

Register Used by League of Legends E-sport Commentators: A Sociolinguistic Study**Muhammad Rifqi Yudistira Saputra**

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Email: adamdamanhuri@unesa.ac.id**Abstrak**

Komentator *League of Legends E-sport* dapat mendeskripsikan pertandingan *League of Legends* menggunakan istilah yang berbeda dari kompetisi olahraga lainnya. Penonton yang belum familiar dengan kompetisi *League of Legends E-sport* akan kesulitan memahami penjelasan dari komentator. Penonton yang bukan bagian dari komunitas *League of Legends* mungkin tidak memahami beberapa istilah yang digunakan oleh komentator *League of Legends E-sport*. Istilah yang digunakan oleh para komentator disebut *register*. *Register* digunakan oleh komentator *League of Legends E-sport* untuk menjelaskan kata atau istilah spesifik yang digunakan dalam kompetisi. Penelitian ini bertujuan untuk memberikan pemahaman tentang istilah spesifik dan umum yang digunakan oleh komentator *League of Legends E-sport* dan mengidentifikasi fungsi bahasa berdasarkan *register* yang digunakan. Penelitian ini didasarkan pada bidang *sociolinguistik* dan difokuskan pada *register* dan fungsi bahasa. Penelitian ini menggunakan metode kualitatif yang menggunakan dokumentasi untuk pengumpulan data. Penelitian ini menggunakan bentuk ucapan dari komentator *League of Legends E-sport* yang diambil dari video Youtube *League of Legends* sebagai objek data. Kondensasi data, penyajian data, dan penarikan kesimpulan digunakan untuk teknik analisis data. Dalam penelitian ini, ada dua bentuk *register* yang digunakan oleh komentator *League of Legends E-sport*. Bentuk pertama adalah *closed register* yang merupakan bentuk *register* khusus yang hanya digunakan oleh komentator *League of Legends E-sport*. Bentuk kedua adalah *more open register* yang merupakan bentuk umum dari *register*. Berdasarkan *register* yang digunakan, ada tiga fungsi bahasa yang digunakan oleh komentator *League of Legends E-sport*. Fungsi pertama adalah fungsi heuristik yang digunakan untuk memberikan pertanyaan yang menuntut jawaban. Fungsi kedua adalah fungsi interaksi yang digunakan untuk menghubungkan kontak antara pihak yang berkomunikasi. Fungsi ketiga adalah fungsi representasi yang digunakan untuk memberikan informasi, menyampaikan fakta, dan membuat pernyataan.

Kata Kunci: E-sport, League of Legends, Register, Sociolinguistik.

Abstract

League of Legends E-sport commentators may describe *League of Legends* matches using different terms from other sports competitions. Viewers who are not familiar with the *League of Legends E-sport* competition will find it difficult to understand the explanation from commentators. Viewers who are not part of the *League of Legends* community may not understand some of the terms used by *League of Legends E-sport* commentators. The terms used by the commentators are called *register*. *Register* is used by *League of Legends E-sport* commentators to explain the specific words or terms used in the competition. This study aims to provide an understanding of the specific and general terms used by *League of Legends E-sport* commentators and identify the language functions based on the *register* used. This research is based on *sociolinguistic* field and focused on *register* and language function. This study used qualitative method that used documentation to collect the data. This study used utterances from the *League of Legends E-sport* commentators taken from *League of Legends* Youtube videos as the object of the data. Data condensation, data display, and conclusion drawing are used for data analysis technique. In this study, there are two kinds of *registers* used by *League of Legends E-sport* commentators. The first is *closed register* which is a special *register* form that is only used by commentators of *League of Legends E-sport*. The second is *more open register* which is a general form of *register*. Based on the *register* used, there are three language functions used by *League of Legends E-sport* commentators. The first function is the heuristic function that is used to give questions that demand answers. The second function is the interaction function used to connect contacts between communicating parties. The third function is the representation function used to provide information, deliver facts, and make statements.

Keywords: E-sport, League of Legends, Register, Sociolinguistics.

