



**SPEECH ACTS OF DEFEATING IN DEFENCE OF THE
ANCIENT 2 (DOTA 2) THE GAME: A STUDY OF GENDER
DIFFERENCES IN LANGUAGE USE**

THESIS

By

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**ENGLISH DEPARTMENT
FACULTY OF HUMANITIES
UNIVERSITAS JEMBER**

2020



**Speech Acts of Defeating in Defence of the Ancients 2 (DotA 2)
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A thesis presented to the English Department, Faculty of Humanities, Universitas Jember, as one of the requirements to obtain the award of Sarjana Sastra degree in English Studies

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2020

DEDICATION

I would sincerely dedicate this thesis to:

1. My father, alm Hadi Winarno Subroto and my mother, Wardatul Ulumiyah who had always supported me in giving motivation to finish this thesis. Thanks for the never ending love and prayer;
2. My lovely sister, Deswanti Ayu Maharani Subroto, who always gives her support for me;
3. All my big family, Subroto family and Imam Sulaimi family, for the love and kindness;
4. SWAPENKA (Mahasiswa Pencinta Kelestarian Alam) family, for the great 4 and a half years of experience and lessons;
5. Special for SWAPENKA 33, Hening, Cangkang, Siput, and my brother Koin, who have taught me how to be a person;
6. Sugito family, Haris, Febri, Topek, Yayi, Dini, Dea, Frisca, Tata, Risa, Sarah, and Ica for the colour you drawn to my life;
7. For the love, Yayi Sugandi, who never tired of reminding me to reach everything;
8. My linguistics friends, for always be there in the last 4 semester of struggling;
9. All my friends of English Department 2015, thank you for being a friend that I need;
10. All of my friends from KKN 003 Menampu, for the 45 days good story to remember;

MOTTO

“I am a beacon of knowledge blazing out across a black sea of ignorance”

(Invoker, Dota 2)



DECLARATION

I hereby state that the thesis entitled “**Speech Acts of Defeating in Defence of the Ancients 2 (DotA 2) Game: A Study of Gender Differences in Language Use**” is an original piece of writing.

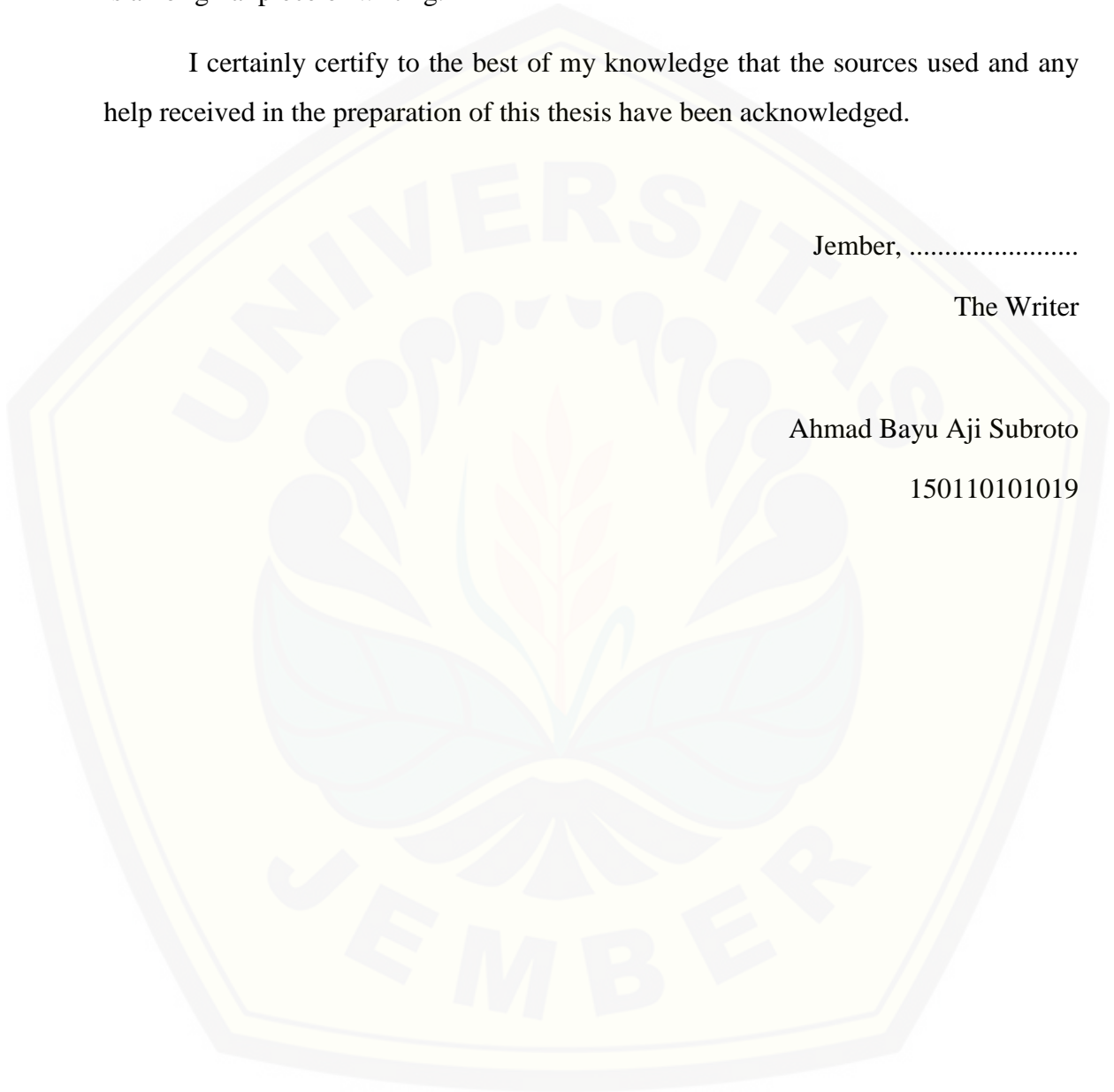
I certainly certify to the best of my knowledge that the sources used and any help received in the preparation of this thesis have been acknowledged.

