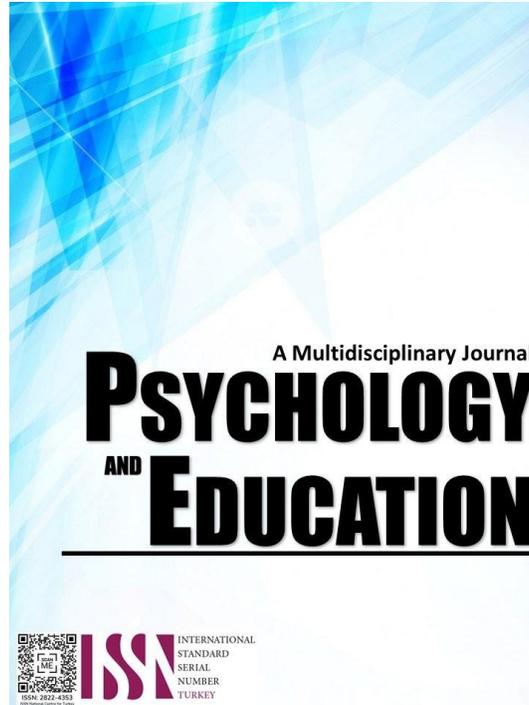


# A MORPHO-SEMANTIC ANALYSIS OF MOBILE LEGENDS: BANG BANG JARGON AND EDUCATIONAL IMPLICATIONS



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## A Morpho-Semantic Analysis of Mobile Legends: Bang Bang Jargon and Educational Implications

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### Abstract

This study explores the morpho-semantic analysis of Mobile Legends: Bang Bang (MLBB) jargon and its educational implications. As one of the most popular multiplayer online battle arena (MOBA) games, MLBB has fostered a unique lexicon comprised of specialized jargon, slang, and abbreviations that reflect the gaming community's distinct communication style. The research examines the morphological processes involved in the creation of MLBB jargon, including affixation, compounding, clipping, blending, and abbreviation, while also investigating its semantic shifts such as narrowing, broadening, metaphorical extension, and pejoration. Through qualitative analysis of in-game conversations, forums, and live streams, the study reveals how players construct and negotiate meaning using this specialized language. Furthermore, the study highlights the educational implications of MLBB jargon. It discusses how exposure to gaming language can influence language acquisition, literacy skills, and communicative competence among players. The research underscores the potential of integrating game-based language into educational contexts to enhance student engagement, particularly in vocabulary development, contextual understanding, and creative language use. Ultimately, this study offers valuable insights into how gaming jargon functions as a dynamic linguistic phenomenon and how it can be leveraged as a pedagogical tool in language instruction and literacy programs.

**Keywords:** *discourse analysis, mobile gaming, jargon, mobile legends, morpho-semantic, morphological processes*

### Introduction

Workplace or online jargon is a cornerstone of the contemporary organisation, whether it is used to disintermediate retail channels with cutting-edge technologies or to use strategic competitive advantages collaboratively. However, few things irritate people more than others. Jargon is often criticised for being needless, meaningless, pretentious, or difficult to grasp. Organisational researchers use it to gauge how employees feel about "bullshit" in their workplaces. It is criticised by many government and corporate leaders, who have even attempted to limit its use. However, jargon is still widely used in most professions despite these criticisms. You most likely hear and use a good deal of jargon, whether you work as a consultant, nurse, truck driver, or librarian. However, why is jargon so prevalent if it is disliked (Brown et al., 2021)?

In Indonesia, the advancement of technology has also indirectly influenced the development of language. Language evolves alongside societal development. This evolution has led to the emergence of unique phenomena within communities, such as the creation of language variations. These variations are often reflected in specialized vocabulary understood only by members of specific communities. A similar phenomenon can be observed within the Mobile Legends: Bang Bang gaming community, where exclusive terms and language styles have emerged among its players (Mussu et al, 2022).

