OVERGENERALISATION PERSPECTIVE: THE EFFECT OF MISPRONUNCIATION PRODUCED BY JAPANESE GAMERS IN ONLINE COMPETITIVE GAME

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Abstrak

Sebagai artefak di era modern, video game saat ini mampu menjadi salah satu dari budaya popular, Di era baru permainan *multiplayer* penggunaan sistem *Voice Chat* (VC) menjadi umum dikalangan pemain permainan digital. Semenjak kemunculannya di konsol milik Sega, *Dreamcast* VC menjadi salah satu fitur utama permainan online. Sejarah VC menunjukkan bahwa sistem ini lahir di Jepang yang merupakan rumah bagi banyak perusahaan permainan digital Pada 2018 Jepang menduduki peringkat ketiga dari seratus negara dengan pemasukan dari permainan digital terbanyak. Hal ini menunjukkan bahwa pemain dari Jepang sangat banyak hingga menjadi salah satu sumber pemasukkan negaranya. Salah satu permainan digital berbasis jaringan yang diteliti adalah *Tom Clancy's Rainbow Six Siege*, sebuah permainan berbasis menembak dalam sudut pandang orang pertama yang diproduksi oleh *Ubisoft*. Mengingat bahwa permainan ini memiliki basis pemain dari seluruh dunia, maka ada kemungkinan pemain dari Jepang akan bertemu dengan pemain dari negara lain yang memiliki latar belakang bahasa yang berbeda. Untuk menjaga komunikasi, Bahasa Inggris digunakan untuk saling bertukar informasi antar pemain (*callouts)* karena Bahasa Inggris adalah *lingua franca*. Permasalahan yang muncul atas penggunaan Bahasa Inggris sebagai bahasa utama adalah banyaknya pemain asal Jepang yang tidak bisa mengucapkan bahasa Inggris dengan lancar dan masih menggunnakan aturan bahasa Jepang saat berbicara bahasa Inggris. Penelitian ini menampilkan bagaimana pemain Jepang melakukan *callouts* dalam bahasa Inggris ketika bermain *Tom Clancy's Rainbow Six Siege*. Berdasarkan teori Brown tentang generalisasi suara, diindikasikan adanya tiga macam generalisasi yang terjadi pada pemain Jepang saat melakukan *callouts* yaitu generalisasi berdasarkan bunyi, tulisan, dan campuran keduanya. Ada juga masalah yang timbul karena generalisasi yang mengakibatkan kebingungan pada saat *callouts*.

Kata Kunci: *Esports, Callouts,* Overgeneralisasi, Segmental, *Tom Clancy's Rainbow Six Siege*

Abstract

As a modern human's artefact, video game is one of nowadays pop culture. With many innovations towards gaming since the invention of the first game "Tennis for two" in 1958, video game developer tries their best to comes with a new idea of gaming technology. In the new era of Multiplayer Game, the term of voice chat (VC) has become common in the community. Since its first appearance in the year 2000 in Sega console Dreamcast, VC becomes the main feature of online gaming. The history of VC comes from Japan which also a country where there many big game companies founded. In 2018 Japan placed in the third place out of hundred counties with high gaming revenue which means that there is much Japanese player in many available online games. One of the online competitive games is Tom Clancy's Rainbow Six Siege, a First Person Shooting (FPS) game produced by Ubisoft. Since this is an online based game with many players around the world, there is a chance when a Japanese player meeting with a player from another country with a different language. To maintaining communication, the English language is used to exchanging information to each other (callouts) since English is lingua franca. The problem is not many Japanese players could speak English fluently, yet they still use the rules of Japanese language as their primary to speak English. This research shows how Japanese players are doing callouts in the English language while playing Tom Clancy's Rainbow Six Siege. Brown's theory of sound generalisation is used to indicate their generalisation. It founded that the generalisation happens in Japanese gamers are based on three types of generalisation which are by sound, orthography, and mixed. There are some problems occur because of generalisation that could give confusion in understanding callouts.