Jember,

The Writer

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THESIS

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ACKNOWLEDGEMENT

All praise to Allah, I am able to finish the thesis because of His blessing and mercy. I also would like to thank to those who have given their great and helpful contributions in doing my thesis. They are:

1. Prof. Dr. Akhmad Sofyan, M. Hum., the Dean of Faculty of Humanities, Universitas Jember;
2. Dra. Supiastutik, M.Pd., the Head of the English Department;
3. Indah Wahyuningsih, S.S., M.A. and Sabta Diana, S.S., M.A., who had given me their time, knowledge, advice, suggestion, and patience in completing this thesis;
4. Drs. Syamsul Anam, M.A. and Dewianti Khazanah, S.S., M.Hum, who given their suggestion to improve the process;
5. All of the lecturers of the English Department who taught me patiently during my study;
6. All of the staffs of Faculty of Humanities, Universitas Jember.

Jember,

Ahmad Bayu Aji Subroto

SUMMARY

Speech Acts of Defeating in Defence of the Ancients 2 (DotA 2) Game: A Study of Gender Differences in Language Use; Ahmad Bayu Aji Subroto; 150110101019; 2019: 40 pages; English Department; Faculty of Humanities, Universitas Jember.

This study focuses on the speech acts produced of the heroes in Defence of the Ancients 2 (DotA 2) game when they defeated their enemy. There are 20 utterances from male and female heroes used as the sources of the data. The illocutionary acts produced in the utterance is being the first research question set. In addition, this study also identifies the differences of male and female heroes in using language inside the game. This study applies the theory of speech acts by Austin (1962), theory of the classification of illocutionary acts by Searle (1979), and the theory of gender differences by Cameron (2007).

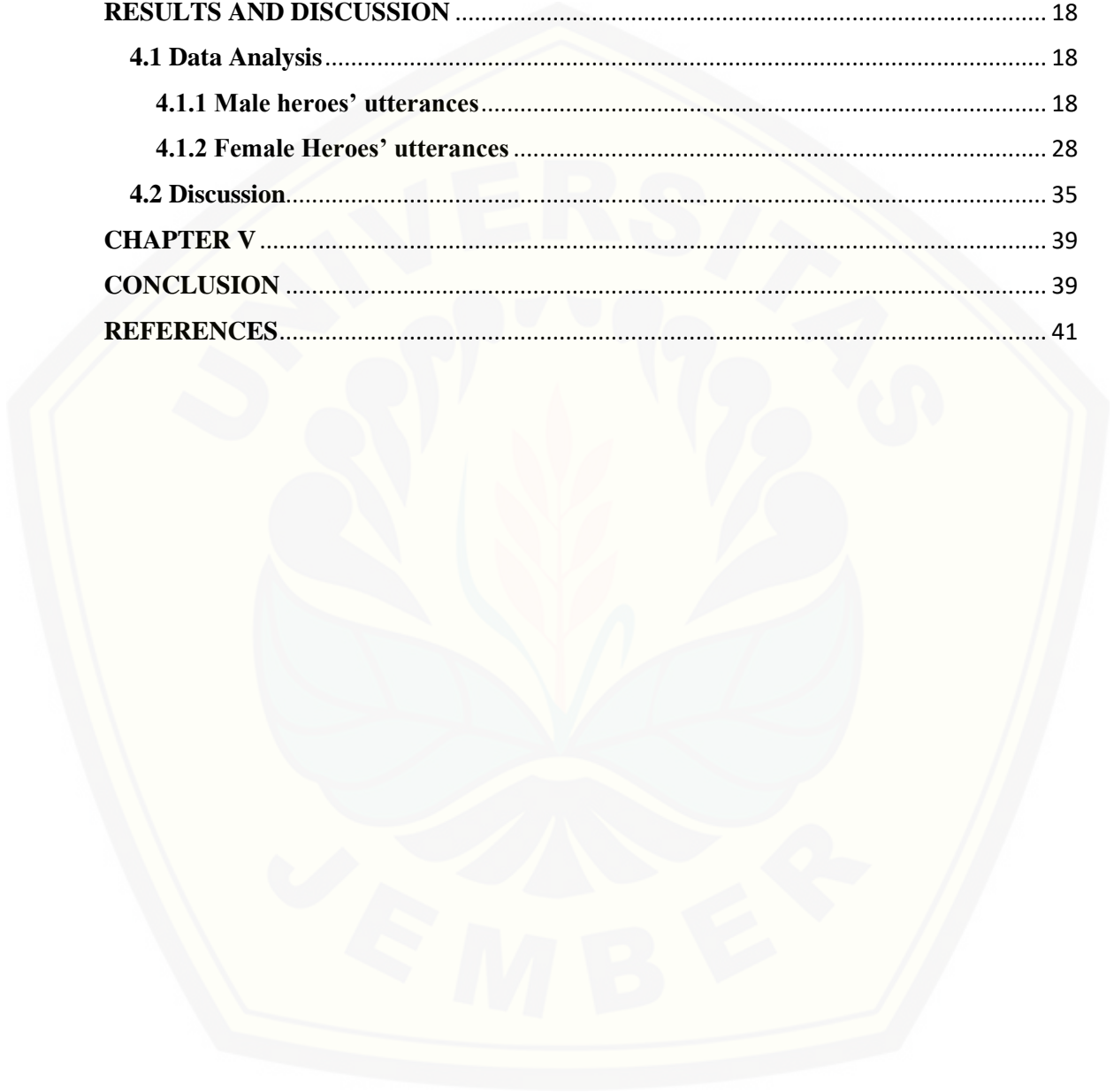
Qualitative research is the type of this research since the data are taken in the form of words. The data are taken from 10 male heroes and 10 female heroes as their expression of defeating an enemy. Then the utterances are analysed using the theory of speech acts by Austin (1962) to elaborate the locution, illocutionary acts, and perlocutionary acts. Then the illocutionary acts are classified into one of the 5 forms according to Searle (1979), which are assertives, expressive, declaration, commissive, and directive.

