

## CHAPTER I

### INTRODUCTION

This chapter presents research background, statement of problems, research objectives, research significances, and definition of key terms. They will be explained below:

#### **1.1 Research Background**

DOTA 2, released in 2013, is one of the video games developed by Valve. It serves as a follow-up to Defense of the Ancients (DOTA), which originally started as a mod created by the community for Blizzard Entertainment's Warcraft III: Reign of Chaos. The game "Defense of the Ancients" (DOTA) started out as a custom map for Warcraft III from Blizzard Entertainment, but Valve developed and released the sequel, DOTA 2. Although some of the original developers and important community members from the DOTA mod collaborated with Valve to work on the development of DOTA 2, the game itself is a Valve creation.

DOTA 2 is a competitive team game with elements of real-time strategy (RTS), multiplayer online battle arena (MOBA), and role-playing games (RPG). In this game, two teams, Radiant and Dire, each composed of five players, strive to achieve the primary objective of destroying the enemy Ancient, a structure located within the stronghold. These strongholds are defended by multiple towers along three distinct lanes. In DOTA 2, each player controls a single Hero, a strategically significant character with unique abilities and attributes that can be upgraded during the match. Players earn experience points by being near the deaths of creeps (AI-controlled units) and enemy heroes. Gaining enough experience leads to the hero leveling up, enhancing the statistics, and allowing them to allocate skill points to unlock or improve the abilities. Overall, DOTA 2 combines elements of strategy, teamwork, and character progression in a competitive gaming experience where two teams clash with the goal of destroying the enemy's Ancient while defending the own. So, DOTA 2 is a game that plays in a team that requires simultaneous communication to set strategies with virtual teammates in order to win matches.

Then, the developer of the game prepares a feature that makes it easy for players to communicate virtually and simultaneously, the feature is named "Chat Wheel".

The chat wheel in DOTA 2 is a communication tool that makes it easy for players to quickly send pre-recorded messages or utterances to teams and opponents using a simpler menu. a handy way to coordinate actions, share information, and interact without having to type messages during the game. By pressing the assigned hotkey, hovering over one of the eight directions, and releasing the hotkey, the selected message will be sent to the team chat. Players can customize the message in the Chat Wheel with any of the 87 available phrases. The chat wheel includes a variety of commands, such as asking for help, indicating the location of missing heroes, suggesting a strategy, and expressing emotions. Players can customize the chat wheel with phrases of choosing, making it a valuable tool for team communication in DOTA 2. The data sources in this research will be analyzed by using one of the linguistic studies, that is speech act. The research will analyze one feature on the DOTA 2 video game called Chat Wheel.

According to Yule (1996), pragmatics is a study that learns about the meaning of utterances conveyed by speakers or writers and interpreted by listeners or readers. It analyzes how utterances uttered by individuals can be understood by other individuals with the context of meaning. In linguistics, speech act refers to an expression defined by the intention of the speaker and the effect it has on the listener. Austin (1962) also asserts that utterances can be an action in itself, more than just describing something. Speech act includes functions such as making statements, asking questions, giving orders, refusing requests, offering compliments, and expressing apologies. Pragmatics has many branches of study, one of them is speech act. Speech act is divided by three that is perlocutionary act, illocutionary act and locutionary act and this research will use one of them, that is illocutionary act.

Austin (1962) stated that Illocutionary act is the act of doing something. Illocutionary acts can be classified into various categories based on the functions. These include assertive (statements of fact or belief), directives (commands or

requests), commissive (committing the speaker to a future action), expressive (expressing emotions or attitudes), and declarations (bringing about a change through the act of utterance). Illocutionary acts are not universal; they are influenced by cultural norms and pragmatic considerations. What might be perceived as a polite request in one culture could come across as overly direct in another. Exploring these variations enhances our cross-cultural communication skills. It refers to the performative aspect of language how utterances do not only convey information but also perform certain functions. By exploring deeper than just the words themselves and focusing on what the speaker is trying to convey and the impact felt by the receiver, one can understand meaning beyond its literal meaning.

