FIGURATIVE LANGUAGE FOUND IN *MOBILE LEGENDS* MAGE HERO CHARACTERS' VOICE LINES

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ABSTRACT

This research aims to define the types of figurative language found and to explicate the functions of the voice lines in a game. The descriptive qualitative methodology is applied in this research by scrutinizing the voice lines of the hero characters in the game, then inscribing and classifying the data obtained, and then drawing conclusions about the data at the end of the steps. The data accumulated from 29 mage hero characters is 47 data. The figurative language found in the voice lines of mage hero characters of Mobile Legends is 11 data (23.40%) on personification, 9 data (19.14%) on metaphor, 5 data (10.63%) on simile, 15 data (31.91%) on hyperbole, and 7 data (14,92%) on paradox. The functions of language from the data analyzed are 35 expressive functions (75%), 9 informative functions (19%), and 3 aesthetic functions (6%), while there is no data found on directive functions and phatic functions (0%). Hyperbole is the most used type of figurative language, and simile is the least used type of figurative language, while the most used functions of language are expressive function and the least used aesthetic function.
Keywords: *Figurative language; Functions of language; Game; Semantics*

INTRODUCTION

Language is crucial to discuss in society since human beings are social creatures that cannot be separated from spoken and written language. According to Hermaji's (2016:2) statement, humans cannot move without language; the two are inextricably linked. Moreover, language is not only used for daily communication by human beings but can also be a major factor as a medium for conveying something, whether in an argument, song, film, or even online games. There is a scientific study of language and its structure known as linguistics, which consists of the sounds, phrases, grammar, and meaning of language uttered. It seeks to apprehend the character of human language, how it is used, and the way it develops

over time. Linguistics is divided into numerous subfields, and certainly one of them is known as Semantics.

Therefore, the study of the correlation between utterance and the meaning of it in language is referred to as Semantic in linguistics (Lyons, 1996). It is involved with the meaning that phrases, clauses, and sentences transmit and the way speakers of a given language apprehend this meaning. Semantic examines how language and outside factors interact, which includes how words and expressions refer to matters and ideas within the actual world, how words are combined to provide complicated meanings, and the way context impacts how language is understood. According to Leech (G. Leech: 1974), *"meaning is a concept or perception that may be communicated from the speakers' to the listeners' thoughts by way of being embodied in a single or more language."*

Semantic is an important aspect of linguistic analysis, as it facilitates us to apprehend how language is used to deliver meaning and the way meaning is interpreted by speakers of a specific language, and figurative language is needed to help humans actually have a greater finer understanding of what the others have conveyed. Figurative language is a significant divergence from what speakers of a language commonly apprehend to be the usual meaning of phrases or, as an alternative, the usual order of phrases to be able to obtain a specific meaning or impact. Despite the fact that figures are occasionally stated to be completely poetic, they are crucial to language use and important to all varieties of communication, according to M. H. Abrams (1999: 96). Supported by Glucksberg's (2001) statement, *"metaphors and idioms are instances of figurative language, which is defined as a language whose meaning differs from that of literal language."* He further explained that the interpretation of figurative language depends on the surrounding context.

According to Perrine (1988:565), figurative language is a linguistic feature in which an expression is stated in a different way from the manner it might commonly be said. Kennedy (1983: 481) stated four varieties of figurative language despite the fact that in this analysis, the researcher focuses on two varieties of figurative language, which are comparative and contradictive. The primary kind is comparative figurative language includes Personification, Metaphor, and Simile, whilst the contradictive figurative language includes Hyperbole, Irony, Litotes, and Paradox. Concluded by the statements above, the researcher defines figurative language as a language that makes use of figures of speech, consisting of metaphor, similes, personification, hyperbole, and many others, to convey meaning past the literal interpretation of words uttered. It is frequently used to create vibrant descriptions, add intensity and richness to writing, and even evoke emotions or imagery within the reader or listener. In contrast to literal language, which is supposed to be taken at face value, figurative language requires interpretation and

understanding of its underlying meaning. It is usually utilized in literature, poetry, and different types of creative writing, as well as in regular speeches, and uniquely discovered in a game.