Keywords: *Esports, Callouts, Overgeneralization, Segmental, Tom Clancy's Rainbow Six Siege*

1. INTRODUCTION

Video game is an art that pervasive and exciting (Elizabeth Broun, 2012) which become one of human's digital artefacts. Since the release of game "Tennis for Two" in 1958 by William Higinbotham, video game already attracts people to become part of it. Even for the first gaming console Magnavox Odyssey which considered as a battle game, video game has become one of culture in society. After the success of Pong and Magnavox Odyssey, there are a lot of new consoles and game made by the newer company like Atari, Mattel, Coleco, Commodore, and Apple. With more innovation in the gaming industry and the development of the Internet more new features added to the video game in order to add more players to the platform.

In more development of the modern online multiplayer game, the newer system needed because it will attract more people to play and get the experience of online gaming and networking. In that case, Sega has invented the newer system for a gaming experience with the addition of Voice Chatting (VC) while playing the game. VC is the activity in the multiplayer game in which each player communicates with voice call instead of writing in the chat.

It was invented in 2000 by Sega in their new console Dreamcast. At that time, the VC system was using an HTML server which has the same system with YahooChat. This system became the origins of gaming voice chat. In 2001, the first game that using pure in-game voice-chat was Alienfront Online. In the same year, Sony PlayStation launched their new product PlayStation 2 which uses a headset instead of a microphone in their online voice chat feature. In the following year, Microsoft launches it very first consoles Xbox with its online community Xbox Live that using a central server for better performance in VC.

According to Newzoo's Global Games Market Report in June 2018, Japan placed in the number three out of hundred from the top country of Game Revenue. With 120 Million internet users, Japanese players can be easy to meet in the online game, especially a competitive-based online multiplayer game like Overwatch, CS:GO, and Tom Clancy's Rainbow Six Siege.

One of a competitive online game that becomes the primary concern in this research is Tom Clancy's Rainbow Six Siege (R6S), it is because this game has a big player base with almost 30 million players around the world in 12th April 2018 towards PC and Consoles platform. The game was released on December 1st, 2015 by a big named company from France Ubisoft who also known for making Assassin Creed series.

With the different way of speaking, communicate with Japanese sometimes makes their ally confused with what that speakers mean, this is because of the change of phonology in Japanese speaker towards English words. Some terms of a game commonly come from English words. In this case, the research about the change of pronunciation is needed to avoid misunderstanding while hearing information from Japanese speakers.

Gbeyonron and Anyanwu in 2015 were looking at how Nigerian spoke English with overgeneralisation since English becomes their second language. The research was selecting thirteen pairs of a random English word and uses three hundred and seventy-two respondents came from all states in Nigeria. It founded that the first language has an impact of changing the English's phonetic. There is also research from Fauzi (2014), he describes that the cause of error pronunciation is overgeneralised on producing the sound. The research about the misconception that comes from mispronunciation was ever studied by Wang Zenxian (2018), this research using three criteria of error classification; which are substance, structure, and discourse level

According to the background and previous studies presented before, there are two questions appear for this research:

1. How the Japanese gamers overgeneralise the sound of either Callouts or in-game terms?
2. Why could sound overgeneralisation produced by the Japanese gamers become problems in the online competitive game?

According to the questions, the goals of this research are to give online gamers knowledge about how Japanese gamers are giving callouts to their teammate with overgeneralised English words that lead into mispronunciation so they could avoid miscommunication in a game that could lead into losing the game.

The benefits of this research are to adding more scientific insights about Online Competitive Game and Linguistics. Adding more information about how Japanese people overgeneralised some words of English especially while playing the game. Moreover, to avoid miss understanding that could into losing the game while partying with the Japanese player.