The results of this study shows that there are several types of illocutionary acts produced by the heroes in the game. Male heroes produced 5 expressives, 4 assertives, and 1 directive illocutionary acts. Meanwhile, female heroes produced 8 expressives, 1 assertive, and 1 directive illocutionary acts. The further analysis shows that there are 4 differences between male and female heroes in using language. There are differences of point of illocutionary acts, difference senses of mocking utterance, the use of terms in describing something by female heroes, and the tendency of females to put their feelings in the utterance.

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CHAPTER I

INTRODUCTION

1.1 Background of the Study

In the recent years, game industry is on its peak and it has been rapidly developed following the developing of the technology itself. One of the agent of the game developing nowadays is Valve Corporation, which is also known as the developer of a platform distributing games over the world, Steam. As a platform distributing games, Steam provides games from a simple game until a complex games which needs an extra intelligence to finish it. Steam also provides all of the genre of games known nowadays, as Casvean (2016) stated about several types of games like Role-Playing Game (RPG), First-Person Shooter (FPS), Survival Games such as Player Unknown Battleground (PUBG) and Fortnite which are popular in the latest year, Multiplayer Online Battle Arena (MOBA), and so forth.

Multiplayer Online Battle Arena is a sub-genre of real-time strategy games that brings several players together with a unit or hero they are controlling into a battle arena, which sometimes it is a 5 versus 5 players in each match. The objective is to destroy the opponent's base. One of the famous game of this genre is Defence of the Ancients 2 (DotA 2) which was adapted from its first generation, Warcraft III: Frozen Throne developed by IceFrog. This game is also provided in Steam by Valve, with Valve is also the developer of DotA 2 and hired IceFrog to work with him as the designer. The popularity of DotA 2 can be seen in the official website of Steam itself <https://store.steampowered.com/stats/> (accessed February 13th, 2019) which describe that this game is the most played games and has the highest number of players among the other games provided by Steam. The current players of this game is 343,714 players daily on average, followed by Counter-Strike Global Offensive with 205,457 players. Thus, it can be seen that this game could make a huge effect over the world according to the number of its player. The effect could possibly affect us in building our thoughts or perceptions towards the real world.

In order to draw more attention of the players, several features are also added inside the game. Features that improve the game play like adding some special utterances into the heroes involved in the game. This was done also in Valve's DoTA 2 the game by giving their heroes such utterances. These utterances are used by the heroes to communicate with the other heroes and of course, also explain certain meaning or even of Valve who is the one who made it. In the making such utterances, Valve as its developer definitely consider the real condition from the real world and poured it into the game. Thus, certain meanings are not coming from the utterances of the heroes, but also coming from the developer itself. It tells the understanding of gender aspects of the developer. Means that the developer, the one who created the game (included the utterances inside the game), certainly poured the understanding about what should the hero speak.

Besides, the certain meanings which may be explained by the heroes' utterances are used to tell their own power, to mock and to taunt the enemy, and to tell their nature. The heroes are not only male (some heroes are known as female). They are expressing their own statements differently. Thus in order to know the intended meaning of the heroes' utterances and describe the differences between male and female heroes in using such utterances in the game related to the social practices in real life, an analysis is needed.

Clark and Lucy (1975) described that a speaker could have an implied meaning in its utterance which might be never understood by the hearer without considering the right context of the utterances. Speech acts is a tool that works under the hidden meaning conveyed by a speaker in its utterance. The aim is to reveal the implied meaning of a speaker. Thus, a speech act theory is needed to analyse the topic since the utterances are used by the heroes referring to what Clark (1975) said that a speaker has an implied meaning on its statement. Experts had been proposed the speech act theory such as the one by Austin and Searle. Austin (1962) proposed acts which involved in the production of an utterances, there are locutionary, illocutionary, and perlocutionary

acts. By this, Searle (1979) proposed the types of illocutionary acts which are Declaratives, Assertive, Expressive, Directives, and Commissive.