A study conducted in Cebu, Philippines, found that Mobile Legends: Bang Bang (MLBB) players frequently employ an Aggressive Communication Style, reflecting the game's competitive nature and the need for quick decision-making to secure victories. Additionally, Passive-Aggressive and Assertive Communication Styles emerged as prominent alternatives. Players often exhibit subtle aggression while simultaneously being straightforward and positive in guiding or supporting their team members in defeating opponents. The data, as shared by the players' siblings, suggested that the Interpersonal Communication skills of MLBB players might have been enhanced, particularly in terms of assertiveness, clarity, and directness when expressing thoughts and feelings to family members. However, MLBB engagement could also negatively impact interpersonal communication, as some players exhibited aggressive tendencies, including the use of harsh language during interactions with their siblings on certain occasions (Genson et al, 2023).

In academic settings, jargon is considered unsuitable and inappropriate for formal settings and is typically avoided in proper communication; it is mainly used in informal interactions and is not acceptable in academic contexts. Although jargon is not taught in educational institutions, as these focus on promoting formal language use, the lack of formal instruction does not negate the authenticity of jargon. In fact, it remains widely recognized and used among younger generations (Furianto & Simanjuntak, 2022).

The rapid rise of Mobile Legends: Bang Bang (MLBB) as a widely played online game has introduced a distinctive set of jargons that reflect evolving patterns in language use within virtual communities. Conducting a morpho-semantic analysis of these jargons is critical to understanding how linguistic forms adapt in response to technological advancements and social dynamics in digital spaces. This study examines the impact of Mobile Legends: Bang Bang (MLBB) jargon on communication, particularly among students and young gamers. By analyzing how gaming language affects formal discourse it helps students develop a balance between informal and academic communication. Educators can use the findings to address language shifts in classrooms, while parents can better understand their children's linguistic and social behaviors. Linguists and psychologists may gain insights into language evolution and communication styles, while game developers can foster more inclusive in-game interactions. Ultimately, this study promotes language

awareness and effective communication in both digital and academic settings.

The existing literature provides valuable insights into language and communication within digital and gaming contexts; however, I have identified notable gaps that this study seeks to address. In "Jargon in Mobile Legends: Bang Bang" by Mussu et al the study primarily identifies and categorizes MLBB jargons but does not delve into their morphological structures or the semantic shifts occurring within the gaming community. Similarly, "Communication Styles and Interpersonal Communications of Mobile Legends Bang-Bang (MLBB) Players" by Genson et al examines players' communication dynamics and styles but does not explore how jargon usage influences or reflects these interactions linguistically. "Digital Culture and Social Media Slang of Gen Z" by Jeresano and Carretero focuses on broader social media language trends among Gen Z, but fails to account for the unique linguistic features of gaming communities, such as MLBB. Moreover, the article "Does Your Office Have a Jargon Problem?" Brown et al. (2021) raise awareness of how jargon can obscure communication in professional settings, emphasizing the need to critically evaluate how specialized language shapes understanding—an angle rarely applied in gaming environments. Meanwhile, "Gaming Language as a Language Variation in Digital Humanities" from Furianto and Simanjuntak supports the idea that gaming discourse deserves recognition as a form of contemporary language variation, but it lacks a detailed morpho-semantic breakdown of in-game expressions. These gaps affirm the need to conduct a morpho-semantic analysis to bridge the divide between the structural and social dimensions of language within the MLBB gaming environment.

This study employed discourse analysis to examine the morpho-semantic features of MLBB jargon, and its findings will be disseminated through both academic and practical channels. The research will be presented in institutional research forums and linguistic conferences to highlight how in-game language reflects real-world discourse types such as narration, instruction, and argumentation. A journal article will be submitted to publications focusing on discourse and applied linguistics. To reach educators, webinars and workshops will demonstrate how MLBB discourse can enhance lessons in pragmatics, morphology, and digital literacy. Social media will also be used to share simplified findings, particularly for younger audiences who are familiar with the game. A policy brief will be shared with curriculum developers to encourage the integration of digital discourse in classrooms, while teaching materials based on the findings will be tested and shared with English teachers. The full study will be archived in the institutional repository for future researchers interested in discourse and digital language use.

## Research Questions

This study answered the following questions.

