

EXPLORING *INDOGLISH* AS A LANGUAGE VARIATION PHENOMENON ON TWITTER AT MLBB FESS ACCOUNT

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Abstract

This research's aim is to more explore about the language variation namely *indoglish* developing in Indonesia nowadays. Descriptive qualitative method will be used in this research. The data will be gained from the tweet in MLBB (Mobile Legends Bang Bang) Fess account. The form of the data will be in a written form from tweet provides that account. The technique of collecting data includes take a documentation in screenshot form, scrutinize, and take a notes. The data will be collected by classifying the data taking from the written form (tweet) that previously collected. After classifying data which contains *indoglish* variation then it can be taken a conclusion and a pattern of its variation. The result of this research contains the phenomenon of language that occurs in the tweet of MLBB (Mobile Legends Bang Bang) Fess account. In addition, the pattern of *indoglish* is found in this research including (1) prefix addition, (2) suffix addition, (3) pronoun addition, and (4) reduplication. This research means that nowadays' situation especially in linguistics research, it could be made by digital media.

Keywords – *MLBB Fess, language variation, twitter, indoglish, base account*

Introduction

The development of technology which is followed by the development of social media nowadays has a very big role in language contact between individuals to other individuals. Because during the COVID-19 pandemic, people are forced to be able to use and communicate through social media in order to avoid exposure to COVID-19 which will make it safer if done online. In social media, people do not only communicate in one language, they can even communicate in more than one language. Because social media can be used by everyone in this world so that it can cause an individual to be exposed to other languages. Social media that is often used especially by Indonesian people such as *Instagram, Facebook, WhatsApp, TikTok,* and *Twitter*. In activities on social media, of course language is a tool used. According to Arsanti (2014: 24) language is a means of communication which is the provision of human life. The means of communication are in the form of writing, oral, even symbols and as well as the particular language code.

According to Fenda (2015: 1) language is the main key in terms of communication that is owned and used by humans to interact with others around their environment. So, language is something that humans use or is a key in communicating with others. So in communicating humans using Karen language is a means of communicating. With language, humans can interact with others for many specific purposes or convey a message. Fenda (2015: 1) Language is the main key in terms of communication that is owned and used by humans to interact with others around their environment. As we know that language holds an important role in communication and it is a medium that connects humans with the outside world or the environment. In accordance with one of the language essences, that is instrumentalist, language

functions as a device or a mode of communication that conveys messages or purposes to others (Pateda, 2011). Language is something or a tool that plays an important role in communicating with other people. As well, it is also a medium that connects humans to humans both in the environment (near scale), or outside the environment (far scale). Or language can also be called as instrumental within communication to convey messages or aims to others.

According to Munadzdofah (2018:6) Language is essential as hell nowadays because English is International Language in the world. Furthermore, as if everyone must be able and know English. Therefore, English is a necessity right now especially in the academic area, job, and profession. On the other hands, English is a popular, trend, and widely used by people chiefly in using English in social media.

Indoglish studied in this research appears in many social media and is a language variation that is studied from a sociolinguistic perspective. It is because nowadays a lot of people in their activities on social media use *Indoglish*. According to Sumarsono (2010:1) sociolinguistics is a discipline that links language and society and reveals linguistic symptoms from outside the structure of language. In the study of sociolinguistics, there is a study of language variations, according to Chaer and Agustina (2018:62) that language diversity occurs because it is not because the speakers are not homogeneous but also because the social interaction factors they do are very diverse. The diversity that arises will always increase if the use of a particular language is used by native speakers who are also very large in number, and also because of geographical factors, namely a very large area. It means that the language variation can appear if there is continuous social interaction. Even sociolinguistics also examines the characteristics of language in society. In sociolinguistic studies, the community is needed as participants in sociolinguistic research. Because according to Asmara et al., (2018:397) anything related to language cannot be separated from society. In conclusion, public relations and language cannot stand alone. The previous theories can also be applied in studying digital society as long as there are actors and language that cannot be separated and cannot stand alone.