The heroes inside the game are considered as male and female heroes. This is also an interesting case to analyze because male and female are known to have different ways of using language. Like Newman (2008) found in his study that men intend to speak with less emotion, use more articles and references, and swear more while women are considered using lots of emotion in her speak, use intensive adverb and more conjunction. Thus, gender studies is also involving in the research to for further investigation to find out how gender differs the way they speak in the game. Eckert (2003) argued that Gender is not something we are born with, and not something we *have*, but something we *do* and something we *perform*.

To differ it clearly, the research focused only in the difference approach since the aim of this study itself is to differ male and female heroes' speech so it should elaborate the differences among the utterances. Difference approach is an approach which emphasises the idea that women and men belong to different subcultures (Coates 2013:6). Thus, the most suitable approach to be done is difference approach itself.

Hence, related to the background above, the research investigates the difference between male and female heroes in using language in the game. Through speech act theory by Austin (1962) focused on the illocutionary acts and the classification of illocutionary acts by Searle (1979), the research attempts to find out the intended meaning in the utterances produced by the heroes. Then related gender study is applied to figure out how the difference between male and female heroes in using language.

1.2 Research Topic

The topic of this research is gender difference in using language in the speech acts of defeating produced by male and female heroes in Defence of the Ancients 2 (DoTA 2) the game. The utterances are analysed using Austin's (1962) theory of speech acts. Then the utterances are classified into 5 types of illocutionary acts by Searle (1979) to describe the intended meaning. After describing the intended meaning,

gender study of differences is used in order to know the differences between male and female in using language.

1.3 Research Problem

Valve created Dota 2 the game with a lot number of heroes consisting of male and female heroes which are free to play with. There are 19 female heroes out of 114 heroes in total. Clearly, by just seeing the number of heroes, Valve made it less number of female heroes than male. It is considered to carry the gender issues via game by Valve, its developer. Moreover, each hero possesses utterances as a feature made by the developer. These utterances are considered to have an intended meaning. Thus, the utterances will be analysed to describe the intended meaning and to find out the differences between male and female heroes in using their language. With the huge number of players, it cannot be denied that this game could contribute our perception towards the real world, including the gender understanding.

1.4 Research question

By the background of the study and the problem above, there are 3 research questions in doing this research, there are;

1. What illocutionary acts are produced in the selected utterances of Valve's DoTA 2 heroes?
2. What types of illocutionary acts are found in the selected utterances of Valve's DoTA 2 heroes?
3. What are the differences between male and female heroes in the game by the using of language of the heroes in the selected utterances of Valve's DoTA 2 heroes?

1.5 Goal of the Study

1. To find out the illocutionary acts produced in the selected utterances of Valve's DoTA 2 heroes.
2. To know the types of illocutionary acts in the selected utterances of Valve's DoTA 2 heroes.

3. To demonstrate the differences between male and female heroes in the game by the using of language of the heroes in the selected utterances of Valve's DoTA 2 heroes.



CHAPTER II

LITERATURE REVIEW

2.1 Previous Research

The first previous research was a journal conducted by Nazir (2012). He analysed the social media *Facebook* using the perspective of sociology. He described the differences and similarities between male and female in using social media. He selected 60 random sample from both (30 males and 30 females) as participants from Pakistan and over 20 years age. He analysed many aspects of profil's participants, including their language. He found that women are much more adaptive to current trend of new language than men itself. Thus it is quite similar with the research which discussed the same area, gender in social media. However, this research takes *DotA 2* (a game) as its object of research to find out the differences between male and female in using language while Nazir's research used facebook as its object.

The second previous research is an unpublished thesis by Ardyansyah (2018). This thesis discussed speech acts, especially directive illocutionary acts, produced by the player of *DoTA 2* which took data from English Department students of Universitas Airlangga. He described the function of directive illocutionary acts with the theory of Searle about speech acts and its types. He found that most players were using directive illocutionary speech act. The type used is *warn* directive illocutionary acts to warn the teammate during the battle. Hence, the same theory was used to analyse the data that is speech act theory of Austin and Searle and the same object was picked to be analysed, *DoTA 2*. However, what is to consider here is Ardyansyah's analysis stopped at the directive illocutionary acts while this research analyse the selected utterance using speech acts theory and gender theory to find out the difference between male and female heroes in using the language while the second previous research is not.

The third previous study is taken from a journal written by Kondrat in 2015. She analysed how video games represented current situation of female. She also tried to show that video game as mass media is also contributing our perception of something in the real world and in this case it is female representation in video games. The data is

taken by questionairing 234 players from several games about how they thought and felt related to the topic and it was snowballed with interviews. She used at least 3 theories to support the study which are ‘uses and gratification theory’ explaining the consumers’ satisfying of using mass media, ‘cultivation theory’ explaining the cultural indicator, and ‘feminist theory’ which explaining the gender relation in the game. She found that the representation of female in video games current years is changing and improving in comparison with video games in 80s and 90s. She concluded that it happened because the games companies are interesting in creating new types of video games with their different characters. Thus, compared with this study, Kondrat used different tool to analyse the data and used different theory to make further investigation. However, the aim of her study explained that video games are also contributing our perception of the real world is in line with this research. It is aimed to analyse the utterances produced by the heroes, which are made by the developer, and relate them with the current study of gender.