The analysis of figurative language has been studied by many researches in many fields such as figurative language in a song entitled "Comparative Figurative Language Found in Selected Song Lyrics of Jessie J" (Ni Nyoman Deni Ariyaningsih, Ni Made Verayanti Utami, Gracia Hartiningrum, 2022) which the researchers found several kinds of comparative figurative language and then describe the meaning of the comparative figurative language used in the Jessie J's selected song lyrics, or a research entitled "The Analysis of Semantics Meaning Found In Comments of Instagram Account of Info Denpasar" which found Comparative Figurative Language, Contradictive Figurative Language, and Correlative Figurative Language (Wayan Swarniti, 2021), and a research entitled "An Analysis of Figurative Language used in World of Warcraft Game Reviews" (Riemon Tomasowa & Agoes, 2022) about the figurative language in reviews of a game which found four varieties of figurative language used in online reviews of the World of Warcraft game.

This research has numerous gaps with the previous research above. In the first previous research analyzed the research, they focused on a song lyric, then the second focused on the comments of an Instagram account, while the third one has little resemblance because the study and this study both examine the topic of games, but the third research focuses on a review of a game, while this study focuses on the voice lines of hero characters in a game to be analyzed and examined the types of meaning from the data obtained by the total of 29 mage hero characters from game Mobile Legends.

The researcher is concerned that there has not yet been a study of figurative language that specifically focuses on the voice lines of a game. Since the game has been in the position of being the most played mobile game in Indonesia, the researcher is curious to interpret the meaning of the figurative language contained in the voice lines from mage hero characters in Mobile Legends game to be the object of the study and certain that this research is important to do to help people especially whose daily lives are related to online games can have advantageous comprehension of the meaning contained in the voice lines of the hero mage character, which some people may consider trivial but apparently have crucial interpretations to avoid misinterpretations that have or may occur in the future.

Based on the elucidations above, the researcher merely focused the research objective to examine two varieties of figurative language: comparative and contradictive, such as personification, metaphor, hyperbola, simile, and paradox. Moreover, the researcher subsequently focused on analyzing the function of each figurative language data found in the voice lines. For the limitation, the researcher

is limited to investigating the phrases, clauses, and sentences used in the voice lines of the mage hero characters. In addition, the researcher will not analyze data that does not include comparative and contradictive figurative language. Therefore, this analysis takes the chance to develop the knowledge of the figurative language in the voice lines of a game, specifically of mage hero characters in the game Mobile Legends.

Many theories of figurative language have already been proposed by linguistics experts. The data obtained by the researcher in this analysis will be classified and analyzed according to the hypothesis of Kennedy (1983: 481), which states that four categories of figurative language consist of relation, repetition, comparative, and contradictive. However, in this analysis, the researcher merely focuses on two varieties of figurative language: comparative and contradictive. The first type is comparative figurative language, which includes Personification, Metaphor, and Simile, whilst the contradictive figurative language includes Hyperbole, Irony, Litotes, and Paradox. Moreover, Leech (1974) stated five varieties of functions of language in the concept to interpret and categorize the function of the data: informative function, expressive function, informative function, directive function, aesthetic function, and phatic function.

LITERATURE REVIEW

According to Perrine (1988:565), figurative language is a linguistic feature in which an expression is stated differently from the way it might typically be said. Kennedy (1983: 481) stated four types of figurative language. Nevertheless, in this analysis, the researcher focuses on two types of figurative language: comparative and contradictive. The first type is comparative figurative language, which consists of Personification, Metaphor, and Simile, while the contradictive figurative language consists of Hyperbole, Irony, Litotes, and Paradox.

Comparative Figurative Language

Personification

Personification is a type of figurative language in which human-like qualities are attributed to non-human things or objects. This kind of figurative language helps to bring inanimate objects to life and create a more engaging and relatable experience for the reader.

Metaphor

Metaphor is a kind of figurative language that makes use of one factor to represent another, drawing an assessment between reputedly unrelated matters or enhancing the meaning of a sentence or word through developing a direct association in contrast to matters.

Simile

A simile is a figure of speech that makes use of "like" or "as" to evaluate various things, frequently to create a more vibrant or enticing description. It is a form of figurative language that facilitates the creation of imagery and enhances the meaning of a sentence or word.

Contradictive Figurative Language

Hyperbole

Hyperbole is figurative language that aims to provide an explanation for something but is performed with the aid of exaggerating the original words spoken with emphasis or effect to increase something being mentioned to create a severe or more dramatic impact.

Irony

Irony occurs when there is a discrepancy between what is being said, hinted, or suggested and what actually happens. It is a form of figurative language that contrasts what is expected with what is actually experienced, frequently in order to illustrate a point or deliver a satirical effect.

