REVIEWER ARTIKEL

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

Submission Metadata

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TITLE AND ABSTRACT

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

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

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SUMMARY   **REVIEW**   EDITING

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THE USE OF GREETINGS BY E-SPORTS PLAYERS

Abstract: E-sport is short for electronic sport (electronic sports). It is named e-sports because this sport uses electronic devices such as cell phones, computers, PlayStation, and Nintendo. In e-sports, the players use much interesting language, and one of them is greetings. The greeting is closely related to the name and designation used to address people. This research is a qualitative descriptive study that discusses the use of e-sports players' greetings, especially those found on the E-sport Podcast YouTube channel. The method used is the note-taking method and uses five transcribed videos. The data were analyzed using the theory of greeting according to the theory of Crystal and Kridalaksana. The presentation of the data is described in tabular form for easy understanding. Based on the analysis of research data, the greetings used by e-sport players, especially in the e-sport podcast youtube channel, include greetings based on a person's name category, greetings based on pronoun categories, greetings based on other noun categories, greetings based on kinship, and greetings that show annoyance or anger.

Keywords: greetings, the use of greetings, sociolinguistics

INTRODUCTION

The introduction should clearly state the purpose of the paper. It should include key references to appropriate work but should not be an historical or literature review. The contents of the paper include Introduction, Method (for research-based articles), Content, Conclusion, and References. The content of non-research based articles may include some sub-chapters with a free title depends on the study.

E-sport is an abbreviation of electronic sport (electronic sports). It is called e-sport because it uses electronic devices such as cell phones, computers, PlayStations, and Nintendo. The term e-sport is becoming a trend among youth, and its development is rapid (Arif & Aditya, 2022). E-sports are also known as e-games. E-sports are different from online games. The basic difference between e-sports and online games is that e-sports is a sport while online games are a vehicle for entertainment for the players. So, when someone has become an e-sports athlete, he will also participate in programs related to sports training programs(Yokoso, 2019).

In e-sports, games are depicted with competitive and well-organized videos. Two teams compete against each other in a match where one of the teams will be the winner. 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. Its existence is under KONI and protected by the Indonesian E-sports Executive Board (PBESI); therefore, e-sports has succeeded in becoming one of the national-level competitions such as PON.

As a new industry, e-sports are getting more and more fans. Thousands and even millions of people are willing to watch for hours to support their favorite athletes. E-sports are usually broadcast via live streaming platforms such as Twitch, Nimo TV, and YouTube. The audience will notice everything in the athlete, such as costumes, behavior, and language. The authors will discuss the language used in this study and focus on greeting words.

According to Brown and Gilman, a greeting refers to a pronoun used to address a second person. Greetings are also closely related to the names and designations used to address people (Sugono, 2014). The other definition is that (Kridalaksana, 2011) Greetings are morphemes, words, or phrases used to refer to each other in speech situations and vary according to the speaker's

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relationship. These relationships can be in the form of relationships between close people, people who have just met, 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).

Thus, a greeting is a word or expression used in the speech system. The greeting serves to clarify the referent of the conversation or to whom the conversation is addressed(Novianti, 2016).

The selection of greetings needs to be considered; therefore, there is no tension between people(Nurhayati, 2015). Kridalaksana in(Iswatiningsih, 2010) classifies greetings in Indonesian into nine groups, 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 interaction in the use of greetings include differences in relatives, age, position, situation, social status, familiarity 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, both pleasant (such as dear, sweetheart) and offensive (such as idiot, bastard, faggot); e) general noun that has a special meaning such as brother, buddy, man, ladies and gentlemen, f) personal pronoun you. These greeting words are closely related to local culture, politeness customs, and the context of the conversation (Rejeki & Asari, 2018).

The use of the greeting is certainly influenced by several factors, including social and situational factors. Age and gender are part of social factors, while situational factors include who, when, and where the conversation takes place Soewito in

(Suhandra, 2014). Dell Hymes in (Manas & Chinmay, 2011) mentions these social factors with the abbreviation SPEAKING.