INTRODUCTION

Communities or groups have various ways of communicating. In communications involving specific

situations, every community or group must have several terms or registers to explain something. The function of the terms or registers is to give information or describe particular things. In doing communication, it always

involves the parties who communicate whether it is for themselves or other parties. A communication process will run perfectly and understandable if the communication can be understood by both parties. In the League of Legends E-sport community, there are many registers created to make it easier for people to understand the information. According to Hamari and Sjöblom (2017), E-sport is a form of sports where the primary aspects of the sport are facilitated by electronic systems; the input of players and teams as well as the output of the E-sport's system are mediated by human-computer interfaces. Stated from the theory that E-sport is definitely different from other sports communities such as football or basketball. The terms or registers used in E-sport may be different because the E-sport system is mediated by human-computer interfaces.

Registers in League of Legends E-sport is one type of language that is used to make it easier to express things that happening in League of Legends matches. Commentators in the League of Legends E-sport competition often use registers related to the game because it is easier to use and to provide understanding among them especially for the viewers who are watching the match. The use of this register aims to make it easier for understanding and communicating practically between commentators or viewers. According to Biber and Conrad (2009), Register is a variety associated with a particular situation of use including particular communicative purposes. In this case, the use of registers can also be described for their situational contexts and communicative purpose. The use of language by commentators at E-sport competition and other competition is certainly different because of the different situations experienced by commentators. The use of language by League of Legends E-sport commentators is certainly different from other sports commentators.

This study has two purposes. First purpose was to identify the kinds of registers used by League of Legends E-sports commentators. Second purpose was to give understanding about the language function used by League of Legends E-sport commentator through their utterance.

Registers are divided into two kinds, which are closed registers and more open registers. According to Halliday (1994), closed registers are limited in terms of use and meaning. Based on the theory, the character of closed registers is limited by the number of words and the meaning is limited so it only contains certain information or news. This kind of register is an identity that is only used in the League of Legends E-sport competition. This kind of register is used by League of Legends E-sport

commentators to describe the certain situation in the match. Whereas for more open registers, regarding to Halliday (1994), more open registers have a variety of use in wide circle and variety of meanings associated with registers used. Based on the theory, the language used in more open registers is a general language. In the League of Legends E-sport competition this kind of register is easy to understand by ordinary audience because the registers used have common meanings.

The function of language based on the meaning of interdependence means to talk about the function in the process of interaction. In the meaning of interdependence, the sentence not only states the reality, but also the interaction between the speaker and the interlocutor. The relationships between people involved in expressing their intentions and goals have a variety of speech variants. Halliday in Nababan (1984) states that the language functions are instrumental function, interactional function, personal function, heuristic function, imaginative function, regulatory function, and representational function. Instrumental function is the language that is oriented towards the listener or the interlocutor. Interactional function is the function of language that is oriented towards contact between the parties that are communicating. Personal function is the use of language that is oriented directly to the speaker. Heuristic function is the use of language contained in expressions that ask or state an answer to a problem. Imaginative function is the use of language which is oriented towards the purpose to be conveyed. Regulatory function is language function as a supervisor, controller, and event organizer. Representational function is a language function to make statements, convey facts and knowledge, explain, or report the actual reality as seen or experienced by people.

This study has connections with two previous studies that also discuss the sociolinguistic field "Register". First previous study is "A Sociolinguistics Analysis of Register Used in Online Shop of Social Media (www.facebook.com)" by Alfi (2013). This previous study aims to identify the linguistic form and identify the registered meaning used in facebook online shop. Second previous study is "English Terms Used by Online Prostitution Community in Closed Groups of Social Media" by Octaviani (2016). In this previous study, the researcher aims to find the English term as a register form and register function. This study is different from the previous studies since it focuses on register and language function used by League of Legends E-sport commentators. The first main theory used in this study is from Biber and Conrad (2009) to get the data of register.

The second main theories are from Halliday (1994) and Nababan (1984) to get the data of kinds of register and language functions.

