INDOGLISH USED BY MOBILE LEGENDS PLAYERS ON INSTAGRAM

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ABSTRACT

This study investigates the use of Indoglish a mix of Indonesian and English as a sociolinguistic phenomenon among Mobile Legends players on a social media with around 56% Indonesian population are using named Instagram. Involves the integration of Indonesian linguistic elements with English vocabulary through qualitative methods: observations, interviews and documentation. The formation likely English nouns and adjectives with Indonesian prefixes *(di-, nge-, se-)* and suffixes *(-nya, -an)*. Prominent Indoglish phrases like *"partyan," "matchmakingnya," "ditroll/ngetroll," "ngebug," "ngepush," "ngerank," "systemnya," "segame," "skillnya," "ngelag," "gamenya,"* and *"ngestuck"* are found and examined based on informants also players' feedback. The results demonstrate that gamers often use Indoglish phrases on Instagram and in game, demonstrating how skilledly they can use these terms. Gamers believe that Mobile Legends is a useful tool for improving their English in a variety of settings, supporting Indoglish since it is useful and accepting of its contribution to improving their relationships with other players.

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Keyword: Indoglish, Mobile Legends, Sociolinguistics, Instagram

1. INTRODUCTION

As social beings, humans need to communicate, whether written, oral, or gesture. According to the Statista website, around 1.5 billion individuals were mostly taught English in 2023, either locally or as a resultant language. The renowned authority on the English language, David Precious Stone, even wrote a book titled "English as a worldwide language." Theriana, Jaya, Oktavia, and Noviati (2021) mentioned when a language expects an extraordinary role that is felt in every nation on the earth, it is distributed as a global language (Crystal, 1997) and English is currently used essentially everywhere, has been a global language since it is recognized as a second language in many nations. (Gumartifa et al.,2020).

As English spreads around the world, it's likely that local social dynamics will have an impact on the language's development. This phenomenon is under the sociolinguistic. Hickerson (1980) as cited in Hambali (2022), Sociolinguistics is a linguistic development study that takes language variation as a very important

thing and sees the language variety itself in its social function. Sociolinguistics also examines the characteristics and characteristics of a language that occurs in people's lives. The function of the language itself can be maximized by the community as speakers. This is related to the linguistic values that live as a habit of a group in social life.

Code-mixing and code-switching are are extensive idiosyncrasies of sociolinguistics. As cited in Mabule (2015), Code mixing is the embedding of different language units from cooperative activities, such as affixes (bound morphemes), words (unbound morphemes), phrases, and sentences, such that participants must reconcile what they comprehend with what they hear in order to deduce what is meant.

While Code-switching refers to The blending of words, phrases, and sentences from different grammatical (sub)systems across sentence boundaries within the same speech event is known as code-switching.

Phones, computers, and other digital gadgets have become a fundamental human requirement in this globalization period, according to Wahyu Oktavia's paper "Eskalasi Bahasa Indoglish Dalam Ruang Publik Media Sosial" (2019). Nowadays, Generation Z is constantly active on their phones. They may perform regular tasks such as eating, cleaning the

house, and performing skincare routines while glancing at our phones every minute, even bringing the phone to the toilet. People's ability to connect to the internet is becoming increasingly advanced. Most media shows in English, but there is still a translation option to make it simpler to grasp, so we can stay up with the world in real time. But not only for leisure, things from the internet can be a serious competition, especially games. There are many games that require cooperation, strategy, and the players' skill to achieve victory. One of them is Mobile Legends.

Ranked number one on the Indonesia playstore in real life class, Mobile Legends: Bang (MLBB) is overwhelmingly popular of mobile games. The players exceptionally over the top and ready to go through hours just to play this game. Since it is 5 versus 5 game, the framework would pick irregular individuals from any servers to be in the group to battle the inverse. In a roundabout way, there will be correspondence between partners or the foes. They can type straightforwardly what they need to say or utilize the in-game highlights. In the correspondence, they would will more often than not blend their own language in with words or expressions from the game which makes another dialect that known as Indoglish (Indonesia - English). Not just

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in-game, this peculiarity comes up into other stage, like Instagram, where the local area exists and develops, sharing informations about MLBB.

