

## **CHAPTER II**

### **REVIEW OF LITERATURE**

In this chapter, the writer discusses previous study, some pertinent ideas and theoretical framework

#### **A. Previous Study**

Researchers found several studies about online games and taboo words. The first is English taboo words used by PUBG Gamers on Litomatoma Youtube channel written by Ika Maelani. The purpose of this study was to investigate the types and functions of English taboo words used by PUBG players on the Litomatoma YouTube channel. The method used in this research is descriptive qualitative because it requires qualitative data that has been selected to be analyzed in descriptive form. The results of this study stated that PUBG players on the Litomatoma youtube channel use all types of English taboo words (Maelani, 2020).

The second research was conducted by Hafizh Qurrota A'yun entitled taboo words in the PUBG Indonesia video game Stupidity of playing during quarantine: Form, Function, and Causes. The purpose of this study is to obtain the types of taboo words in the video, their functions, and the causes of the use of taboo words. In this study, researchers used data collection methods by listening and taking notes. The results of this study found that fifty taboo words were found in the video, with reference to the grouping of taboo words compiled by Timothy Jay (A'yun, 2023).

The third previous research was written by Moh. Yayan Siswantoro & Putri Gita Armandani with the title taboo words in dialog in the film better days. This

research aims to find out the types of taboo words and classify taboo words in the movie *better days*. This research uses a descriptive qualitative approach by describing the data obtained from the object under study after identifying the movie *better days*. The results of this study found 12 sentences that have taboo words in them, 9 of which are taboo words of insult, 2 curses, and 1 obscenity (Siswantoro & Armadani, 2024).

The fourth previous research was written by Zebrina Fitri Novi Amanda, Robby Firdaus Rachman, Hesti Kartika Sari, Tarsianus Jebarus, and Eni Nurhayati with the title *The Influence of Mobile Legends online games on Language Behavior in Gen Z disidoarjo*. The purpose of this study was to determine the effect of mobile legend intents on Gen Z language behavior. In this research, researchers used descriptive research methods with a qualitative approach using a Google Form questionnaire as a data collection medium. The results of this study indicate that mobile legend games have a significant impact on adolescents (Zabrina Fitri Novi Amanda et al., 2024).

The fifth previous research was written by Resi Ananda, Desyandri, and Irda Murni with the research title of *the influence of online games on the bad language behavior of elementary school children*. The purpose of this study was to determine the effect of online games on the language behavior of elementary school children. The method used in this research is a qualitative approach with a descriptive type, the data collection process is carried out by observation. The results of this study found that children adopt abusive slang from games (Asy'ary et al., 2023).

Previous research with this study has similarities and differences. In the first previous study, the purpose of this study was to find out the types and functions of taboo words with descriptive qualitative research methods. The purpose is the same as this study, but what distinguishes this study from the first previous study is the research method and research subject. The second previous study aims to obtain the types of taboo words in the video, functions, and causes of the use of taboo words by using data collection methods by listening and recording. The purpose of this second previous study is similar to getting the types of taboo words but what distinguishes this study is the method of data collection and the subject of research. Then the third previous research aims to explore the types of taboo words and classify taboo words in the movie better days by using descriptive methods. The purpose of this third previous study has similarities with this study but has differences in methods and research subjects. The fourth previous study aims to determine the effect of mobile legend intentions on Gen Z language behavior. In this study, researchers used a descriptive research method with a qualitative approach using a Google Form questionnaire as a data collection medium. This fourth previous study has a different purpose from this study, which is to determine the effect of online games on language behavior but has similarities in data collection techniques. The fifth previous study aims to determine the effect of online games on the language behavior of elementary school children. The method used in this research is a qualitative approach with descriptive type. This fifth previous study has a different purpose from this study, which is to determine the effect of online games on language behavior but has similarities in research

methods. It can be concluded that of all previous studies with this research, each has similarities and differences.

## **B. Some Pertinent Ideas**

### **1. Language Behavior**

Language behavior can be defined as a person's ability to use language in the real world, which is influenced by various factors. Many factors influence language behavior so that each individual has a way of speaking for example in using Indonesian by those with different first language backgrounds, often considered as language errors. This is usually the subject of criticism although it can also be seen as a reflection of cultural differences (., 2012). Rizkiansyah & Rustono explained that language behavior is influenced by several factors, one of which is negative language behavior. A person's negative language behavior arises when language speakers underestimate the quality reflected in linguistic behavior and do not care about language rules. Negative language behavior can have a bad influence on the existence of language and social relations in society (Fajri et al., 2022).

