

## INTISARI

Penelitian ini bertujuan untuk mendeskripsikan (1) jenis dan bentuk register, (2) makna register, serta (3) campur kode dalam bidang *esports* dalam game “*Mobile Legends: Bang Bang*”. Data dalam penelitian ini berupa leksikon dari game “MLBB” serta tuturan-tuturan dari para shoutcaster pada siaran “MLBB Profesional League” season 4 yang ditayangkan pada periode Oktober 2019. Data dikumpulkan dengan menggunakan metode simak dan teknik catat. Setelah itu, data kemudian dianalisis satu persatu dengan mencari padananan atau maknanya berdasarkan dari penggunaan data register yang terdapat pada game “MLBB” yang kemudian dapat dibandingkan dengan padananan dalam kamus. Kemudian, hasil analisis data disajikan secara formal dan informal. Dari penelitian ini diperoleh tiga hasil. Pertama, jenis dan bentuk register bidang *esports* dalam game “*Mobile Legends: Bang Bang*” dapat diklasifikasikan menurut bahasa sumber dan satuan lingual. Jenisnya terbagi menurut bahasa sumbernya terdapat register berbahasa Indonesia dan bahasa Inggris. Sedangkan bentuknya dibagi menjadi bentuk kata, frasa, dan tuturan ringkas. Kedua, register bidang *esports* dalam game “MLBB” memiliki makna-makna yang meliputi makna primer dan makna sekunder. Berdasarkan hubungan kedekatan maknanya, register bidang *esports* dalam game “MLBB” dapat diklasifikasikan menurut profesi, teknik permainan, dan pembagian tugas pemain. Ketiga, dalam penggunaan register bidang *esports* dalam game “MLBB” menimbulkan terjadinya campur kode. Bentuk-bentuk campur kode yang terjadi pada penggunaan register bidang *esports* dalam game “MLBB” meliputi bentuk kata, kata majemuk, dan kata berafiks.

**Kata kunci: register, bentuk, makna, campur kode, *esports*.**

## ABSTRACT

This research aims to describe (1) the forms and types of registers, (2) the meaning of registers, and (3) the code mixing in esports in the “Mobile Legends: Bang Bang” game. The data in this research are the lexicons from “MLBB” game and speeches of the shoutcasters on “MLBB Profesional League” season 4 broadcasts which aired in the October 2019. The data were collected by using observation method with writing technique. After that, the data were analyzed by looking for the meanings of the registers of “MLBB” game according to the usage and then compare it with the meanings from dictionaries. Then, the analysis results were presented formally and informally. From this research, three results were obtained. First, the forms and types registers of esports in the “Mobile Legends Bang Bang” game can be classified according to the source of language and lingual unit. The type of the registers are classified according the source of language, which is Indonesian registers and English registers. The registers forms are classified according to lingual unit, which is words, phrases, and Abbreviations. Second, registers of esports in the “MLBB” game has meanings which covers primary and secondary meanings. Based on the closeness of its meaning, registers of esports in the “MLBB” game can be classified according to professions, game technique, and division of player’s duty. Third, in the use of registers are causes code mixing. The forms of code mixing that happened in the use of esports registers on “MLBB” game are tenses forms, compound word forms, and affixed word forms.

**Keywords: registers, forms, meanings, mixing code, esports.**