



AN ANALYSIS OF REGISTER USED IN *TRUE SIGHT: THE INTERNATIONAL 2019 DOTA 2* DOCUMENTARY MOVIE

Muhammad Rafi Arjuna¹, Havid Ardi²

English Department

Faculty of Languages and Arts

Universitas Negeri Padang

email: arjuna.rafi28@gmail.com

Abstract

This research aims at examining the types of register and function of register in true sight: The International 2019 dota 2 documentary movie. The purpose of this research is to describe the types of register that appear in true sight: The International 2019 dota 2 documentary movie and to identify the functions of the language register that appear in true sight: The International 2019 dota 2 documentary movie. The data were directive utterance that uttered by characters and the source of the main data in this study was true sight: The International 2019 dota 2 documentary movie and its script. This research belonged to a descriptive qualitative method. The results of the study show that there were four types of register and five types of functions of register. The amount totals of data are 157 data type of register. In types of register, there are 47 data of formal register, 36 data of informal register, 26 data of over-formal register, and 48 data of reporting register. While in functions of register, they applied emotif functions 24 data, rhetorical funtion 57 data, cognitive funtion 59 data, poetic funtion 15 data and interpersonal function 2 data. Register types in the form reporting is commonly used in True Sight: The International 2019 DoTA 2 documentary vovie and cognitive function is the mostly used in functions of register which is a strategy where the utterances are uttered clearly and concisely.

Key words: Register, Types of register, Functions of register

A. INTRODUCTION

The variation of language is the fundamental subject of sociolinguistic studies. Language variation will be evident in the dialogue used by the members, such as in the process of communicating every day. In conducting communication, people need a medium to express their intentions and messages.

According to Chaer and Agustina (2004: 62) language variation distinguished by their speakers and use. Based on the speaker, it means who uses that language,

¹ English ELLSP of English Department of FBS Universitas Negeri Padang graduated on September 2023

² Lecturer of English Department of FBS Universitas Negeri Padang



where are their lives, how their social position are in the community, and what kind of gender. Based on its use, it means that language is used for what, in what field, what path and tools, and how the situation is formalized.

The register is one branch of sociolinguistic that studies language in certain fields. The characteristics of each community and certain fields can make the language used unique. The register is also a variety of language that is different from the other because of the distinctiveness of its use. This statement is corroborated by Nababan in Chaer (2004: 68) who said that variations in language with it is used or usage called registers.

In the book *Theory and Linguistic Method II* (Usdiyanto, 2003) explained that the register can arise for two things. First, the register arises because of the common activity that is not related to the profession. Secondly, registers can arise because people belong to the social profession together. In this case, the E-Sport players register may arise because the language used by the E-Sport players is the language owned by the them who have the same profession. Therefore, the E-Sport players register can be categorized as a profession register. Register sets of language items associated with different occupations or social groups (Wardaugh & Fuller 2015). In other words, register is a variation of the language used based on the field of uses, styles, levels of formality, and the media used, for example language in sports, social media, television, journalism, and radio.

In this digital era, a lot of people around the world especially young people play online games. In online games, a lot of people use many kinds of language. One of the biggest online games that played by people around the world is DoTA 2. DoTA 2 is an online game that involves interaction most of the time because they need it for negotiating their strategy during playing this game.

In playing DoTA 2 communication is an important thing to be done by the players. Since it is a battle game and involves strategy, a player needs to keep communicating with their partners to arrange their strategy during the game. The communication is done in both of written and spoken. DoTA 2 system facilitates players with text chat, voice chat, alert messages in the arena or also called as “ping”, or by writing on the minimap.

Study on register have been done by several researcher. Here’s several researcher that conduct research about register in online games. First, there is Tut Yanti (2019) that has a research entitled *An Analysis Of Register In The Conversation Of Police Members Of Gowa Police Resort*. Second, Hendro (2020) in his thesis do a research about register with the title *an analysis of register in mobile legends game*. Lastly, Nurul (2019) study register on her journal entitled *register pengguna game online “mobile legend” di warung kopi daerah lidah wetan surabaya*.

Based on this research background and considered the previous research about register in online games, researcher want to further examination about register that appear in true sight: *The International 2019 dota 2 documentary movie*. The

results of this research are expected to enrich the study of the Register, especially the use of the register in the DOTA 2'S player community and enrich linguistic studies, especially sociolinguistic studies, and provide more information about terms in the DOTA 2 Online Game.

