LANGUE DES JEUNES: THE USE OF GREETINGS BY E-SPORTS PLAYERS

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Abstract: One of the media used by teenagers to greet each other is electronic sports. Through e-sports, teenagers wave greetings and express their thoughts in words or sentences. The greeting is closely related to the name and designation used to address people. This qualitative descriptive study discusses e-sports players' greetings, especially those on the E-sport Podcast YouTube channel. The data were collected from five transcribed videos by note-taking. Then, they were analyzed using the theory of greeting according to the theory of Crystal (1997) and Kridalaksana (1980). Finally, the data were presented in tabulation for easy understanding. Based on the data analysis, the greetings used by e-sport players include personal names, pronouns, other nouns, kinship, and other words to show annoyance or anger.

Keywords: youth language, greetings, e-sports players.

INTRODUCTION

Language mediates individuals to exchange ideas and greet others. Greetings can be delivered directly or by technology. Now, people can do greeting through media, such as telephone, social media, and even online games and e-sports. For example, when playing e-sport, they can greet one another from different areas. However, it can carry out intensive communication through devices supporting audiovisuals during the game. Certain words or sentences are uttered by the players either consciously or unconsciously as a response to what is going on during the game session.

E-sport (electronic sports) uses devices like cell phones, computers, PlayStations, and Nintendo. The term e-sport has become a trend among youth, and its development is rapid (Arif & Aditya, 2022). E-sports are also known as e-games, different from online games. E-sports differs from online games in that they are sports, while online games are entertainment for the players. Therefore, an e-sports athlete will also participate in programs related to sport training programs (Yokoso, 2019).

In e-sports, games are depicted with competitive and well-organized videos. For example, two teams compete against each other in a match for victory. Some games that fall into the e-sports category are Mobile Legends, League of Legends, and PUBG. Today, e-sports has become a promising industry under KONI, protected by the Indonesian E-sports Executive Board (PBESI); therefore, it has successfully become a national-level competition, such as National Sports Week (PON).

As a new industry, e-sports is getting more and more fans. Thousands and even millions of people are willing to watch for hours to support their favorite athletes. It is usually broadcast via live streaming platforms like Twitch, Nimo TV, and YouTube. The audience will notice everything attached to the athletes, such as costumes, behavior, and language. This study focuses on the language used.

The language of e-sport athletes not only functions as a communication tool but also sets

the course of the match according to their wishes. A leader in online games like Free Fire coordinates the team to win. The leader must be a dominant communicator, good at reading situations, enemy positions, and game zones (Anggraini & Sugiyanto, 2021). Many language modes are used, such as strategy formulation, opponent information to the team, simple chats, motivation, and even insult or trash-talking during matches (Linda & Sugiono, 2018).

One aspect of communication this study examines is how they greet one another. Duranti (1997) argued that greeting is an essential part of the communicative competence to become a member of any language community because it is commonly the first verbal routine that children learn. It is also why it became the first topic introduced in a foreign language class. Greetings is also an exciting topic for social interaction analysts because it can establish the conditions of a social encounter.

According to Brown and Gilman, greeting refers to a pronoun used to address the second person. Greetings are also closely related to the names and designations used to address people (Sugono, 2014). Greetings are morphemes, words, or phrases used to refer to each other in speech situations and vary according to the speaker's relationship (Kridalaksana, 2011). These relationships can be between close people, new people, family, leaders, peers, and other relationships. In addition to the speaker's relationship, the greeting choice is also influenced by social factors, age, or gender (Rusbiyantoro, 2011). It serves to clarify the referent of the conversation or to whom the conversation is addressed (Novianti, 2016).

The selection of expressions for greetings needs to be considered to avoid tension (Nurhayati, 2015). For example, Kridalaksana in Iswatiningsih (2010) classifies Indonesian greetings into nine, namely a) second-person pronouns, b) self-names, c) kinship terms, d) titles and ranks, e) agentive pronouns, f) noun form + ku, g) hissing words or hints, h) noun form and i) zero form. Furthermore, Kridalaksana also mentioned that factors that affect greetings include differences in relatives, age, position, situation, social status, familiarity with relationships, and the purpose of the conversation.

