

# FIGURATIVE LANGUAGE IN SUPPORT HERO CHARACTERS OF MOBILE LEGENDS BANG-BANG GAME AND ITS FEASIBILITY AS MATERIAL SOURCE FOR TEACHING SEMANTICS

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## Abstract

The research focused on analyzing types of figurative language in support hero characters of Mobile Legends Bang-Bang game and its feasibility as material source for teaching semantics. According to Finocchioro in Ramelan (1984), language is an arbitrary system of vocal symbols, which allows all people in a particular culture, or others who have studied the system of that culture, to interact or to communicate with others. The study of meaning is usually referred to in a technical term called semantic, semantics also includes linguistics because meaning is part of language. Based on Tarigan (1985:7) semantics is the study of meaning. The meaning is expressed by symbols or signs that are analyzed. In humans and society, meaning in semantics has an influential relationship with each other. According to Keraf (2009), figurative language is a way to express thoughts through language. It can be interpreted that figurative language is very influential on the meaning to be conveyed, shown by the spirit and personality of the author who has a certain influence in the sentence to be conveyed. Figurative language can also be used to express of feeling like theme, ideas, and feeling of the author. If you can't understand figurative language the meaning expressed by the speakers, the communication will not be conveyed properly which means that "figurative language requires a special process that just happens after a literal fail" (Jay, 2003, p. 314). Perrine (1982:61) states that a way of saying something other than the usual way is a broad definition of figurative language. To express the

meaning, figurative language uses a different way from literal interpretation. According to Khotari (2004:3), qualitative research is concerned with qualitative phenomenon, i.e., phenomena relating to or involving quality or kind. In behavioral science, qualitative research is very important because it aims to find the underlying motives for human behavior. In this study, the writer used qualitative method. The writer used the theory by Miles & Huberman (1994) to analyze the data. The writer founds 13 figurative languages in male support hero characters of Mobile Legends Bang-bang Game with details as follows: Simile 2 utterances, Metaphore 4 utterances, Hyperbole 2 utterances, Personification 4 utterances, Litotes 1 utterances. In Support Hero Characters of Mobile Legends Bang-bang Game use personification and metaphor as the dominant figurative languages both are equal in percentage of 30,4% above the total of figurative language found.

**Keywords:** Semantic, Figurative Language, Mobile Legends Bang-Bang

### **a. Introduction**

Language is a basic ability that is mastered by humans to communicate with other people. People need a language to interact and to get some information from others by communication. From communicating, people can find out what the other means. According to Finocchioro in Ramelan (1984), language is an arbitrary system of vocal symbols, which allows all people in a particular culture, or others who have studied the system of that culture, to interact or to communicate with others.

The study of meaning is usually referred to in a technical term called semantics, semantics also includes linguistics because meaning is part of language. Semantics is often associated with the meaning used to understand human expression through a language. Based on Tarigan (1985:7) semantics is the study of meaning. The meaning is expressed by word, sentences, symbols or signs that are analyzed. In humans and society, meaning in semantics has an influential relationship with each other.

In expressing the utterance or sentence not always use the standard language listed in the dictionary. Sometimes they are not delivered explicitly or not straight to the meaning. Thus, for understanding its meaning need studied more deeply. As in literary work, there are many sentences that are not mentioned explicitly, it uses figurative words with the aim of beautifying the language so that it reaches the minds of readers and listeners.

Figurative language is a word that has hidden meanings behind it. Figurative language can also be found in poems, songs, speech, and moreover. Figurative language is usually used to analyze a deeper meaning of words. According to Abrams (1981:63), figurative language is a language deviation that is usually used by speakers to find out more in the language used daily (ordinary), deviations from standard language, or deviations from the meaning of a word, and deviations from

a series of words to obtain a special meaning. Based on. Knickerbocker and Renninger (1963) said that figurative language divided in to several types. There are: simile, metaphor, personification, allusion, paradox, dead metaphor, irony, hyperbole, synecdoche, and metonymy.”

The object of this research is Mobile Legends: Bang-bang. The writer chooses Mobile Legends: Bang-bang as object because it easy to accessed and the writer knows that Mobile Legends: Bang-bang game is popular among teenagers including the students. In Mobile Legends: Bang-bang game has sentences that are pronounced on each hero characters where in their sentences contain its own meaning. Therefore the writer hopes that this game will be able to help the students to learn English especially in figurative language material in the expressions spoken by hero characters in that game.