S: Settings and Scenes. Setting relates to the place and time when the conversation takes place, while the scene refers to the psychological situation of the conversation.
P: Participants, relates to the speech participants, namely speakers, interlocutors, and listeners.
E: End, relates to the goals and objectives to be achieved in communication.
A: Act Sequence, relates to the form and content of speech.
K: Key, relates to the tone of voice and variety of language required.
I: Instrumentalities, relating to the tools used to convey messages, for example, verbally, in writing, and by telephone.
N: Norm of Interaction and Interpretation relates to norms and ethics when communication occurs.
G: Genre, relates to the form of delivery, such as lectures and speech.

In its use, greetings have three forms: short, complete, and combinations (Setyaningsih, 2000). The short usage form is an abbreviation of the full form of greeting. Short forms can come from personal names, pronouns, kinship names, and titles. For example, Tomi is shortened to Tom. A full usage form is a form of a greeting that is not abbreviated. Complete greeting forms occur in formal situations. The complete form can come from names, pronouns, kinship names, titles, and positions. For example, Susi remains Susi, not shortened to Sus. The third form of usage is a combination form, a combined form of using two or more greetings; for example, Mba Ayu is a combination of greeting kinship names and someone's name.

The use of greetings in social life certainly has a certain function. Jakobson (Rahayu, 2016) mentions that greetings have conative and phatic functions. The conative function is when the speaker wants the speech partner to do something, while the phatic function is when the speaker just wants to show a relationship with the speech partner.

Literature Review

Research on greetings has been carried out by previous researchers (Indraswari,

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2013), (Yayuk, 2018), (Safitri, 2019), (Koeshandoyo, 2020), (Ertinawati, 2020) (Nahak, 2020), (Burhanuddin, A. S. Syamsuri, 2021), and (Baroroh, 2022).

Indraswari (2013) researched Greeting Words in Banten Javanese Dialect. In her research, Indraswai discusses that the people of Banten in Margagiri Village, Serang City, use Banten Javanese language mixed with Sundanese as a means of daily communication.

Yayuk (2018) examines the variations of greeting Lalakian in the Banjar language. The results of his research describe the use of greeting words for boys in Banjar society.

Safitri (2019) examines the functions of the Lampung dialect of the Komering dialect. Based on the function of greeting use, the Komering dialect of Lampung language greeting serves to greet or call, preserve Lampung cultural customs, show Lampung ethnic identity, respect or be polite, show status, express affection, as a means of social integration, and as a symbol of life or purpose of life.

Koeshandoyo (2020) examines American English Address Forms as a Discursive Strategy in American Film Production. Based on the data analysis, it was concluded that American English BS does not only have an indexical function that refers to the addressee or the interlocutor only. This study found that CB can function as a discursive strategy, which is an effort to fulfill the purpose of holding a conversation.

Ertinawati (2020) examines the Analysis of Greeting Variations between Sellers and Buyers in the Cikurubuk Tasikmalaya Main Market. The greeting words used are mostly kinship terms in Sundanese society, such as *Ibu, Teteh, Emang, Akang,* and *Aa*. In some speeches, greeting words such as Neng appear. The greeting words are included in the pronoun category. The variety of greetings in the addressee's response are mostly asymmetrical, even though the speakers use the term kinship. The speaker responds to the speaker's speech and greeting not based on the greeting used by the speaker to call the addressee but looks at the gender of the speaker and his estimated age. For example, the factors behind using the Ibu-Neng, Teteh-emang in the response were mainly gender and age factors. Therefore, many asymmetric greetings are used in the response.

Nahak (2020) examines the Personal Pronoun Forms of the Tetun Language of the Fehan Dialect. In his research, the form of greeting personal pronouns in the Tetun language in the Fehan dialect is very varied.

Burhanudin and Syamsuri (2021) examined the Mandar community's perception of the use of greeting forms in the *Puang* and *Daeng* kinship. The result discusses that the perception of the Mandar community regarding the greetings of *Puang* and *Daeng*, namely the greeting *Puang* given to the descendants of the tradition holders who helped the king in running the government during the royal period, could be called *Puang* while the greeting *Daeng* was the person who was appointed as *Mara'dia* (king).

Baroroh (2022) examines the use of greetings for food vendors in a campus environment. The research shows the speech patterns of greeting food vendors on campus, especially at the Faculty of Cultural Sciences, the University of Indonesia, with the results from seven analyzes of the use of greeting.

The researchers previously examined the greetings found in regional languages in their research. In contrast to this study, the authors will discuss the use of greetings to E-sports players who do not use regional languages but slang.

