

## Unpacking Taboo Words in Game Chats: A Content Analysis of MLBB Games

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### Abstract

*This research attempted to explore the types of taboo expressions in the MLBB game chat and ascertain the reaction to the taboo words adopted in the MLBB game chat. The Qualitative Content Analysis Method was applied in this study. The researcher interviewed three MLBB game players and took screenshots of their in-game chat comments in order to gather the data. The results demonstrate that while not all MLBB players adopt the types of taboo language, there was one player who exclusively utilized it. The category with the greatest data is vulgar terms, with 32 words or 40% of the total; the second category is epithets and obscenity, with 22 words or 27.5% of the total; and the third category is profanity, with just 4 words or 5% of the total. Factors that contribute to players employing taboo words in MLBB games include their desire to draw attention, insult teammates or enemies, and provoke opponents to make the game exciting. Upon insulting and provoking their opponents, players feel relieved and pleased because their emotions were let out in the game. Subsequently, the findings have significant ramifications for enhancing learners' awareness of taboo language and contributing to the advancement of linguistic disciplines.*

**Keywords:** *taboo words, in-game chats, MLBB games*

### INTRODUCTION

Inevitably, humans are social creatures that require constant interactions with other individuals through communication. Humans adopt language to communicate on a daily life. Language is an important part of human existence since it enables individuals to easily interact with one another (Tri and Sagala, 2019). To put it another way, humans utilized language to express their intentions to others. Linguistics includes language. Sociolinguistics is a subfield of linguistics. Sociolinguistics examines the relationship between language and society, as well as how language functions in communication (Wardhaugh, 2006). Humans may convey their views, ideas, thoughts, emotions, and ambitions to their society through language (Sutiayatno, 2018).

Since technology developed rapidly in the modern era in which people live, enabling individuals all over the world to connect (Liando et al., 2021), people now can interact using modern electronics through electronic gadgets such as smartphones and tablets, making it easier for them to interact and socialize because of technology (Lengkoan et al., 2022). People are under pressure to adopt new lifestyles and thus technological advances. (Akram et al., 2017). As the result, humans no longer pay attention to the norms that exist in their society.

When communicating, humans must pay attention to the words that had been spoken in order to reduce the occurrence of conflict. Because it could be that the words spoken are the same but because of different places the meaning and purpose of the words in society may

differ. That can lead to wrong perceptions in other communities (Affini, 2017). Affini (2017) also gives examples such as "Bujang" in Batak language is rude language, while the word "Bujang" in Javanese is a single or unmarried man, and "David is still single" means he is single or unmarried. This difference in the meaning of the language makes some people feel emotional because they think the language spoken is abusive language. This abusive language is recognized as taboo language.

Additionally, Fairman (2009) proposed taboo as an act of prohibiting the personality of a community or culture in a certain context. In every culture, there are taboo actions & words speakers should not do and speak. In other words, not all cultures have the same meaning when speakers communicate with each other, the large variety of cultures, especially in Indonesia, makes many different languages used but have different meanings (Freud, 2012).

In the modern era, the level of information technology is advancing quickly. (Djakasaputra et al., 2021). The use of mobile gaming among teenagers is increasing along with the rapid growth of smartphones. Since smartphones offer gaming characteristics and are portable, making it easy to play anytime, anywhere, and people are interested in playing games on their mobile devices (Kishimoto et al., 2021). Specifically, the phenomenon releases the game Mobile Legends Bang Bang.

The popularity of the game Mobile Legends Bang Bang is also supported by an increasing number of players. There are 43 million people active monthly users in Southeast Asia and almost 50 percent people of the total users in Indonesia (Sunarto et al., 2019). Mobile Legends was released on July 14, 2016, by Moonton. This game is played in a Multiplayer Online Battle Arena (MOBA), where teams can have up to five players each since the mobile legend game entered Indonesia, this game is popular. Many people play it, from children to adults, and not limited to gender, men and even women. The number of people who play this game does not rule out the possibility to interact with others. In this game, there is a chat column provided for communicating with fellow players, or enemies while playing.