This research will use this type of limitations:

1) The words are every English word that being pronounced clearly by subjects;
2) The research will only focus on the change of segmental sounds;

3) The research will only focus on game R6S since this game likely to put someone in random region server instead of to their actual region server;

Hypotheses of the research are that for the research question 1 (RQ-1) generalization happen in subjects are based on how subject reading the orthography of the word. For the research question 2 (RQ-2) misunderstanding will happen because of overgeneralisations because of the confusion of the overgeneralised word produced by subjects then lead into problems in playing the game.

It is common understanding that each language has its speciality in sound and grammar, this research is focusing on how the different of the sound could have an effect on how the words being spoken. The list of consonants and vowels for each Japanese and English will be described in these tables. The list of English Phonetics are based on Yule (2015) and Oxford Learner Dictionary and the Japanese Phonetics are based on Sutedi (2011)

Table 1 List of English Consonant

	Bilabial		Labiodental		Dental		Alveolar		Palatal		Velar		Glottal	
	−V	+V	−V	+V	−V	+V	−V	+V	−V	+V	−V	+V	−V	+V
Stops	p	b					t	d			k	g		
Fricatives			f	v	θ	ð	s	z	ʃ	ʒ			h	
Affricates									ʧ	ʤ				
Nasals		m						n				ŋ		
Liquids								l r						
Glides		w								j				

Table 2 List of Japanese Consonant

	Bilabial		Alveolar		Post-Alveolar		Palatal		Velar		Glottal	
	-V	+V	-V	+V	-V	+V	-V	+V	-V	+V	-V	+V
Stops	p	b	t	d					k	g		
Fricatives	ɸ		s	z	ʃ	ʒ	ç				h	
Affricates							ʧ	ʤ				
Nasals		m		n				ɲ		ŋ		
Trill				r								
Tap				ɾ								
Glides		w						j				

It can be seen from table 1.1 and table 1.2 that English has one more consonant than Japanese. In Japanese language there is no Labiodental consonant /f/ and /v/. Instead it has fricative bilabial /ɸ/**.** English do not have thrill and tap for it manner of articulation. Japanese has more palatal than English with the addition of /ç/ and /ɲ/. Japanese do not have /ə/ and /ð/ because the orthography that represents those sound are "th" which in Japanese that orthography will changed into consonant cluster that not /ts/, /ch/, or *sokuon*.

The comparison of English and Japanese vowels will be shown in the form of diagrams. The English vowels that shown here are based on Oxford Learner Dictionary and Japanese still use the same source.

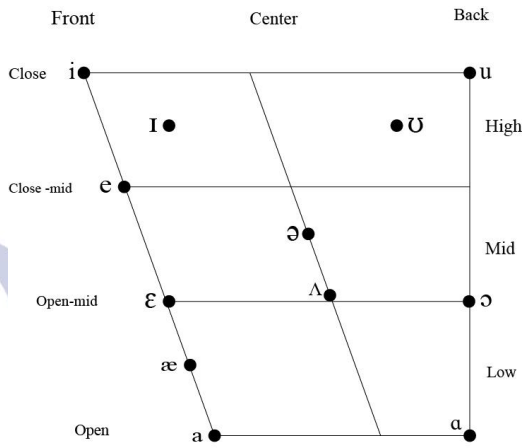

Diagram 1 English Vowels

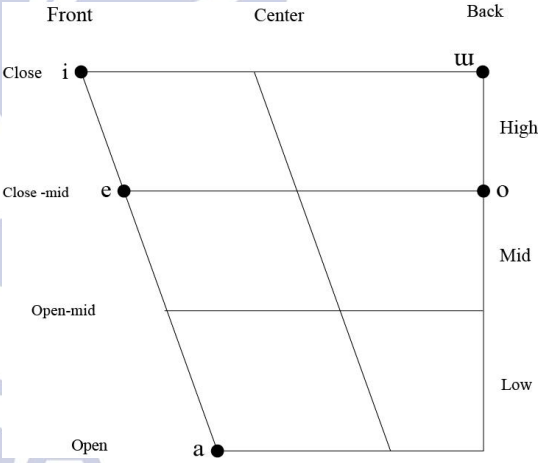

Diagram 2 Japanese Vowels

From both diagrams it can be seen that Japanese only have five vowels and only one of it contains rounded vowel. It is because Japanese vowels are based on five vocal letter あ、い、う、え、お. This makes Japanese will overgeneralised some English vowels with one of five vowels.