Septiana Wulandari explains that a person's language behavior reflects a mental attitude in determining the choice and use of language. In principle, every individual has the freedom to choose and use language as they wish. However, although a person has this freedom, there are various factors that limit the choice and use of language. These factors include awareness of language limitations, one's role as a member of a family, group, or community, as well as the influence of social norms and the surrounding environmental situation (Wulandari, 2018).

In Chomsky's theory, language behavior is defined as performance, Chomsky explains that language behavior is the implementation of language skills in a concrete form of speech that is actually produced by linguists such as speaking, listening, reading, and writing (Akbar, 2017).

Thus language behavior can be said to be a person's ability to use language which is influenced by certain factors. Language behavior is also one of the important aspects for each individual so that in interacting with other people it can have a good impact and produce good interactions with fellow individuals.

## 2. Taboo Words

### a. Definition of Taboo Words

In general, taboos refer to things or entities that are considered sacred and holy that should not be touched or spoken by the community. It reflects a form of prohibition or taboo that prevails within the community (Mahayana et al., 2022). The word taboo refers to things that are considered forbidden to do or say in certain societies. If these things are still done or said, then there are consequences that must be accepted, which are usually in the form of social sanctions formed by certain communities. In some cases, these sanctions can even take the form of legal action taken by the authorities. Etymologically, taboo has a dozen meanings, but generally refers to something that is forbidden or not allowed. To avoid taboo words in social life, the term euphemism is used as a substitute. According to Ullman, the word taboo comes from the Polynesian language which was first introduced by the English colonizers, then Captain James Cook, and then spread to various languages in Europe (Rahman, 2019).

Trudgill argues that taboo words refer to expressions relating to behavior that is considered forbidden or immoral according to supernatural beliefs, as well as inappropriate to utter. The use of taboo words is found in most languages, and mispronouncing them often results in a person receiving punishment or public embarrassment (Maelani, 2020).

According to Laksana, taboo expressions are inseparable from the culture that regulates social and religious life in society. For example, in Bali, rats are often referred to as “jero ketut” to prevent the animal from being destructive or disturbing. Therefore, the term taboo is not only related to words that are considered inappropriate due to defilement or impropriety, but can also include considerations such as respect, politeness, and other factors (Siswantoro & Armadani, 2024).

The definition of the word taboo is also explained in Encyclopedia Britannica, which states that taboo is a prohibition against an action based on the belief that the behavior is too sacred and respected, or too dangerous and damned to be done by ordinary individuals (Rahman, 2019)

It can be concluded that taboo words are terms or expressions that are considered inappropriate, impolite, and violate social norms in a particular culture.

#### b. The Classification of Taboo Words

Taboo words can refer to a variety of offensive speech. According to Jay, the term “taboo words” refers to categories such as cursing, profanity, blasphemy, obscenity, sexual harassment, vulgar language, and name-calling and insult (Affini, 2017).

### 1) Cursing

Cursing are words that can hurt and humiliate someone. The purpose of cursing is to inflict harm on another person through the use of negative words or phrases. When someone curses, both the person saying the words and the person listening understand what is going on so that the person listening to the words will realize that the target is themselves. Examples of cursing words are damn, hell, bastard, shit, son of a bitch, fuck, i hope you rot in hell, and asshole (Wene & Ena, 2020).

### 2) Profanity

Profanity is a term rooted in religion often referring to words that involve the misuse of sacred names or religious concepts. It can range from mild expression like “hell” or “damn” to stronger ones such as “goddamn”. Additionally, profanity can be seen in words or phrases that do not necessarily intend to insult God or holy matters but instead may stem from ignorance or indifference toward these topics. Common profane expressions that use religious terms include “ Jesus Fucking Christ”, “go to hell”, “goddamn”, “holy shit”, and “what the hell”. What needs to be highlighted is that the purpose of profanity is not to vilify God or something related to religion (Maelani, 2020).

### 3) Blasphemy

Blasphemy is also found in religious vocabulary, as Jay explains. However, the difference lies in the way the language views religion. Profanity is not directly against the church or religion, while blasphemy directly attacks the church and religious figures. Examples of blasphemy are “oh my god”, damaging or

denigrating religion, performing parody or mockery, uttering the phrase that god does not exist, and creating artwork or media that aims to insult a particular religion (Affini, 2017).