Pertaining to the high interest in the Mobile Legend game, the researcher is interested in performing this study to analyze taboo words in in-game conversations. In fact, the taboo term occurs not only in music, movies, or social media, but it also appears in games. Due to many MLBB players used disrespectful words during playing the game, the researchers believe that taboo languages need to be unpacked their types in order to provide rational reasons why the players adopted the taboo words in playing the MLBB Games.

In brief, using taboo words have become more common and created a culture for young generations nowadays. This situation is highly unethical. Thus, conducting this study is crucial. Moreover, this research is significant since it presented both theoretical and practical advances, notably in the field of sociolinguistics. Theoretically, the study is supposed to provide an illustration of English taboo terms, particularly those used by MLBB players. Furthermore, the results of this study will enlighten learners and instructors in the English Literature Department about English taboo words included in the MLBB game, especially the types, purposes, and usage pattern of the taboo terms. It also can enlarge the other readers' knowledge of the newest taboo terms. The results of this study can be utilized as a guide for future academics to investigate English taboo terms with different objects and theories.

## METHOD

Qualitative Content Analysis was applied in this study. Qualitative techniques enable the researchers to examine the data and decipher its significance (Schreier, 2012). The goal of qualitative content analysis is to classify enormous amounts of text into an effective number

of categories that represent related meanings. (Weber, 1987). This study used the content analysis method from Krippendorff (2004), which viewed the data as representations of text, images, and expressions created for seen, read, interpreted, and acted upon for meaning.

The data was taken in two ways. Firstly, the researcher has taken the data from interviewing 3 people who are participants in MLBB games. Secondly, the data was taken by screenshots from comments in-game chats MLBB games. Here is the name of the players that the researcher will interview:

**Tables 2.1.** The Interviewed Players

No.	Username	Player
1	<i>BatukBerdahak</i>	1
2	<i>-SouLking-</i>	2
3	<i>Fathussabil</i>	3

In order to get consistent and complete data, the researcher employed several data collection techniques such as observation, interview, and documentation. Observation refers to the technique for gathering data that involves making observations immediately at the site where the study is being conducted, together with a record of the condition or behavior of the objective object (Sidiq & Choiri, 2019). On the other hand, interviews are employed to reveal problems that must be studied, and researchers want to know things from respondents more deeply. Interviews were divided into two, namely structured interviews and unstructured interviews. Structured interviews are used as a data collection technique if the researcher knows for sure what information will be obtained. Meanwhile, unstructured interviews are used as a data collection technique if the researcher does not know exactly what data will be obtained so that the researcher listens more to what is conveyed or told by the respondent. Lastly, published records or private documents including pictures, films, audio recordings, diaries, and other notes are both examples of documentation. Any type of written or spoken documentation that the researcher compiles is considered documentation and can be used to support other data.

To facilitate the analysis of the data obtained in this study, the researcher conducted an analytical procedures model from Krippendorff (2004) as follows: (1) downloading, and transcribing data that have been recorded with manual and audio transcription, reviewing their accuracy, and reading them in their entirety for coherence are all part of the decontextualization process. Open coding was used to identify the unit of meaning and code for each individual. Similar characteristics in the data set were found and categorized after the open coding of the data was completed; (2) the original text is read again during the recontextualization step together with the final list of meaning units to ensure that every component of the information covered is relevant to the research topic; (3) in this step, the writer identifies the themes and categories that are derived from the data. The data compilation also contains a summary of themes, categories, or sub-themes presented in table format (Bengtsson, 2016); (4) In the last point, the researcher evaluates whether the data are reasonable and make sense in light of the literature. The researcher can verify the respondents, which is going back to the informant and presenting the findings to obtain consensus, validate the results, and increase the justifiable of the research.

## FINDINGS AND DISCUSSIONS

In this phase, researcher attempted to elucidate the results to answer the formulation of the problem in this study, regarding the types of taboo words appeared in MLBB games chats and the reasons why were taboo words pronounced by MLBB players.

