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REGISTER CHARACTERISTIC OF SPORTS COMMENTATOR KARKTERISTIK REGISTER PADA KOMENTATOR OLAHRAGA

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Abstract

A society has their respective backgrounds, including in the realm of languages, knowledge that is examined in the language of the community or known by the name sociolingustic has a lot of interesting things that can be used as research material, including in terms of registering someone's personality here we will get knowledge about the background people speak. This research uses descriptive qualitative research. Subjects in this study were 6 videos taken from YouTube, consisting of football commentators, MotoGP, Chess, Shogi, Mobile Legends: Bang Bang and Tekken 7. The data analysis technique used was content or document analysis using Data Condensation, Data Display, and Conclusion Drawing / Verification. Validation uses reference material used in research.

In this study, researchers found that there were 4 register forms used from the sports commentators mentioned, which are all included in a single register of 69 registers. Complex Form in the data analysis found 40 registers. The form of phrases in this study found as many as 3 register phrases. Finally the abbreviated form of this register found that there were 6 abbreviated registers. Researchers also found registers in their functions used, namely instrumental functions, personal functions, interactional functions and representation functions.

Keyword: Sociolinguistic, Register, Sports Commentator

Abstrak

Suatu masyarakat yang memiliki latar belakangnya masing-masing, diantaranya dalam ranah kebahasaan, ilmu yang ditelaah dalam bahasa masyarakat atau yang dikenal dengan nama sociolingustic memiliki banyak hal menarik yang dapat dijadikan bahan penelitian, termasuk dalam hal register seseorang. Dalam penelitian ini kita akan mendapatkan pengetahuan tentang latar belakang seseorang berbicara. Penelitian ini menggunakan penelitian deskriptif kualitatif. Subjek dalam penelitian ini adalah 6 video yang diambil dari YouTube, terdiri dari komentator sepakbola, MotoGP, Catur, Shogi, Mobile Legends: Bang Bang dan Tekken 7. Teknik analisis data yang digunakan adalah analisis dokumen dengan menggunakan Kondensasi Data, Tampilan Data, dan Kesimpulan Menggambar / Verifikasi. Validasi menggunakan bahan referensi yang digunakan dalam penelitian.

Dalam penelitian ini, peneliti menemukan bahwa terdapat 4 register yang digunakan dari para komentator olahraga tersebut, yang semuanya masuk dalam register tunggal yang terdiri dari 69 register. Register Kompleks dalam analisis data ditemukan 40 register. Frase register dalam penelitian ini ditemukan sebanyak 3 frase register. Terakhir dari register singkatan ditemukan 6 register. Peneliti juga menemukan register dalam fungsinya yang digunakan yaitu fungsi instrumental, fungsi personal, fungsi interaksional dan fungsi representasi.

Kata kunci: Sosiolinguistik, Register, Komentator Olahraga

Introduction

The languages of people in society are different from each other. For example, the language that is used by the teacher and the doctor are different. Each of them has its characteristics, in Sociolinguistics it is called Register. Register is one branch of sociolinguistic studies studying the language of certain fields. The characteristics of each community and certain fields can make the language used to be unique. In addition, the register of certain groups of people always brings up new languages that continue to be productive as time goes by. One of the experts and famous in sociolinguistic research is Halliday, He explained in his book that in the register there are several indicators which he shares in the explanation of the register of a

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particular society, one of them is about the indicators in the register function he divides it into seven functions which in the register, namely Instrumental, Regulatory, Representative, Interactional, Heuristic, Personal and Imaginative. It is from these seven indicators that when we study sociolinguistics, especially in the register section, we can sort out the contexts used by someone in delivering the register.

From this theory, researchers are interested in examining the register in sociolinguistics, This is based on the lack of research on sociolinguistics within the scope of english department students of STKIP PGRI Jombang. When researching sociolinguistics there are many benefits to be gained in research that is about variations in the language used by someone, we can know the background of people talking and communicating so that their goals and objectives can be achieved, besides that we can also understand why they use the language and why one person with other people have different ways of conveying something. Here the researcher is very interested in the study and wants to investigate further about the register so that this research can be used as a starting point so that students are more interested in discussing sociolinguistics and of course it can be developed into better research results.

