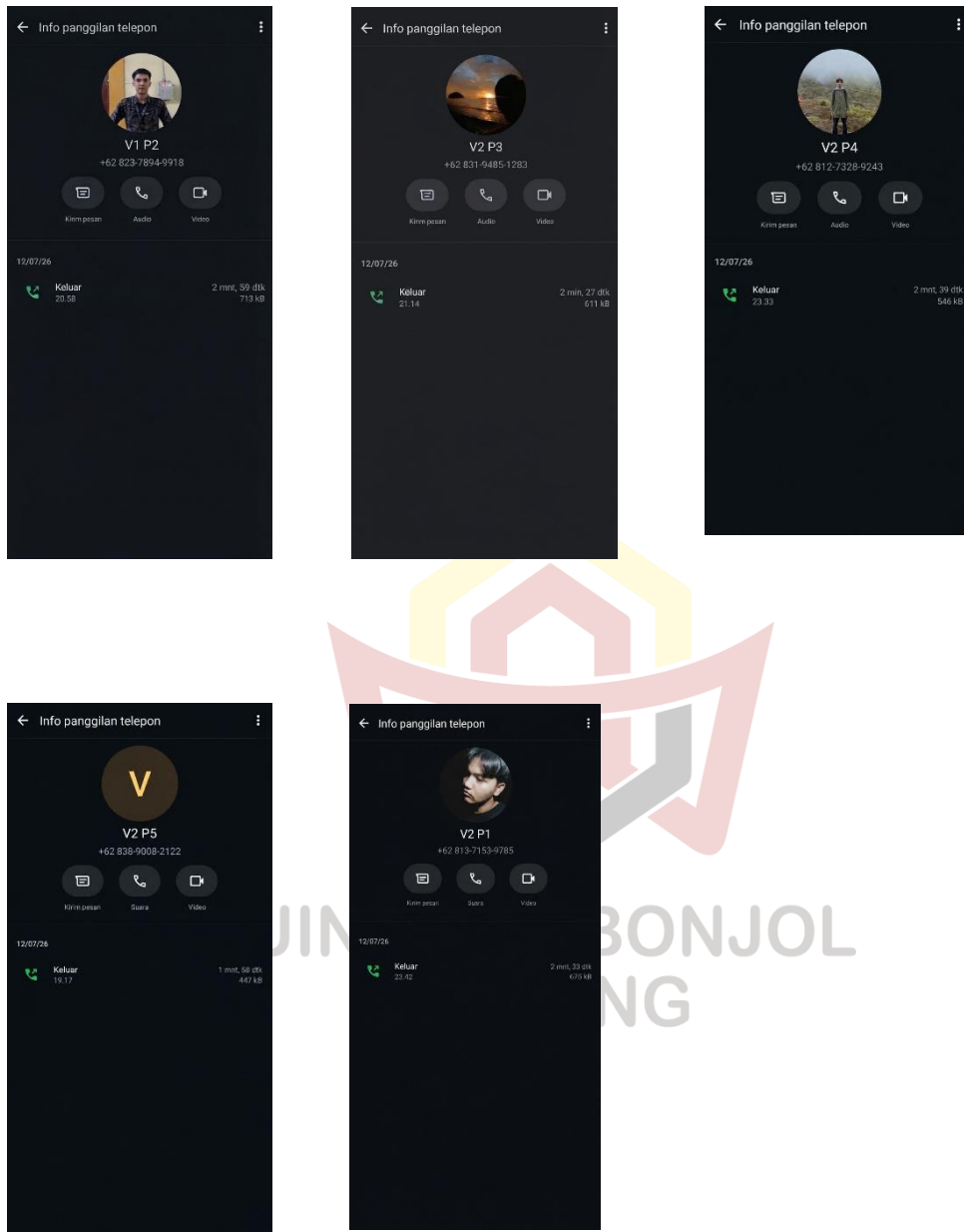


Figure I.1. Documentation of the interview process.

APPENDIX 2

BIODATA PENULIS



I. IDENTITAS DIRI

Nama : Muharman Haziqkri
 NIM : 2214050002
 TTL : Sawahlunto, 25 Februari 2004
 Alamat : Air Karuh, RT 001. RW 002,
 Kel. Durian II, Kec. Barangin,
 Kota Sawahlunto.

II. KELUARGA

Ayah : Nurman (Alm)
 Ibu : Sulastri
 Saudara : Nora Lastini
 Andri Jefriska
 Nurhayati Saputri (Almh)
 Indri Misda Lestari

III. PENDIDIKAN

SDN 02 Sapan : 2010 - 2016
 MTsN 02 Sawahlunto : 2016 - 2019
 MAN Sawahlunto : 2019 - 2022
 UIN Imam Bonjol Padang : 2022 - 2026