### 3.1. Findings

#### 3.1.1. Types of Taboo Words in MLBB Game Chats

In pursuant of Batistella (2005), types of taboo words have 4 types, namely Epithets, Profanity, Vulgarity, and Obscenity. In this MLBB Game Chats 2 players were engaged 3 types that is Epithets, Vulgarity and Obscenity, while 1 player engaged all types. The result can be described in the table below:

**Table 3.1.** Proposition of Taboo Words

No.	Types	Numbers	Percentages
1	Ephitets	22	27.5 %
2	Profanity	4	5 %
3	Vulgarity	32	40 %
4	Obscenity	22	27.5 %
<b>Total</b>		<b>80</b>	<b>100 %</b>

#### a. Epithets

Epithets referred to the different kinds of slurs, like gay, nigger, bitch. Usually these refer to race, ethnicity, gender, or sexuality, but they can also refer to appearance, disability, or other characteristics. The data below exemplified this concept:

Username *BatukBerdahak* as *Harley Hero* said: “*Miya lonthey*”

At 08.56, username *BatukBerdahak* as *Harley Hero* gave a comment dedicated to his team. He typed “*Miya lonthey*” or “*Miya bitch*”, because *Miya* has the lowest level from the other players in a team and can make the team's defense weaker and easier to kill by the enemies.

Username *Fathussabil* as *Roger Hero* said: “*Siap-siap nangis ya cebol.*”

At 00.16, username *Fathussabil* as *Roger Hero* gave a comment dedicated to the enemy. He typed “*Siap-siap nangis ya cebol*” or “*Get ready to cry, midget*” aimed to provoke the enemy at the beginning of the game.

Username *-SouLking-* as *Layla Hero* argued: “*Homoo kelen bertiga.*”

At 06.09, username *-SouLking-* as user *Layla Hero* gave a comment dedicated to the enemy. He typed “*homoo kelen bertiga*” or the three of them are gay. Due to he had been killed by his enemy which amounted to 3 people, and he was annoyed with his opponent then he said that word to show his anger towards his enemy.

#### b. Profanity

Profanity is considered as highly offensive, or disparage in many cultures because it is socially offensive and degrade to others. An oath can also refer to a sacred term that denotes something worthy of respect but is used to undermine the sanctity of speech or cause blasphemy. The screenshot of profanity can be seen in the appendices. For more details, see these examples below:

Username *Fathussabil* as *Lancelot Hero* commented: “*Ya lord gampang!*”

At 08.45, *Fathussabil* as *Lancelot Hero* said to all players “Ya lord gampang” or “God, it is easy!”. Because he had killed hero Claude, he felt he was great, then he tried to draw attention to the enemy by saying “*God, it is easy*” to the enemy. His arrogant appeared because he killed Claude's hero.

Username *Fathussabil* as *Lancelot Hero* also shouted: “*Damnnn!!!*”

Moreover, username *Fathussabil* as *Lancelot Hero* at 03.48 said to all players “*Damnnn!!!*” because the enemy had taken his little klomang, it triggered his anger.

### c. Vulgarity

Vulgarity or commonly called *vulgar* is defined as insulting or obscene language. This vulgar word related to words or expressions that unite sexual anatomy and excretory function with abusive words. *Ass, dick, boob, and pussy*, are commonly instances of vulgar words. The data can be considered below:

Username *BatukBerdahak* as *Harley Hero* reproached: “*Woi!!! Badang kwonth\*!*”

At 03.07, username *BatukBerdahak* as *Harley Hero* disputed to his team who was used *Badang hero*, because *Badang* is a bad player. He let the enemy kill him resulting in a 0:4 lag score, which the enemy gets 4 kills for continuing to kill him. Therefore, he was annoyed and angry with his teammates and scolded him as “*dick (male genital)*”.