The limitation in this research is regarding sports commentators. In the world of sports we find a lot of variations in the delivery language of the commentators who guide the course of the match, along with the many sports there are also many variations in the delivery of the sport including the terms of the vocabulary used which certainly has its own purpose that we can analyze so we know the meaning and the goals to be conveyed in every sports match. Moreover, there are several factors that influence it, that are the method used and the language chosen in the delivery of sport commentator, also the objectives to be conveyed to the audience who saw the event.

Research Methods

This research uses descriptive qualitative research. Subjects in this study were 6 videos taken from YouTube, consisting of football commentators, MotoGP, Chess, Shogi, Mobile Legends: Bang Bang and Tekken 7. The data analysis technique used was content or document analysis using Data Condensation, Data Display, and Conclusion Drawing / Verification. Validation uses reference material used in research.

Results and Discussion

First Findings

In the form of this register the researchers found registers from sports commentators contained in the analyzed video. The researcher gives a description in the form of a table which is divided into six sub tables according to the kinds of sports that are meted out and then the researcher gives the meaning of the register contained in his discovery of the existing regulations and the terms used in the sport under study.

No.	Register	count
1	Single Form	69
2	Comlplex Form	40
3	Phrase Form	3
4	Abbreviated form	6
TOTAL		118 registers

Second Findings

In this second part the researcher describes the register function of the sports commentator contained in the video being analyzed. The researcher gives a description in the form of a table which is divided into six sub-tables according to the type of sport being undertaken and then the researcher provides the register function contained in his discovery, the indicator is taken from the theory put forward by Halliday regarding the register function which is divided into seven parts namely the instrumental function, the regulatory function, Representation functions, interactional functions, heuristic functions, personal functions, and imaginative functions.

No.	Register	count
1	Representation	36
2	Personal	18

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3	Interactional	8
4	Instrumental	3
TOTAL 65		

Third Findings

In the research findings, it can be seen that there are differences from each commentator in their delivery to the audience, this is due to several factors that influence, including social factors, for example, the age level and educational level of the players in a sport that is performed. But this difference was only found in the parts of sports that were differentiated, namely physical, mind, and electronic. While the data from the two videos from each section, for example in the two physical sports videos between football and moto GP, there were relatively no differences, as was the case for the sports part of the two other videos.

From the results of this analysis, we can see that the function of the register performed by sports commentators also depends on the sport model they perform because the spectators of one match and another are not the same and have different backrounds and levels of society. In addition, commentators also use different functions so that viewers with different levels can understand and enjoy the course of the match they are presenting in the language and atmosphere of the match.

Conclusion

Briefly the registers in the form of the 6 videos that have been analyzed get 4 types of register forms, namely single registers, complex registers, phrase registers, and finally the abbreviated registers which are all included in a single register of 69 registers divided by sports commentators 9 registers, commentators Moto GP 5 registers, Commentator Chess 21 Registers, Shogi Commentator 6 Registers Mobile Legends 20 Registers and Tekken Commentators 8 Registers. Complex Form in the data analysis found 40 form registers from all sports commentators divided into 17 commentators, 6 MotoGP commentators, Chess 1 registers, Shogi 11 registers and Tekken 7 commentators 3 registers. The form of phrases in this study found as many as 3 register phrases found in the video analysis of football commentators, Moto GP and Shogi, each of which has 1 register based on the phrase form. Finally the abbreviated form of this register found that there

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were 6 abbreviated registers contained in six video transcripts of all sports consisting of soccer and chess, each of which was 1 register and Mobile Legends Bang Bang that used 4 Abbreviation registers in the video was transcript.

Besides that, registers are also found based on their functions, which when combined there are 4 register functions, namely personal, interactive, representational and instrumental. In each part of physical, mind and electronic sports of each of the two subjects there is no comparison in each part of the sport but the comparison in the results of this analysis is from each part of both physical sports with mind sports and electronic sports. In physical sports, there are no social factors that affect the register because the two physical sports studied are very popular and popular among all groups of sports. In mind sports the influencing factor is the level of education because mind sports usually tend to be played by people who like to think and look for strategies in their games. Whereas in electronic sports (E-Sport) the influencing factor is the age level of the players, this sport is usually played by young people because it is based on technology and does not require physical force that is too hard to play.

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