2.2 Theoretical Framework

2.2.1 Pragmatics

Pragmatics is a branch of linguistics that concerns on meaning. Different from the other branch, semantic, pragmatic study concerned on meaning constructed by an interactional context. According to Horn and Ward (2004): “Pragmatics is the study of those context-dependent aspects of meaning which are systematically abstracted away from in the construction of content logical form.” It is clearly described that pragmatic is closely tied to context.

In line with the explanation above, Yule (1996:3) defines pragmatics as the study of language that is communicated by a speaker (or writer) and interpreted by a listener (or reader). Here, Yule explains pragmatics in the area of certain circumstances built by the speaker and the listener. Thus, the other people who did not bound under the circumstances are not understand what conversation is held between the speaker and the hearer. The circumstance usually understands as a context which laid behind the communication. As a result, he add the understanding of pragmatics itself as the

study of contextual meaning (1996:3). In addition, Mey (2001:6) defines that pragmatics is the study of the use of language in human communication as determined by the conditions of society. He explains that pragmatics in the area of the condition of society which built the context.

Thus, based on the explanations above, we can conclude that pragmatics is the study of language meaning in which the meaning is also influenced by the context. The context is built by the speaker and the hearer or by the condition of the society.

2.2.2 Speech Acts

Austin views speech acts as a performative utterances (1962:6) which means that this theorist who was initiated the speech acts analysis views an utterance is not just a saying. He views that speech act tells the hearer to do something as the speaker says. But, the hearer does not always do the thing that the speaker wants from the speech acts. It sometimes happens because the intended meaning of the speaker by uttering the speech acts could not be understood by the hearer. It might be called as a misunderstanding. The message of the speaker by uttering the speech acts is not received by the hearer. Poluzhyn (2005) also explained that the use of a simple performative verb does not guarantee the illocutionary force of a speech acts. It could not be received as long as the hearer could not understand the speaker's intention. The example, when there is a girl says:

“It is so hot here”

The girl intentionally ask for the people near her to turn the air condition on or open the window of the room by uttering the utterance above. The hearer which received the intention meaning of what the girl said will turn the air condition on or open the window directly. It happens because the hearer understand that the utterance *it is so hot here* is not only a statement but also the girl's action that performs *requesting*. But, if the hearer could not receive the intention of what the girl said, no one will turn the air condition on or open the window. There will be no actions caused

by the girl's utterance. It happens because the hearer understands the girl's said only as a statement rather than an action.

In addition, Austin (1962) has explained the 3 types of acts contained in a speech acts. Locutionary, Illocutionary, and perlocutionary acts.

- a) Locutionary act is an act that shows the basic meaning of an utterances or statement (what the speaker says) simply. Austin (1962:94) argued that locutionary act is a simple act that followed by the full of sense to do something. Simply, the basic understanding of an utterance is belong to locutionary act. It is the actual meaning of an utterance. The example:

“Take it”

The act of the utterance above is the act of producing sounds of ‘take’ and ‘it’ containing the actual meaning of both words. The meaning is that ‘take’ refers to give something that explained by ‘it’ as the thing given by the speaker to the hearer.

- b) Illocutionary act is an act that intends to do something by just saying it. Austin views this kind of speech act has a power called illocutionary force. With this kind of power or a force, the hearer could do something that the speaker is uttered before. More, Austin (1962:98) stated some circumstances to determine the locution is being used such as asking or answering question, giving and warning, announcing an intention, making identification or giving description, and making an appointment. The example is when a guy invites a woman to make a date and the women answers:

“I am busy”

The utterance above is not just explain that the woman really busy but also her intention to refuse the guy's invitation. Therefore, the utterance above have an intentional purpose to refuse his invitation for a date.

- c) Austin (1962:101) stated that perlocutionary is an act as the effect for the hearer by hearing the speaker's utterance. The effect includes feelings, thoughts, or

action of the hearer. Shortly, it is the consequences effect after the hearer accepted the illocutionary force of the speaker's utterance. The example, when a woman says:

“It is so cold”

The utterance above is not just to inform the hearer that the temperature is so cold but it is also an order for the hearer to give her a jacket or a hot drink to warm her. Thus, the act of giving a jacket or giving a hot drink to warm her by the hearer is considered as a perlocutionary act. It is the impact of an utterance expressed.

Searle also contributed in the field of speech act by proposing the alternative ways to classify the types of speech acts which had been classified by Austin beforehand. Searle (Searle 1979) distributed the types of speech act into 5 different types, as follows:

a) Assertives,

Assertive speech act is kind of speech act that tied the interlocutor to the fact of what the speaker's saying (suggesting, claiming, complaining).

Example: “I state that it is raining” (p.21)

b) Comissive,

Commissive, it is an act that the speaker uses to make a promise or statement about the future including promising and threatening.

Example: “I promise you to pay the money” (p.22)

c) Directive,

Directive act is an act that the speaker uses to make the interlocutor to do something as the speaker wants in its utterances (ordering and commanding).