Diphthong in English is things that happen in English because there are some words in English that contains diphthong. Diphthong is the combination of two vowels that counted as one syllable. There are eight common diphthongs that Oxford Learner Dictionary mentioned. They are /ɪə/, /ʊə/, /eə/, /eɪ/, /ɔɪ/, /aɪ/, /əʊ/, /aʊ/. Japanese do not have diphthong in the language, it is because

Japanese do not use syllables instead they use mora even though it has more syllables rules than the mora (Sutedi 2011: 41).

Mora language is Mora is the weight of syllable which also a unit of duration in Japanese (Bloch 1950 in Kubozono 2012). There are three Mora could be used to find how many Japanese letter used in order to make one word. For example the word かき氷 read as *kakigōri* is one of Japanese dessert made from shaved ice with syrup that usually served on summer. The word *kakigōri* only consists of four syllables ka.ki.gō.ri but it consists of five moras ka-ki-go-o-ri. It is because the sound /o/ is actually a long vowel which in Japanese got represented as double vowels.

With all rules on both English and Japanese that makes them looks different, one language is need to become the *lingua franca* which mean the language that used as a bridge to communicate with each other even though the mother languages are different. This communication makes both parties need to speak in language that considered as *lingua franca* in order to lesser language and cultural barrier.

Communication is an effective skill in someone's domain of knowledge could lead them to success in their carrier Crosling & Ward (2002). In this case each time someone communicate with other they will try to emphasise the context of what they means. Context is a circumstance when a word, condition, idea or terms become understandable. The way thing become understandable is because of someone's knowledge. The example of context is when someone says "近くのコンビニ何処ですか"it is hard to know what that person said because either the person who listen or read cannot understand Japanese or do not even know what language was that. But if the listener or reader understands Japanese, they will know that person is asking for nearby convenience store since the English translation for that Japanese sentence is "where is the nearby convenience store?" The way of understanding the question means that the reader or listener knows the context of the asking person.

2. METHOD

This research is qualitative research which focused on describing the data using words and phrase. It because the data of the research are words and phrase which spoken by subjects while playing the game. Qualitative research is used because it is the best way to describe overgeneralisation produced by subjects.

The respondent for this research will be Japanese gamers because they could communicate with other easily than common Japanese people who want to keep their privacy. The subjects are Japanese Twitch game streamer with the In-game name (IGN) yuzuha334 (Subject 1) his friend Japanese gamer with IGN mat881107 (Subject 2) and NNM77 (Subject 3). The reasons for choosing them as the subject are because they are native Japanese which makes them the perfect subjects since they already friend with the researcher, the atmosphere while playing will become more comfortable. Three of them have more than 1000 hours playing the game according to their Steam account, Subject 1 is also a game streamer as well which makes his knowledge of game callouts. In this research, researcher also takes a part as foreigner to take part and answering RQ-2.