Username *BatukBerdahak* as *Natalia Hero* said: “*Zilong meky*”

At 09.28, username *BatukBerdahak* as *Natalia Hero* made a commentary for his enemy who used *Zilong Hero*. He typed “*Zilong meky*” or “*Zilong pussy*” because *Zilong Hero* had killed him. Furthermore, he was annoyed and said “*meky*” or often recognized as “*pussy (female genital)*”.

Username *Fathussabil* as *Kadita Hero* argued: “*Malu lah sikit jangan lembek kek pantat!*”

At 12.11, username *Fathussabil* as *Kadita Hero* gave a comment dedicated to his enemy because the enemy is too easy to kill. He and his friends approach the enemy base to wait for the enemy to come out of the base so that he can kill him immediately. Thus, he pronounced the taboo word “*ass*” to insult his enemy for being too easy to murdered.

### d. Obscenity

Obscenity can be referred to a crude form of sexual and excretory function expression, such as the words *fuck, shit, sucker*, etc. Eventhough vulgarity and obscenity have similar meanings, they are not similar. The degree of prurience exactly affects the distinction between vulgarity and obscenity. Obscenity is thought to be off-limits in public settings because it offends the senses, is repugnant, rude, and morally repugnant. For more details, consider these instances as follows:

Username *Fathussabil* as *Kadita Hero* said: “*Terlalu mudah untuk di lawan!*”



At 03.02, username *Fathussabil* as *Kadita Hero* said: “*Terlalu mudah untuk dilawan*” or “*Too easy to fight.*” He gave a comment dedicated to his enemy because he felt it too easy for him. “*Too easy*” has the same meaning with “*sucker*”. If anybody calls someone as a “*sucker*”, it means “*it is so easy to cheat him/her*”.

Username -*SouLking-* as *Layla Hero* said: “*Pucek kelen semua*”

At 11.53, username -*SouLKing-* as *Layla Hero* said: “*Pucek kelen semua*” or “*Fuck to all of you*” to his enemy. He gave a comment indicated to his enemy due to he had been killed. He was annoyed and felt unsatisfied. Therefore, he said the taboo word “*fuck*” to all the players.

### 3.1.2. Function of Taboo Words

#### a. To Draw Attention to One Self

People frequently utilize prohibited terms to grab the listener's attention. Speakers can grab the audience's attention by employing forceful, persuading language with implications that can elicit a strong reaction from the audience. As a result, people frequently choose words with powerful connotations that are considered to have the power to draw attention from listeners. See the examples as follow:



**Fig 3.1.** A player is trying to draw attention to others

Username *BatukBerdahak* as *Natalia Hero* quarreled: “*Eee taik*” or “*Poop*”, then username *Inaa* as *Freya Hero* replied: “*Wkwk*” or indicated as “*Laughing out loud (LOL)*”. In the conversation above, username *BatukBerdahak* claimed his enemy as “*A poop*” because his buff has been stolen by his enemy. Then, his enemy responded by saying: “*Wkwk*” to ridicule him. This incident showed that the enemy of *Natalia Hero* desired to look attractive and stole the attention of all players.

#### b. To Show Contempt

The concept of the useless someone and unconsidered is known as *contempt*. To put it another way, if someone tries to insult someone by using offensive language, he will say things that would hurt his dignity. The explanation that follows an example of it:



**Fig 3.2. Showing Contempt**

Pertaining to the conversation between username *-SouLKing-* as *Fanny Hero* and username *Teng* as *Yu Zhong Hero*, where username *-SouLking-* said to his enemy “You all are like STM kids fighting” because he was killed by a lot of his enemy, and there is an imbalance between One vs Many. He claimed that the all players are useless and showed his anger with contempt.