Crystal (1997) also divides the different types of greetings based on a) name, which can be first name, last name, full name, and a diminutive nickname like Danny for Daniel; b) Standard naming that includes kinship (mommy, auntie), honorific titles (ma'am, madam, sir, Your Honor, Your Excellency, Your Majesty), and markers of status or position (Mr. President, Prime Minister, Father (pastor), professor, Chief, general); c) type of occupation, e.g., waiter, bartender, driver, nurse; d) addressing that is evaluative, either pleasant (such as dear, sweetheart) or offensive (such as idiot, bastard, faggot); e) general with a special meaning, such as brother, buddy, man, ladies and gentlemen; and f) personal pronoun 'you.' These greetings are closely related to local culture, politeness, customs, and the conversation context (Rejeki & Asari, 2018).

Several factors, including social and situational factors, influence the use of the greeting. For example, age and gender are social factors, while situational factors include who, when, and where the conversation takes place {Soewito in Suhandra, 2014). Hymes (1972) and Manas & Chinmay (2011) mention these social factors with the abbreviation SPEAKING, which stands for S: Settings and Scenes. The setting is related to the place and time when the conversation occurs, while the scene refers to the psychological situation of the conversation. P: Participants related to the speech participants, namely speakers, interlocutors, and listeners. E: End, related to the goals and objectives to be achieved in communication. A: Act Sequence related to the form and content of speech. K: Key related to the tone of voice and variety of language required. I: Instrumentalities related to the tools used to convey messages, for example, verbally, in writing, and by telephone. N: Norm of Interaction and Interpretation, related to norms and ethics when communication occurs. G: Genre, related to the form of delivery, such as lectures and speech.

The greeting has three forms: short, complete, and combinations (Setyaningsih, 2000). The short usage form is an abbreviation of the complete form of greeting. Short forms can come from personal names, pronouns, kinship names, and titles. For example, Tomi is shortened to Tom. The complete greeting is used in formal situations. It can be in the form

of names, pronouns, kinship names, titles, and positions. For example, Susi remains Susi, not Sus. The third form of usage is a combination form, a combined form of two or more greetings; for example, Mba Ayu is a combination of greeting between kinship names and personal names.

The use of greetings in social life certainly has a specific function. For example, Jakobson (Rahayu, 2016) mentions that greetings have conative and phatic functions. The conative function happens when the speaker wants the speech partner to do something, while the phatic function only shows a relationship with the speech partner.

Research on greetings has been carried out by previous researchers, such as Indraswari (2013), Yayuk (2018), Safitri (2019), Ertinawati (2020), Nahak (2020), Rosyidi (2021), and Hardi et al. (2022). Besides investigating the function of greeting (Safitri, 2019), some researchers examined the expressions used in greeting (Indraswari, 2013) and their variations by people in different communities and ethnics (Yayuk, 2018; Ertinawati, 2020; Nahak, 2020; Burhanudin and Syamsuri, 2021). Meanwhile, Ertinawati (2020) mentioned that people likely use pronoun categories when greeting others using kinship terms like *Ibu, Teteh, Emang, Akang*, *Aa*, or *Neng.* In addition, Nahak (2020) revealed that people in the *Tetun* language mostly use personal pronouns when greeting others.

The result of the study by Safitri (2019) emphasized the functions of greeting in a particular community, which are to greet, preserve cultural customs, show ethnic identity, respect or show politeness, show social status, express affection, show social integration, to perform a symbol or purpose of life. Furthermore, Indraswari (2013) indicated that people in Banten used mixing language between Javanese and Sundanese as a means of daily communication.

Most research discusses greetings of regional languages with research subjects from childhood to adulthood. They greet one another face to face. Rosyidi (2021) and Hardi et al. (2022) investigated language use in the e-sport context. While Rosyidi (2021) pinpointed the language register used by Mobile Legends Commentators, Hardi et al. (2022) focused their study on the expressive speech acts in the speeches of e-sport commentators. The study's result indicated that the commentators commonly use closed language registers—such as the word marksman, first blood, retreat, etc.—(Rosyidi, 2021). In a different case, Hardi et al. (2022) classified ten speech functions with lingual markers occupied by e-sport commentators in their study

While many scholars have focused their study on the use of greeting in various cultural backgrounds, this study focuses on the use of greetings expressed by e-sport players from a broader community around Indonesia. The players of e-sport are commonly young people who linguistically—in my anecdotal assumption—have different communication styles when interacting with their peers. Instead of using the whole regional language, young people tend to use slang language. Even they will likely use code-mixing between their local language and Indonesian. Therefore, this study will reveal how young people use greeting in their interaction through online games or e-sports and the function of the greetings expressed.