B. RESEARCH METHOD

This research used descriptive qualitative method which means the description or the condition of such phenomena will be the issue that the researcher concern about. Qualitative research explored question such as what, why and how, rather than how many and how much, it is primarily concerned with meaning rather than measuring (keegan, 2009:11). There are three steps of qualitative research method. Those are collected the data, analysis, and interpretation that researchers propose for their studies. (Cresswell, 2014:45).

C. RESULT AND DISCUSSION

1. Research Finding

The researcher found several types of register. They are, formal, informal, over-formal, and reporting. For explanation about types of register, the researcher explained it below:

Table 1 Types of register data analysis

Types of Register	Data Found
Formal Register	47
Informal Register	36
Over-Formal Register	26
Reporting Register	48
TOTAL	157

Based on the table above, there were 4 types of register found in True Sight: The International 2019 DoTA 2 Documentary Movie. They are 47 data of formal, 36 data of informal, 26 data of over-formal, and 48 data of reporting. Researcher also found several functions of register in this research. They are, emotif, rhetorical, cognitive, poetic, and interpersonal. For explanation about functions of register, the researcher explained it below.

Table 2 Functions of register data analysis

Function of Register	Data Found
Emotif Function	24
Rhetorical Function	57
Cognitive Function	59
Poetic Function	15
Interpersonal Function	2
TOTAL	157

Based on the table above, there were 5 functions of register found in True Sight: The International 2019 DoTA 2 Documentary Movie. They are 24 data of emotif, 57 data of rhetorical, 59 data of cognitive, 15 data of poetic and 2 data of interpersonal.

Researcher concluded that types of register has several functions. Each types of register has it. For explanation about that, the researcher explained it below.

Table 3 Types and Functions of Register

Register Function	Formal Register	Informal Register	Over- Formal Register	Reporting Register	TOTAL
Emotif Function	5	13	5	1	24
Rhetorical Function	35	13	2	7	57
Cognitive Function	4	4	18	33	59
Poetic Function	2	5	1	7	15
Interpersonal Function	1	1	0	0	2
TOTAL	47	36	26	48	157

Based on the table above, there were several functions found in each types of register. In formal register we have 5 data of emotif, 35 data of rhetorical, 4 data of cognitive, 2 data of poetic and 1 data of interpersonal. In informal register we have 13 data of emotif, 13 data of rhetorical, 4 data of cognitive, 5 data of poetic and 1 data of interpersonal. In Over-formal register we have 5 data of emotif, 2 data of rhetorical, 18 data of cognitive, 1 data of poetic and 0 data of interpersonal. And reporting register we have 1 data of emotif, 7 data of rhetorical, 33 data of cognitive, 7 data of poetic and 0 data of interpersonal.

Formal Register

a) Formal register

According to Bieber (1994:352) Formal register is a type of register that incorporates Standard American English and is used by professionals or in situations where people are not familiar with one another. Formal register, seen more often in writtin language than in spoken, is used in the professional realm and when people are not familiar with each other. The following are representative data which show formal register:

Datum 5 / 00:01:53 --> 00:01:56

“I want you guys to feel free and play on your best abilities”

This sentence uttered by Kuroky as the captain of the Liquid’s team. He talked to his teammate with the formal situation. According to Bieber (1994:352), formal register is a type of register that incorporates Standard American English and is used by professionals or in situations where people are not familiar with

one another. In this sentence formal situation can be determined from the meeting scene in the documentary movie. The situation is pictured by connection between Captain and the player. Because there is relation gap between them, so we can say this sentence uttered in formal situation. This sentence analyzed as formal register because the context of the sentence that has been spoken and the language structure that they used. We can see in this sentence they used a formal structure in accordance to standard american english. The element subject, verb, object, and adverb in the sentence structure is suitable with the standard american english and the word choice in this sentence is the formal words of english. Because of that, the researcher determined this sentence into a formal register based on that reason.