Communication within the framework of speech act theory is an intentional interactive process in which language is used not only as a tool to exchange information, but also as a means of performing meaningful actions. Austin (1962) mentioned that basically when someone says something, he also does something. According to Austin (1962), communication involves the execution of illocutionary acts, which are speech acts that go beyond the literal meaning of words. These acts include expressing, questioning, promising, or commanding, each carrying a specific force or intention. In the research context, the study of communication within speech act theory delves into the intricacies of how language is used to accomplish social actions, shaping relationships, influencing perceptions, and navigating various communicative contexts.

Communication is divided by two, those are direct communication and virtual communication. Direct communication within the context of speech act theory, as developed by Austin, refers to the explicit and unambiguous expression of illocutionary acts without the use of intermediary or indirect language. Austin (1962) establishes direct communication as a form of linguistic engagement where speakers aim to convey the intentions with clarity and precision. Then, Virtual communication, refers to the exchange of information, ideas, or emotions through digital platforms or electronic means, which transcends physical proximity. As

technology develops, Virtual Communication includes a wide range of users on many social media platforms such as Twitter, WhatsApp and Instagram as social communication tools used by people around the world. In the digital age, virtual communication has become an integral part of various domains such as business, education, and social interaction. Virtual interaction can not only be done in platforms such as social media, but virtual communication can also be applied in online games. one of them is the “chat wheel” from the online game called DOTA 2 which used by researcher as the object of the research.

There is a comprehensive lack of understanding regarding the use of illocutionary speech acts in DOTA 2 Chat Wheels, including the range of illocutionary acts, the underlying pragmatic aspects, and the situations in which these acts are used. This greatly impacts the effectiveness of illocutionary speech acts in the Chat Wheel as they play a crucial role in the game, affecting team coordination, strategy execution and overall game performance. A deep understanding of this impact is crucial to improving the game experience. Then on the other hand, the Cross-Cultural and Cross-Linguistic aspects: DOTA 2 has global players with various languages and cultural contexts, and this study aims to reveal how illocutionary speech acts are adapted and interpreted in various language and cultural contexts.

It involves studying specific languages as well as seeking general patterns shared by all languages or large language groups. When we communicate, we require a partner or listener who can comprehend and respond to what we are saying. However, in certain cases of communication, speakers may struggle to effectively convey the messages to individuals from different cultural backgrounds. This can lead to misunderstandings between speakers and listeners during conversations. Consequently, the intended message may not be easily and accurately delivered to the listeners. One approach to avoid such misunderstandings is by acquiring knowledge of pragmatics, which focuses on the meaning of language in its social context.

Many researcher investigated about Illocutionary act for over a period of time since it is phenomenon which normally occurs in pragmatics. The researcher focused on various problems such as linguistic features, types, and reasons of Illocutionary speech act.

To conduct this research paper, the researcher gathers information from various studies about Illocutionary found in the references of previous research with the similar topics. In the first research, Ahmad Bayu Aji (2020) has conducted research entitled “Speech Acts of Defeating In Defends of The Ancient 2 (DOTA 2) The Game: A Study Of Gender Differences In Language Use”. Ahmad identified gender difference in using language in the speech acts of defeating produced by male and female heroes in Defends of The Ancient 2 (DOTA 2). The utterances are analyzed using Austin (1962) theory of speech acts. Then the utterances are classified into 5 types of illocutionary act by Searle (1979) to describe the intended meaning. After describing the intended meaning, gender study of differences is used in order to know the differences between male and female in using language.

In the second research, Gilbert (2020) has conducted research entitled “Speech Acts of The Main Character Dialogue in The Witcher 3 Game”. Michel identified the dialogue by using speech acts. The Study aims to analyze what kind of speech act the game wants the player to use through the main character. What will be the dominance of the dialog choices in applying the directives in illocutionary act studies.