1. What are the jargons found among the players of MLBB?
2. To what extent does the use of MLBB jargons affect student communication styles in both peer interactions and classroom discussions?

## Methodology

### Research Design

This study employed a qualitative research design to explore the morphological processes, discourse features, and pragmatic functions of jargon used in Mobile Legends: Bang Bang (MLBB). Using linguistic analysis, it systematically examined corpora collected from YouTube videos featuring MLBB gameplay and commentary. The research aimed to identify and categorize gaming jargons, analyzing their formation through morphological processes such as affixation, clipping, blending, coining, and conversion. Additionally, it examined how these jargons function within in-game discourse, considering their role in player interactions, strategic communication, and identity formation within the gaming community. From a pragmatic perspective, the study examined how MLBB jargon conveys directives, expressives, and other speech acts, influencing team coordination and social dynamics in gameplay.

Discourse analysis was deemed appropriate for this study as it forms a core component of examining gaming language in context, particularly within the Mobile Legends: Bang Bang (MLBB) community. This approach focused on analyzing how MLBB jargons function in discourse, considering their pragmatic roles, communicative strategies, and player interactions. The study examined YouTube gameplay videos to investigate the rhetorical structures, linguistic patterns, and contextual meanings of these jargons. By employing discourse analysis, as Gee (1999) suggested, the study sought to classify, interpret, and explain how MLBB players use specialized language to coordinate strategies, assert expertise, and establish in-group identity. Additionally, the study explored how the pragmatic functions of MLBB jargons—such as directives, assertives, and expressives—contribute to effective team communication and gameplay coordination.

Qualitative analysis in this study relied heavily on the researcher's analytic and integrative skills, as well as their understanding of the gaming discourse and social context in which the data were collected. This approach aimed to uncover the pragmatic functions and communicative purposes of MLBB jargons, revealing insights that are not typically captured through quantitative methods. Moreover, the research investigated the discursive patterns, rhetorical moves, and structural features within MLBB-related communication, particularly in YouTube videos. By adopting an inductive approach, the study sought to identify recurring linguistic structures and gaming conventions, contributing to a broader understanding of how in-game language influences player communication and identity construction (Crossman, 2017).

## Instrument

For this study, the materials consisted of 51 Mobile Legends: Bang Bang (MLBB) gameplay videos sourced from YouTube and Facebook. These videos featured professional and high-ranking players engaging in matches, providing authentic in-game communication and jargon usage. The selection of 51 videos followed Clarke and Braun's (2021) recommendation that between ten and 100 data samples were sufficient to reach saturation in qualitative research. The analysis focused on identifying and categorizing MLBB-specific jargons used in various in-game contexts, including strategic discussions, player interactions, and system-generated messages. Each video was assigned a code, such as ML\_01, ML\_02, ML\_03, and so on, up to ML\_51, for easy reference throughout the research.

To make certain of the relevance and depth of the analysis, this study only included gameplay videos that prominently featured in-game communication, strategy discussions, and jargon usage among players. The research focused on videos that showcased players' interactions, decision-making, and tactical execution within the game. By emphasizing content that actively demonstrated the use of MLBB-specific terminology, the study aimed to provide a comprehensive analysis of how language was used in competitive gaming discourse, particularly in a fast-paced and strategic environment like MLBB.

## Procedure

Since this study utilized a corpus-based discourse analysis, there was no need for the researcher to engage with MLBB players or content creators directly. Instead, the primary concern of the researcher was to systematically gather relevant video sources from platforms like YouTube and Facebook, ensuring they aligned with the study's focus on in-game jargon. This process followed a structured and ethical procedure, which was detailed in this section.

To initiate data collection, a research proposal was submitted to the research technical panel for thorough review. Once approved by the panel members, the process of gathering the necessary transcriptions from MLBB-related videos commenced. The sources of these transcriptions were identified and verified through official game content, MLBB videos, and publicly available online platforms such as YouTube and Facebook, ensuring adherence to authenticity and reliability.