**c. To Be Provocative**

People adopted forbidden words to elicit a particular reaction from the listener, such as offense or rage. Taboo words are deemed effective when the answer matches what the speaker had anticipated. Here is the example:



**Fig 3.3. A player be provokative**

The incident when username *-SouLking-* as *Fanny Hero* shouted: “*Siapkan mental ya kids!*” or “*Prepare your mental, kids!*” , username *Mayahadid* as *Zhask Hero* replied: “*Soknya*” or “*You’re so arrogant*”. In the conversation above, *-SouLking-* proposed to his enemy to be mentally prepared. His teammates, *Mayahadid*, replied “*You’re so arrogant*” to all players. It indicated that she intended to declare to the all players that *-SouLking-* was too arrogant to the enemies. Obviously, the *Mayahadid* 's statements will infuriate and provoke the enemies to become more aggressive.

**3.2. Discussions**

With regards to the findings above, all MLBB players surveyed utilized a variety of taboo phrases based on the Batistella’s (2005) concept, namely Epithets, Profanity, Vulgarity, and Obscenity. In addition to the purposes of taboo words, they utilize taboo terms to grab attention, embarrass the opponent, and incite the opponent's rage.

For instance, in the Epithets category, the player who has the username *BatukBerdahak* who applied for *Harley Hero* claimed “*Miya lonthey (Miya bitch)*” to his teammate. It has a tendency to disgrace his own members. In fact, the word *bitch* is one of the words in the Epithets’ concept. Then, the Oxford dictionary proposed the word *bitch* can be divided into several examples of the part of speech, namely: in the form of Noun: A Female dog or Woman Wild, while in the form of Verb: *bitch* about someone/something and in Adjective: *bitchin'* means very good, *bitchy* for saying unpleasant and unkind things about other people. When *BatukBerdahak* said “*Miya lonthey*”, it refers to the *bitch* verb about someone/something. *BatukBerdahak* said those words to his team because *Miya* had a level far behind the team and the enemy which made the team's defense weaker and easier to kill by the enemy. So, he got annoyed and said the word “*bitch*”.

Meanwhile, *Fathussabil* who used *Roger Hero* said “*Siap-siap nangis ya cebol (Get ready to cry, midget)*.” The word “*midget*” is one of the words in the Epithets category based on *Batistella* (2005). Furthermore, according to the Oxford dictionary, the word “*midget*” is divided into 2 parts of speech, namely: in the form of Noun: A very small person and in Adjective: Very small. When *Fathussabil* said the word “*midget*” it refers to the noun *midget* about the smallest person, he said that to his enemy team with the reason he wanted to provoke the enemy at the beginning of the game, so that the game was fun.

On the other hand, the player who has the username *-SoulKing-* who wore the *Layla Hero* said: *Homoo kelen Tiga (The three of you are gay)*. The word “*gay*” is one of the words in the nickname. Oxford Dictionary declared, the word *Gay* has 2 parts of speech, namely Noun: A Person who is homosexual, especially a man, and Adjective: sexually attracted to people or the same sex gayer, *gayest* means happy and full of fun. He said the word *gay* here refers to the word noun, which is to insult the enemy with the word *homo* because he had been killed by his enemy which amounted to 3 people, and he was annoyed with his opponent then he said that word to show his anger towards his enemy.

What is more, in the Profanity category, the player who has the username *Fathussabil* who used the hero *Lancelot Hero* said: “*Ya tuhan Gampang*” (*God, it is easy*). The word “*God*” is one of the words in Profanity according to *Batistella* (2005). When in the Oxford dictionary, the word “*God*” has a meaning in the form of a noun as the creator and supreme ruler of the universe. *Fathussabil* killed *Claude Hero*, he felt he was great, then he tried to draw attention to the enemy by saying “*God, it is easy*” to the enemy. Even though their team is different in killing one enemy, but he is arrogant because he has killed *Claude Hero*.

In similar, *Fathussabil* who applied *Lancelot Hero* exclaimed “*Damn*”. The word “*Damn*” is one of the words in Profanity based on *Batistella* (2005). Then, Oxford dictionary, the word “*Damn*” is divided into 3 parts of speech, namely: in the form of Noun: Criticise strongly, in the verb: used when swearing at somebody/something to show that you are angry and in Adjective: swear word that people use to show that they are annoyed with somebody/something, swear word that people use to emphasize what they are saying. When *Fathussabil* said the word “*Damn*” it indicated his annoyance to somebody/something, he said that to the enemy because the enemy had taken his Little Klomang.