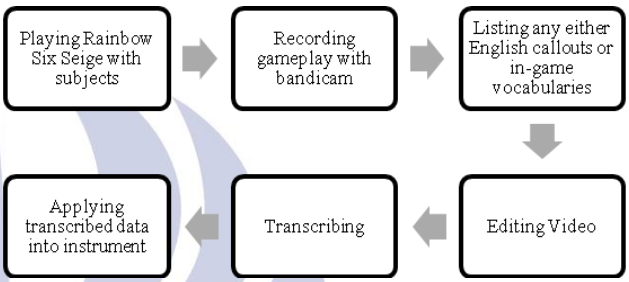

Diagram 3 Procedure of collecting data

In order to do observation and data collecting, subjects and researcher play the same game R6S in a party for about 2 hours in two different days the first day is in February 26th, and the other is in the March 1st. The mode of the game is Classic Mode in Six different maps (Original Hereford Base, Theme Park, Kafe Dostoyevsky, Kanal, House, and Chalet). While playing the game, subjects are being recorded by using Bandicam which make any overgeneralisation produced by subject presented in video form. Video form is chosen in order to give more contexts on what happens in the game that leads subject use overgeneralised English. Long raw video is watched again and again to spot any overgeneralisation in English. Cutting session on video which contains English word pronounced by subjects has done to make the data easier to understand. The data is transcribed to Japanese letter before transcribed to phonetic script in order to identify overgeneralised English words using the instrument.

In order to provide useful data for qualitative research data condensation which are described by Miles, Huberman, & Saldaña (2014) is used. Data condensation is causing reduction of the data, and the reduction makes it easier for the researcher to place data in the instrument.

Data condensation is a process of focusing data that appear in full corpus (raw data). Data condensation is causing reduction of the data, and the reduction makes it easier for the researcher to place data in the instrument.

The example is a match in the map House at March 1st. The match runs for 20 minutes 40 seconds. Three data are chosen from the video which are Shower, Nitro, and Garage. The parts of video that contains the chosen data are cut into 11-15 seconds videos.

To concluding, this research will focus on how subject overgeneralised English word while playing the game. The theory used in order to answer RQ-1 is overgeneralisation by Brown by dividing it into three types of overgeneralisation which are by reading the orthography of the word, by overgeneralising the sound of the word, or mixed two. The theory of Oral Communication is used in order to answer RQ-2. The theory itself will combine with researcher experience as foreigner while playing with subjects.

3. FINDINGS AND DISCUSSIONS

The purposes of the research are to provide online gamers knowledge about how Japanese gamers giving callouts to teammate and to avoid miscommunication in game that could lead into losing the game. Documentation has been conducted in observation by recording the playing moment in playtrough video. Some moments when subjects speak English words naturally have been chosen and then the findings could be described in this chapter.

According to observation, subjects tend to overgeneralised some English words by overgeneralising the orthography of words, sound of words, and mixing between the orthography and the sounds while playing R6S.

Table 3 The findings of Overgeneralisation

Overgeneralisation by Orthography	**Overgeneralisation by Sounds**	**Mixed Overgeneralisation**
Thermite	Drone	Concussion Mine
Nitro	Garage	Device
	Hard Breach	Position
	Mute Peek	
	Pulse	
	Shower	
	Smoke	
	Tower Area	

The overgeneralisation by orthography means that subjects intend to reads the orthography of the word as a sounds. Both of those phenomena happen because the subjects know the words by the orthography first then they try to produced the sound by changing it into phonetic, that is because Japanese is also read the orthography of Japanese lettered word.

Table 4 Overgeneralisation by Orthography

Word	English Phonetic	Japanese Phonetic
Thermite	/ˈθəːmʌɪt/	/teremitto/
Nitro	/ˈnʌɪtrəʊ/	/nitoro/

The sound /teremitto/ has no similarity with the English version of the word Thermite. Instead it has similarity with the way Thermite is being written. Subject use the Japanese translation of thermite into *teremitto(テレミット)* but still generalised it because the term used in game is English by changing ru (*ル*) into re (レ) because the letter "e" is the major vocal in the orthography.

In English, nitro pronounced /ˈnʌɪtrəʊ/ yet in Japanese according to the subject is /nitoro/. The word nitoro not comes from the sound because there is no letter "a" or even the sound /a/ on the way subject produced the word nitoro. But the word nitoro has similarity with the way the word nitro written in English, it can be spotted on what consonant appear in /nitoro/ compared with the word nitro. Both have three same consonants, also "i" as their first vowel and "o" as their last vowel. But it founded that in Japan there is /o/ after /t/ sound, it is because in Japanese there is no different consonant next to each other so they insert a vocal in between. /o/ sound is used because the last consonant also using /o/ sounds.