The object of this research is the one of the plentiful social media namely twitter. Twitter is a social app that can be used by all people in the world. Twitter has a symbol in its logo namely the blue-colored bird with the white background. In the twitter has a plentiful of kind of the account such as personal account and base account. The focus account in this research is base account. Base account is an account that is followed by people who have the same hobbies and interests. Moreover, in the base account there is a term namely *menfess* (*mention confess*). The meaning *menfess* (*mention confess*) in twitter term has a meaning a message that is sent by anonym following a particular account. In the object of study, namely the MLBB (Mobile Legends Bang Bang) Fess Twitter base account. The meaning of *menfess* is the account that provides the medium for people to send an anonymous message. *Menfess* is an abbreviation term that is popular in twitter within English Language from '*mention confess*'. Base accounts on Twitter also vary, such as entertainment, education, information, etc. the object of this research is a base account regarding the game, the existence of the MLBB (Mobile Legends Bang Bang) Fess Base Account is expected to help people who want to find friends to play games. With a lot of anonymous text sent through the base account, it is very interesting to study the variations of the language used in an era where there are so many people communicate in international and national language. In Mobile Legends base account in the *menfess* account has a plentiful of personal twitter account following its account. The language variation is used by the social group (personal twitter account following MLBB (Mobile Legends Bang Bang) Fess twitter base account). That social group has a unique characteristic in using language when they send a *menfess*. According to the expert namely Hickerson (1980) expresses that sociolinguistics

is the linguistics development that deals that language variation is the essential thing and sees the language variation itself in the social function. In this study, we can see a language that is maximized by the community speech. It relates to the language value that exists as a custom of a community speech.

Based on the phenomena that occur in language variations, namely *indoglish*, the problems in this research are whether the types of language variations found in the MLBB (Mobile Legends Bang Bang) Fess base twitter account based on speakers and the usage of the language variation. The data were collected by *menfess* in MLBB (Mobile Legends Bang Bang) Fess base twitter account. the aims of this research are exploring the language variation namely *indoglish* language variation on that base account as well as explaining the pattern of the *indoglish* language variation. The benefit of this research is to provide education about language variations that are developing nowadays and it is hoped that it will provide the basic provisions for the next researcher in order to develop studies on the *Indoglish* phenomenon.

Methods

The research used to examine the *indoglish* phenomenon on the MLBB (Mobile Legends Bang Bang) Fess twitter base account is a qualitative descriptive with a sociolinguistic perspective. The purpose of this research is to find out the intricacies of a word that contains a mixture of *Bahasa* and English. Hence, the creation of the term *indoglish* which comes from the *Bahasa* and English words. The data collected is the existing *menfess* on the MLBB (Mobile Legends Bang Bang) Fess twitter base account which contains words with a combination of Indonesian and English. The data is in the form of a sentence which contains the word *indoglish*. Data collection is done by scrolling and listening to the MLBB (Mobile Legends Bang Bang) Fess twitter base account and looking for a word with a combination of Indonesian and English. Furthermore, data collection was carried out using the listen method, while the technique used was the note-taking technique. After finding the identified data containing the *Indoglish* phenomenon, it was analyzed after that. In additional, the next thing to do is to interpret the data that has been collected previously. The interpretation made regarding the pattern of the *Indoglish* phenomenon that occurs in a sentence found on the MLBB (Mobile Legends Bang Bang) Fess twitter base account. Then, the results of the analysis have been formulated in the form of ordinary sentences in general.

Finding and Discussion

Below are the result of exploring the *indoglish* phenomenon in twitter in specific object at MLBB (Mobile Legends Bang Bang) Fess base twitter account.

<i>Indoglish Data</i>			
No	The Whole Sentence	<i>Indoglish Part</i>	Provenance
1	Sudah <i>farmingu</i> , mari <i>bersholawat</i> <i>bersamaku</i> . (Stop doing farming, let's <i>sholawat</i> with me)	<i>Farmingu</i>	Farming + <i>mu</i>
2	<i>Mm skrg damagenya</i> pada ga ngotak (Marksman nowadays, the damage is outstanding)	<i>Damagenya</i>	Damage + <i>nya</i>
3	<i>Tetap tenang dan inget combonya</i> . (Keep calm and remember the skill combo)	<i>Combonya</i>	Combo + <i>nya</i>