The function of register that used in this sentence is Rhetorical or Directive function because according to Jacobson in the Chaer & Agustine (2004: 15) Rhetorical or Directive function is one form of language that can use in the form of orders, prohibitions, requests, invitations, suggestions, or advice that function aims to ask people to do something and expect a response from them. This sentence uttered by the captain because he wants to motivate his teammate or in addition we can say he give some advice to his teammate so that this data analyzed has rhetorical function.

b) Informal Register

Informal register is a type of register used with more familiar people in casual conversation. In the informal style of register, contractions are used more often, rules of negation and agreement may be altered, and slang or colloquialisms may be used. Informal register also permits certain abbreviations and deletions, but they are rule governed. The following are representative data which show informal register:

Datum 14 / 00:05:37 --> 00:05:40
“Let's light 'em up; gimme Tinker, too”

This sentence uttered by the Omar as Liquid's player. He talked with the informal situation. In this sentence informal situation can be determined from the Player interaction scene in the documentary movie. The situation is pictured by connection between players. This data classify into informal register, because of the word choice that he used, the relation between the players and the word he shortened words to make it easier to pronounce and understands to his teammate on what basis he said the sentence without questioning why he did that.

The function of register that used in this sentence is Poetic Function. According to Holmes (1992: 258) says that Poetic Function is using poetic features such as metaphor, metonymy, alliteration, rhyme, ambiguity, repetition, simile and antithesis. This function focuses on using language as art in communication. The language features that function as poetic are using words that have multiple meanings, special vocabulary, rhymes, songs, and advertising languages. This sentence uttered by Omar as Liquid's player because he wants their enemies are distress a whole match that make them a spirit during the match

happened. A word “light” can be interpreted as melting down until nothing is left and also describes how annoyed and furious Omar as team Liquid is towards the OG team

c) Over-Formal Register

Over-formal register is a type of register that can be characterized by the use of a false high-pitched nasal voice. The following are representative data which show over-formal register:

Datum 53 / 00:17:42 --> 00:17:46

“They may have lost their rax but they team wipe Team Liquid!”

This sentence uttered by the caster of the game. In this sentence formal situation can be determined from the casting scene in the documentary movie. The situation is pictured by the role of caster in this tournament who has to be in a formal situation because he leading the tournament formally. This statement captured in the documentary movie. This data classify into over-formal register, because of the high pitched voice that he used in his sentence so we can classify this data into it. Because, according to Bieber (1994:352), over-formal register is a type of register that can be characterized by the use of a false high-pitched nasal voice. This sentence has a high pitch nasal voice because at that situation OG’s team wiped out team Liquid from the war that make the caster shocked for the incident that make OG team easily to push the tower to get close for winning the match.

The function of register that used in this sentence is Cognitive function because according to Jakobson in his book, this function provides information, so it is often use to emphasize certain messages as important information. This can be find when someone reports, gives information, approves, or protests on something. This sentence uttered by the caster because he wants to gives information about the match so that this data analyzed has cognitive function.

d) Reporting Register

According to Bieber (1994:354) Reporting register is a type of register characterized by easily observable verbal and non-verbal cues: flat intonation, rapid rate of speech, relatively low pitch, absence of marked facial expressions, and gestures. Reporting register can be oral or written. The following are representative data which show reporting register:

Datum 57 / 00:18:53 --> 00:18:55

“This Spectre is just an absolute monster”

This sentence uttered by the caster of the game. This data classify into reporting register, because, according to Bieber (1994:352), reporting register is a type of register characterized by easily observable verbal and non-verbal cues: flat

intonation, rapid rate of speech, relatively low pitch, absence of marked facial expressions, and gestures. This sentence analyzed as reporting register because the context of the sentence that has been spoken, intonation, and the low pitch voice that the caster used in this sentence. The reason the caster stated this was because Ana as OG's player played so brutally that the caster reported after Ana slaughtered all of the enemies back to their basement.

The function of register that used in this sentence is Poetic Function. According to Holmes (1992: 258) says that Poetic Function is using poetic features such as metaphor, metonymy, alliteration, rhyme, ambiguity, repetition, simile and antithesis. This function focuses on using language as art in communication. The language features that function as poetic are using words that have multiple meanings, special vocabulary, rhymes, songs, and advertising languages. This sentence uttered by caster, the reason the caster stated this was because Ana as OG's player played so brutally that the caster reported the incident by comparing Ana's hero as a monster.