Example: “I order you to leave” (p.21)

d) Declarative,

Declarative speech act is kind of speech act that change the world with what the speaker's say (appointing and marrying).

Example: “You are fired!” (p.26)

e) Expressive

Expressive is the speech act that show what the speaker's feel psychologically with certain conditions such as blaming and apologizing.

Example: "I apologize for stepping on your toe" (p.23)

2.2.3 Language and Gender

Gender is the product of the interactions between individuals and their environments (Blakstone 2003:1). It means that the term gender is a social construct of human through communication by individuals. The theory of constructed gender are also argued with Butler in his book *Gender Trouble*. It explains that it is a social construct that involved the term of Gender itself. Different understanding with sex, which means biological things includes men and women. Gender is understood socially by our behaviour in interaction with other people and how people expect in their own environment towards men and women. Referring to Eckert's argument that Gender is not something we are born with, and not something we *have*, but something we *do* and something we *perform* (Eckert 2003:10).

In analysing gender matter, in language, Coates (2004) in her book stated that there were at least 4 approaches of gender which have been proposed by experts:

1. Deficit approach, this approach mostly used in the beginning of research on language and gender. It is an approach proposed by Lakoff that explains the deficient of women's language. She described that women's language was using more hedges and empty adjectives. But this approach was a crucial one because there was intrinsically wrong and got challenged by others.
2. Dominance approach, it is an approach which explains that women's language is a subaltern of men's language (men more dominance the conversation more than women). Thus, in this approach, women are represented as an oppressed group by the men. Generally, a research which used this kind of approach is concerned to describe how the dominance of male or the oppression of female in the conversation.

3. Difference approach, it is an approach that explains women and men belong to different subculture. Thus, this approach believes that, between men and women, there is a gap in their own speech in particular terms or subcultures. This approach started to analyse women's speech outside the frame of women's oppression or powerlessness (Coates 2004:2). Dissimilar to the previous approach. In other words, a research usually used this approach to show how women also have its characteristic. This approach believes that male and female grow their own speech in their different subcultures.
4. Dynamic or discursive approach, it is the recent approach that focused on dynamic aspects of communication between men and women. This approach emphasizes that gender is constructed. Thus, in other words this approach brings the cultural framework up as its constructor.

Thus, based on the approaches described above, difference approach is the most suitable approach to be used in analysing the topic of this study. Because the study focused on describing the differences between male and female heroes in using their language in the game.

The study of gender differences was first initiated by Lakoff (1975) with her book *Language and Women's Place* (1975). She explained that between men's and women's language, there are several differences in women's language that show the deficiency of women's language towards men. Such as the using of tag questions, polite forms of language, empty adjectives, speak in italics, and so forth. These differences were explained as a deficiency of women's language to man's language. For instance, women's language using more tag questions because they uncertainty towards their own statement. The uncertainty itself shows the weakness of the speaker to the hearer so they are seeking for a confirmation from the hearer about their statement. This case basically returns to the very beginning statement of Lakoff itself that explained the difference of men and women in the view of the society (men are considered as a serious individual while women do not considered seriously).

These differences of conversational style between men and women's language invites the other experts analyse more about gender differences to prove Lakoff's hypothesis. Such as McMillan et al (1977 cited in Weatherall 2002:60) who studied the use of tag questions between male and female. With the orchestrated groups conversational, the research resulted as a support of Lakoff's hypothesis which explained women's differential speech style in using the tag questions. But, in another study conducted by Dubois and Crouch (1974 cited in Weatherall 2002:61), different results was demonstrated (it is man who use more tag questions than woman) as a cause of different setting constructed in this research. Dubois and Crouch claimed that settings like the status of the participant (speaker and target) and the purpose of the discussion are influenced in the production of the man's and woman's language. Thus, Dubois and Crouch are against the hypothesis of Lakoff about women's deficiency towards men's language. This results is clarified by Holmes (1984 cited in Weatherall 2002:61) with the form of tag questions based on its function. There are 'modal tags' which is a request confirmation of information and used by men and 'affective tags' which is concerned with saving the face of the addressee and used more by women.

As a purpose of clarifying this differences thoughts, Weatherall (2002) argued the problems which needs to be considered in analysing the differences of gender. The first problem faced is form-function problem. The form-function problem explained the possibility of men and women to produce the same form of linguistic feature but still have different function. The example of this problem has been described above about the using of tag questions between man and woman. They may use the same form of linguistic feature frequently but it has different function. The second problem is the problem of context. It is the way language used and understood varies depending on when, where and under what circumstances an interaction is taking place (Weatherall 2002:62). This problems concerns on the situational context of the conversation such as the characteristics of the participant, their relationship with the target, the length encounter, the task, and the setting of interactions. These factors could influence the speaker's language so the hypothesis of Lakoff, for instance, may