Based on the researcher′s personal experience as a Mobile Legends player since 2020, the game has text accompanied by important audio notifications on the screen such as when the team achieves an objective, so the researcher quite easily understand the use and meaning of vocabulary that is very typical of the Mobile Legends game even though the level of vocabulary is slightly different from the basics that the researcher have known so far. Some mobile legends players, both those who have been playing for a long time and those who are new to playing, don't seem to have too much trouble understanding it. However, when brought to the scope of outside Mobile Legends, it is not uncommon for there to be misunderstandings in its application and meaning.

2. LITERATURE REVIEW

The term "Indoglish" (Indonesian-English), according to Saddhono (2016:30), implies that English usage is still closely related to Indonesian language and culture. Since a few social gatherings utilize Indoglish on a daily basis, it's a remarkable and unique language that combines elements of both Indonesian and English, warning those who are not familiar with it against making mistakes in judgment. When combined, Indonesian and English create a unique bond that is reminiscent of the culture of some institutions with strict academic regulations and a close tie with the perceptive community. The classification such as:

a. **Rise of phonome**. The addition of sounds to a morphological term that was previously nonexistent. The prefixes men-, di-, the suffix -nya, and the affixes nge- are appended to this phoneme.

b. **Word addition**. A process of adding words that are affixed to the next or previous word to become a word structure that has meaning.

While the factors that causing the creation of Indoglish as cited in Oktavia (2019) such as:

1. Age Factor.
2. Linguistic Factor.
3. Historical Factor.
4. Foreign Language Influence Factor.
5. New Word Needs.
6. Foreign or Non-Standard Word Equivalents.
7. Social and Cultural.

3. METHODS

Expressed by Ali and Asrori (2014) as refered to in Oktavia, Noviati, Theriana, and Jaya (2021), subjective examination was showing the proof of the information or peculiarities. Subjective review is non-mathematical information that utilized for gain the data. The researcher will utilize a subjective exploration approach for this review, The information were gathered through perception, survey and documentation. The investigation of the information will follow an inductive and subjective technique, and the results of the subjective exploration will highlight the meaning of speculations, lining up with Sugiyono's point of view (2019: 18). The subjective worldview, with its accentuation on investigating the complexities of human encounters, is viewed as adept for diving into the diverse parts of language obtaining and utilization among players. Through techniques like perception, survey, and documentation, the subjective methodology is ready to catch rich and setting explicit bits of knowledge, adding to a comprehensive assessment of Mobile Legends Indoglish on Instagram with a sociolinguistic point of view.

Table 1. Interview Questions

No	Questions	Answer

1	How often do you play Mobile Legends in a week?	
2	Have you encountered Indoglish terms? How often?	
3	Have you ever used those words in the game? Why?	
4	Do you know the meaning or the point to do of those words?	
5	Do you think by playing Mobile Legends can improve your English?	

4. RESULT AND DISCUSSION

Here is Indoglish data found through observing MLBB Indonesia's official Instagram account's current post comment section:

Table 2. Indoglish Dara

Indoglish Part	Username
• Partyan • Matchmakingnya	@agung_tripamungkas
Ditroll	@lymx29
Ngetroll	@dianalatimerz
Ngetroll	@risqullah.__
• Ngetroll • Ngebug	@ptrafrni
Ngepush	@yoowliaaa_

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• Ngerank • Ngetroll	@mmar_kiza
Systemnya	@ridho_amat_asik
• Segame • Skillnya • Ngelag • Gamenya	@dryhisss
Ngestuck	@_bhagaskara

Here are the answers from informants for the interview questions:

1. The informants are active players who always have time to play Mobile Legends game in a week to fit their time availability and even make it a profession.

2. The informants are often meet Indoglish terms as obtained from observations on Instagram. Everyone agreed the Indoglish words existed in every game (match).

3. The informants are the user of the Indoglish terms too with their own reasons of using it.

4. The informants know the meaning of the words obtained from Instagram as well as able to explain the context of the words based on their own perspective,

5. The informants agreed by playing Mobile Legends can improve their English. The four English skills such as listening, speaking, reading, writing and also vocabulary mentioned by them.

5. CONCLUSION

Supported by data findings and discussions, the researcher concluded that Mobile Legends players are positive with the phenomena of Indoglish in their favorite game which is Mobile Legends. They accept the existence of Indoglish instead of finding it annoying or being negative about it and agreed that Mobile Legends can be useful to improve their English.

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