CHAPTER I
INTRODUCTION

This chapter presents the general description. It consists of research background, research problems, research objective, research significance, definition of key terms.

1.1 Background of Research

Bilinguals or Bilingualism are defined by many language experts, Grosjean (in Baker, 2021, P. 28) argues that bilinguals are individuals or people who can use two or more languages or dialects in their daily lives basis. Bilinguals often incorporate another language into their sentence or even switch and use both of these languages to express themselves as Wei (2020, P.1) explains bilinguals may produce one sentence(s) completely in one language and produce another sentence completely in another language.

Some conditions or factors influence someone being a bilingual person, Baker (2021, P. 28) explained that there are five reasons influencing someone to become bilingual such as political, economic, employment, immigration, mixed marriage, and geographical cases, those influences then become the basis for Baker to create a dimension of bilingualism, those dimensions are ability, culture, context, age, use, elective bilingualism, and balance of two languages.

A game is an electronic game that people play through a computer, a gaming console, or a mobile phone, Rollings and Adams (2003:34) defined a game as a form of participatory or interactive entertainment. Like novels or movies, video games also have a story and characters interaction thus they can be considered as a piece of literature media, like other literature media it is also divided by genre, there are many genres, and one of them is a first-person shooter where the players are shown to utilize the character from first person perspective.

One of the first-person shooter videos is *Overwatch 2 2*, *Overwatch 2 2* is a multiplayer hero-based first-person shooter game developed by Blizzard Entertainment and released in October 2022, the game is set in the future where humankind has made a sentient robot race named Omnics, after sometimes there was discrimination towards Omnic because human does not want to be replaced by them and then the Omnics led a rebellion that leads into a war, in the brink of being defeated, humanity created the *Overwatch 2* Initiative where a group of human with unique abilities and omics who resent war joined forces to end the war and form the *Overwatch 2* team, not long after *Overwatch 2* team formed the war is over and the team faced challenges after facing various black ops scandal.

In *Overwatch 2 2*, heroes or characters often interact with each other through voice lines, these characters often chat with each other at the beginning of a match or in a match to express themselves. Sometimes they use their native language instead of English in some situations, some situations require the character to speak full sentences in their native language or fill some words in an English sentence with it, for example, one of the heroes/characters named Kiriko often speak in Japanese if she was paired with other Japanese heroes like Genji or Hanzo, but other than that she also has voice lines where she fills some words in an English sentence with a Japanese word like in this sentence said by Kiriko "Let the Kitsune (狐: Japanese for fox) guide you!".

Kiriko as a characters and her voice line fits the characteristic of a bilingual as explained by Li (in Heredia and Altarriba 2001 P.164) that bilingualism or language mixing occurs when a word or phrase in one language substitutes for a word or phrase in a second language. For other example where she speak full Japanese only to other Japanese character are also can be explained by Mulyani (2017) that there are obstacles in speaking the second language, the obstacle are probably dealing with less exposure to the target language and code switching as well between native language and second language, not only that there is also an obstacle concerning

the difficulty in processing idea from one language to the other so she speaks to other Japanese character mainly in Japanese language.

The dimension of Culture are the main influencing factor and impacting her on how she speak in both language, in a voice lines exchange between Japanese characters she called someone older than her with honorific like kyodai (older sibling), but when she speak English, she didn't use any honorific even when speaking to someone older than her, this fits Baker (2021, P.27) description that bicultural or multicultural can be occured to bilinguals, there is a possibility that someone is able to have high proficiency in mastering to languages but she/he tends to be mono-cultural.

The explanation above show a fraction of bilingualism and its dimension in *Overwatch 2 2*, the authors aim to find out other bilingual character, their bilingual dimension and its impact throghout *Overwatch 2 2* voice lines. Based on the explanation above the authors choose "The Generate of Bilingualism and Its Impact in *Overwatch 2 2* Voice Lines" as the title of this research. In this research the authors will be focused on how bilingualism are generateed by the characters through their voicelines and interaction, what dimension influence their bilingualism and the impact of bilingualism dimension to the characters itself.

To facilitate this research, the author have read some of the previous study from other sources, those sources are thesis and journal. Those previous studies that are referred by the researcher had a similar topic with this research. The first one is a journal titled Identifying The Concept Of Bilingualism And Bilinguals Through Seven Baker's Dimensions Of Bilingualism written by Mulyani 2017, this journal is identifying two people bilingualism and its dimension by interviewing two people with different background, it uses Baker's seven dimension of bilingualism theory to determine how their bilingualism work and how it impacts them.