METHOD

This research is a qualitative descriptive study. According to Mulyadi (2013), qualitative research emphasizes involving the researcher himself as an instrument because non-human instruments are difficult to use flexibly to capture various realities and interactions. In addition, researchers must also be able to uncover social phenomena in the field by mobilizing all their sensory functions. This study also discusses the use of greetings for esports players, especially on the Podcast Esports YouTube channel.

The author chose the YouTube account for several reasons: 1) admin consistency in displaying videos, 2) the consistency of the account's audience, which is not too high and not too low, 3) there are lots of greetings that include trash-talking, 4) players do not recognize gender.

The method that the author uses is the *simak bebas libat cakap* method (Astriani, 2016). The author listens to the Podcast Esports YouTube channel and transcribes the greetings. The channel has 14.5 thousand subscribers.

The transcribed videos totaled five titled: 1) *Kayes Jadi Oura Omonganya Tad Tod Tad Tod Trus,* 2) *Eri Ngetrol Pake Moskov Tapi Malah Marah2 Sendiri Ngakak Bgttt,* 3) *Oura Marah Marahin Doyok Gara2 Mainya Ngtrol Ngakak Bgt,* 4) *Marsha Ribut Sama Oura Gara2 Ini Nagakak Bgt,* 5) *Pascol Ngtrol Lagi Pake Gord Malah Marah2 Sendiri.*

The video contains a lot of greetings to the co-stars. In addition, It has more than 10,000 views. After transcribing, the authors collected research data, analyzed them with the Kridalaksana theory, and described the research results in descriptions and elaborations.

RESULTS AND DISCUSSION

The greetings used in e-sports differ from those in previous research in terms of variations because most speakers are teenagers with different origins.

Based on the data, the greetings of the e-sports players are divided into several categories, namely personal names, pronouns, kinship terms, and greetings of dislike, annoyance, or anger.

Greeting Based on The Category of Self-Names

Greetings based on the category of self-names in E-sports players are as follows.

Table 1. Greetings based on the category of personal names

Greetings	Meaning
Jess No Limit	Person's name
Jess	Person's name
Tin	Person's name
Justin	Person's name
Kiyos	Person's name
Oura	Person's name
Doyok	Person's name
Yok	Person's name
Wan	Person's name
Anton	Person's name
Ton	Person's name
Valentina	Person's name
Febian	Person's name
Mam	Person's name
Bas	Person's name
Jo	Person's name

Table 1 illustrates greetings with a personal name, which could be a full name or nickname. In this case, it refers to the interlocutor, either the second or the third party.

A personal name is a form of designation used to determine one's identity (Rusbiyantoro, 2011). In online games, personal names do not have to be those given by parents at birth but can also be pseudonyms or nicknames. For example, in Table 1, there is a player named *Jess No Limit*. This name is not his birth name but adapted from the name of a famous YouTuber.

The use of personal greetings that are not followed by other forms, such as sir, bang, mas, and others, is usually used by speakers of the same age or older than the speech partner. In addition, personal greetings are also used in casual or informal situations. It shows an intimate relationship; usually, the players already know each other.

Greeting Based on Pronoun Category

Greetings based on the pronoun category for E-sports players are as follows.

Table 2. Greetings based on the category of the pronoun

Greetings	Meaning
Lu	Interlocutors of both people (Hokkien dialect)
Ente	Second-person speaker (Arabic)
Kau	Second-person speaker (Indonesian)
Gua	First-person speaker (Hokkien dialect)
Gue	First-person speaker (Hokkien dialect)
Ane	First-person speaker (Arabic)
Coy/Cuy	Second-person interlocutor
Gaes (guys)	Third-person interlocutor
Bos	Second-person interlocutor

Table 2 demonstrates three types of personal pronouns used by e-sports players: first-person, second-person, and third-person. The first-person pronouns designate persona

categories (Kridalaksana, 1974). In addition, personal pronouns can be used to greet or refer to someone. For example, the first-person pronoun refers to oneself (speaker), the second-person pronoun refers to the person being addressed (speech partner), and the third-person pronoun is used to greet YouTube viewers.