METHOD

This research is a qualitative descriptive study. According to (Mulyadi, 2013), qualitative research emphasizes the use of 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 method that the author uses is the free-to-talk method (Astriani, 2016), that is, the author listens to the Podcast Esports YouTube channel and transcribes the greetings contained in it. The channel has 14.5 thousand subscribers.

The transcribed videos totaled five videos with the title 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 five videos were taken by purposive sampling. The authors are looking for live streaming videos where players play live electronic games. In addition, the selection of videos is also based on differences in players, so the greetings obtained from these videos are more varied. After transcribing, the authors collected research data, analyzed the data by referring to the Kridalaksana theory, and described the research results in descriptions and elaborations.*

RESULT AND DISCUSS

Based on the data collected, the greetings used by e-sports players are divided into several categories, namely the category of a person's name, the category of pronouns, the category of kinship terms, other noun categories, 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	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

In table 1, it is illustrated that there is a person's name greeting consisting of a full name or nickname. In this case, it is the interlocutor of both the second and third parties.

Greeting Based on Pronoun Category

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

Table 2

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)

In table 2, it is illustrated that the pronoun greetings used by e-sport players are generally multi-lingual such as Hokkien, Arabic, and Indonesian.

Greeting Based on Other Noun

Greetings based on other noun categories on E-sports players are as follows.

Table 3

Greetings	Meaning
Coy/Cuy	Familiar calls
Gaes (guys)	Friends
Bos	Leaders

In table 3, it is illustrated that the other noun greetings used by E-sports players are greetings to people with close relationships such as *Coy* or *Cuy, Gaes* or *Guys*, and *Boss*.

Greeting Based on Category of Kinship Terms

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

Table 4

Greeting	Meaning
De	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)

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In table 4, it is illustrated that the kinship terms used by e-sport players are *De, Bang, Mas, Bro,* and *Brother*. The greeting comes from various languages as well.

Greetings showing Dislike, Annoyed, or Angry

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

Table 5

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

In Table 5, it is illustrated that the disliked greetings used by e-sport players are *setan, anjing, babi, tod, kontol dan cok*. The greeting of dislike comes from the name of an animal with a negative connotation, male genitalia, and the term sexual intercourse, which comes from Sundanese and Javanese.

Forms of Greeting Used by Esports Players

Based on the study results, the form of greeting used by esports players, especially players on the Esports Podcast Youtube channel, consists of short, complete, and combination forms.

Greetings that use short forms include *Jess, Tin, Yok, Wan, Ton, Mam, Bas, Jo, De, Bang, Bro, Lu, Tod, and Cok*. The form of the abbreviation comes from the abbreviation of the first, middle, and last name. Initial abbreviations of names such as *Jess* from *Jess No Limit.* End of name abbreviations such as *Tin* from *Justin*, *Yok* from *Doyok, Ton* from *Anton, Lu* from *Elu, Tod* from *Ngentod*, and *Cok* from *Jancok*. While the middle abbreviation of the name like *Wan* from *Iwana*.

Greeting forms that use the full form include *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 form of greeting that uses the combined form is *Mas Eko*. It is called a combination because it combines kinship greetings with self-name greetings.

Greeting Function
Phatic Function (As a Sign There is a Relationship)

The phatic function of esports players, especially players on the Esports Podcast YouTube Chanel, is marked by the interaction between characters in speech acts to say hello, just chat, congratulate, bid farewell, offer oneself, remind something, ask permission, joke, ask, and call. The phatic function is found in the following conversation.

Speaker 1: Jess No Limit in *Ciamis*, right now?
speaker 2: Uh Jess No Limit hurry up
Speaker 3: Yes, just look for something cool now
Speaker 1: What are you busy with, Jess?
Speaker 3: Again, healing, healing, healing first in *Ciamis*.

The context of the conversation can be described with the following SPEAKING speech components. S (Settings and scene) in the speech in their respective places because the speakers play games online. P (Participants) are Jess No Limit, Oura, and Kiyos. E (End) said hello. A (Act) asks 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, namely a greeting to say hello, and ask 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: You can do it yourself, Tin, right?
Speaker 2: It's possible
Speaker 3: 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 the speech in their respective places because the speakers play games online. P (Participant) is Jess No Limit (Speaker 2) and Kiyos (Speaker 1). E (End) ordered. A (Act) Tells Speaker 2 to beat the enemy. K (Key) delivered seriously. I (Instrument) use verbal variety, N (Norms) politeness norms, G (Genre) is used in the form of speech delivered in the form of 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, it means that Kiyos' main 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. So, many greetings mean that the interlocutor or speech partner performs a certain action.