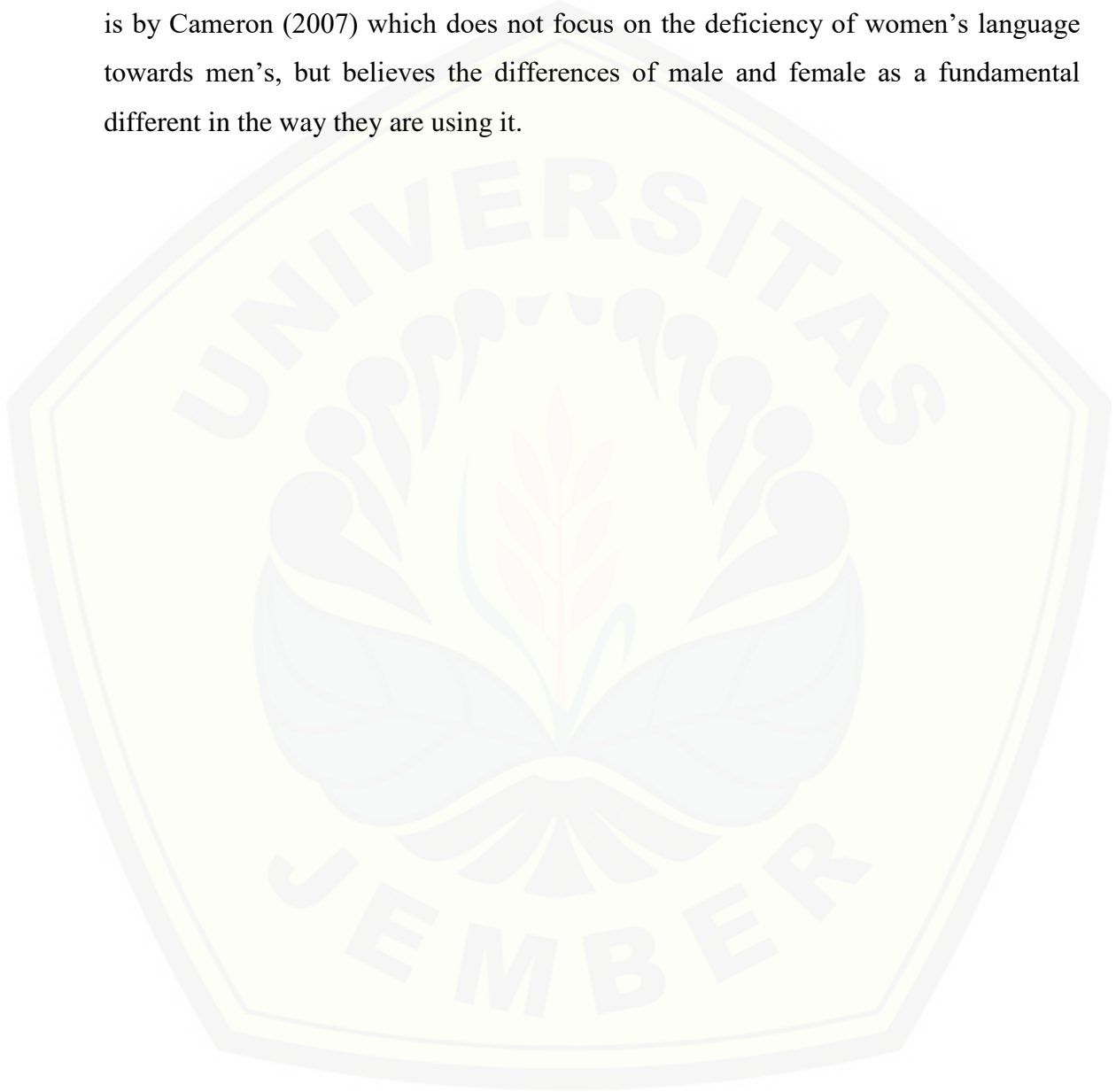
be incorrect within the different situation constructed. Thus, an understanding of these factors in analyzing gender differences could bring the research to an important insights of gender and language variation.

Furthermore, the differences of gender in using language are drawn by Cameron (2007). She argued that between men and women differ fundamentally in the way they use language to communicate (Cameron 2007:7). In other words, men's and women's language are basically different because they are different. She believes that between men's and women's language, there is nothing that overlaps or being crushed by one another, like the case of deficit model which explained the deficiency of women's language. Thus, she proposed 5 differences to support her arguments of gender differences in using language in her book *The Myth of Mars and Venus* (2007:7-8).

1. Language and communication matter more to women than to men; women talk more than men.
2. Women are verbally skilled than men.
3. Men's goals in using language tend to be about getting things done, whereas women's tend to be about making connections to other people. Men talk more about things and facts, whereas women talk more about people, relationships and feelings.
4. Men's way of using language is competitive, reflecting their general interest in acquiring and maintaining status; women's use of language is cooperative, reflecting their preference for equality and harmony.
5. These differences routinely lead to "miscommunication" between the sexes, with each sex misinterpreting the other's intentions. This causes problems in contexts where men and women regularly interact, and especially in heterosexual relationships.

Thus, based on the explanation above, this research is aimed to distinguish male and female heroes in Defense of the Ancients 2 (DotA 2) the game through the language they are produced when defeating the enemy of them. The form-functional

problem and the context problem have been considered in order to reach more insights in distinguishing men and women in language. The context problem considered is the situation of the language produced, when they are defeating an enemy, with the enemy as the target of speech. The gender theory used to distinguish male and female heroes is by Cameron (2007) which does not focus on the deficiency of women's language towards men's, but believes the differences of male and female as a fundamental different in the way they are using it.