The forms of pronoun address in the table are singular first-person pronouns (*gue, gua, ane*), second-person singular pronouns (*lu, ente, kau, bos*), singular/plural pronouns (*cuy, coy*), and third-person pronouns. plural person (*gaes*). Someone uses this form of greeting to place himself with other people in communicating. The terms *gue, gua, ane, lu, ente, kau, and cuy* are usually used by speakers of the same age or older. In addition, the personal pronoun is also used by speakers who have close relationships with their speech partners or co-stars. Finally, the greeting is also used in an informal setting when playing e-sports
.

Gue, gua, and *lu* greetings from the Hokkien dialect of spoken Chinese, namely *goa* and *lu*, each of which means I and you (Utami, 2022). In their use, the two words contain the meaning and nature of brotherhood or friendship. Thus, the two personal pronoun greetings can be used reciprocally by speakers and speech partners to show familiarity between them.

Greeting Based on Category of Kinship Terms

Greetings based on the category of kinship terms for E-sports players are as follows.

Table 3. Greetings based on kinship terms

Greeting	Meaning
Dek	Greeting to younger brother
Bang	Greeting to older brother male (Betawi)
Mas	Greeting to older brother male (Javanese)
Bro	Greeting to sibling men (English)
Brother	Greeting to sibling men (English)

Table 3 illustrates that the kinship terms used by e-sport players are *Dek, Bang, Mas, Bro, and Brother*. *Dek* is a kinship category greeting

from the word *adik/adek*. Older people usually use this greeting to younger ones, both men and women. In e-sport, the greeting *dek* is used more by men than women. Greeting *dek* is also usually used in an informal setting.

The words *bang* and *mas* are kinship category greetings used by younger speakers to older or respected male speech partners. The word *bang* comes from the word *Abang* in Indonesian, while *mas* is a greeting in Javanese. Both can be used in a formal or informal setting.

B*ro* is a greeting to refer to male partners of the same age, younger or older. The word *bro* is an abbreviation of brother, which means sibling. This greeting is used in an informal atmosphere, and the speech partner is already familiar.

Greetings from various languages correspond to e-sports players from various regions, especially young people who actively play online games and e-sports directly. However, the interactions between the players let the greetings mixed.

Greetings showing Dislike, Annoyance, or Anger

Greetings showing dislike, annoyance, or anger at the other players in Esports are as follows.

Table 4. Greetings showing dislikes, annoyance, or anger

Greeting	Meaning
Setan	Demon
Anjing	Carnivorous mammals that are usually kept guarding the house
Babi	Even-toed mammals have four fingers, two larger middle fingers, and a large head with a long snout.
Tod	Having sex (Sundanese)
Kontol	Male genitalia
Cok	Having sex (Javanese)

Table 4 illustrates that the greetings in this category used by e-sport players are *setan, anjing, babi, tod, kontol, and cok*. In addition, the greeting of dislike comes from the name of an animal with a negative connotation, male genitals, and terms referring to sexual intercourse, which comes from Sundanese and

Javanese. Finally, the greeting category of annoyance is commonly used by teenagers when expressing anger.

Fahmi (2018) stated in his research that many youths in Bandung use sarcastic languages, such as *anjing, goblog, babi, monyet, tai,* and *koplok*. However, these words are not considered an insult but a form of emotional closeness between speech partners. Correspondingly, Kurniadi (2018) explained that the word *koplok* is used when someone does not like the speech or actions of the speech partner, yet the meaning has shifted from its original one. As a result, not only critics, the word *koplok* is familiar in the daily lives of teenagers.

Forms of Greeting Used by Esports Players

Based on the study results, the greetings used by esports players consist of short, complete, and combined greetings.