#### 4) Obscenity

Obscenity refers to expressions prohibited in public use because they are considered unpleasant, impolite, and contrary to moral norms. This term refers to words or phrases related to sexual anatomy or excretory functions, which are usually expressed in a crude manner (Maelani, 2020). Examples include words like fuck, shit, dick, cunt, asshole, motherfucker, and bitch.

#### 5) Sexual Harassment

Jay notes that the term “sexual harassment” is constantly changing in its definition. He writes “what is considered verbal sexual harassment in a school setting will continue to evolve as decisions are made by federal and state courts, similar to how the definition of obscenity has changed”. According to Jay, each new case will affect the understanding of this subject. The currently accepted definition describes sexual harassment as “unwelcome comments about sex, lewd jokes, or references to a person's sexual appearance or behavior”. This category includes such as: “comments about a person's appearance, comments about a person's sexual behavior, sexual freedom or sexual orientation, mention of body parts, derogatory comments about a person based on gender, or lewd jokes spoken to a person who wants to hear them”(Affini, 2017).

#### 6) Vulgar language

In the late 19th century, vulgar language began to be associated with sex. Frequently used vulgar terms today include words such as “snot, bloody, up yours, boobs, slut”. Vulgarity is seen as a socially structured phenomenon and is often considered a marker of social status (Affini, 2017).

#### 7) Name-calling and insults

Jay defines the last category of taboo language which he says is related to cursing. This category includes “insults, name-calling, and ethnic slurs.” As with cursing, words in this category are uttered with the intention of hurting, demeaning and denigrating the hearer. The terms “wop”, “loser”, “idiot”, “ugly”, and “nigger” are old examples that show how insults are related to race (Affini, 2017).

From all types of taboo words according to Jay above, it can be concluded that the classification of taboo words according to Jay consists of 7 types including cursing, profanity, blasphemy, obscenity, sexual harassment, vulgar language, and name-calling and insult which have their own definitions and examples.

### 3. Online Games

The history of online gaming dates back to 1969, with early developments aimed at education. In the early 1970s, a time sharing system called Plato was introduced to support online learning, allowing multiple users to access the computer simultaneously according to their time requirements. Two years later, Plato IV was released with new graphical capabilities that allowed the creation of multiplayer games. In 1995, online gaming began to grow rapidly, especially after the removal of restrictions on the NSFNET (Nation Science Foundation Network),

which opened up full access to the internet. Financial success began to be achieved by the companies that developed these games, sparking competition that further accelerated the development of online games to this day (Surbakti, 2017).

Nowadays online games are very popular among the public, online games have become one of the cultures and are played by children, teenagers, up to adults. Among university students, who are at a productive age with a tendency to explore various forms of expression, online games become a means for them to express themselves without the direct restrictions of the real world (Chory & Goodboy, 2011).

According to the Big Indonesian Dictionary, “game” means play, which is entertainment or involving one or more people. Cited by Kustiawan & Utomo, states that online games are games played by many people from various parts of the world simultaneously, connected via the internet network. Samuel also explains that online games are network-based games that allow interaction between players to achieve goals, complete missions, and achieve the highest score in the virtual world. Online games are now very popular and are often found in everyday life. Although many people consider online games to be authentic to computers, these games are not limited to platforms alone. Games can also be played using consoles, handheld devices, or even cell phones (Rompas et al., 2023).

Currently there are many online games that are very familiar to be played among online game players. Although online games have many types, the ones that are very much in demand and played today, especially among students, are Mobile legend, PUBG, and Free Fire. These three games have their own differences and

excitement when playing them, this is also what might cause these three games to be very widely played by students.

a. Mobile Legend

MLBB or known as Mobile legend is one of the online games that until now has dominated the download peak on both android and ios-based smartphones. Mobile legend specifications that tend to be lighter and can be played on smartphones with standard specifications that make it easier for each user to access this game. The competitive characteristics of this game that allow players to meet in real time in a virtual game arena make this game very interesting. This game also has one feature that allows users to communicate with each other in chat or voice communication with other players while in the game lobby or in gameplay (Arif & Aditya, 2022).