## **b. Literature Review**

### **Figurative Language**

Keraf (2009), figurative language is a way to express thoughts through language. It can be interpreted that figurative language is very influential on the meaning to be conveyed, shown by the spirit and personality of the author who has a certain influence in the sentence to be conveyed.

Petter (2002:12) said that figurative language is language that has a figurative meaning and combines the speaker's desire to touch emotion, and the act of being persuaded by the surprise caused

Perrine (1982:61) states that a way of saying something other than the usual way is a broad definition of figurative language.

### **Mobile Legends Bang-Bang**

Moonton published and developed Mobile Legends: Bang-Bang as a mobile multiplayer online battle arena (MOBA). A subsidiary of Byte Dance. Released in 2016, in Southeast Asia this game is becoming popular. In the Philippines this game was selected for the first medal Esports competition at the Southeast Asian Games in 2019. In general, the MOBA game is a game that has a system for battles between 5 vs 5 players which is Mobile Legends Bang-bang use this system to be played. From each of the two teams, there are 5 players who control character called Hero. Basically, the heroes in the Mobile Legends Bang-bang game have 6 different roles, including: Tank, Fighter, Mage, Assassin, Marksman, and Support. In this case the writer focus on support heroes to find the figurative language on their expressions in gameplay.

### **Semantic**

Leeches (1989: IX) states that semantics is central to the study of communication; and when communication becomes more and the more important factor in social

organization, the need to understand it is becoming more and more urge. Semantics is also central to the study of human thought processes, cognition and conceptualization.

Semantics is one important branches of linguistic. According to Adam Schaff (1962) Semantics (semasiology) is a branch of linguistics. Semantic is the study of meaning, semantic is technical term used to refer to the study of meaning, and since meaning is a part of language, semantic is part of linguistic (Saeed, 2003). Therefore it can be ascertained that the meanings of language is related to semantics. That is also supported by Fromkin (1993:205), who states that the semantic is the study of meaning in human language of word, phrases and sentences. Accordingly in semantic, human can be able to know the meanings of words, phrases and sentences.

### **Meaning**

Fedderick (1988:4) said “mastering language is a master of degree and knowing the meaning all of the words”. Another definition from Kreedler (1998:44) is that meaning is expressed in entities that are narrower than morphemes and meanings are conveyed in sentences as entities that are broader than words. In general, meaning falls into two categories: deterministic and connotative.

Griffith (2006:9) the meaning he said consists of two parts 1) The sender's meaning, or intentional meaning, is the meaning that the speaker or creator is trying to convey through an utterance 2) The meaning or literal meaning of an utterance is a necessary fiction that linguists dealing with semantics and pragmatics must grapple with.

Another classification comes from theory by Leech (1989:61) meaning divided into seven, those are logical or conceptual meaning, associative meanings and thematic meaning. Those which are categorized as associative meanings to wit connotative meaning, social meaning, affective meaning, reflected meaning, collocative meaning.

### **c. Method**

In this study, the writer used qualitative method. The data were analyzed using the theory of Leech in his theory of the classification of types of figurative languages meaning. They are: personification, simile, metaphor, hyperbole, irony, litotes, and metonymy.

Research design contained all of the structural design that applicated in the research (Perry, 2008:49). According to Khotari (2004:3), qualitative research is concerned with qualitative phenomenon, i.e., phenomena relating to or involving quality or kind. In behavioral science, qualitative research is very important because it aims to find the underlying motives for human behavior.

### **Object of the Research**

In this research, the writer divided the object of this research into two objects; there are 3 support male heroes and 3 support female heroes from Mobile Legend: Bang-bang patch 1.5.70 version. The data were focused in expressions or remarks of any support hero characters in Mobile Legends Bang-bang Game.

### **Method and Data Collection**

In this research, the writer used library research as a technique to collect data about the figurative language in support hero characters of Mobile Legends Bang-bang game and its feasibility as material source for teaching semantics. According to Zeid (2004) states that library research is where writer obtain data sources for research using literature. Literary research utilizes library sources to help collect and analyze data. The writer also interprets his views and combines his ideas to produce a synthesis of conclusions. In library research, the writer take sources from e-books, journals, etc. for more references. Library research data is limited to various reference sources collected not from field data.

The data were collected through the descriptive technique to identify the figurative languages by utterance such as:

1. The writer found the expressions of every support hero characters of Mobile Legends Bang-bang game.
2. The writer identified any figurative languages contained in support hero characters of Mobile Legends Bang-bang game.
3. The writer classified the figurative languages in support hero characters of Mobile Legends Bang-bang game.
4. The writer made results in the percentage of the use of each figurative language contained in support hero characters of Mobile Legend Bang-bang game. The writer will apply a formula referring 'educational statistic' by Butler (1985). Following is the formula calculating the percentage of the data of every category of figurative language.