In social life, a greeting is an important element for communicating because the greeting is closely related to calling, greeting, and attracting attention to the other person, including greeting the other person while in a match. The players' greetings in a game also follow the game's flow. If the flow of the game is still stable, players will still use greetings like the names of their players, as in the following example:

Jess lagi sibuk apa ni, Jes?

The conversation occurred at the beginning of the game, so the gameplay has not stimulated the players' adrenaline. The players still greeted each other casually. The greeting by mentioning *Jess* is a person's name and is the opposing player's first name. In addition to greeting the name itself, the greeting is also phatic. It is a greeting that means asking about Jess's busy schedule. Game players not only do speeches such as these data, but many people use such phatic greetings, especially when they have not seen each other for a long time or have news. (Sofyan et al., 2013). Sometimes, in social life, a phatic greeting asking for news does not mean that the speaker wants to know the news but wants to create an atmosphere of intimacy. (Ramadhanty, 2014).

The next greeting that marks a person's familiarity is using *lu* and *gue*. The greetings *lu* and *gue* were originally a Hokkien dialect 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. The utterance's meaning is that the speaker said that his opponent/partner was told to give up because he had lost.

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

Gue denger Ente jago

The greeting *gua* is usually juxtaposed with *lu*. However, the greeting gua 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 is.

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

Mentalnya kena, Gaes

The greetings *gaes* and *guys* are an adaptation of the standard form in 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 authors explained in the method section, video games are streamed via the YouTube platform. It indicates that 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). *Anjing* is a carnivorous mammal that is usually kept guarding the house. However, what the dog means here is not the animal but a greeting that represents a sense of irritation. Annoyance is expressed by using dogs and pigs because dogs have bad qualities such as eating animal carcasses, always making noise by barking, and often attacking other animals, especially cats and other dogs. In addition, dogs also like to attack humans.

In some cases, it was found that 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 as dangerous animals that must be avoided, some consider dogs to be cute animals, and some consider dogs as guard animals. In the context of the utterance, the greeting of the dog in question is the bad nature of the dog

However, people addressed as *anjing* are not angry because those addressed are close friends and are used to using the same greeting words. Because of their common knowledge of the greeting, they do not feel angry if they are greeted or scolded using the word *anjing*. As a result, one of the speakers will be hurt if they are scolded using the word anjing or babi. The case will be different if the speaker and the hearer do not have the same knowledge of the greeting. It is the same with the following pig greetings.

Aduh, Babi..Babi!

Pigs are animals that scientifically have many diseases and viruses. One of the diseases caused by 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, pigs are also known to have many tapeworms that live in their bodies, so it is dangerous if humans consume pork. Pigs are also animals classified as haram to be eaten in Islam. However, some people's responses are also different about pigs. In addition to the ugliness of these animals, some believe that pigs have properties or benefits for health.

Like dogs, pigs in the greeting of annoyance are negative connotations that are only used as greetings to represent their annoyance.

Tod comes from the word *ngentod*, while *cok* comes from the word *jancok*. Both words mean sexual intercourse. That is, the activity of male and female partners who are having sex, having sex, or having sex. *Married people usually do Ngentod and Jancok.*

The use of *tod* and *cok* is deliberately cut off to disguise the impression so that it does not appear 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 is not playing well.

The next greeting of annoyance is *Setan*. *Setan*'s literal meaning is a demon, a character who always tempts humans to do bad things that make the demon hated by humans. In addition, according to his nature, the devil is a creature that behaves badly, likes to lie, likes to play against each other, and likes to slander. 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, what is meant by *Setan* is 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 real devil.

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

Febian, sini Lu Kontol!

The word *kontol* means male genitalia (Javanese).

The word *kontol* has similarities with the word *penis* and *zakar*, but has a different taste value. 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, the annoyed greeting that tends to have a negative connotation cannot be conveyed to everyone. It must be chosen by considering the situation, the interlocutor, the atmosphere, and the environment.