Short greetings include *Jess, Tin, Yok, Wan, Ton, Mam, Bas, Jo, De, Bang, Bro, Lu, Tod, and Cok*. The abbreviation comes from the first, middle, and last names. Initial abbreviations of names include *Jess* from *Jess No Limit.* The final name abbreviations are *Tin* from *Justin*, *Yok* from *Doyok, Ton* from *Anton*, *Lu* from *Elu*, *Tod* from *Ngentod*, and *Cok* from *Jancok*. In contrast, the middle abbreviations are *Wan* from *Iwana*.

The greetings that use the full names are *Jess No Limit, Justin, Kiyos, Oura, Doyok, Anton, Valentina, Febian, Ente, Gue, Gua, Ane, Coy/Cuy, Gaes, Guys, Boss, Mas, Brother, Setan, Anjing, Babi* and *Kontol*.

The greeting with combined words is *Mas Eko,* which is derived from kinship and personal name.

Greeting Function
Phatic Function (As a Sign for a Close Relationship)

The phatic function of e-sport players is indicated by the interaction between characters in the speech acts to say hello, to chat, to congratulate, to bid farewell, to offer oneself, to remind something, to ask permission, to joke, to ask, and to call. The phatic function is found in the following conversation.
Speaker 1: *Jess No Limit di Ciamis ya sekarang?*
(Jess No Limit in *Ciamis*, right now?)
speaker 2: *Eh Jess No Limit cepet laah*
(Uh Jess No Limit hurry up)

Speaker 3: : *Iya, cari yang sejuk aja sekarang*
(Yes, just look for something cool now)
Speaker 1: *Jess lagi sibuk apa ni, Jess?*
(What are you busy with, Jess?)
Speaker 3: *Lagi* healing healing, healing *dulu di Ciamis.*
(Again, healing, healing, healing first in *Ciamis*)

The context of the conversation can be described with the following SPEAKING speech components. The speech components suggested by Hymes (1972) describe communication situations, events, and actions. The communication situation describes the background context of the communication, which includes the place and time the event took place. Communication events consist of the purpose of communication, the topics discussed, the participants involved, the varieties of language used, the use of specific tones, and the applicable interactional rules. Finally, the act of communication is related to the existence of the interactional function.

S stands for Settings and scenes in the speech in their respective places because the speakers play games online. P (Participants) refers to Jess No Limit, Oura, and Kiyos. E (End) said hello. A (Act) asks about Jess's whereabouts and activities. K (Key) delivered casually. I (Instrument) use verbal variety, N (Norms) politeness norms, and G (Genre) is used in the form of a speech delivered in the form of conversation.

Based on the context of the speech component, the greeting in the conversation has a phatic function: to say hello and ask about Jess's whereabouts and activities.

Conative Function (As a Sign of the Speaker Wanting/Doing Something to the Interlocutor)

Conative functions for esports players, especially players on the Esports Podcast YouTube Chanel, are described in the following conversation.
Speaker 1: *Sendiri bisa, Tin ya?*
(You can do it yourself, Tin, right?)
Speaker 2: *Bisa-bisa*
(It's possible)
Speaker 3: *Nah ini, hajar, Tin, hajar, Tin !*
(Now here, beat it, Tin, beat it, Tin!)

The context of the conversation can be described with the following SPEAKING speech

components. S (Settings and scene), in their respective places because the speakers play games online; P (Participant) Jess No Limit (Speaker 2) and Kiyos (Speaker 1); E (End) ordered; A (Act) telling Speaker 2 to beat the enemy; K (Key) delivering seriously; I (Instrument) using verbal variety, N (Norms), politeness norms; G (Genre), used in the speech delivered in conversation.

Based on the context of the speech component, the greeting in the conversation has a conative function, which means that the speech partner does something; in this case, Kiyos' primary opponent, Jess, beats the enemy with his weapon. In conversation during gameplay, the players use the conative function more than the phatic function. In the game, they greet to ask how it is only done at the beginning. After the game, there is only the activity of killing each other's characters. Therefore, many greetings mean that the interlocutor performs a particular action.

In social life, a greeting is vital because it is closely related to attracting attention to the other person, such as greeting others during a match. The players' greetings in a game also follow the game's flow. If they are in the stable flow of the game, they use personal names, as in the following example:

Jess lagi sibuk apa ni, Jes?