METHOD

This study used a qualitative method since the data were taken from the utterances of League of Legends E-sport Commentators. The object of the study was the commentators. The source of data was the utterances. The data used in this study were the registers in the form of words and phrases. According to Miles, Huberman and Saldana (2014), qualitative research is research that will bring up data in the form of words, not a series of words and the data can be obtained through observations, interviews, documentations, and artifacts. Therefore, in this study the description were being used to describe the data in the form of words and phrases from the League of Legends E-sport commentators' utterances.

The data used in this study were taken by using documentations as data collection technique from the object of the study. Utterances which contained registers were taken from the video display that contained communication between commentators and delivered to the audiences or viewers. The data obtained from the videos were described and classified in order to get the meaning and identify the language functions.

Data analysis technique was done by doing the data condensation, data display, and conclusion drawing. Data condensation used to focus on the data selection and identified the data. Data display used to analysing data. Conclusion drawing used to examine the data validity with the related theories.

FINDINGS AND DISCUSSION

The result and discussion will be explained separately. The explanation will begin with the results followed by discussion.

FINDINGS

1. Kinds of Register Used by League of Legends E-sport Commentators

In the league of Legends E-sport World final 2018 tournament, it is found some terms used by commentators and can be referred to as registers. Registers that are used in the tournament are divided into two types of registers called closed registers and more open registers.

1.1. Closed Register Used by League of Legends E-sport Commentators

Commentators in the League of Legends E-sport have registers specifically reserved for those who comment on the League of Legends E-sport matches. The closed registers they use are words that are not commonly used but those registers represent what is happening on the screen. This register used on a limited scale. In E-sport competition it is specifically used by commentators of the multiplayer online battle arena (MOBA) genre of game and League of Legends is one of them. These are the closed registers in League of Legends E-sport World Final 2018 which are uttered by the commentators:

Table 1 Closed Register Used by League of Legends E-sport Commentators

No.	Closed Register	Meaning
1	1-3-1 [1]	Middle attack formation
2	Ace [2]	Kill the entire enemies
3	ADC [3]	Attack Damage Carry
4	Buff [4]	Strength effect
5	CC [5]	Crowd Control
6	CS [6]	Creep Score
7	Death Timer [7]	Time for a player to respawn
8	First Blood [8]	First kill
9	Fog of War [9]	Map blind spot
10	Gank [10]	Ambush other players
11	HP [11]	Health Points

1-3-1 [1]

"Start off with the 1-3-1 but the right flank and anything possible for Fnatic"

The term 1-3-1 includes in the closed register because it is the code from the commentator in the game to describe the strategy from the Fnatic team. It means that the 5 players from Fnatic are ready to attack by splitting a player between the top lane, three players in the middle lane, and a player in the bottom lane.

Ace [2]

"Fnatic will be aced as Jackie's in the base"

Ace is obtained when a team success to kill the whole living enemy team to show the capability of being dominant in the game. In data [2], the commentator uses the language to show that Team Fnatic get aced by Team Invictus Gaming.

ADC [3]

"No flash available he will leap strike over to his ad carry"

ADC is the abbreviation of attack damage carry. this term is used to describe a player who plays in the bottom lane of the map. The commentators often use this term to call a player who can give a huge amount of damage to the enemy player or team. From the data [3],

the commentator informs the audiences that his teammate is leap strike to the ad carry to get help.

Buff [4]

“Jungler heads into the blue buffs of the opposition”

In League of Legends, normally buff is a strength effect for the player who gets it. Buff can be obtained by killing the monsters in the jungle. The commentator here, talking about a jungler who is trying to kill a monster buff in the enemy jungle. Players not only can get the buff effect through monsters in the jungle, they can also get the buff effect through the help of other players and by raising the player's level.

CC [5]

“sOAz wants to find something but that long's able to go in with CC”

CC is the abbreviation of crowd control. Normally crowd control can be concluded as a condition when a team fight happens and a team can land their attack or skill to the other team successfully. Crowd control can also be used when there is a one versus one fight situation provided that there is a successful skill landing to other players.