Litotes

The figurative language of litotes includes statements that have been reduced from the original format. More specifically, litotes is a figure of speech that involves understatement by using double negatives or a negative to express a positive. It is a form of figurative language that creates an ironic or nuanced effect, often by downplaying the importance or intensity of something.

Paradox

A paradox is an assertion that looks to be contradictory or illogical but, upon closer examination, reveals a hidden fact. Paradoxical language is often used in literature and poetry to create a striking effect or to deliver a deeper meaning.

Concluded by the statements above, the researcher defines figurative language as a language that uses figures of speech, such as metaphor, similes, personification, hyperbole, etc, to convey meaning beyond the literal interpretation of words. It is often used to create vivid descriptions, add depth and richness to writing, and evoke emotions or imagery in the reader or listener. Unlike literal language, which is meant to be taken at face value, figurative language requires interpretation and understanding of its underlying meaning. It is commonly used in literature, poetry, and other forms of creative writing, as well as in everyday speeches, and is also uniquely found in a game. Besides that, the researcher also adapted seven types of functions according to Leech (1981, 9) outlined below:

Function of Language

Expressive Function

The expressive function allows speakers and writers to express their personal feelings and thoughts about the situation matter. It is able to be used to express

emotions through swear phrases and exclamations (Leech, 1974). In conclusion, the expressive function serves as a bridge for conveying emotion. The author, speaker, or writer of this word is trying to deliver the feeling in an utterance. It can be commonly seen in poetry and literary work.

Informative Function

The informative function of language is one which serves to inform people with information. In this kind of language function, speakers or writers deliver information to listeners or readers. This function makes a specialty of the message and is used to deliver information whether or not it is primarily based on fact and well-worth. It suggests that Leech concurs that if an utterance is signed as information, then it uses informative language. Informative language may be used to express thoughts, make announcements, lecture, caution, represent information, solicit comments, or ask questions. The informative function, in essence, serves as a method of spreading understanding.

Aesthetic Function

The aesthetic function is the usage of language as a linguistic artifact without any specific motive from the speaker. This language is a shape of artwork, and the emphasis is on the beauty of the word itself. This function appears regularly in poetry and literary work. Aesthetic function is involved with the linguistic message itself, and the speaker has a tendency to choose phrases primarily based on his or her preferences.

Directive Function

The directive function is used to persuade people's perceptions or actions. The most established kinds are commands and requests. This directive function is a social control mechanism that specializes in the recipient instead of the sender of the conversation. In line with Leech's concept, a directive function is a phrase that causes the hearer to carry out the action requested by means of the speaker. This function of language results in the listener's action; it is able to take the form of instructions, policies, guidance, laws, warnings, or regulations. Furthermore, directive functions consisting of command and request are employed to have an effect on different people's behavior or attitudes.

Phatic Function

Maintaining positive social relationships and open lines of communication are the functions of phatic function. It serves to establish, maintain, and discontinue communication lines. To ascertain if the conversation is allowable to continue or to get the other person's attention and see if they persist in following the conversation. The majority of the time, greetings (which start a discussion), introductions, goodbyes, and standard polite questions that are used as small talk are examples of this function. To put it simply, the phatic function is used to establish, maintain, and terminate communication lines.

Game

The definition of the game, according to Chris Crawford (2012), is *"a computer game designer argued that the game, at its core, is an interactive activity focused on an achievement, where there are active players, there are also the opponents"*. In line with the statement above, Greg Costikyan (2002) also stated that *a "game is a form of works of art in which participants called the "Player, made the decision to manage its resources through the objects in the game in order to achieve the goal of the mission*." Based on the statements above, the researcher concludes that a game is a strategy formation that is played by the player in order to win and achieve something but does not eliminate the fun and entertaining side. A great number of players play this game, which is an online role-playing video game called A Multiplayer Online Battle Arena (MOBA), which is made specifically for mobile phones, namely Mobile Legends. The hero characters in this game use a lot of interesting voice lines, and the researcher is inquisitive to learn their meanings, implementing semantic study theory in regard to figurative language. Concluding the statements above, the researcher focused on analyzing the voice lines of the hero character in the game, which, according to Zathong (2022), *"voice line itself is a term that describes pre-recorded phrases that characters can say in-game*."