The conversation occurred at the beginning of the game, so the gameplay has yet to stimulate the players' adrenaline. However, the players still greeted each other casually, greeting by personal name, *Jess*. In addition to the greeting by name, it is also phatic, which means asking about Jess's activity. Game players not only do speeches as in these data, but many people use such phatic greetings, especially when they have not seen each other for a long time (Sofyan et al., 2013). Sometimes, in social life, a phatic greeting for asking for news does not mean that the speaker wants to know the news but to create intimacy (Ramadhanty, 2014).

The following greeting that marks one's familiarity is using *lu* and *gue*. The greetings *lu* and *gue* were originally Hokkien dialects and then more popularly used by teenagers in the capital city. Someone who calls the other person *lu* and *gue* show they have a close relationship.

Lu mah kalo kalah mekanik bilang aja jangan banyak alasan

Lu will be used in the conversation between players who know each other. For example, the sentence above means that the interlocutor is told to give up because he is lost.

There are also greetings used by esports players in Arabic, influenced by the Betawi language, namely *ane* and *ente*. The words *ane* and *ente* mean I and you. The word *ente* comes from the Arabic *anta,* which means you, and the word *ane* comes from *ana* which means I. The Betawi language influenced the word, which changed the final phoneme [a] into [e], *ana* into *ane*, and *anta* into *ente*. The use of these greetings is found in the following conversation.

Gue denger Ente jago

The word *gua* is usually juxtaposed with *lu*. However, it is juxtaposed with "ente" in this conversation. By reference, the interlocutor is of Arab descent. The other person uses *ane* and *ente* in conversation and likes to say words with an Arabic accent. It causes the speaker to address the opponent using *ente* as the opponent's habit.

Another greeting that often appears is *gaes,* as in the following conversation.

Mentalnya kena, Gaes

The word *gaes* and *guys* are an adaptation of the standard form of English *guys* and are included in slang terms commonly used in non-formal conversations (Rokhmah & Rahmawati, 2019). Greetings *gaes/guys* are used because they have a sense of value that creates intimacy between speakers (Fitnia et al., 2020). As the video games are streamed via the YouTube platform, the greeting *gaes* are not addressed to the opposing player but to the audience of the speaker's YouTube channel or the player who is the third person in the conversation.

The greeting used by the players will change when the game starts to heat up. Many characters were shot so that the players got annoyed and angry and used greetings in disapproving tones like *setan, anjing, babi, tod, kontol,* and *cok,* as in the following example:

Ah, mati kau sana, Anjing!

Players express their annoyance by using the word *anjing* (dog). However, what *anjing* refers to here is not the animal, but it represents a sense of annoyance. Annoyance is expressed by referring to dogs and pigs because dogs are identical to destructive behaviors, such as eating animal carcasses, barking, and attacking other animals, especially cats and dogs. In addition, dogs also like to attack humans.

In some cases, dog attacks caused rabies and resulted in death. Dog saliva also contains bacteria and is considered unclean in Islam. People's responses also vary towards dogs. Some consider dogs dangerous animals that must be avoided, some see them as cute animals, and some consider them guard animals. In the context of the utterance, the greeting *anjing* refers to the destructive nature of the dog.

However, people addressed as *anjing* are not angry because they are close friends and are used to using the exact words. Because of their shared knowledge of the greeting, they do not feel angry if they are greeted or scolded using the word *anjing*. one of the speakers will be hurt if they are scolded using the word *anjing* or *babi*. It is similar to the following greetings.

Aduh, Babi..Babi!

Babi (pig) refers to animals that scientifically contain a lot of diseases and viruses. One of the diseases within pigs is swine flu which can cause death for the sufferer. In addition, pigs are mammals that eat everything and are known as dirty animals because they eat their feces. Therefore, they are also known to have many tapeworms that live in their bodies, which is forbidden for Muslims. However, some people's responses are also different about pigs. Some believe that pigs have properties or benefits for health.

Like *anjing*, *babi* in the greeting indicates negative connotations that are only used to represent their annoyance.

Tod comes from the word *ngentod*, while *cok* comes from the word *jancok*. Both words mean sexual intercourse. The use of *tod* and *cok*

is deliberately cut off to disguise the impression so that it does not feel to have a negative connotation, as in the following example:

Kalo gak bisa main gak usah main, Cok!