The third research, Triwidiatmoko (2017) has conducted research entitled “A Pragmatic Analysis of Speech Acts In Bully Chapters I & II Video Game”. Triwidiatmoko identified the research used many speech acts to explain the plot contained in the game. This research focuses on analyzing "Chapter I: Making New Friends and Enemies" and "Chapter II: Rich Kid Blues" as the objects of the data. These chapters talk about Jimmy's arrival at the academy and how he adapts to the new environment. The interactions of the main characters will be studied using a pragmatic approach to identify types of speech acts based on Searle's classifications and to determine types of speech acts based on the delivery.

Most of the researcher had focused on the online games research with a focus on visual characters, storylines and in-game skill naming. However, it is rare to find research that specifically addresses communication tools in online games, including the handy chat tool feature that enables simultaneous communication between players. Therefore, this study aims to fill the gap by exploring the unique aspects of communication tools in online games. As such, this study is expected to provide new and deeper insights into the role of chat tool features in facilitating communicative interactions among online game players.

As mentioned earlier, many previous studies have focused on pragmatics, particularly speech acts. In addition to that, a significant amount of data pertains to illocutionary acts in various forms of video games and movie. However, the research studies mentioned below differ in terms of the specific objectives and issues compared to the present research.

The general purpose of the research is to explore and analyze how players utilize the chat wheel in DOTA 2 to convey different illocutionary functions. And also, to comprehensively understand how players utilize this unique communication feature within the Players. The research aims to investigate the diverse ways in which players employ the chat wheel to express intentions, convey requests, and engage in various illocutionary acts during gameplay and uncover the meanings and functions of illocutionary speech acts within the game's chat wheel, which serves as the primary data source. Therefore, the title chosen for this research is "ILLOCUTIONARY ACT IN DEFENSE OF THE ANCIENT 2 (DOTA 2) GAME CHAT WHEEL."

## **1.2 Statement of Problem**

Through on this study, the researcher concludes that there are two questions that will be the main focuses on this research:

1. What types of Illocutionary act are found in the Defends of The Ancient 2 (DOTA 2) game chat wheel?

2. What are the functions of illocutionary acts in the Defends of The Ancient 2 (DOTA 2) game chat wheel?

### **1.3 Research Objectives**

The objectives of this research are made based on the research questions above. Based on the formulation of the research questions above, the researcher is intended:

1. To identify types of Illocutionary speech acts in the Defends of The Ancient 2 (DOTA 2) game chat wheel.
2. To find out the functions of Illocutionary speech act in the Defends of The Ancient 2 (DOTA 2) game chat wheel.

### **1.4 Research Significances**

The researcher hopes that the outcome of this research will provide the theoretical and practical benefits that are expected to be obtained from this analysis.

1. Theoretical significance

The result of this research will be used to prove the important study of illocutionary act, by emphasizing how crucial player intentions are to communication. It emphasizes that illocutionary act inform of Chat Wheel must be performed in order to have certain effects on the other players, in addition to information transmission.

2. Practical significance

The result of this research will be useful to understand information about illocutionary act, generally for the readers and may provide meaningful information who is interested in analyzing the illocutionary speech act. Other than that, the researcher also expect that this research can be useful for individual in learning illocutionary speech act. This study hopefully shares benefit by showing illocutionary act that can be found in Defends of The Ancient (DOTA 2).

## 1.5 Definition of Key Terms

There are some key terms in this research. The purpose of writing definition of key terms is the writer wants to explain the meaning some terms to avoid misunderstanding. Some key terms are defined as listed below:

1. Speech act is an action which is performed via language.
2. Illocutionary act is the part of speech act which involves analyzing how speakers use language not only to convey information but also to perform social actions and influence the attitudes and behaviors of the audience.
3. Virtual communication is type of communication which refers to the exchange of information, ideas, or emotions through digital platforms or electronic means, which transcends physical proximity.
4. DOTA 2 is a competitive team game with elements of real-time strategy (RTS), multiplayer online battle arena (MOBA), and role-playing games (RPG).
5. Chat Wheel is the communication tool in DOTA 2 online games that makes it easy for players to quickly send pre-recorded messages or utterances to teams and opponents using a simpler menu.