This overgeneralisation indicates from how similar subjects' overgeneralisation with the real English sound provided by Oxford Living Dictionary. Subjects know the words from hearing the English version of the word instead knowing it from the word's orthography.

Table 5 Overgeneralisation by Sounds

Word	English Phonetic	JapanesePhonetic
Drone	/drəʊn/	/doron/
Garage	/ˈgarɪdʒ/	/garedʒi/
Hard Breach	/hɑːd briːtʃ/	/haːdobɯritʃi/
Mute Peek	/mjuːt piːk/	/mijɯtto pikkɯ/
Pulse	/pʌls/	/parɯsɯ/
Shower	/ˈʃaʊə/	/ʃawa/
Smoke	/smәʊk/	/sɯmoːkɯ/
Tower	/ˈtaʊə/	/tawaː/

It can be seen that those overgeneralisations has similarity on the way Japanese produced the word with the English version provides by Oxford living dictionary.

It is happen because subjects know the words from the way it sounded first instead of the orthography. This could happen due to their background knowledge. Maybe some of them know it from TV, maybe they know it from their school.

Subject produces the word by saying /doron/ instead of /drəʊn/ but it stills same in terms of consonants. Both version of drone has three same consonants which is /d/, /r/, and /n/ which become an indicator that subject doing sound overgeneralisation in the word drone. There are three ways to pronounce the word garage according to Oxford Living Dictionary, there are /ˈgarɑː(d)ʒ/, /ˈgarɪdʒ/, /gəˈrɑːʒ/ which mean it will become overgeneralisation based on word sound if the way subject produced the word is similar to one of them. It founded that subject Subject 2 produced the word garage with /garedʒi/ then it could be stated that /garedʒi/ has similarity with /ˈgarɪdʒ/ that is why the second version will be chosen as the English version of the word. The way hard being pronounced in English is same with the way subject produced it but the changed the vowel on the first vowel and add vowel on the final position then makes it from /hɑːd/ become /ha:do/. This could be indicated that the word hard is being generalised by sound. The word breach has the way of pronounced as /briːtʃ/ yet subject produced the word as /bɯritʃi/ which has similarities in case of consonant. Subject added /ɯ/ in consonant cluster and /i/ in the final position. The way mute being pronounces in oxford living is /mjuːt/ and subject produced the word by saying /mijɯtto/. The addition of sound /i/ in the /mijɯ/ is because in the Japanese orthography it will be written み ゅ which a combination of "*mi"* and small "*yu*" not a normal *"yu"* if a normal *yu* is used then the word going to be sounded /mijɯ/ instead of /mju/. Not only *yu* that have small form but there are also *ya* and *yo* which the use is to delete the sound /i/ in the letter き *(ki),* し *(shi),* ち *(chi),* に *(ni),* ひ *(hi),* み *(mi),* and り *(ri)*. There is also a small っ (*tsu)* or *sokuon*. That is why there is double /t/ in the subject version of mute and addition of /o/ in the end. The uses of small tsu also appear in the word peek. The change from /piːk/ to /pikkɯ/ shows that the generalised version shortens the length of vowel and there is *sokuon* as a change of long vowel. The way subject produce the word pulse is quite similar with how Oxford Living Dictionary pronounce the word. The way subject produced the word is /parɯsɯ/ and the way Oxford Living Dictionary pronounce the word is /pʌls/. It can be detected that the patern on how the word got generalised, /ʌ/ is changed into /a/ since it sounds similar when someone try to produce the sound in a word. There is additional vowel /ɯ/ in consonant cluster and in the final position. The word shower that pronounced by Oxford Living Dictionary is /ˈʃaʊə/ and subject's version is /ʃawa/. It can be seen that there is a diphthong /ʊə/ then it got generalised into /wa/ since Japanese do not have dipthong and the sound /ʊə/ somehow could be heard like /wə/ and according to table 2.1, Japanese only have five vowels which not included /ə/ sound. This is why they change /ə/ into /a/ since the sound it makes closer to the real English sound insted using /e/. Tower is pronounced /ˈtaʊə/ yet subject produced the word with /tawa/. It has the same pattern like how the datum shower being described, it is because the diphthong /ʊə/ is being pronounced as /wa/ just like how /ʊə/ in /ˈʃaʊə/ become /ʃawa/. Also both word has stress in the English version but not in subject's version since there is no stress in Japanese language.