The word *cok* in the sentence does not mean having sex, but only as a greeting of annoyance because the opponent does not play well.

The following greeting of annoyance is *Setan*. *Setan*'s literal meaning is a demon, a character who always tempts humans to do bad things. In addition, according to his nature, the devil is a creature that misbehaves. For example, he loves telling a lie, playing against each others, and slandering. This similarity in nature is used by one of the e-sports players to express his hatred using the devil's greeting as in the following sentence:

Lu ajar itu, Setan!

In the conversation, *Setan* refers to the opponent or interlocutor of the player who has a devil-like nature and whom the speaker hates for not playing well. The word does not mean that the opponent in the game is the actual devil.

The following greeting of annoyance is *kontol* (male's genital), as in the following example,

Febian, sini Lu Kontol!

The word *kontol* means male genitalia (Javanese). It is similar to the word *penis* and *zakar* but contains different connotations. Penis has a positive connotation, while *kontol* has a negative connotation. However, the referent of the word *kontol* in the conversation refers to the interlocutor or opponent in the game, not the physical male genitalia.

As described earlier, an annoyed greeting with a negative connotation cannot be spoken to everyone. Instead, speakers must consider the situation, the interlocutor, the atmosphere, and the environment.

E-sports players are included in the influencer category because they have many subscribers, from thousands to millions. With so many subscribers watching, millions of people will watch all players' actions, including clothes, hairstyles, and language used. As explained in the previous discussion, they use greetings with negative connotations, such as *anjing, babi, cok, tod, setan,* and *kontol.* The community will likely follow such greetings and make it a habit. This phenomenon needs to be a concern for all Indonesian so that the language used by the next generation of the nation uses polite and dignified language.

An utterance is used because of a particular motive. The same reasoning applies to e-sports players (Rahardi, 2014).

Motives of Esports Players for Using the Greeting Expressions

Motive suffices all movers, reasons, or impulses in humans that cause someone to do something (Rohmah & Legowo, 2014). Motive is an impulse in humans that arises because of the need to be achieved. In this study, the motives of e-sport players in using such greetings are as follows: stylish in speaking and fostering a sense of familiarity; Reckless intentions and fishing; showing arrogance; showing familiarity; showing annoyance, and showing affirmation,

The six motives are conveyed in different tones. The difference in tone is influenced by social status, proximity, culture, and the media used. On the social status factor, the e-sports players come from the same social status. In addition, they are game players of almost the same age, so it does not feel awkward when greeted by arrogant, provocative, irritated words. Accordingly, Wei (2010) noted that greeting is a linguistic routine related to politeness in social interaction.

The players look familiar in communicating with their partners or co-stars on the closeness factor. Various patterned greetings and jokes indicate this familiarity. Whereas in terms of cultural factors, e-sport players already share the same knowledge of the greetings used, especially greetings with annoyance. They are used to hearing and continuously talking to their partners or co-stars, so words that have a negative connotation, such as *anjing, babi, tolol, tai, and kontol* are no longer taboo.

The media used when greeting also affects the level of politeness of the participants. Research conducted by Subramanian (2017) shows that one of the effects of social media is the lack of respect for young people. It cannot be denied that speaking directly and indirectly (through social media) has significant differences. If we can see the other person's expression in person, we can also say what's on our mind without any chance to delete or edit what was said. However, it is quite different from communication via social media. With social media, we cannot see the expressions of the other person we are talking to and can edit what we are going to say. Concerning e-sports, e-sports players do not directly meet their partner or co-star, so the utterances might not represent their daily habits.

CONCLUSION

Based on the data analysis, this study concluded that the greetings used by esports players include the use of personal names, pronouns, nouns, kinship, and greetings of annoyance or anger. The greeting of annoyance or anger is usually used at the game's peak when many game characters are shot so that the players feel annoyed or angry. The motives behind the greetings of esports players are: 1) stylish in fostering a sense of familiarity, 2) frivolous and provoking humor, 3) stylish in showing arrogance, 4) showing intimacy, 5) showing annoyance, and 6) showing affirmation.

This study provides a new perspective on greetings in virtual communication. The limitation of this study lies in the limited data sources, adult-specific (child players might produce more varied greetings). Further research can complement the authors' limitations.

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