

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter represents the conclusion and suggestions from the finding of the research. The first section is conclusion of the research finding and the second is the suggestions for future studies.

5.1. Conclusion

After observing and analyzing the data based on Biber & Conrad (2019) theory about register in the Grand Final MPL season 10 tournaments, the researcher can draw conclusion as follow:

Based on the first research question, it examines the situational context in the Grand Final MPL Season 10 Tournament based on Biber & Conrad's theory which includes some aspects. There are participants, relations among participants, channel, processing circumstances, setting, communicative purpose, and topic. The participants are the commentators as the addressor, they are Aeterna, Mirko, and Arashi. The addressees are the audience or viewers who watch the tournament, either watch directly in the building, or watch live streaming on various platforms, such as YouTube. The participants have a collegial relationship and use a casual style of conversation. The register used is spoken mode with specialized communication in the form of transcripts. Communication between the addressors is interactive, but the interaction with the addressee is limited to comments on tournament videos. The addressor's speech speed is not controlled by the addressee. The communicative purpose

is to inform and entertain the addressee by providing information about gameplay, hero abilities, player strategies, and other interesting phenomena related to Mobile Legends tournaments.

In addition, based on the linguistic feature analysis, there are 25 data register of Mobile Legends. These consist of 12 nouns, 1 verb, and 1 adjective. Furthermore, there are 7 noun phrase and 1 adjective phrase in the form of phrase of linguistic features. Additionally, there is 3 data included in abbreviation. Although this classes not included in Biber & Conrad's theory, it is included and can be described based on the situational context. The researcher discovered that the most frequently used linguistic feature by commentators was nouns. Nouns are essential communication as they represent people, places, things, and ideas, and they are used to describe object and concepts. On the other hand, verbs and adjectives were rarely used by commentators because their primary focus is on providing live commentary and analysis of the gameplay happening in the Grand Final MPL Season 10 Tournament. Verbs are action words that describe the players' movements, tactics, and gameplay actions. Adjectives are used to provide additional details and characteristics about the players or the gameplay. In this analysis, the commentators' main task to describe the actions and events taking place during the game and to provide insights and commentary on the player's strategies, decisions, and performance. However, the commentators' primary focus is on conveying information quickly and concisely, often in real time. Using complex verb forms or elaborate adjective may slow down their commentary

or distract the audience from the immediate action on screen. Therefore, commentators tend to rely more on nouns, which are simpler and more direct to ensure a smooth flow of information during the fast-paced gameplay. Moreover, the commentators in E-sports use abbreviations to convey information quickly and concisely. This allows them to provide more detail in a limited amount of time. In fast-paced situation, like E-sports matches, using abbreviations helps commentators save time and energy in delivering immediate comments without lengthy explanations.

Last, the functional relationship between first and two components is emphasized to the linguistic structure of the commentators' words is often inappropriate, with many words being used incorrectly. For example, some utterances lack a verb or predicate. This suggests that in spontaneous speech, individuals may not have enough time or cognitive resources to construct grammatically complete sentences. They may opt for shorter phrases or fragments to convey their ideas quickly. In casual conversations, incomplete arrangements or sentence fragments are commonly used for ease and efficiency, assuming the listener can understand the intended meaning based on context. The research also finds that nouns are the dominant class of words used, as the communicative purpose and topic revolve around subjects and objects in Mobile Legends. Nouns are essential for conveying information and ideas, representing individuals, locations, objects, or things. They serve as crucial components for effective communication. Additionally, as the conversation involves multiple addressors, incomplete arrangements may be

used to attract attention or indicate additional contributions, maintaining engagement and active participation.

In conclusion, based on the explanation above, it can be concluded that this analysis is not simply to know about the meaning of the register. Thus, this research provides insights into some aspects, such as the situational context, linguistic features, and the functional relationship.

5.2. Suggestion

Based on the findings the researcher suggests that this study can be better as following:

5.2.1. Other researchers

The researcher hopes that there should be further studies in this field that could be deeper and more detailed. This study only discusses the register in the form of words, phrases, and abbreviations. In fact, it can be analyzed in the whole sentence when the register is spoken by someone. Besides that, the researcher suggests other researchers to continue this study by observe more detail using the other linguistics features. The researcher hopes that this study could be a reference for similar studies or other object studies. Furthermore, to analyze register not only uses sociolinguistics, but also can use semantic, discourse or maybe morphology approaches.

5.2.2. E-sport commentators

As the people who provide commentary or analysis on a particular event or topic, such as E-sport tournament, it could be better if the commentators can speak not too quickly when there is an unexpected moment. It can reduce misunderstanding of the messages. Moreover, the commentator can give an opinion when it is shown on the screen, because it often happens. The commentator gives comment when it does not show on the screen. Thus, it is difficult to look at the situational, even there is a register on the utterance. However, the researcher hopes that this study might be the reference or guidance in analyzing the register based on theory from Biber & Conrad (2019).