METHOD

The researcher used a descriptive qualitative method to examine the data obtained. The first step the researcher does is to collect the voice lines data by listening, reading, and writing the data on the notes from the in-game battlefield, YouTube, and the official website of Mobile Legends: Bang Bang, then re-read and marking the figurative language data, to then determined and classified the types of data collected into several types of figurative language, afterward as the last step is to determine the function of language of the data obtained according to Leech (1981) theory.

Based on the elucidations above, the researcher merely focused the research objective to examine two varieties of figurative language: comparative and contradictive, such as personification, metaphor, hyperbola, simile, and paradox. Moreover, the researcher subsequently focused on analyzing the function of each figurative language data found in the voice lines. For the limitation, the researcher is limited to investigating the phrases, clauses, and sentences used in the voice lines of the mage hero characters. In addition, the researcher will not analyze data that does not include comparative and contradictive figurative language. Therefore, this analysis takes the chance to develop the knowledge of the figurative language in the voice lines of a game, specifically of mage hero characters in the game Mobile Legends.

The steps of research the researcher did are first, write down the information and the starting point of the problem to be examined, then focus on the research object to find out research journals that have been published before in order to identify the gap between the related research journals found to be novelty by the researcher. The next is to determine keywords that will then become the framework for the body of the research, explain the background of the study to be the introduction, choose qualitative descriptive as the method for data collecting, identify problems, research objective, scope of problem, then explains about figurative language; comparative figurative language; contradictive figurative language; types of function, and game. , the researcher also explains the method, research object, and steps of the research to then cite the references used from expert theories, books, existing research journals, credible websites, and even YouTube videos to compile them using journal guidelines from templates provided by the university where the researcher studied.

FINDING

Based on the findings of collecting voice line data from 29 mage hero characters in the Mobile Legends game, 47 data were collected using figurative language. The data that will be analyzed are presented below:
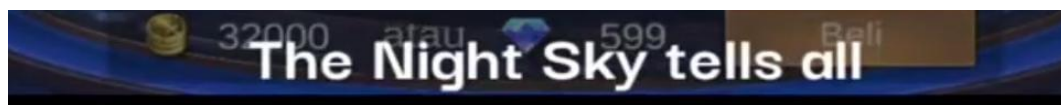
Personification
Data 1
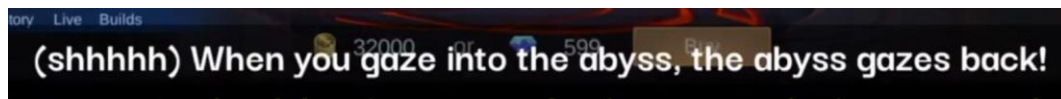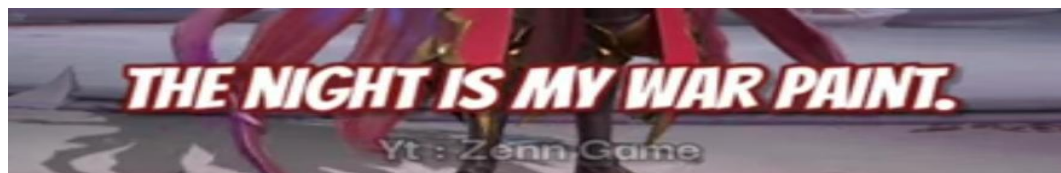

(Source: YouTube Channel Zenn Game; Selena Voice Lines 0:13)

Data 2

(Source: YouTube Channel Zenn Game; Esmeralda Voice Lines 0:13)

Metaphor
Data 1

(Source: YouTube Channel Zenn Game;Cecilion Voice Lines 1:21)

Data 2

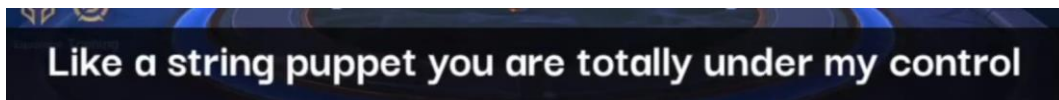*(Source: YouTube Channel Zenn Game;Zhask Voice Lines 0:42)*

Simile
Data 1

(Source: YouTube Channel Zenn Game; Selena Voice Lines 0:24)