4	<p><i>Jadwal</i> playoff terlalu lama, kesian playernya gak si? Kalo 1 game 1 jam. Ngebayangin tim yg abis final low terus ke grand final dalam 1 hari.</p> <p>(The schedule of playoff is too long, taking the sympathy to the player, right? If just 1 game round the period is 1 hour. Imagining the team that has been done the final low then to the grand final in one day)</p>	<i>Playernya</i>	Player + nya
5	<p><i>Skin</i> fragmen kapan direset yah?</p> <p>(When will the purchased hero skin with fragments be reset?)</p>	<i>Direset</i>	Di + reset
6	<p>Akun ku dalam pengawasan ketat Pertema, dibanned 30 hari karena maphack. Kedua, dibanned 3 bulan, maphack juga dan dikasih peringatan jika mengulangi lagi maka akun anda akan dibanned secara permanen. Udah abis itu saya gamau lagi pasang maphack. Iya gapake maphack.</p> <p>My account in strict supervision. Firstly, my account was banned for 30 days because of map hack. Secondly, it was banned for 3 months, also the case is maphack. Also given a warning if the case is repeated again, the account will be permanently banned. Consequently, I decided not to use maphack.</p>	<i>Dibanned</i>	Di + banned
7	<p>Kalo CBH Cuma bisa hilos ikutan ajakan mabar -1 roamer bakal bermasalah g ya? Ntar mereka ngiranya tank montage rusuh recall2, padahal hilos jalan-jalan santai doang...</p> <p>If CBH can only run away and Hylos joins the invitation to play game together needing -1 roamer, will there be a problem, won't it? Later, they thought the montage tank was in chaos continuously recall even though he was just taking a leisurely stroll...</p>	<i>Recall2</i>	Recall + 2
8	<p>Pake jawhead suka nyebelin sih skillnya, darah musuh tinggal dikit aja hrs nunggu skill cooldown dulu. Jadinya musuhnya kabur semua.</p> <p>It's annoying to use hero named Jawhead, the rival's health point is just a little bit, you have to wait for the cooldown skill first. So all the enemies run away.</p>	<i>Skillnya</i>	Skill + nya
9	<p>Ini emang loadingnya lama apa gimana? Ko gaada?</p> <p>Does this game take long to load?</p>	<i>Loadingnya</i>	Loading + nya
10	<p>Siapapun bantu gua nyelesain... gua gaada partyan</p> <p>Anyone help me to finish... I don't have a playmate.</p>	<i>Partyan</i>	Party + an

Based on data above, it represents the daily language the senders use especially in social media twitter. The patterns of those words influenced by English on the mention confess or the anonym message that they sent to the MLBB (Mobile Legends Bang Bang) Fess twitter base account. The format of *indoglish* language variation such as *farmingmu*, *direset*, *damagenya*, *playernya*, *combonya*, *recall2*, *skillnya*, *loadingnya*, *sendernya*, *ngeblame*, *finalnya*, *dibanned*, *diclear*, *event-nya*, and *ngecopy*. Therefore, the influence of the language is showed by the data. The form of the language has uniqueness and peculiarity in using language in twitter. The irregular pattern is found in those data as in (1) prefix addition, (2) suffix addition, (3) pronoun addition, and (4) repetition. Indeed, the language principle is broken and the *indoglish* words phenomenon cannot apply the language principle properly either in *Bahasa* and English in their daily conversation. *Indoglish* as a language variation could be formed by either the external factor or internal factor. The external factors are culture, environment and association. Furthermore, the internal factors are the bilingualism and prestise. The *indoglish* phenomenon can happen because of their social environment.