The selected MLBB-related discourse was based on the following criteria: (1) the videos contained in-game discussions, shout-casting, or player communication related to Mobile Legends: Bang Bang, (2) they were recorded and publicly accessible through official esports broadcasts, gaming content creators, or community discussions on platforms like YouTube and Facebook, and (3) they included clear and uninterrupted use of MLBB-specific jargon. The time frame of analysis focused on the most recent trends in competitive and casual gameplay, aligning with the study's objectives.

The selected in-game dialogues and player communications were transcribed and coded with the identifier "ML" standing for "Mobile Legends," followed by a unique number for each video source. For example, the transcripts were labeled as ML\_01, ML\_02, ML\_03, and so forth. This systematic coding ensured clarity and ease of reference throughout the data analysis process.

## Data Analysis

In this study, the collected data were examined in accordance with the study's objectives and research questions. This approach ensured that conclusions were drawn after a thorough and systematic analysis of MLBB-related discourse found in YouTube videos. The data analysis aimed to identify recurring linguistic patterns, jargon usage, and pragmatic functions within player communication, gameplay strategies, and instructional content. By analyzing these elements, the study provided insights into how language shaped player interactions, conveyed strategic intent, and reflected the evolving discourse within the MLBB community.

Lune and Berg (2017) defined qualitative data analysis as a systematic method for organizing and understanding non-numerical data, such as interview transcripts or observational notes. In this study, the transcripts of MLBB-related videos were interpreted using topic and content analysis. This approach allowed for the identification of recurring jargon, strategic discourse, and communicative patterns within player interactions, game guides, and in-game communication.

The first technique employed was thematic analysis, which focused on identifying, interpreting, and reporting patterns or themes within the data. Using this method, the study examined recurring themes in MLBB-related discourse, including players' strategic communication, explanations of game mechanics, and teamwork coordination. This technique helped categorize the identified jargon into relevant themes, allowing for a more in-depth understanding of how players used language to convey strategies, coordinate gameplay, and engage with the gaming community.

Additionally, content analysis supplemented thematic analysis by quantifying linguistic features such as the frequency of specific MLBB jargons, sentence structures, or communication patterns used by players. This rigorous categorization allowed the researcher to assess how players' language choices aligned with strategic gameplay, teamwork coordination, and in-game decision-making. Furthermore, it shed light on emerging trends in MLBB discourse, highlighting how language evolved within the gaming community.

Furthermore, data reduction was employed to synthesize the examined data into key conclusions that directly addressed the research questions. This process involved refining the transcripts of MLBB-related YouTube videos to highlight the most significant jargon, discourse patterns, and pragmatic strategies used by players. By filtering out less relevant data, the analysis remained concise, relevant,



and focused. Through this approach, the study presented a comprehensive yet streamlined examination of the linguistic strategies employed by MLBB players in various gaming contexts, such as guides, streams, and in-game communication.

### Ethical Considerations

To uphold ethical considerations, the researcher followed the guidelines outlined by Boyatzis (1998), emphasizing respect for individuals, beneficence, justice, informed consent, and confidentiality. Ethics were fundamental in ensuring meaningful research (Drew, 2007; Ellis, 2007), with participants' rights protected at all stages. Given that the participants were public figures, the researcher ensured transparency by clearly explaining the study's purpose and obtaining informed consent. Ethical concerns related to the use of publicly available content were also addressed, ensuring participants' autonomy and confidentiality were respected (Neuman, 2006).

This research maintained ethical integrity by adhering to established guidelines and prioritizing Respect for Persons. While the study used publicly available YouTube videos, it still upheld ethical respect for the content creators. No real names or usernames were disclosed, and content was treated analytically, not personally. This respected the autonomy and dignity of participants, in line with ethical research involving online spaces.

Beneficence aimed to benefit both linguistic scholarship and educational practice by shedding light on how gaming jargon functioned semantically and morphologically. This helped educators better understand how students used language and incorporate such insights into discussions about language variation, morphology, and digital literacy. Risks were minimized by working solely with publicly available content, thus eliminating the need for direct interaction.