CS [6]

“Three lanes here are losing for Fnatic when it comes to the carry CS”

CS is the abbreviation of creeps score. In League of Legends creeps are small troops that attack through each lane. Here what is meant by creep score is the number of small troops that have been killed by each player. Creep score is important because players with high scores have the possibility to get strong quickly. In the commentator's explanation mentioned in data [6], explained that the Fnatic Team suffered a loss in the number of creep scores in each lane.

Death Timer [7]

“Gonna take down the inhibitor and the death timers taking away”

Death timer is a special term in the multiplayer online battle arena genre game that is used to refer to the time needed for a player who has been killed to be able to live and play again. The longer the match lasts, the longer the death timers received by the players killed in battle. In the utterance mentioned in data [7], the commentator says that the five players from the killed Fnatic Team will soon be alive and ready to defend their base which is attacked by the opposing player.

First Blood [8]

“Caps gonna be taken very low who comes out who comes out first blood”

First Blood is another special term in the multiplayer online battle arena genre game that is used to describe the first death caused by a battle between players. This term is important because not every player who dies for the first time in a match is first blood, only players killed by an opponent can be called first blood. First blood is also a term to indicate that a fight in a match has begun. In the data [8], the commentator explains that Caps (a player from Team Fnatic) got resistance from two players of Team Invictus Gaming and was killed for the first time in the 11th minute.

Fog of War [9]

“And that fog of war that it does provide to allow them to roam”

Fog of war is another special term found in the multiplayer online battle arena genre game. Fog of War is a term to show the general characteristics of the game that is represented visually as a dark veil over the terrain. In the explanation mentioned in the data [9], mentioned that the fog of war contained in the Team Fnatic map side map makes it easy for Team Invictus Gaming to roam and attack Team Fnatic.

Gank [10]

“Trying to make happen now three-man gank”

In the league of legends, the term gank is used in conditions where one or two players are attacked by three or more opposing players suddenly. This term is included as a closed register because it is a game term used by E-sport commentators in the multiplayer online battle arena genre.

HP [11]

“Gravity well trying to get himself away down to 50 HP”

HP is the abbreviation of health points. HP is a term used to refer to the amount of life each player's champion has. Health is represented by a blue or red bar above the player's champion in the game. As stated in the data [11] that the commentator mentions the remaining HP owned by one of the players.

In the League of Legends Worlds Final 2018 match, the commentators used those eleven closed registers. Those closed registers are 1-3-1, ACE, ADC, buff, CC, CS, death timer, first blood, fog of war, gank, and HP. The use of those closed registers are specifically used to describe events that occur in the Worlds Final 2018 matches. The registers used are special terms that only owned by the League of Legends E-sport community.

1.2. More Open Register Used by League Of Legends E-sport Commentators

In the League of Legends E-sport World Final 2018 tournament, found the use of terms which can be included as more open register. More open register have no exact meaning. This kind of register used in tournament is not a specific term that is contained and used in games and the register can be categorized as general terms that can also be used by people in other fields. The more open register has different meanings according to the topics and things discussed. These are the more open registers in League of Legends E-sport Worlds Final 2018 which are uttered by the commentators:

Table 2 More Open Register Used by League of Legends E-sport Commentators

No.	More Open Register	Meaning
1	Air Teleport [12]	Moving from a place to another
2	Burst [13]	Big damage
3	Champion [14]	The character used by a player
4	Flank [15]	Side attack
5	Lane [16]	The main path in the game
6	Scrim [17]	Practice game
7	Shutdown [18]	Killing a kill leader player
8	Skirmish [19]	Fight for a little reward
9	Tier [20]	Level of lane

Air Teleport [12]

“The board already starting up the rift, air teleport comes in”

Air teleport in League of Legends means that a player who is moving from one place to another place. In the data [12] the commentator describes the situation about a player who is air teleporting in the rift area marked with a blue line.

Burst [13]

“Into The Barrens, how do you itemize against burst magic damage?”