Mixing means in one word both phenomena that happen before happen together. If the word contains two words but refers into one object, it will considered as one word.

Words	English Phonetic	Japanese Phonetic
Concussion Mine	/kənˈkʌʃ(ə)n mʌɪn/	/koŋkaʃion main/
Device	/dɪˈvʌɪs/	/debaisɯ/
Position	/pəˈzɪʃ(ə)n/	/podʒiʃion/

The word concussion mine has mixed overgeneralisation in the word concussion and sound overgeneralisation in the word mine. The English version of concussion mine is /kənˈkʌʃ(ə)n mʌɪn/ yet subject generalised the sound become /koŋkaʃion main/. It has the same pattern as before that sounds /ʌ/ is being generalised into /a/ and /ə/ become /o/. There is a suffix –ion on the word concussion which has sound /(ə)n/ but subject produced it as /ion/ which means subject generalised the word by reading the orthography. The word mine has the same consonant but changed /ʌ/ sound to /a/ since Japanese do not have /ʌ/ and it is has similar sound to /a/.

The word device is pronounced /dɪˈvʌɪs/ yet subject pronouced it with /debaisɯ/. Subject generalised the syllable /dɪ/ become /de/ because device first two letters in the orthography is "De". The change of the sound is significant in the middle of the word which is the change of /v/ into /b/. It is because Japanese do not have labio-dental sound (table 2), generalizing to nearby sound is needed.

There is mixed overgeneralisation in the word "pulse", the mixed overgeneralisation are in letter "posit-" as overgeneralisation based on sound and suffix "-ion"

as overgeneralisation based on reading the orthography. The sound /pəˈzɪʃ(ə)n/ changed into /podʒiʃion/ shows that there is a changed of vowel /ə/ into /o/ and consonant /z/ into /dʒ/. The change of /ə/ become /o/ is simply because Japanese do not have /ə/ sounds and generalised it into /o/ due to its similarity in place of articulation. The changed of /z/ into /dʒ/ because in the English version is sounded /zi/ which is Japanese according to Sutedi (2015) will sound /ʒi/ or /dʒi/. The last one is the suffix –ion that same result as how word concussion being generalised.

Playing with Japanese player may develop some problems to foreigner player that have no knowledge of Japanese language since many of their callouts are in Japanese language. Even the foreigner has the ability of Japanese language the way Japanese gamers generalised the callouts in the game sometimes confusing for the first and second time playing with them. It also become problem if the Japanese player chooses to keep giving callouts in English since many of their English is overgeneralised English.

