

ABSTRACT

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This study discusses the form, function and meaning of terms in the mobile legend game used by teenagers in Kacongan Village, Sumenep Regency. The purposes of this study are (1) to describe the form of language (terms) used by the youth of Kacongan Village in the Mobile legend game, (2) to describe the function of language (terms) in the Mobile legend game, (3) to describe the meaning of the terms used by the youth of Kacongan Village. in the Mobile Legends game.

This type of research is descriptive qualitative research. The source of the data taken by the researcher is the form of function and meaning of the terms used by the youth of Kacongan Village, Sumenep Regency, with data in the form of terms in mobile legends. The total data total is 10 data. The method of provision uses observation methods, Listen to Libat Cakap (SLC) and recording techniques. While the data analysis technique used in this study is to describe the existing findings by using the matching technique in accordance with the theory used in this study.

The results of the study found 10 terms used by the youth of Kacongan Village, Sumenep Regency, namely: rank, hero, battle spell lane, minion, buff, lord, turret, base, and skill. This finding is intended to provide insight and understanding in terms of theory to academics, as well as being able to become a reference for researchers.