**Table 1: Educational Statistic**

$$\frac{x}{y} = 100\% = N$$

Where:

X: Number of subcategory of figurative expressions

Y: Number of all data

N: The percentage of subcategory of figurative expressions

### **Method and Data Analysis**

The writer used the theory by Miles & Huberman (1994) to analyze the data.

#### **1. Data Reduction**

In field notes or written transcriptions, data reduction refers to the process of selecting, focusing, simplifying, abstracting, and transforming the data that appears. Data reduction is part of the analysis because it is inseparable from the analysis. Therefore, data reduction occurs continuously throughout the life of a qualitatively oriented project. Data reduction is a form of analysis that sharpens, short, focuses, discards, and organizes data in such a way that “final” conclusion can be drawn and verified. For the purpose of the existing project, the data collected should be emphasized, minimized, or completely excluded by data reduction that forces choices about those aspects.

#### **2. Data Display**

Data display is the second major of this analysis activity. Data display is an organized and compressed collection of information that allows drawing conclusions and actions. With looking the display can help us to understand what is happening and do something either to analyze it further or take action based on that understanding. The most frequently shown for qualitative data in the past is extended text.

#### **3. Conclusion Drawing and Verification**

The third main analytical activity is drawing conclusions and verification. As we can see from the very beginning of data collection, what is meant by noting regularities, patterns, explanations, possible configurations, casual flows, and propositions begins to be decided by qualitative analysts. The "final" conclusion may also not appear until data collection is complete. As it depends on the size of the submitted record set, the coding, storage, and retrieval methods used.

### **d. Finding and Discussion**

#### **1. Figurative Language found in female support hero characters of Mobile Legends Bang-Bang game**

##### **a. Simile**

There are 2 expressions of simile in figurative language found in female support heroes of Mobile Legends Bang-bang Game.

##### **1. “Our faith flows like rivers crossed” Rafaela**

From the utterance above, It means every faith does not continue to go straight, there must be obstacles that we must go through so that we remain faithful to what we believe

2. "True love is like blood." Carmilla

From Carmilla's utterance above, True love like blood is love that flows like blood in the body that will continue to flow until the body dies. It is related to Carmilla's love story to Cecilion to death.

### **b. Metaphore**

There are 3 expressions of metaphore in figurative language found in female support heroes of Mobile Legends Bang-bang Game.

1. "Green is the color of hope." Floryn

From the utterance above, green as the color of hope is connected with the color of plants such as Floryn which is born from a plant. Hope represents the belief that things will improve after times of adversity, such as the birth of Floryn who will bring peace to the world.

2. "Don't worry, my friend, I am your shield." Lolita

From Lolita's utterance above, "I am your shield" means that Lolita compares herself to the nature of a shield where a shield is synonymous with a strong and strong protector. Lolita will protect her friend as a shield.

3. "I have faced hell before, ugh." Lolita

From the Lolita's utterance above states that hell here is not the true meaning where Lolita is in a fiery place and filled with demons but hell here is a parable of a comparison of properties which is interpreted as suffering where in Lolita's past she experienced bad things in her life.

### **c. Hyperbole.**

There are an expressions of hyperbole in figurative language found in female support heroes of Mobile Legends Bang-bang Game.

1. "Doctor calls me his little angel! But- [giggles], I can't fly..." Angela

From the utterance above a doctor who created Angela considers Angela his little angel because Angela is expected to be an angel who will save the world even though Angela is actually just a robot doll

#### **d. Personification**

There are 3 expressions of personification in figurative language found in female support heroes of Mobile Legends Bang-bang Game.

1. "Nature loves everyone in a tough manner." Floryn

From Floryn's utterances above, it includes personification sentences because Floryn likens nature to a human being who can love other humans. "Nature loves everyone in a tough manner." Means nature must give a disaster so that everyone is aware of the mistakes they have made to nature.

2. "May the world be embraced with blood." Carmilla

From the utterance above, Carmilla interprets blood likes human being that can embraces another person. Carmilla who as a vampire is obsessed with blood, she wants to make the world full of blood.

3. "Time... devours all but you." Carmilla

From Carmilla's utterances, she interprets time like a human who can devour anything. Carmilla thinks that this world will be destroyed by time but she doesn't want Cecilion as "you" to also die because Carmilla loves Cecilion very much.

#### **e. Litotes**

There are an expressions of litotes in figurative language found in female support heroes of Mobile Legends Bang-bang Game.