E-sports players are included in the influencer category because they have many subscribers, ranging 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, these e-sports players use greetings with negative connotations such as *anjing, babi, cok, tod, setan,* and *kontol.* These greetings are no longer words with negative connotations but become words with neutral connotations. The wider community will likely follow such greetings and become a habit. This phenomenon needs to be a concern for all Indonesian people so that the language used by the next generation of the nation uses polite and dignified language.

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

Motives of Esports Players in Talking

Motive is something that suffices all the motives, reasons, or impulses in humans that cause someone to do something (Rohmah & Legowo, 2014). It means that the motive is an impulse in humans that arises because of the need to be achieved. Based on the previous analysis, motives are used in greeting Esport players.

In this study, the motives used by esports players in using their greetings are as follows.

1) Being stylish in speech and fostering a sense of familiarity. Stylish and fostering a sense of familiarity can be found in the following utterances.

Cakep cakep cakeep, langsung follow aja, Guys!

The utterance intends to foster a sense of familiarity, where speakers try to invite game viewers to follow or follow their YouTube accounts. The speech was also delivered in a relaxed style as if the audience were his close friends.

2) Being frivolous and provoking humor, the intention is found in the following utterance.

Doyok Doyok Doyook, don't scare your face, Yok!

In the utterance, a speaker (Eko) finds Doyok deliberately making his face look scary to make it look funny, so the speaker provokes humor by saying the sentence. Other players also laughed at Doyok's action.

3) Being Stylish in speaking and showing arrogant intentions, these intentions are contained in the following utterances.

MVP m wong ni, Boss!

The motive for the speech is stylized and means arrogant that the speaker is the best player in the game's statistics. MVP stands for the most valuable player. MVP is the best player in the MLBB game system, where the player has the best game statistics in one game.

4) Showing familiarity, the speaker's motive in showing intimacy is found in the following conversation.

Speaker 1: *Doyok, why did you die, Doyok, why is that Yok?*

Speaker 2: *I'm lost, masyaallah, sorry*

These conversations show intimacy for several reasons; namely, the style of language used includes a relaxed variety, using code mixing (Indonesian, Arabic, and English), calling by one's name (Doyok), and expressing each other's thoughts in a relaxed manner. The speaker asks why the character can die and is answered casually by speaker 2. If the two speakers are unfamiliar, they do not use the conversation as above but are more rigid and do not express their thoughts openly.

5) Showing annoyance, the motive for the greeting is found in the following conversation.

Speaker 1*: Help me blok, goblok banget, Cok, Doyok ni!*

Speaker 2*: Blak blok blak blok, you really are Kontol!*

In the conversation, speaker 1 expressed his annoyance by using the word stupid and greeting *Cok* because he was not helped against the enemy during the game. Speaker two also responds to speaker one's cursing by using the *kontol* greeting to express his annoyance. The word *goblok* in Javanese means stupid (Anggraeni, 2019), while the word *cok* comes from *jancok*. The three words (*goblok*, *cok*, and *jancok*) have negative connotations because they have negative denotative meanings and are considered taboo by the public. However, after they cursed each other or expressed their annoyance, they did not continue cursing anymore. That is, the two speakers do not hate each other, but the greeting is only an expression of irritation without entering the hearts of each player.

6) Showing the meaning of affirmation, the motive that shows the intention of affirmation is in the following conversation.

Speaker 1: *Betrix, you should have countered Wanwan*

Speaker 2: *No, no, at first, I used a sniper, Bang, that's why I lost.*

The conversation shows the intent of affirmation because speaker one asks about the weapon used by speaker two, but speaker two does not use the weapon in question, so speaker two emphasizes that the weapon used is a sniper.

CONCLUSION

Based on the analysis of the data in this study, it can be concluded that the greetings used by esports players, especially in the Podcast Esports YouTube channel, include greetings based on a person's name category, greetings based on pronoun categories, other noun categories, kinship categories, 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 used in greeting esports players include the following, 1) being stylish in speaking and fostering a sense of familiarity, 2) intending to be frivolous and provoke humor, 3) being stylish in speaking and showing arrogant intentions, 4) showing intimacy, 5) showing irritation, and 6) indicating the intent of affirmation.

Comment [UU10]: Please add the suggestion for the future researcher

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