Furthermore, in vulgarity concept, username *BatukBerdahak* as *Harley Hero* insisted: “*Woi badang kwonth\*l*”. This preceding taboo word, as individuals known as “*dick*,” is one of the vulgar words according to *Batistella* (2005). In Oxford dictionary, the word “*dick*” is a part of speech that is divided into 2 forms, namely Nouns: A Man Penis; *dickhead* and second form Verb: *Dicker* someone means to completely overpower someone. *BatukBerdahak* saying “*kwonth\*l*” refers to the verb A Man Penis. *BatukBerdahak* said that a teammate who used the *Badang Hero* is a bad player for allowing the enemy to kill him resulting in a 0:4 lag



score. where the enemy gets 4 kills for continuing to kill him. Therefore, he is annoyed and angry with his teammates and utters the word “*dick*”.

On the other hand, *BatukBerdahak* who used the *Natalia Hero* claimed: “*Zilong meky*”. the word “*meky*” is another word that describes the female genitalia. The word female gender is one example of vulgarity according to Batistella (2005). Based on Oxford Dictionary, the word “*pussy*” becomes a noun, namely: a cat and a woman's genitals. He typed “*Zilong meky*” or “*Zilong pussy*” because *Zilong Hero* had killed him.

In addition, username *Fathussabil* as *Kadita Hero* maintained: “*Don't be a little shy, don't be soft, like ass.*” The word “*ass*” is one of the words of vulgarity. According to the Oxford dictionary, the word “*ass*” is a noun, namely a. the part of the body that you sit down; at your bottom, b. a stupid person, and c. a donkey. The word “*ass*” that the player used here denoted the part of the body that you sit down or your bottom. Because the enemy is too easy to kill, They approach the enemy base to wait for the enemy to come out of the base so, they can kill him immediately. Therefore, he pronounced the word “*ass*” to insult his enemy for being too easy to kill.

Where in the obscenity category, a player who has the username *Fathussabil* who uses the *Kadita Hero* claimed it was too easy to fight against his enemy, because he felt his opponent was too easy for him, so he underestimated his enemy by saying “*too easy*”. “*Too easy*” has the same meaning as a *sucker*. According to the Oxford Dictionary, a *sucker* is a noun form that has many meanings, in this section *sucker* referred to someone who is easy to deceive.

On the other concept, username *-SoulKing-* who uses Chou Hero asserted: “*Pucek kelen semua*” or “*Fuck to all of you*” to his enemy. Oxford Dictionary proposed the word *Fuck* is divided into parts of speech, namely nouns: A swear word that people find offensive that is used to express anger, horror, or surprise, and *Fucker* means a very offensive word used to insult somebody, Verb: *Fuck*(somebody) to have sex with somebody. Adjective: A swear word that many people find offensive that is used to emphasize a comment or an angry statement. The word “*fuck*” used by the player *-SoulKing-* refers to the adjective form, namely a swear word that many people find offensive that is used to emphasize a comment or an angry statement because his enemy killed him. He was annoyed that he had been killed by his enemy. Thus, he exclaimed the word “*fuck*”.

In respect to the function of taboo words, in showing contempt category, a player who have the username *-SoulKing-* said: “*Kek Anak STM maen kroyok*” or “*You are like STM kids who are fighting together*” to their enemies in order to insult their enemies because they are annoyed when they are killed by their enemies. This is related to the Oxford Dictionary which claimed insult means the feeling that someone/something has no value and does not deserve respect at all. In other words, when someone wants to offend another person, he will assert insulting words that are used taboo to other people or something because he thinks it is a trivial thing that is not dignified.