1. "I'm not yet strong enough, but I will protect them." Mathilda

Mathilda thinks she is not strong enough but she is a brave and very strong heroine.

### **2. Figurative Language found in male support hero characters of Mobile Legends Bang-Bang game**

#### **a. Simile**

There are 2 expressions of simile in figurative language found in male support heroes of Mobile Legends Bang-bang Game.



1. "Love others as love yourself" Estes

From Estes' utterances above, when a person is able to love his brother or others as he loves himself, he will feel calm and can feel a certain satisfaction.

2. "The world isn't like me, it's more than just black and white." Akai

From Akai's utterance above, comparing himself to the colors of life in the world where this world is not only black which is interpreted as sorrow and white is interpreted as perfection, but in this world there are many colors that interpret many things.

**b. Metaphore**

There are 4 expressions of metaphore in figurative language found in male support heroes of Mobile Legends Bang-bang Game.

1. "The ocean is not just our home, it is who we are." Atlas

Because Atlas lives in the Ocean, Atlas thinks the ocean is part of ourselves. Where the sea is one of the sources of life that we must take care of like ourselves. The ocean is everything to him and everything in this world comes from the ocean.

2. "Where I go, the dawn follows." Kaja

The dawn that follows Kaja is interpreted as a hope to come. Since in every moment of war, Kaja will come and stop the war.

3. "We are the shield of the people." Tigreal

From Tigreal's utterance above, "We are the shield" means that Tigreal and his army compares themselves to the nature of a shield where a shield is synonymous with a strong and strong protector of everyone.

4. "Life is a game without checkpoints." Uranus

From Uranus's words above, Uranus likens life to a game where games and real life are struggles and journeys. like a character in a video game, in every video game of course there is a result that we achieve, for example: the highest score, the highest level, and even a victory that we must achieve. But in real life there are no "checkpoints" where after we die we can come back to life.

**c. Hyperbole**

There are 2 expressions of hyperbole in figurative language found in male support heroes of Mobile Legends Bang-bang Game.

1. "A star will disappear if you lose." Diggie

Star is defined as a victory and achievement that is very high and expected. Diggie thinks that the victory is high as a star, and it will disappear if it cannot be achieved or lost. But in the fact star still in there even if you lose.

2. "The whole world is mine, except for you." Khufra

Khufra thinks that the whole world belongs to him, even though he is only a king in a fallen kingdom.

#### **d. Personification**

There are 4 expressions of personification in figurative language found in male support heroes of Mobile Legends Bang-bang Game.

1. "Ask the sea for mercy!" Atlas

Atlas wants everyone to ask for mercy on the sea even though the ocean is not human but the sea can give disaster

2. "When you gaze long into the ocean, the ocean will also gaze into you."

Atlas Ocean is not human object but if we look deep into the ocean, it's as if there will be creatures staring at us from the ocean.

3. "A costly victory looks pale and weak." Tigreal

Victory is not a human object. But the victory meant by Tigreal is a bad win because they won by cheating.

4. "The belly rules the mind." Akai

The Belly means stomach not a human object, Cause of Akai loves eating, he can think and do anything if he gets full.

#### **e. Litotes**

There are an expressions of litotes in figurative language found in male support heroes of Mobile Legends Bang-bang Game.

1. "I am only a shepherd." Estes

Estes thinks he's a shepherd even though he's a God who created life

### **3. The dominant Figurative Language in both of male and female characters from all the support heroes of Mobile Legends Bang-Bang game.**

The writer count percentage per type of figurative language using educational statistic by Butler (1985) with formula which have been mentioned in chapter III Method of Data Collection, so that the writerr can get the result what type of figurative language that most dominant in Mobile Legend Bang-Bang Game. There are 5 types of figurative language that are dominant in the data that has been researched on support heroes in the Mobile Legends bang bang game;

#### **a. Simile**

From the data found there are 4 simile sentences from all the figurative language found, so the presentation is as follows

$$\frac{4}{23} \times 100\% = 17,4\%$$

23

From the data findings of figurative language that have been analyzed by the writer, the utterances from the support heroes of Mobile Legends Bang-Bang Game both from the female and male characters which are categorized as simile has a percentage of 17,4% from all the types of figurative language that found in Mobile Legends Bang-bang game.

#### **b. Metaphore**

From the data found there are 7 metaphore sentences from all the figurative language found, so the presentation is as follows

$$\frac{7}{23} \times 100\% = 30,4\%$$

23

From the data findings of figurative language that have been analyzed by the writer, the utterances from the support heroes of Mobile Legends Bang-Bang Game both from the female and male characters which are categorized as Metaphore has a percentage of 30,4% from all the types of figurative language that found in Mobile Legends Bang-bang game.