Burst is a term for mentions the devastating barrage of damage deals by a player’s champion. In League of Legends burst can also be interpreted as the maximum strength of damage. In data [13] the commentator mentioned about burst magic damage which means that there will be a big strength of damage coming.

Champion [14]

“To play that one out but we’re into champion select”

In general, the term champion is used for people who win a championship. In League of Legends, Champion is the term used for calling a player-controlled character. As contained in data [14] when the commentator explains the situation where the players choose champions to use in the third match.

Flank [15]

“But at the same time, it’s The Shy on the flank and you’ve got to respect”

Flank is a situation where a player attacks an opposing player through the alternative side of the front line. In League of Legends, flank can not be called as closed register because this strategy can also be called as side attack. In data [15] the commentator said that The Shy (a player from Team Invictus Gaming) is doing a side attack strategy or called flank.

Lane [16]

“In mid lane, he wants to ensure that Caps can push out the minion”

Lane is a general term used in E-sport that denotes the main road to attack enemies. Lane is a more open register because it is not a special term contained in the MOBA game. In League of Legends, there are three lanes called top lane, middle lane, and bottom lane. Data [16] showed that the commentator discussing something which happens in the middle lane.

Scrim [17]

“Brokedown for me the series showed me the IG that I saw in scrims”

Scrim is a practice game that is carried out before the official tournament starts. the term scrim is a general term used not only in the scope of E-sport but also in the scope of physical sports such as football and volleyball. In data [17] the commentator said about the Invictus Gaming team's performance which is the same as in their Scrims.

Shut Down [18]

“Jackey Love goes on a rampage the shut down”

Shut down is a more open register because this term is used in many fields. In League of Legends, the term shut down is used to indicate that the player with the highest number of kills in the last fight is finally killed as contained in the data [18].

Skirmish [19]

“Later game skirmishes where it just goes more and more in favor of Invictus Games”

Skirmish is a term used to indicate a battle on a small scale. In League of Legends, this term is used to

indicate a short battle that occurred and can make enemies killed as contained in the data [19].

Tier [20]

“Fnatic at least get the bottom lane tier one”

In general, tier is a term used to indicate the level of something. In League of Legends, this term is used to indicate objectives contain in all three lanes. Each lanes in League of Legends has 3 tiers. In data [20] the commentator stated that Team Fnatic gets the bottom lane tier one. It means that Team Fnatic has destroyed the tier one objectives in the bottom lane.

In the League of Legends Worlds Final 2018, nine more open registers were found. Those more open registers are air teleport, burst, champion, flank, lane, scrim, shut down, skirmish, and tier. Those registers are generally used outside the League of Legends E-sport environment and have general meaning as well. In this final matches the commentators used those nine more open register to give the audience an easier understanding.

2. Language Function by League of Legends E-sport Commentators

The language function in the register used by the League of Legends E-sport commentators is discussing functions in the process of interaction between speakers and audiences in the form of utterances. The processes are contained in the data [1] to [20] in the League of Legends World Final 2018 matches. In this study, there are three types of language functions from seven functions according to Halliday found in the utterances in the matches. These functions include 1 data of heuristic function, 3 data of interactional function, and 16 data of representational function.

2.1. Heuristic Function

Heuristic function is the use of language contained in expressions that ask or state an answer to a problem. In this research, there is one utterance that contained an expression that asking something.

[13] “Into The Barrens, how do you itemize against burst magic damage?”

The example of utterance above [13] is the language function that states the question. This makes the utterance demand an answer. In the utterance a commentator asked about how the players from Fnatic used items against the big damage that Team IG had.

2.2. Interactional Function

Interactional function is the function of language that is oriented towards contact between the parties that

are communicating. In this research there are three data of interactional function.

[14] “To play that one out but we’re into champion select”

The example of utterance above [14] is the language function to strengthen the continuity of communication. The utterance provides continuity of communication between commentators and audiences even though the match has not yet begun and has just entered the champion selection session.