Data 2

(Source: YouTube Channel Zenn Game; Luo Yi Voice Lines 0:17)
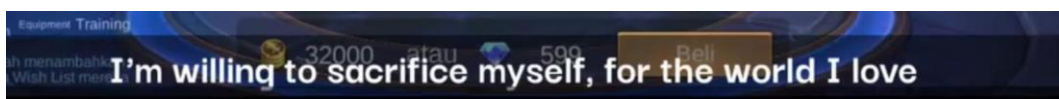
Hyperbole
Data 1

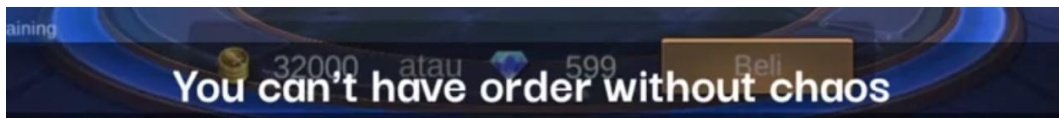*(Source: Mobile Legends Wiki Website; Carmilla Voice Lines)*

Data 2

(Source: YouTube Channel Zenn Game; Lunox Voice Lines 0:41)

Paradox
Data 1

(Source: YouTube Channel Zenn Game; Lunox Voice Lines 0:26)

Data 2

(Source: YouTube Channel Zenn Game; Luo Yi Voice Lines 1:11)

DISCUSSION

Based on the findings above, the data analysis of each data collected are shown as follows:

Data Analysis of Personification on Data 1

The phrase that is categorized as personification in this data is "the Abyss gazes back" because it brings intangible objects to life, creating a more compelling and relatable experience in which describing the "abyss" appears to stare back at those who see through it is relevant to the characteristic of personification.

The types of function on this data is categorized as an informative function because the hero character "Selena" firmly warns the others who are trying to connect with the "abyss" that the "abyss" would gaze them back is in line with a characteristic of informative function because it is specifically used to inform listeners and readers, and warnings are also included.

Data Analysis of Personification on Data 2

This data spoken by the hero character "Esmeralda" is categorized as personification because it seems as if the "night sky" is a living being such a resemblance of a silent witness to everything that has been done and seems to be able to say all the bad and good deeds of everything below it.

The phrase almost sounds like an expressive function or an aesthetic function, but this phrase is more accurately described as an informative function because "Esmeralda" informs both of her allies and enemies that everything that happens on the battlefield will be recorded by the night sky, which can be used as a testament of all the deeds taken.

Data Analysis of Metaphor on Data 1

This data entered the category of metaphor because it uses the analogy of two unrelated things between "war" and "paint." The "war paint" means that the night belonged to him as a symbol of his war, and it also means that the hero "Cecilion" only fought in the war when the night came.

The data of the voice line spoken by "Cecilion" is categorized as an aesthetic function because he is exaggerating the situation, which illustrates aesthetically that when night comes is the right time to war, as evidenced by the word "war paint" itself, which is the figurative core of this data.

Data Analysis of Metaphor on Data 2

This data included metaphor because in literal meaning, the term "fear" is not a thing or an object that has no physical body; "fear" and "weapon" have no correlation because the two are two different things lexically, "fear" is a feeling while "weapon" is a thing; an object.

However, the metaphor of the data, "fear is a weapon," can be categorized as a warning. Therefore, the linguistic character of this data is in line with the informative function, which tells people that this contextually meaningful phrase illustrates that fear can be a weapon to distort the opponent's decision-making or break the opponent's will that has the potential to result in failure in an in the course of the war.

Data analysis of Simile on Data 1
This data is categorized as a simile because it uses a connective word, "seem(s)," as a typical simile. On the battlefield, the hero character "Selena" is a villain character who is depicted as being trapped in the darkness of night and accustomed to living in a void of frightening coldness, therefore which causes "Selena" to feel amazed when the moon seems warm to her. While theoretically, the moon itself is not a living being with which to be friends.

The type of function of this data is clearly expressive, which expresses the feelings of the hero "Selena" by describing her thoughts as if the moon is friendly towards her. "Selena" depicts her emotions and longing for warmth after being trapped in life as a villain, which allows her to wonder and express her feelings with these figurative sentences.

Data analysis of Simile on Data 2
This data is categorized as a simile because it uses a connective word as a typical simile, "like." This sentence illustrates that "Luo Yi" feels so powerful to the point she can control her enemies with total control, such as a person playing with a string puppet. "Luo Yi" has the ability to control her enemies, which makes it seem like she is playing her enemies with string puppets because they are fully controlled by her.

