

REFERENCES

- Bang, P., & O'Connor, P. (2022). The Psychology and Motivations of Sports Fans. *Journal of Student Research*, 11(3). <https://doi.org/10.47611/jsrhs.v11i3.3659>
- Beres, N. A., Klarkowski, M., & Mandryk, R. L. (2023). Playing with Emotions: A Systematic Review Examining Emotions and Emotion Regulation in Esports Performance. *Proceedings of the ACM on Human-Computer Interaction*, 7(CHI PLAY), 558–587. <https://doi.org/10.1145/3611041>
- British Esports Federation. (n.d.). *Esports job spotlight: Caster / host*. Retrieved October 11th, 2023, from <https://britishesports.org/advice-and-information/careers-in-esports/caster-host/>
- Fan, C. (2020). An analysis of English news reports from the perspective of graduation. *Theory and Practice in Language Studies*, 10(12), 1634. <https://doi.org/10.17507/tpls.1012.18>
- Ferguson, C. A. (1983). Sports announcer talk: Syntactic aspects of register variation. *Language in Society*, 12(2), 153–172. <https://doi.org/10.1017/s0047404500009787>
- Hamari, J., & Sjöblom, M. (2017). What is eSports and why do people watch it? *Internet Research*, 27(2), 211–232. <https://doi.org/10.1108/IntR-04-2016-0085>
- Hasibuan, F., Deliana, Nurlela, Setia, E., & Rahmadsyah, R. (2025). Engagement system in BBC *The Big Questions*: Appraisal approach. *PAROLE: Journal of Linguistics and Education*, 14(1), 21–34. <https://doi.org/10.14710/parole.v14i1.21-34>
- Hsu, C., & Blomberg, J. (2018). *Gaming language and how it is characterized: A study of gamers' and non-gamers' differences in lexicon*. <https://lup.lub.lu.se/luur/download?func=downloadFile&recordOid=9031632&fileOid=9031634>
- Hunston, S., & Thompson, G. (2000). *Evaluation in text: Authorial stance and the construction of discourse*. Oxford University Press.
- Kapadia, D. (2021, April 26). Fundamental principles of commentary in tactical FPS. *Medium*. <https://ddkesports.medium.com/fundamental-principles-of-commentary-in-tactical-fps-dc2cfeaf8bb9>
- Kapadia, D. (2021, April 26). Good Approaches For Commentary In Tactical FPS. *Medium*. <https://ddkesports.medium.com/how-i-think-about-commentary-in-tactical-fps-b2a424a196cf>
- Kempe-Cook, L., Sher, S. T.-H., & Su, N. M. (2019). Behind the voices: The Practices and Challenges of Esports Casters. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems* (CHI '19). <https://doi.org/10.1145/3290605.3300795>



- Lee, M., Kim, D., Williams, A. S., & Pedersen, P. M. (2016). Investigating the role of sports commentary: An analysis of media-consumption behavior and programmatic quality and satisfaction. *Journal of Sports Media*, 11(1), 145–167. <https://doi.org/10.1353/jsm.2016.0001>
- Li, L., Uttarapong, J., Freeman, G., & Wohn, D. Y. (2020). Spontaneous, Yet Studious: Esports Commentators' Live Performance and Self-Presentation Practices. *Proceedings of the ACM on Human-Computer Interaction*, 4(CSCW2), 1–25. <https://doi.org/10.1145/3415174>
- Maharani, V. Y. (2024). Appraisal analysis of attitude type in Instagram residential advertisement. *Language Horizon*, 12(2), 1–9. <https://doi.org/10.26740/lh.v12i2.61728>
- Martin, J. R., & White, P. R. R. (2005). *The language of evaluation*. Springer.
- Mehdi, M.K. (2025). A COGNITIVE STYLISTIC ANALYSIS OF SPORTS COMMENTARY. *Lingue : Jurnal Bahasa, Budaya, Dan Sastra*, 7(1), 52–66. <https://doi.org/10.33477/lingue.v7i1.9440>
- Messe, E. (2019, December 16). Writing Human Interest Stories: A Guide. *Independent Community News Network*. <https://www.communityjournalism.co.uk/resources/writing-human-interest-stories-a-guide/#:~:text=At%20the%20heart%20of%20any,the%20Human%20Interest%20story%20important>
- Prastikawati, E. F. (2021). Attitude perspective in BBC News' article: An appraisal analysis. *Journal of English Language Studies*, 6(2), 122. <https://doi.org/10.30870/jels.v6i2.10280>
- Seo, Y. (2016). Professionalized consumption and identity transformations in the field of eSports. *Journal of Business Research*, 69(1), 264–272. <https://doi.org/10.1016/j.jbusres.2015.07.039>
- Trudgett-Klose, L. H., McLinton, S. S., Emery, S., & Gleaves, D. H. (2025). Play, watch, create: Unpacking community views on esports, game-related content creation, & gameplay careers. *Entertainment Computing*, 55, 101022. <https://doi.org/10.1016/j.entcom.2025.101022>
- Valorant Tracker Network. (n.d.). *Valorant player count*. <https://tracker.gg/valorant/population>
- VALORANT Champions Tour. (2024, August 25). EDG vs. TH - VALORANT Champions Seoul - Grand Final. YouTube. <https://www.youtube.com/watch?v=paXOFTp3Hx0>
- Wuri Syaputri, Revita, I., Oktavianus, O., Usman, F., Zulfadhli, Z., Okilanda, A., Isnaeni, M., & Wijayanti, R. A. (2024). Game talk: Exploring the linguistic features of sports commentary. *Retos*, 59, 1116–1125. <https://doi.org/10.47197/retos.v59.108653>
- Xu, A. (2023, May 9). Alex's theory of Valorant casting. *Medium*. <https://medium.com/@aleggsxu/alexs-theory-of-valorant-casting-a9bcd85074e0>