The word namely (1) *farmingmu* derives from two components (*farming* + *mu*). Farming is English that has a meaning that the activity of working in a specific place, namely agriculture. So it is a farmer's activity to manage the farm. But in a game called Mobile Legend the meaning is very different, farming is an activity to increase the strength and level of a hero to face the rival that is controlled by the gamer. As well as, farming is a process of looking for gold. In the word *farmingmu* pattern, it is identified that there is a rule from the *Bahasa* with the suffix (*-mu*). The word (*-mu*) is a possessive pronoun in *Bahasa*. In the word *farmingmu*, it is identified that it remains a noun after a morphological change. In the word *framingmu* there is the addition of a suffix where the suffix is a pronoun but the word is still a noun. Thus, the sender's goal is to make the audience who see the mention confess to stop their gold search activities in the Mobile Legends game. Likewise with the phenomenon of the word (2) *damagenya*, the pattern is (*damage* + *nya*). The word 'damage' is a noun and the meaning is an activity to destroy and harm something. In the context of the Mobile Legends game, the meaning of the word damage is an attack that can make the opponent weak or make the opponent's Health Point (blood) decrease or even die due to the attack that was made. After that, there is a suffix namely (*-nya* possessive pronoun) in *Bahasa* which causes the word to remain a noun. The possessive pronoun refers to the hero with the role '*marksman*'. The purpose of revealing the word is to emphasize that the hero with the marksman role has a very strong level of attacking the opponent. The next datum is (3) *combonya* which is seen from the pattern side, namely (*combo* + *nya*). However, there is something slightly different from the explanation with the suffix (*-nya*). Located in the pronunciation, if the word 'combo' is pronounced, the pronunciation will be the same as in *Bahasa*. But in the written case, the principle use is a combination of two language principles. The 'combo' has a meaning that it is a combination of different things. The meaning of combo in this context is a combination of skills from the hero (the heroes in Mobile Legends game have approximately 4 skills) they used to attack their rivals. However, the suffix here (*-nya*) the function is to show itself. The '*-nya*' serves as a hint. As well as giving confirmation of something that is appointed. The next one still relates to the prior explanation because there is the datum namely (4) *player nya*. That word contains the English and *Bahasa* principle. Since, the sender breaks the rule of Indonesian Language principle so the suffix (*-nya*) should be combined with (*player*). But, it still breaks the rules of Indonesian Language. The player means the someone who plays the game and then if the word player means (*-nya*) then it is a hint of the player referred to in the mention confess on the MLBB (Mobile Legends Bang Bang) Fess twitter base account. In this sentence "*kasian player nya gak si?*" (The player gets the disdvantage, isn't it?) and then the purpose of the word

playernya which contains English word and a mixture of suffix in *Bahasa*, namely (-*nya*) is that the sentence aims to give sympathy to the player referred to by the sender. In the word *player* it is only to show the player in question and is not a possessive pronoun even though (-*nya*) is a possessive pronoun.

Moreover, there is datum (5) ***direset*** that derives from (*di* + *reset*). There is the addition of a prefix in the word according to the principle of *Bahasa* (language principle). The prefix *di* has a function as a passive verb since in *Bahasa* the passive voice is marked by the presence of one of the prefixes, namely *di-*. In addition, after prefix *di*, there is a word verb 1 (the part of speech of *reset* is the verb). The '*reset*' as a main verb in English should be used in the active sentence instead of the passive. and the purpose of using the word is because it emphasizes the substance of the question sentence. And then there is a word derived from (*di* + *banned*) (6) ***dibanned***. In this case, there is an additional prefix namely *di-* that in *Bahasa* principle it is used to express a passive voice as well as *di* is followed by the main verb in *Bahasa*. Moreover, terdapat kata *banned* yang berasal dari bahasa inggris merupakan bentuk regular verb dengan *ban* (verb 1), *banned* (verb 2), dan *banned* (verb 3). The indogenous meaning of *banned* is an activity that is conducted with the aim to forbid someone to do something or action that will be conducted. In this case, there is a buildup or overlap of the passive meaning in *Bahasa* and the actual meaning in English when examined as a whole sentence, the purpose of the sender is to make the verb passive. sender's goal in revealing the word *banned* even for three times, then the original goal is to emphasize and make a passive sentence. But instead the sentence becomes a sentence with each principle between *Bahasa* and English there is an overlap between one principle and another language principle. The next phenomenon is in the word (7) ***recall2*** that the word fulfills the English Language principle. The different thing that we can see in that word is there is a number (2). The meaning of that number is to adjust the *Bahasa* Culture of the young people nowadays in the daily conversation in written form. Actually the culture of the Indonesian People nowadays is wrong. If the sender meant to repeat the word, it does not meet the standard in *Bahasa* principle. It is a morphological reduplication phenomenon that is not correct, in correct writing in *Bahasa*, two words must be written that you want to be reduplicated without changing them or adding numbers (2). In this phenomenon, the sender's desire tries to write according to the wrong habits in Indonesian which combined English with adapting to the sender's habits or wrong habits that are often found in Z generation in Indonesia especially in media social. The sender's aim is to go back at the start meeting (in game arena) to add Health Points (HP) or it can be called blood.