The genre of this online game combines elements of Real Time Strategy (RTS) and Role Playing Game (RPG), where players control one character from two opposing teams 5vs5 with the main objective of destroying the opponent's base (turret). Each hero played has their own skills and advantages so players are required to work together to achieve victory (Irwandi et al., 2021). In this game, players are also trying to achieve ranking targets ranging from Warrior, Elite, Master, Grandmaster, Epic, Legend, Mythic, to Mythical Glory (Arif & Aditya, 2022).

b. PUBG

PlayerUnknown'sBattleGround or PUBG is a competitive multiplayer game of the "Battle Royale" genre. The genre is inspired by the popular classic Japanese

movie released in 2000, which was adapted from a 1999 novel. In PUBG, 100 players fight simultaneously in a large area without any equipment. Each player must search and collect equipment and weapons. Players must also find land and water vehicles to increase their mobility. The goal of the game is to survive until the end and be the last surviving player in the middle of the battle. In addition to playing solo, players can also play in duos (2 people) or squads (4 people) either randomly or inviting friends on the friends list. When playing with a duo or squad, the game will be more challenging because players can communicate to strategize for victory (Fauzi, 2019).

#### c. Free Fire

Free Fire is a game that has the same genre as PUBG which is the battle royale genre. The game also requires players to survive until the end by using various weapons found during the game to defeat their opponents (Murjana et al., 2023).

In this game players are met with 50 to 52 players in one large map where at the beginning of the game the players will jump from the plane and are free to choose a place to jump. Once at the drop site, players must collect weapons and medical supplies that will be used to survive during the game. The game offers 3 modes namely solo (alone), duo (two people), and squad (four people). When players choose duo or squad mode players must help each other protect themselves and teammates. In duo and squad mode players can also communicate with each other to strategize and provide information about enemy presence (Azis & Hidayat, 2022).

#### 4. Definition of Influence

According to the Big Indonesian Dictionary (KBBI) in (Putri, 2020) states that influence is the power that arises from something (be it a person or object) that plays a role in shaping a person's character, beliefs, or actions. From this explanation, it can be concluded that influence is a force that has the ability to shape or change something. (Cahyono, 2022) also described that influence is a reciprocal or cause-and-effect relationship between the influencer and the influenced. These two things are interrelated and it is important to know that there are factors that connect them. In addition, influence can be seen as a force that can trigger changes in a person. (Marpaung, 2018) explains that influence is the difference that occurs in what a person thinks, feels, and does before and after receiving a message. Influence can include changes in knowledge attitudes or behavior individu. Thus it can be interpreted that influence is a form of change in the aspects of knowledge, attitudes, and actions of a person as a result of receiving a message.

According to (Azis & Hidayat, 2022), influence can change a person's behavior, one of which is a change in unstable emotions, sometimes calm emotions, sometimes also overflowing. Changes in behavior like this are often found from someone who plays online games. As a result of the influence of online games, sometimes they unconsciously say inappropriate words. (Murjana et al., 2023) also explained that influence can also shape a person's character. one of the strong factors that can influence the formation of a person's character is online games where situations in online games are sometimes imitated by players so that they affect their character such as the use of harsh words, cursing, to a severe level such

as hitting. (Asy'ary et al., 2023) also explained that influences arise from a person's habits, one of which is the habit of playing games. One of the influences of online games is the tendency to adopt inappropriate language that can affect the use of language which has an impact on deviant behavior in one's language.

From several definitions of influence above, it can be concluded that influence is a force that can encourage changes in a person's thoughts, feelings, attitudes, and actions through causal relationships influenced by various factors.

### **C. Theoretical Framework**

The language behavior of each individual is of course different depending on the environment in which a person is. If a person is in an environment where language behavior is not good, it is possible that his language behavior will also be bad. A person's language behavior is very important to have a good impact when interacting with other people. However, often a person's behavior in language is not in accordance with the norms that exist in society and this will have an impact that affects a person's social interaction. One of the language behaviors that violate norms and affect interactions in society is language behavior using taboo words.

As previously explained, taboo words are words that should not be spoken carelessly because they will violate the norms in society and may offend the people who hear them. However, this often happens among online game players, the intensity and excitement of online games may be one of the driving factors why online game players very often use taboo words. This phenomenon often occurs among students, even when interacting with other people they indirectly mention taboo words that should not be said.

From the explanation above, the writer chose to investigate the topic of the influence of online games on the use of taboo words because the writer wants to know the types of taboo words obtained by students from online games so that it can provide benefits and add insight to writers and reader.