In provocative category, players who have the username *-SoulKing-* who used Fanny Hero said: “*Siapkan mental ya, kids (Prepare your mental, kids)*” exemplified this concept. He tried to provoke his enemy because he felt he was great. This is following Rothwell (2007), stating that verbal obscenity can be the most effective symbolic act conveyed by protesters to other protesters to provoke irrational responses so that other protesters are angry and offended. The successful use of taboo words occurs when the response matches the speaker's expectations.

Based on the results of interviews that have been conducted, there are differences between respondent 1, respondent 2, and respondent 3. Respondent 1 only used vulgarity,

obscenity, and epithets. The first taboo word used was vulgarity. The example is K and P are male sex and woman genital, he said that word when he had a noob teammate so he was annoyed and let out those words, these words became the words most often spoken by MLBB game players when playing because when they are upset, the words that are spoken spontaneously are the words "*dick*" and "*pussy*" both to friends and enemies. The lewd taboo words used were *shit*, *damn* and *sucker*, he said those taboo words when he was killed by the enemy spontaneously uttering this sentence when he was emotional. Thn, the last taboo words are epithets. The taboo words Epithets used are Negro, *Homo*, *Whore* which are used to insult friends or enemies. The player says this word because he is annoyed with his unruly teammate, he uses it to insult friends or enemies while playing

On the opposite side, respondent 2 only used the types of taboo language, namely vulgarity, obscenity, and profanity. The first taboo words used was a vulgarity. For example, K and P are male sex and woman genital. He said that word because he was annoyed when he played and when he lost the game. The second harsh language used is an obscenity. Examples of obscene words used are *fuck* and *sucker*. The reason is that he is annoyed when his buff is taken or stolen by friends or foes while he is playing and when there is an opponent, he finds it easy to beat him he says the word easy to provoke. The *midget* spoken by the player aims to insult when players meet a small and annoying hero like Nana Hero. While the word *gay* is used to say a teammate or enemy who is often alone with his friends to kill or annoy the enemy while in the jungle.

In other regards, respondent 3 adopted all types of taboos, namely vulgarity, obscenity, epithets, and profanity. The first taboo word implemented is vulgarity. An example is *dick*, *pussy*, and *boob*. He claimed it when he was upset about meeting a formidable foe or meeting a teammate who liked to troll while playing, he took it out using those taboo words. Furthermore, the second rant is an obscenity. Examples of obscenity are *fuck* and *sucker*. The player said it when she was upset. He often provoked and insulted the enemy by saying stupid words. The third taboo word used is epithets. Examples of taboo words used are *bitch*, *gay*, *negro*, and *midget*. He declared the words when he met an enemy using a small and annoying hero he said the word *midget*, or when there was a black hero, he called him a nigger. When he met a female player he called a *bitch*, or a player who often played alone he said was *gay*.

In this context, all MLBB players utilize all types of taboo words because they assume that their strong connotations will assist them catch the listener's attention. As shown by several direct interviews with MLBB players, the adoption of these taboo terms makes MLBB players got their own satisfaction since they consider they have been able to convey their feelings and will make the MLBB game more challenging. Inevitably, using taboo words have become more common and created a culture for young generations nowadays, especially among the MLBB players.

## CONCLUSION

Since the popularity of the Mobile Legends Bang Bang (MLBB) game supported the *in-game chat*, players were encouraged to abuse one another by uttering taboo or prohibited phrases. The types of taboo words contained in MLBB game chats that frequently appeared are vulgarity, with 32 words (40%). Any players applied vulgar language when playing games because those languages have become commonly uttered and exclaimed by individuals when playing all games. The second type, there are epithets and obscenity, which have the same proportion of 27.5%, due to any players do not apply those words frequently. Furthermore, the profanity type which has the lowest percentage with only 4 words (5%). The

game players rarely use these types of words because of the incompatibility of words with situations, which might lessen the satisfaction of playing the game.

Regarding the reasons why players employ the taboo terms in MLBB games, they utilize those to draw attention to each other, make a mockery of their opponents or teammates, or rile up a player on the other team. It was intended to make the game more thrilling. Because after insulting and upsetting their opponents, the players tend to feel relieved because their emotions were let out in the game.

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