#### **c. Hyperbole**

From the data found there are 3 hyperbole sentences from all the figurative language found, so the presentation is as follows

$$\frac{3}{23} \times 100\% = 13\%$$

23

From the data findings of figurative language that have been analyzed by the writer, the utterances from the support heroes of Mobile Legends Bang-Bang Game both from the female and male characters which are categorized as Hyperbole has a percentage of 13% from all the types of figurative language that found in Mobile Legends Bang-bang game.

**d. Personification**

From the data found there are 7 personification sentences from all the figurative language found, so the presentation is as follows

$$\frac{7}{23} \times 100\% = 30,4\%$$

23

From the data findings of figurative language that have been analyzed by the writer, the utterances from the support heroes of Mobile Legends Bang-Bang Game both from the female and male characters which are categorized as Personification has a percentage of 30,4 % from all the types of figurative language that found in Mobile Legends Bang-bang game.

**e. Litotes**

From the data found there are 2 litotes sentences from all the figurative language found, so the presentation is as follows

$$\frac{2}{23} \times 100\% = 8,7\%$$

23

From the data findings of figurative language that have been analyzed by the writer, the utterances from the support heroes of Mobile Legends Bang-Bang Game both from the female and male characters which are categorized as Litotes has a percentage of 8,7% from all the types of figurative language that found in Mobile Legends Bang-bang game.

From the statistic result using Educational statistic by Butler (1985) above, it can be concluded that the most dominant of Figurative Language found in the utterances of support heroes from Mobile Legend Bang-Bang Game are

Personification with percentage of 30,4% and Metaphore with percentage of 30,4%.

## **Discussion**

This In this discussion is a detailed explanation of the findings. Here, the writer provides the result of figurative language of support hero characters of Mobile Legends Bang-bang game based on the theory. The finding divides into three parts regarding the statement of the problems. The first part deals with the figurative language found in female support hero characters of Mobile Legends Bang-bang game. The second part deals with the figurative language found in male support hero characters of Mobile Legends Bang-bang game. Furthermore the last part deals with the figurative language more dominant in both of male and female character from all the support heroes of Mobile Legends Bang-bang game.

The writer provides the data that contains figurative languages of support hero characters of Mobile Legends Bang-bang game. This research use theory from Leech to analyze the utterances that indicate as figurative language. The method of this research is descriptive qualitative. To analyze the data, this research takes theory from Miles & Huberman (1994:10). Based on the research that has been formulated, the writer discuss that:

Figurative Language found in female support hero characters of Mobile Legends Bang-Bang game, the writer finds 10 figurative languages in female support hero characters of Mobile Legends Bang-bang Game with details as follow: Simile 2 utterances, Metaphor 3 utterances, Hyperbole 1 utterance, Personification 3 utterances, and Litotes 1 utterance.

Figurative Language found in male support hero characters of Mobile Legends Bang-Bang game. The writer finds 13 figurative languages in male support hero characters of Mobile Legends Bang-bang Game with details as follows: Simile 2 utterances, Metaphore 4 utterances, Hyperbole 2 utterances, Personification 4 utterances, Litotes 1 utterances.

The dominant Figurative Language in both of male and female character from all the support heroes of Mobile Legends Bang-Bang game. In Support Hero Characters of Mobile Legends Bang-bang Game use personification and metaphor as the dominant figurative languages both are equal in percentage of 30,4% above the total of figurative language found.

## **e. Conclusion**

In this section, the writer concludes after reading and determining the figurative language for the support hero in the game Mobile Legends Bang-bang. In the results of this study, the authors can categorize the results into two main points. First, the writer found the figurative language found in the male and female support hero characters in the Mobile Legends Bang-bang game. They are similes,

metaphors, hyperbole, personifications, and litotes. Metaphors and personification are figurative languages that appear mainly in spoken language. This means that most of the support characters in mobile legends bang bang like to equate or compare characters or other things in the game.

The second activity consists of analyzing the frequency of occurrence of each type of figurative language. Leads to the following conclusion:

The writer found 2 litotes. Than in metaphore the writer found 7 occurrences and in personification the writer found 7 occurrences in their expressions. The writer found 3 hyperbole and 4 simile in all representations of

male and female support heroes in the game Mobile Legends Bang-bang. This means that the most obvious type of figurative language is metaphor and personification. Meanwhile, the rarest appearance of figurative language is litotes.

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