The first problem that occur is in the generalised of word Thermite that given by Subject 1 to Researcher. Researcher does not know who is *teremitto* until he got killed by Thermite. It is because while he looking at the Black Eye (Valk Cam) he did spot Fuze instead of Thermite. The other case is when Researcher not recording the playtrough, Subject 2 giving callouts that someone walking on the corridor in the map Theme Park. The translation of corridor in Japanese is *roka* (廊下) then Researcher thought that somebody is on the locker room instead of walking across the corridor. So then Researcher run to first floor and checking locker room instead of preparing to ambush the enemy that walking trough corridor on second floor. The overgeneralisation of the word nitro become *nitoro* can become a problem in callouts. Since Researcher already know the overgeneralisation of word nitro from the name of game development Nitro plus it makes him understand immediately what *nitoro* is. But it will become a problem if the foreign player does not know what *nitoro* stands for. If the team with foreign player try to play fast and rush into objective callouts is their main weapon to capture objective fast. If the defender team like Valkirie set her nitro cell near the door frame then waiting for the attacking team to rush in and got blown by detonated nitro cell it will become a troublesome situation. Since nitro cell has a beeping sound while being deployed it will makes easier to attacking team member who rely on his hearing to spot that there is nitro cell nearby. If that the Japanese person who spot the nitro cell and said *nitoro* instead of nitro yet the foreign player do not know what *nitoro* stands for and keep rushing into the door he will get blown away then giving disadvantage of number between attacking and defending team.

From all finding and explanations that has been stated, the hypothesis of RQ-1 is true but not completed because it found out that there is Mixing Overgeneralisation which in one word will contains two generalisations. The hypothesis for RQ-2 is founded to be true because there are problems because of overgeneralisations, mainly the problems come from misunderstanding and not knowing the context of what subjects tried to say.

4. CONCLUSION AND SUGGESTION

The purposes of this research are to know how Japanese gamer give callouts in overgeneralised English words and avoiding the problems that occur by sound overgeneralisation. To achieve that purposes, observation has been done by playing with three subjects. The research is conducted by playing 5 rounds in-game Tom Clancy's Rainbow Six Siege casual modes. The data from observation then divide into three types of overgeneralisation an overgeneralisation based on sound, word's orthography, and mixed overgeneralisation. The research continues by looking for the possible problems that occur because of sound overgeneralisation produced by Japanese gamers while playing with them.

It is founded that overgeneralisation based on sound could be seen since the English consonants version is the same as the Generalised version, yet the vowels pronounced by applying the rules of Japanese. The overgeneralisation based on orthography could be seen from the similarity of the overgeneralised sound with the consonant and vowel in the orthography instead of the sound. Thus mixed overgeneralisation occurs in a word that uses the rule of sound and orthography.

The problem of playing with a foreigner with a different language is that the context of every language is different which make it hard to understand the context of the utterance. It can be avoided by knowing the basic knowledge of the language and the culture that the language has. If the context is understandable, communication in the game could be successful and winning the game can be achieved.

Moreover, the overgeneralisation could lead to problems if a foreign player plays with Japanese gamer. The problem comes from the similarity of sound to other words if there are technical troubles such as robotic voice due to high latency and in-game disturbance such as gun sound and in-game noises. It could be worse when their English is not a standard English instead of an overgeneralisation one. Since tactical first-person shooter main strength is communication in the dire situation, mispronunciation could ruin the tactic.

Due to some limitations in this research, there are some suggestions in order to conduct a better research deal with Japanese gamers. Since the limitation of this research only focusing on the game Tom Clancy's Rainbow Six Siege, it cannot be used as the main callouts for another game like Dota2, Overwatch, and Counter-Strike Global Offense since they have a different way of callouts. The further research could be conducted in different online competitive games.

If the research has other people from other countries as the subject, make sure that the internet connection in the good speed with low latency. Then more data could be spotted in much more better quality. Researching a full party is better than only using two or three members in one party, it because the more member of a party the more callouts happen. To record the gameplay, it better to use different software than Bandicam or Fraps because the CPU uses for that software are high which also makes PC having high latency to send another teammate voice trough VC.

It founded that in order to raise the percentage of winning, the tactical communication in the military could be used in a game, especially shooting game. Further research could be conduct with tactical communication theory. The attitude of Japanese player in the game compared to Indonesian and Australian are different. This attitude could be seen by their background of culture and the tension of the game, further research about this phenomenon could be conducted.

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