The second one is a journal titled Bilingual Language Mixing: Why Do Bilinguals Code-Switch? written by Roberto R. Heredia and Jeanette Altarriba 2001, this journal talks about how bilingual code switch when talking, This journal

also explores the potential theoretical explanations for this language behavior, the costs and benefits associated with language switching, and the role of language dominance in the direction of the switch. In short, code switching follows functional and grammatical principles and is a complex rule-governed phenomenon.

The last one is also a journal titled Code-switching as a Bilingual Lexical Strategy written by Longxing Wei and Xuexin Liu 2020, this journal is also seeing how bilingual use code-switching but viewed as a lexical strategy, this journal have an underlying assumption that bilinguals perform Code Switching as a lexical strategy to make their intended meanings lexical-conceptually and semantic-pragmatically realized. Some typical instances of Code Switching are described and explained at several levels of abstract lexical structure in support of the major claims of the MLF Model (Matrix Language Frame) and the BLA Model (Bilingual Lemma Activation).

1.2 Statement of Problem

Based on the background of the problem above, the formulation of the main problem is formulated. Therefore, based on the formulation of the main problem above, the sub-problems are arranged into two points:

1. What are the bilingualism dimensions within characters in *Overwatch 2*?
2. What are the dimensions of bilingualism impact the characters of *Overwatch 2*?

1.3 Research Objectives

This research, an analysis of The Generate of Bilingualism and Its Impact in *Overwatch 2* Voice Lines. The author has several purposes:

1. To identify the bilingualism dimensions within the characters in *Overwatch 2*

2. To identify the dimension of bilingualism impact the characters of *Overwatch 2*

1.4 Research Signigicances

Based on the research objectives above, the benefits of research from the results of this study are as follows:

This research aims to contribute a new study of the Dimension of Bilingualism by Colin Baker from his book Foundation of Bilingual Education and Bilingualism (2021) that discusses the Dimension of Bilingualism and others that influence it. It also discusses how those influences affect bilinguals. The author hopes that this research can help another researcher who uses Baker's bilingualism theory.

Theoretically, the study sheds light on the intricate dimension of bilingualism as it relates to the development and portrayal of character voice lines in Overwatch 2. Bilingualism, in this context, encompasses not only the ability to speak multiple languages but also the cultural nuances, linguistic choices, and sociolinguistic factors that influence communication. By analyzing how bilingualism is manifested in character voice lines, the research contributes to a deeper understanding of how language and culture are represented in digital media and gaming narratives. Furthermore, the study explores the impact of bilingualism on character development and player engagement. It delves into how bilingual voice lines contribute to character authenticity, immersion, and relatability, thereby enhancing the overall gaming experience. This theoretical exploration can inform future game developers, writers, and designers about the effective use of bilingualism as a narrative and character-building tool in gaming contexts.

However, practically this research significantly contributes to the game industry in providing the evaluation of how globally synchronized. Nonetheless, it

also contributes to the evaluation of the character game icon and its communication through language and its structure. Indeed another practical contribution is that the research has implications for game design, localization, and cultural sensitivity in the gaming industry. By recognizing the significance of bilingual voice lines in reflecting diverse cultural backgrounds and linguistic diversity, game developers can strive for more authentic and inclusive representations of characters. This can lead to increased player satisfaction, broader appeal across global audiences, and a deeper connection between players and the game world.

Moreover, the study highlights the importance of linguistic and cultural research in gaming content creation. It emphasizes the need for game developers to collaborate with linguists, cultural experts, and bilingual consultants to ensure accuracy, appropriateness, and cultural sensitivity in character voice lines and dialogues. This practical approach not only elevates the quality of gaming narratives but also fosters cultural appreciation and understanding among players from different linguistic and cultural backgrounds.

In short, the research on bilingualism and its impact on Overwatch 2 2 character voice lines contributes theoretically by exploring the complexities of bilingual communication in gaming narratives and practically by guiding game developers toward creating more authentic, inclusive, and culturally sensitive gaming experiences.

1.5 Definition of Keyterms

1. Sociolinguisltic

Colin Baker views sociolinguistics as the study of language in its social context, emphasizing how language reflects and shapes social identity and interactions. According to Baker, sociolinguistics investigates the ways in which language use varies across different social groups, influenced by factors such as

age, gender, ethnicity, and socioeconomic status. This variation is not only evident in the linguistic structures (phonology, syntax, semantics) but also in language attitudes and ideologies that permeate society.

2. Bilingualism

Colin Baker's perspective on bilingualism centers on the cognitive, linguistic, and social advantages of speaking and understanding more than one language. He defines bilingualism as the ability to use two or more languages proficiently, noting that bilingual individuals can navigate different linguistic and cultural contexts with ease. Baker emphasizes that bilingualism is a complex phenomenon that varies widely across individuals and communities, encompassing different degrees of language proficiency and use.