

**Analysis of Islamic Perspective Toward Swear Word in
Gaming Broadcasting Series “Detroit Become Human” By
Pewdiepie**

THESIS



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ABSTRACT

Azra, F. (2024). *The Analysis of Islamic Perspective Toward Swear Word in Gaming Broadcast Series "Detroit Become Human" by Pewdiepie*. English Literature Department, Faculty of Adab and Humanities, UIN Sunan Ampel Surabaya. Advisors: (I) Murni Fidiyanti, M.A.

The study is aimed at investigate types and motives of swear word in 'Detroit Become Human' which represent as the inappropriate phenomenon emerge within entertainment industry through society. There are three problems to be solved in this study, namely: (1) what types of swear words spoken on the Pewdiepie gaming series based on islam perspective; (2) what are the motive of the speaker uttered the swear word on the pewdiepie gaming series based on islam perspective ;(3) what are the verse from the Quran or hadith that oppose swear word.

This study uses qualitative approach in relation to the use of clear and systematic description about the phenomena being studied. Descriptive study in textual analysis was applied in this study to analyze utterances of Pewdiepie hosting gaming series broadcast on his youtube channel. The data were collected by first transcribing the 'Detroit Become Human' gaming series episode. The transcription was then analyzed by identifying the types and motive of swear word by applying suitable codes in the appropriate text. The analysis was continued by identifying the strategies applied by the characters in the gamng series. Finally, reasons why particular strategies were identified by looking at the setting of the conversations.

This study reveals that abusive, idiomatic, dysphemistic, cathartic, and emphatic types of swear word followed by emphasis, anger, habit, vulnerability, part of personality, and way to shock motive are most likely uttered by speaker who consider himself as a victim of an act of bully, harshment, etc (who have been wronged) which compaible with Quran An-Nisa 148 condition. So, the context of using comedy through gaming broadcasting by pewdiepie was game developer (game maker) intensively harsh pewdiepie through impossible task using the characteristic of (who have been wronged). The researcher perspective toward this scenario was consider pewdiepie as a victim of the video game scene. The intention of pewdiepie uttered the swear word are often influenced by difficulties designed by game developer. Therefore, pewdiepie fulfill the condition of Quran An-nisa 148 as "who have been wronged", and only allowed to utter swear word while he speak abusive, idiomatic, dysphemistic, cathartic, and emphatic types of swear word followed by emphasis, anger-tension, habit, vulnerability, part of personality, and way to shock motives.

Keywords: swear word, pewdiepie, Quran An-Nisa 148

ABSTRAK

Azra , F. 2024. *Analisis Perspektif Islami Terhadap Kata Kasar Pada Seri Game “Detroit Become Human” oleh Pewdiepie*. Program Studi Sastra Inggris, Fakultas Adab dan Humaniora, UIN Sunan Ampel Surabaya. Pembimbing: (I) Murni Fidiyanti, M.A.

Penelitian ini bertujuan untuk menyelidiki jenis dan motif kata-kata kasar dalam film ‘Detroit Become Human’ yang merupakan fenomena tidak pantas yang muncul dalam industri hiburan melalui masyarakat. Ada tiga permasalahan yang ingin dipecahkan dalam penelitian ini, yaitu: (1) apa saja jenis kata kasar yang diucapkan dalam serial game Pewdiepie berdasarkan perspektif Islam; (2) apa motif penutur mengucapkan kata kasar pada serial pewdiepie gaming berdasarkan perspektif Islam; (3) apa saja ayat Alquran atau hadis yang menentang kata makian.

Penelitian ini menggunakan pendekatan kualitatif dalam kaitannya dengan penggunaan deskripsi yang jelas dan sistematis tentang fenomena yang diteliti. Studi deskriptif dalam analisis tekstual diterapkan dalam penelitian ini untuk menganalisis ucapan Pewdiepie yang membawakan serial game yang disiarkan di saluran youtubenanya. Data dikumpulkan dengan terlebih dahulu mentranskrip episode serial game 'Detroit Become Human'. Transkrip tersebut kemudian dianalisis dengan mengidentifikasi jenis dan motif kata makian dengan menerapkan kode-kode yang sesuai pada teks yang sesuai. Analisis dilanjutkan dengan mengidentifikasi strategi yang diterapkan oleh pewdiepie dalam serial game tersebut. Terakhir, alasan mengapa strategi tertentu diidentifikasi dengan melihat latar percakapan.

Penelitian ini menunjukkan bahwa kata-kata umpatan yang mengandung kata-kata kasar, idiom, dysphemistic, cathartic, dan emphatic yang diikuti dengan motif penekanan, kemarahan, kebiasaan, kerentanan, , dan mengambil perhatian lebih mungkin digunakan oleh penutur yang menganggap dirinya sebagai korban dari sebuah tindakan bully, dihakimi, dan lain-lain (yang telah dianiaya) yang sesuai dengan kondisi Quran An-Nisa 148. Jadi, konteks penggunaan komedi melalui siaran game oleh pewdiepie adalah pembuat game (game maker) yang secara intensif menjelek-jelekan pewdiepie melalui tugas yang mustahil dengan menggunakan ciri (yang telah dianiaya). Perspektif peneliti terhadap skenario ini adalah menganggap pewdiepie sebagai korban dari adegan video game. Niat pewdiepie mengucapkan kata-kata makian seringkali dipengaruhi oleh kesulitan yang dirancang oleh pembuat game. Oleh karena itu, pewdiepie memenuhi syarat dalam Al-Quran An-nisa 148 sebagai “yang telah dianiaya”, dan hanya diperbolehkan mengucapkan kata-kata umpatan ketika ia mengucapkan kata-kata makian jenis menyakiti, sisipan, disfemistik, katarsis, dan tegas yang diikuti dengan penekanan, kemarahan- ketegangan, kebiasaan, kerentanan, bagian dari kepribadian, dan cara untuk mengejutkan.

Kata Kunci: kata makian, pewdiepie, Quran An-Nisa 148

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