

**ANALYZING THE USE OF SWEAR WORDS IN
OFFICIAL *SENTINELS*'S 'UNSENSORED' YOUTUBE
PLAYLIST OF VALORANT GAME RECORDING**

THESIS



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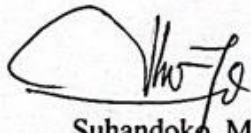
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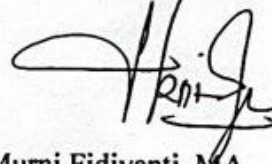
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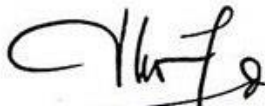
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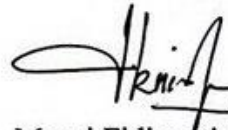
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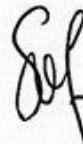
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ABSTRACT

Basuki, S. F. (2025). *Analyzing the Use of Swear Words in Official Sentinels's 'UnSEnsored' YouTube Playlist of Valorant Game Recording*. English Literature Department, Faculty of Adab and Humanities, UIN Sunan Ampel Surabaya. Advisors: (I) Suhandoko, M.Pd., (II) Murni Fidiyanti, MA.

This study aims to examine the use of swear words in conversations between Sentinels team members during match sessions. The focus of this study is directed to answer two problem formulations, namely: (1) what types of swear words are found in the conversation between Sentinels team members during the game, and (2) what motivates the players to utter the swear words.

This research uses a descriptive qualitative approach to gain an in-depth understanding of the phenomenon studied. The research focused on the use of swear words, the context, and the reasons why the Sentinels members used them in their communication during the game session. Data was collected by transcribing the subtitles of the selected videos, then analyzed based on the classification of swear words according to Ljung's theory (2011), as well as the reasons or motivations for their use according to Jay's theory (2009). The analysis was conducted by tracing the context of the conversation in each data.

The results showed that out of a total of 287 swear words uttered by Sentinels members, there were only five out of six types of swear words categorized by Ljung. The researcher found that each type of swear word was used in various emotional contexts, such as emotional release in the form of anger, surprise, excitement, fear, frustration, confusion, and guilt. In addition, the researcher also found that swear words function as a means of social interaction that strengthens team solidarity through expressive forms of support, intensive praise, familiar jokes, and expressions of pride.

Keywords: swear words, digital communication, emotion, social solidarity

ABSTRAK

Basuki, S. F. 2015. *Menganalisis Penggunaan Kata-Kata Umpatan dalam Daftar Putar Youtube 'UnSENsored' dari Rekaman Permainan Valorant*. Program Studi Sastra Inggris, Fakultas Adab dan Humaniora, UIN Sunan Ampel Surabaya. Pembimbing: (I) Suhandoko, M.Pd., (II) Murni Fidiyanti, MA.

Penelitian ini bertujuan untuk meneliti penggunaan kata umpatan dalam percakapan antar anggota tim Sentinels selama sesi pertandingan. Fokus penelitian ini diarahakan untuk menjawab dua rumusan masalah, yaitu: (1) jenis umpatan apa saja yang ditemukan dalam percakapan antar anggota Sentinels selama bermain dan (2) apa yang memotivasi para pemain mengucapkan kata umpatan tersebut.

Penelitian ini menggunakan pendekatan deskriptif kualitatif untuk memperoleh pemahaman mendalam terhadap fenomena yang dikaji. Penelitian ini difokuskan pada penggunaan kata-kata umpatan, konteks, dan alasan para anggota Sentinels menggunakannya dalam komunikasi mereka selama sesi permainan berlangsung. Data dikumpulkan dengan cara mentranskrip subtitle dari video-video yang dipilih, kemudian dianalisis berdasarkan klasifikasi kata-kata umpatan menurut teori Ljung (2011), serta alasan atau motivasi penggunaannya dengan mengacu pada teori Jay (2009). Analisis dilakukan dengan menelusuri konteks percakapan dalam setiap data.

Hasil penelitian menunjukkan bahwa dari total 287 kata umpatan yang diucapkan oleh para anggota Sentinels, hanya terdapat lima dari enam jenis kata umpatan yang dikategorikan oleh Ljung. Peneliti menemukan bahwa setiap jenis kata umpatan tersebut digunakan dalam berbagai konteks emosional, seperti pelepasan emosi berupa kemarahan, keterkejutan, kegembiraan, ketakutan, frustrasi, kebingungan, dan rasa bersalah. Selain itu, peneliti juga menemukan bahwa kata umpatan berfungsi sebagai sarana interaksi sosial yang memperkuat solidaritas tim melalui bentuk dukungan yang ekspresif, pujian yang intensif, lelucon yang akrab, dan ekspresi kebanggaan.

Kata Kunci: kata-kata umpatan, komunikasi digital, emosi, solidaritas sosial

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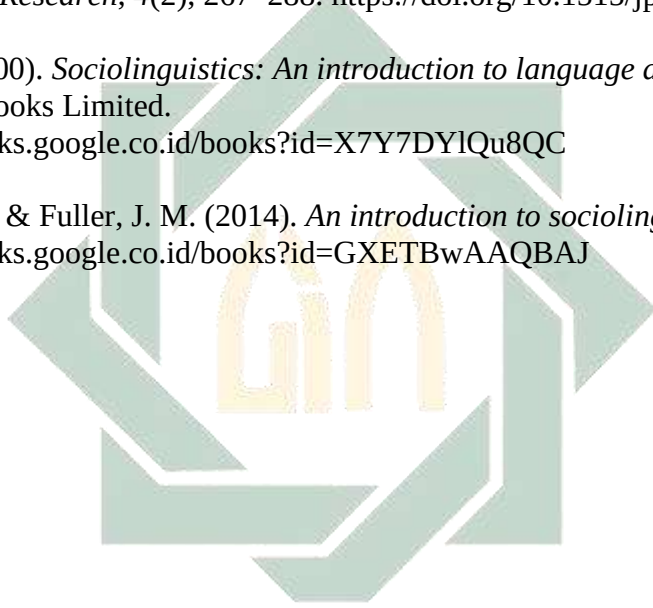
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