The next data with suffix (*nya*) are (8) *skillnya*, (9) *loadingnya*, (10) *sendernya*, and *finalnya*. The phenomenon of *indoglish* that is most commonly found is with the suffix (*nya*). By mixing the two principles of English and *Bahasa*. The datum (8) (***skillnya***) consists of two language principles and the pattern is (*skill* + *nya*). *Skill* in English is a noun which means an ability to do something with the expertise. Furthermore, the word is combined with a suffix (-*nya*) which here functions to show ownership with the possessive pronoun part of speech. The purpose of the sender sending a mention confess is to show or express that there is a hero named '*jawhead*' and has the skills to attack the enemy. The sender gives acknowledgment that the skill of the hero is very annoying. Because in the case experienced by the sender that the sender had to wait a few seconds to be able to attack the enemy (another hero). But the *cooldown* (delay time of skill) skill contained in the hero is long so the sender cannot kill the hero in the Mobile Legends game. Then the datum (9) (***loadingnya***) that is derived from (*loading* + *nya*) with the main word from English combined with suffixes (-*nya*) within Indoensian Language principle. But the suffix (-*nya*) does not have the meaning of ownership but to emphasize about a process

by emphasizing. In terms of function, the sender explained that the process that occurred was very long when opening the mobile legends game application.

The last datum is (10) *partyan* which the main word is party and it includes a noun. Party is a social activity in which a group performs such activities such as meeting, eating together, and commemorating special days. Yet, from 'party' in the context of the game namely Mobile Legends, it has a change in meaning. The meaning reveals that 'party' is a social activity or activity of a certain group to play together in order to achieve certain goals of pleasure or a certain goals. The *partyan* is derived from English Language (party) and it is followed by suffix with the principle in *Bahasa* (-an). Its function is to communicate the certain language variation in Mobile Legends game to others (the mobile legends gamers). The function is to find a playmate to help the sender accomplish the mission.

Conclusions

This research explores the phenomenon of *indoglish* which is the phenomenon that can be seen by the sociolinguistics perspective. Sociolinguistics is a science that studies and relates between language and language users. According to Sumarsono (2010:1) Sociolinguistics is a discipline that links language and society and reveals linguistic symptoms from outside the structure of language.

The relationship between society and language is that everyone can actually see the phenomenon. This research tries to find the senders' reason and why *indoglish* could happen in the digital society. The object of this research is a digital product in which a plentiful number of people use language to communicate through social media. In this COVID-19 pandemic, more and more people use and utilize social media to communicate to others. Due to the fact that many people also learn English by practice. With this era that everywhere we should be able to use English at least we must know a little bit about English. Because of the requirement many people struggle to use English in thier daily conversation either in real life or social media. Hence, there is internal factor and external factor that can make someone uses a mixed language either *Bahasa* or English. The data providing in this research, many people use the both of languages.

Moreover, this phenomenon can be seen by the unique perspective or language variation developing in using language at MLBB (Mobile Legends Bang Bang) Fess base twitter account. In this digitalization era, many people use twitter to have a social interaction with each other. Furthermore, twitter provides a community to unify someone who has the same hobby and interest. The facility existing on twitter namely base account. This research base account is used for this research namely MLBB Fess.

This account is a base account that can unite many individuals who have the same hobby and connection, namely playing games. Especially in the digital era that can provide a game application that can unite an individual. In MLBB (Mobile Legends Bang Bang) Fess, this is an account that is used to unite people with a love for playing online games, namely Mobile Legends Bang Bang. That game is really booming then and now. From the background above, the available phenomenon is the *Indoglish* phenomenon found in Mobile Legends Player who makes social contact with each other on the base account, namely MLBB (Mobile Legends Bang Bang) Fess. To sum up in brief, there are a lot of changes that have emerged in terms of morphology. The data presented is a combination of Language and English such as your farming, damage, combo, player, reset, ban, recall2, skill, loading, and party. Furthermore, it was found the pattern of *indoglish* phenomena that occurred such as farming + mu, damage +, combo +, player +, reset, banned, recall + 2, skill +, loading +, and party + an. In addition, to

be a specific conclusion, there are changes in those words. There are (1) prefix addition, (2) suffix addition, (3) pronoun addition, and (4) reduplication.

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