[17] “Brokedown for me the series showed me the IG that I saw in scrims”

The example of utterance above [17] shows comment from a commentator after the match that gives an explanation of the match that has been completed. This shows that there is still ongoing communication.

[19] “Later game skirmishes where it just goes more and more in favor of Invictus Games”

The example of utterance above [19] is an interactional function. The utterance shows a post-game comment which gives information about the match that was over.

2.3. Representational Function

Representational function is a language function to make statements, convey facts and knowledge, explain, or report the actual reality as seen or experienced by people. In this research there are 16 data of representational function.

[1] “Start off with the 1-3-1 but the right flank and anything possible for Fnatic”

The utterance above [1] is an utterance spoken by commentators that contain knowledge for the audience. 1-3-1 is a strategy found in the game League of Legends. This makes data [1] included in the representational function.

[2] “Fnatic will be aced as Jackie’s in the base”

The utterance above [2] is an utterance spoken by commentators that contain an explanation in the game that shows that all players from Team Fnatic have been killed by players from Team IG. In other words the utterance explains the facts in the game.

[3] “No flash available he will leap strike over to his ad carry”

The utterance above [3] is a representational function that provides an explanation to the audience. An utterance is a form of information about what is the ADC player from the Fnatic Team doing.

[4] “Jungler heads into the blue buffs of the opposition”

The utterance above [4] is a representational function that provides an explanation to the audience. The commentator gives information and explanation about the jungler players from the IG Team who invaded the Fnatic Team jungle at the beginning of the game.

[5] "sOAZ wants to find something but that long's able to go in with CC"

The utterance above [5] is an utterance that provides an explanation to the audience. The utterance explained that one of the players from the Fnatic Team, sOAZ tried to win the team fight but Long's skill from Ning succeeded in giving crowd control to the Fnatic Team players.

[6] "Three lanes here are losing for Fnatic when it comes to the carry CS"

The utterance above [6] is a representational function. The utterance provided the facts in the ongoing match that the three Fnatic Team laners lost in CS (Creep Score). Creeps are small monsters that attack each lane and give gold to the player who killed them.

[7] "Gonna take down the inhibitor and the death timers taking away"

The utterance above [7] is a representational function. The utterance provided the facts in the ongoing match that JackeyLove from the IG Team will destroy the base while the players from the Fnatic Team waited for time to come back to life and protect their base.

[8] "Caps gonna be taken very low who comes out who comes out first blood"

The utterance above [8] is a representational function. In the utterance said, the commentator explained to the audience that Caps, one of the players from the Fnatic Team, was the first victim in the game by the two IG Team players.

[9] "And that fog of war that it does provide to allow them to roam"

The utterance above [9] is a representational function. At the utterance, commentators explained that the blind spot/fog of war gave the IG Team the advantage to roam into the jungle of the Fnatic Team to carry out attacks.

[10] "Trying to make happen now three-man gank"

The utterance above [10] is a representational function which gives the explanation in the ongoing match. Here the commentator explains the three players from the Fnatic Team who will attack one of the IG Team's players.

[11] "Gravity well trying to get himself away down to 50 HP"

The utterance above [11] is an utterance that gives an explanation of what happens in the match. Here the commentator explains that Caps, a player from the Fnatic Team survived from Team IG's gank through the gravity skill with 50 remaining health points.

[12] "The board already starting up the rift, air teleport comes in"

The utterance above [12] is an utterance that gives an explanation of what happens in the match. The commentator explained about the two teams who wanted to kill an objective in the river and one of the players from the Fnatic Team wanted to help by moving through air teleport.

[15] "But at the same time, it's The Shy on the flank and you've got to respect"

The utterance above [15] is an utterance spoken by commentators that contain explanations and statements. The commentator explained to the audience that JackeyLove, a player from the IG Team wanted to do flanking. The commentator also gave a statement that the Fnatic Team who knew of this had to retreat because they were pressured.

[16] "In mid lane, he wants to ensure that Caps can push out the minion"

The utterance above [16] is an utterance that gives an explanation of what happens in the match. The commentator explained that Broxah wanted to ensure that his colleagues in the middle lane Caps, could push out minions.

