



INTISARI

Penelitian ini bertujuan untuk mendeskripsikan (1) jenis dan bentuk register, (2) makna dan medan makna dalam bidang *esports* dalam game “*Defense of The Ancient 2*”. Data dalam penelitian ini berupa leksikon dari game “DOTA 2” serta tuturan-tuturan dari para caster pada turnamen “Beyond The Summit Pro Series” season 3 yang ditayangkan pada bulan September 2020. Data dikumpulkan dengan menggunakan metode simak dan teknik catat. Setelah itu, data kemudian dianalisis satu persatu dengan mencari padanan atau maknanya berdasarkan dari penggunaan data register yang terdapat pada game “DOTA 2” yang kemudian dapat dibandingkan dengan padanan 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 “*Defense of The Ancient 2*” dapat diklasifikasikan menurut bahasa sumber dan satuan lingual. Jenisnya terbagi menurut bahasa sumbernya terdapat register berbahasa Indonesia dan register berbahasa Inggris. Sedangkan bentuknya dibagi menjadi bentuk kata, frasa, dan tuturan ringkas. Kedua, register bidang *esports* dalam game “DOTA 2” memiliki dua jenis makna yaitu makna primer dan makna sekunder. Berdasarkan hubungan medan maknanya, register bidang *esports* dalam game “DOTA 2” dapat diklasifikasikan menurut profesi, teknik permainan, posisi pemain, dan lokasi dalam *game*.

Kata kunci: register, jenis, bentuk, makna, *esports*.



ABSTRACT

This research aims to describe (1) the forms and types of registers, (2) the meaning and the meaning field of registers in esports in the “Defense of The Ancient 2” game. The data in this research are the lexicons from “DOTA 2” game and speeches of the casters on “Beyond The Summit Pro Series” season 3 tournament which aired in September 2020. 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 “DOTA 2” 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 “Defense of The Ancient 2” 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 “DOTA 2” game has meanings which covers primary and secondary meanings. Based on the closeness of its meaning, registers of esports in the “DOTA 2” game can be classified according to professions, game technique, player’s position, and location in the game.

Keywords: registers, types, forms, meanings, esports.



REGISTER BIDANG ESPORTS DALAM GAME DEFENSE OF THE ANCIENT 2
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