The voice line data above is in line with expressive function characteristics, which shows clearly that "Luo Yi" enjoys toying with her enemies with full awareness of controlling them as if her enemies were string puppets who have no control over their bodies and can only surrender when controlled by "Luo Yi

."

Data Analysis of Hyperbole on Data 1
In this data, Carmilla refers to her lover, Cecilion, which illustrates that she will be strong through any enemies that get in her way without fear as long as her lover belongs to her. The researcher categorizes this data as hyperbole because, literally,

no one being is able to physically enter into a human heart, and the "with you in my heart" phrase is an exaggeration.

The expressive function is the best match for the data above because it expresses the love "Carmilla" has for "Cecilion" under any circumstances, whether it is joy or sorrow, so that "Carmilla" does not need to be frightened of anything as long as she still loves and loved by "Cecilion," her lover.

Data Analysis of Hyperbole on Data 2

The data above is spoken by a hero named "Lunox." she is described as the guardian of the light and darkness of this game, and she is equitable to both light and dark, which is why she is willing to sacrifice anything so that the peace between light and darkness is maintained. The exaggerated phrase is "sacrifice me," which is in line with the characteristic of hyperbole, meaning that she is willing to sacrifice anything, including her own self, for the sake of peace for both light and dark because she loves it.

The love "Lunox" shows is an eminently expressive function. "Lunox" undoubtedly loves peace and carries out her role with totality as the keeper of the balance between light and darkness, which makes her have to sacrifice anything, even herself, at any cost, to maintain peace for both sides.

Data Analysis of Paradox on Data 1

This sentence is categorized as a paradox because it expresses two contradictory things between "order" and "chaos." As the guardians of both sides, light, and darkness, the two sides are mutually sustainable, covering up for the deficiencies and balancing the advantages of each world: order (light) and chaos (darkness).

The function of this data of the "Lunox" voice line is both expressive function and directive function because "Lunox" expresses her feeling as the guardian of light and darkness that the two sides of light and darkness are interrelated and cannot be separated from each other. However, on the other hand, "Lunox" also emphasizes her enemies who are trying to disrupt this balance so that they do not interfere or are presumptuous in disrupting the balance of the harmony of the two worlds she protects.

Data Analysis of Paradox on Data 2

This data is categorized as a paradox because it clearly expresses two contradictory things between "light" and "shadow"; there is a contradiction between one thing and another in one sentence, while the contradictions that occur are both valid.

The type of function of this data is informative because "Luo Yi" knows that it is a fact that shadows will always follow wherever the light is, and shadows will also become extinct when there is no light.

CONCLUSION

In this research, the researcher expects readers to acquire even greater information in the varieties of figurative language and the function of the language of the data provided from the mobile Legends mage hero characters' voice lines. The data accumulated from 29 mage hero characters in Mobile Legends discovered some varieties of figurative language started from comparative figurative language: personification, metaphor, and simile, while the contradictive figurative language is merely hyperbole and paradox in a total of 47 data. After the researcher categorized the data, it was discovered that figurative language found in the voice lines of mage hero characters of Mobile Legends are 11 data (23.40%) on personification, 9 data (19.14%) on metaphor, 5 data (10.63%) on simile, 15 data (31.91%) on hyperbole, and 7 data (14,92%) on paradox. The functions of language from the data analyzed are 35 expressive functions (75%), 9 informative functions (19%), and 3 aesthetic functions (6%), while there is no data found on directive functions and phatic functions (0%).

Based on the data above, it is clearly found that hyperbole is the most used type of figurative language, and simile is the least used type of figurative language, while the most used functions of language are expressive function and the least used aesthetic function. No data was discovered from irony and litotes, and no data was found from directive function and aesthetic function. Based on the evaluation above, the types of figurative language discovered within the voice lines of mage hero characters of Mobile Legends which hyperbole is the most used type of figurative language with 15 data and simile is the least used kind of figurative language with 5 data; while the most used functions of language are 36 expressive function and the least used functions of language is three aesthetic functions. As the end result of observation, merely from the hero mage person alone, there are discovered quite numerous data of figurative language. This means that figurative language can also be discovered in voice line games to express emotions or ideas imaginatively. In other words, the game uses figurative language in order for the gamers to achieve a certain image and get carried away by the way of emotions spoken by each hero character in the game Mobile Legends.

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