[18] "Jackey Love goes on a rampage the shut down"

The utterance above [18] is a representational function. The utterance explained that JackeyLove, a player from the IG Team, succeeded in killing the kill leader of the Fnatic Team.

[20] "Fnatic at least get the bottom lane tier one"

The utterance above [20] is a representational function. Here the commentator explains that the Fnatic Team that is currently lagging behind, managed to get a tier-one bottom turret.

Heuristic function found when during the matches, the commentators had time to ask to other commentators or the audience. The use of more open register "burst" also make an explanatory to the heuristic function because general audiences can understand about the meaning of that register. The interactional function was found three times in the comments of League of

Legends E-sport commentators. These comments are a form of opinion conveyed by the commentator as a direct interaction with the commentator or indirectly with the audiences. The use of more open registers “champion”, “scrims”, “skirmishes”, make interactions easy to understand for the general audience. Representational function found in the League of Legends E-sport commentators' contained both closed register and more open register. This is because the comments from the League of Legends E-sport commentators in those final matches focus at explaining the events that occurred in the match and giving understanding to the audience.

DISCUSSION

Based on the analysis above, There are 20 registers used by League of Legends E-sport commentators. Those registers divided into two which are close register and more open register.

Close register is a special register used by commentators. This register has limited use, in this case only used in the League of Legends game. Registers included in the closed register used by League of Legends E-sport commentators are 1-3-1, ACE, ADC, Buff, CC, CS, Death Timers, First Blood, Fog of War, Gank, and HP. More open registers are more flexible. Registers that are included in the more open register category can be used by people in other fields, not only in the field of games. Those registers are Air teleport, Burst, Champion, Flank, Lane, Scrim, Shutdown, Skirmish, and Tier.

Registers are grouped according to type based on the use of these registers. Each type of register has a different meaning depending on the context. Registers included in the closed register are registers used and contained in the game. Closed register used by League of Legends E-sport commentators has a constant meaning. This means that the register is limited in use in the gaming field. Unlike the use of more open registers which have a general meaning. This means that the more open registers used by these commentators could have different meanings if used by people in other fields.

Commentators in League of Legends E-sport use closed registers or more open registers for certain communicative purposes. Based on data [1] to [11], closed registers are used to give an understanding of the audience who do not understand the language contained in the game League of Legends. That is why all Closed registers are included as representational functions. The use of more open registers in data [12], [15], [16], [18], and [20], serves to express the reality that occurs. Although the registers are not limited terms contained in

the game, those registers are included as the representational function because those registers help to explain what is happening in the game. In data [13] the more open register has a heuristic function because the language used is the language that demands answers. Data [14] includes a more open register that has an interaction function because the register is used by commentators to guarantee communication when the game has not yet begun. Whereas data [17] and [19] are used to complete communication after the game ends.

CONCLUSION AND SUGGESTION

CONCLUSION

There are 20 registers used by League of Legends E-sport commentators in League of Legends matches. Those registers divided into two kinds, closed register and more open register. There are 11 registers included in the closed register and 9 registers included in the more open register.

Closed registers are the limited terms. This kind of register only contained in the game and only used by the League of Legends commentators. More open registers are the general terms which have different meaning according to the context. More open register is flexible because it can be used by people in other field.

The functions for each register are described based on the language used by the commentators. The language functions contained in utterances used by the commentators are heuristic functions, interactional functions, and representational functions. Closed registers are included in the representational function because the meaning of those registers are limited and serves as an explanation. More open registers are included in the heuristic function, interactional function, and representational function because more open registers are general terms and have meaning that depends on the context in the conversation.

SUGGESTION

This study about registers used by the League of Legends E-sport commentators is intended to give an understanding of terms used in League of Legends game. This study is aimed to assist the people who are not familiar with terms in League of Legends E-sport.

Regarding registers, there are still many topics to be found especially those related to the register used by League of Legends E-sport commentators. This study might be useful for other studies as additional information related to this study topic with the same theories.

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