2. Discussion

a) Type of Register

Based on the research finding above, there were 4 types register found in True sight: The International 2019 DoTa 2 Documentary Movie. They are 47 data of formal register, 36 data of informal register, 26 data of over-formal register, and 48 data of reporting register. The research found that type of register in the form reporting register is the commonly used in True sight: The International 2019 DoTa 2 Documentary Movie. Reporting register is useful to build the story in the documentary movie. Because, True sight: The International 2019 DoTA 2 is a documentary movie that tell us about the journey of DoTa 2's team to win the competition. In this documentary movie we can see a lot of scene that pictured about the competition. Start from how player communicate each other, how caster lead the show, and even how the coach speak to their players. So, based on that explanation we can conclude that this documentary movie is about reporting something to us. Players, even casters in True sight: The International 2019 DoTA 2 documentary film are more likely to report an incident or the tempo of a match in the DoTA 2 game. This makes the results of this research align logically with the theme and storyline of the documentary movie. As the researcher mentioned above, the results of this research found that reporting register is the commonly used in this documentary movie and this documentary movie also extensively tells the story of reporting incidents that occurred during the Dota 2 competition.

b) Function of Register

From the research findings above, there were 5 functions register found in True sight: The International 2019 DoTa 2 Documentary Movie. They are 24 data of emotif function, 57 data of rhetorical funtion, 59 data of cognitive funtion, 15 data of poetic funtion and 2 interpersonal function. The research found that type of register in the form reporting register is the commonly used in True sight: The

International 2019 DoTa 2 Documentary Movie. Cognitive function is mostly used in True sight: The International 2019 DoTa 2 Documentary Movie. As we know, DoTa 2 is a game online that needs a strategy to win it. So, each players in this game has to give information during the game to their teammates about the strategy and also casters in DoTa 2 competitions need to share the information to audience about the game. Based on the explanation, we can understand that the use of cognitive function is widely employed, its because according to Jacobson (2004) Cognitive function provides information and also often use to emphasize certain messages as important information. This can be find when someone reports, gives information, approves, or protests on something. So, it can be concluded that the giving information, messages and reports are very dominant in True sight: The International 2019 DoTa 2 Documentary, because the documentary itself is re-report an incident, that's why cognitive function is most prominently featured in this documentary movie.

Based on the explanation of the types and functions of registers above, we can conclude that in the documentary film "True Sight: The International 2019 DoTA 2," there are numerous instances of using the reporting register type and cognitive function. This is certainly in line with this documentary film, which frequently showcases conversations between casters and players discussing the reporting of in-game events and providing information about the progression of the game's match.

This study seems to align with another study done by Nurul (2019) she did an online game user register "mobile legend" in lidah wetan regional warung kopi regional surabaya, The result and discussion of her analysis are abbreviations in the form of abbreviations, acronyms, fragments, and contractions in the register of mobile legend players because of habits like shorter languages, and also there are invective word in the form of word, phrase, and clause in the register of mobile legend players because players assume that crusing is a familliarty.

D. CONCLUSION AND SUGGESTIONS

1. Conclusion

Based on the findings and discussion above, it can be concluded that there are 5 types of directive speech act and 4 kinds of politeness strategies used in Green Book movie.

After analyzing data based on the speech act's theory, the researcher found that the use of directive speech in a movie reflected an interesting utterance in a movie. In this analysis, the researcher found five kinds of directive speech act. The amount totals of data are 166. They are 41 data of commanding, 37 data of requesting, 55 data of questioning, 25 data of suggesting, and 8 data of forbidding. The researcher using three types of meaning viewed from locutionary act, illocutionary act, and perlocutionary act.

In analyzing Politeness strategies of directive speech act, the research found 4 types of politeness strategies in Green Book movie. They are bald-on record 85 data, positive politeness 65 data, negative politeness 14 data and bald-

off record 2 data. The researcher also explained the context of situation in conversation. the data was analyzed by using Brown and Levinson's theory.

2. Suggestion

Based on the finding of this study, the researcher gives advice to the linguistics students who want to research in the same field. The theory of register not limited to Bieber's theory only. Yule, Haliday and Keegan theory can be discussed deeply by the next research consider that there are a few researchers who research this register's theory. Also, in analyze function of language, it is not limited only in register. Function of language can be analyzed in other kind of utterance theory. Thus, the writer suggested that the future researcher will study the register and function in different type of utterance or object such as speeches, books, novels, or advertisement to be compared with this research in order to collect better understanding about register analysis in the future.

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