CHAPTER III

RESEARCH METHOD

3.1 Type of Research

Since the data used to analyse is a descriptive (utterances), the type of research is qualitative research. Denscombe (2007:296) stated that qualitative data takes form of words (spoken or written) and visual images (observed or creatively produced). Based on this understanding, the most suitable type of research used in this analyse is qualitative research since it deals with words and utterances. It is considered as a suitable way to research in analysing the data descriptively because the aim of this study is to describe how gender differs male and female heroes in the game by the using of language of the heroes in the selected utterances of Valve's DoTA 2 heroes.

3.2 Research Strategy

This study is using a difference approach. According to Coates (2004) difference approach is an approach that explains women and men belong to different subculture. What she meant here is the research is done by searching the different between male and female heroes in using their language and describing it as the result of this study.

3.3 Data Collection

The data consist of utterances showing by the heroes in Valve's DoTA 2. The data of this research was taken from <https://dota2.gamepedia.com/Heroes> as the only one source that provides the utterances of the heroes in DoTA 2 by Valve.

Since the heroes itself gave a lot of utterances and a lot of conditions or requirements before they speak the utterances (such as beginning the battle, defeating the enemy, defeated by an enemy, and so forth) and there are 116 heroes in total, so here a limitation of data analysed is made. Besides, the purpose of this study is to describe the differences between male and female heroes in using speech acts of defeating the enemy (which also explains that there is a probability of language use between male and female heroes). Purposive sampling is also applied as a limitation

since the data taken are limited to the utterances expressing defeating speech acts. As Denscombe stated (2007:16) that purposive sampling is 'hand-picked' for the research. This method supports the study since the researcher knows the game and the desire to produce the most valuable data in the utterances. The data are taken from defeating speech acts produced by the heroes when they succeeded conquering their enemy in order to describe the differences of male and female heroes in using language in the game clearly. Thus, the research only focus on the speech acts produced by the heroes when they are slaying or defeating an enemy. Because of the large amount of data, the use of purposive sampling is appropriate in order to avoid broader discussion. The research focuses to pick 20 males and female heroes' utterances in DotA 2 the game as the subject which are going to be analysed.

3.4 Data Processing

After the data are collected through the source, it will be processed with these following steps:

1. Describing the illocutionary acts to get the intended meaning of an utterance produced by the speaker
2. Then classifying the illocutionary acts into the 5 types of illocutionary acts
3. Afterwards, demonstrating the differences between male and female heroes in the game by the using of language of the heroes within the illocutionary acts produced by the heroes.

3.5 Data analysis

In this research, descriptive technique is used to analyse the data. The technique is used to describe the discussion by applying the theory of illocutionary speech acts by Austin (1962). Then the utterances are classified into one of 5 types of illocutionary acts proposed by Searle (1979:12-17). Then, the findings are discussed to find out how male and female heroes are different in using language or utterances using differences approach of gender by the heroes of Valve's DoTA 2 when they are defeating their enemy.

CHAPTER V

CONCLUSION

Based on the analysis, it is found that male heroes produced 5 expressive illocutionary acts, 4 assertive illocutionary acts, and 1 directive illocutionary acts. The expressive illocutionary acts produced by the male heroes are mocking (3 utterances) and praising (2 utterances). The assertive illocutionary acts produced is boasting (4 utterances). The directive illocutionary acts produced by the male hero is a commanding utterance. On the other hand, female heroes produced 8 expressive illocutionary acts, an assertive illocutionary acts, and a directive illocutionary acts. The expressive illocutionary acts produced are 6 mocking utterance, a distrust and a hatred. The assertive is a stating utterance and the directive one is an order utterance. From the analysis, it is found that female produced more expressive illocutionary acts than males that could bring us to an understanding that females like to take their feelings in their utterance (Cameron 2007:8).

Furthermore, this analysis reveals that there are differences between male and female heroes in using language in the game. There are at least 4 differences in language use found in this analysis. The first difference is the difference of point of illocutionary acts. In this point of view, male heroes used language to refer to what they could do while the female used language to mock the enemy by looking at the physical condition of the enemy. The second difference is in the making a mocking utterances, both gender also use their own language the same as the previous findings. In this case, both gender produced mocking in order to mock the enemy after the fight but in the different ways. Here, male heroes tend to mock the ability or skill owned by the enemy while the female heroes tend to mock the physical condition of the target of speech itself. The third finding is the using of terms by female language while the male language was not. In this part, female language found to use terms to explain the condition they are facing. The variation of terms that represent the target of speech were Weed, Fat, and Fish Stick, and Corpses. The last finding is what is being spoken between them. Female language found to put more feelings and relationship or

connection while male language found to put their strength or power whether to show it or to mock their weak enemies.

Based on the discussion above, this study shows proofs that the developer of this game was trying to develop a game which reflects our real life. The language occurred inside the game which was spoken by the heroes itself was a reflection of the life that we lived on. This is due to the developer of DotA, IceFrog. They are developing a game which contains differences in male and female language. They might believe that gender differences in language use is not about how men's language is dominated the conversation, or how women's language is seen as a deficient. But, they believed that men's and women's language is different on its own way. Both language has its own characteristic without overlapping each other.

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