Justice included diverse samples across different types of MLBB players—casual, competitive, male, female, and various nationalities—by selecting videos with varied gameplay settings and commentary styles. This ensured fairness in participant representation and captured a wide spectrum of MLBB discourse, including different uses of jargon and speech acts.

To minimize social risks, strict measures were implemented to protect participant confidentiality. Even though the data were publicly accessible, the researcher anonymized any potentially identifying details like usernames or video titles when quoting from the content. This approach followed the Philippine Data Privacy Act (RA 10173) and standard ethical practices in digital research.

Although direct consent was not feasible due to the public nature of the materials, transparency was maintained through careful documentation of methodology and adherence to fair-use practices. All referenced materials were cited properly and only used for educational and analytical purposes.

Throughout the study, ethical considerations were continuously reviewed to safeguard the rights and privacy of the individuals featured in YouTube content. The analysis focused on language patterns rather than personal details, ensuring that the study remained respectful and non-invasive. By adhering strictly to ethical principles, the study amplified the voices of gamers while offering meaningful insights into the use of MLBB jargons in digital communication. This commitment to ethical integrity enhanced the study's credibility and promoted a broader appreciation for gaming language, ensuring a positive impact on both the research field and the wider gaming community.

### Results and Discussion

Presented in this section are the results of the analysis of the gathered data on discourse analysis of the common linguistic features and themes present in Mobile Legends: Bang Bang (MLBB) jargon, using the Item-and-Process (IP) model as a framework. The IP model views roots as morphemes listed in the lexicon, while affixes and other modifications are treated as processes that form new words. By applying this model, the chapter examines how MLBB terms are morphologically structured, revealing how players create, modify, and adapt gaming jargon through processes such as affixation, clipping, blending, and compounding. This section also explores the recurring patterns, terminologies, and thematic elements frequently used by MLBB players in both in-game communication and external discussions, such as social media posts, live streams, and forums. By examining the linguistic features through the IP lens, this section aims to identify the dominant themes within MLBB jargon, including strategic communication, emotional expressions, team coordination, competitive language, and gaming-specific slang. Furthermore, the analysis highlights how MLBB jargon reflects player behavior, interaction styles, and in-game experiences, offering insights into the unique discourse community shaped by the game.

Table 1.1.1. *Affixation in Mobile Legends: Bang Bang Jargons*

	<i>Term</i>	<i>Structure</i>	<i>Sample Statement</i>
Affixation	Feeder (Feed + er)	Derived from the root word “feed”, which means to provide resources, the suffix “-er” forms a noun, labeling a player who constantly gives kills to the enemy team, unintentionally strengthening them.	“You’re dealing with a feeder teammate, adjust your rotation to protect them.” ML_12
	Jungler (Jungle + r)	Built from the root “jungle”, representing the neutral monster area on the map, the suffix “-er” creates a noun, describing a player whose role is to farm jungle monsters and secure objectives.	“In the first part of the game, always assist your jungler. Help them clear and secure their buffs in different ways” ML_12



Squishy (Squish + y)	Formed from “squish”, which refers to being easily compressed or crushed, the suffix “-y” turns it into an adjective, characterizing heroes with low durability that are easily eliminated.	He can one-shot squishy heroes without giving them a chance to react” ML_15
Initiator (Initiate + or)	Originating from “initiate”, which means to begin or start, the suffix “-or” forms a noun, identifying heroes responsible for starting team fights by engaging the enemy	Originating from “initiate”, which means to begin or start, the suffix “-or” forms a noun, identifying heroes responsible for starting team fights by engaging the enemy.
Fighter (Fight + er)	The root word “fight” denotes combat or battle. The suffix “-er” forms a noun, indicating a hero specialized in close-range combat.	“He can outduel assassins, burst down mages, and even go toe-to-toe with fighters” ML_15
Respawn (Re + spawn)	Combining “spawn”, which means to generate or appear, with the prefix “re-”, meaning again, this term expresses the act of a hero coming back to life after being defeated.	“Now my teammates are about to respawn, and I guess we'll have a fight for the Lord.” ML_41.
Roamer (Roam - er)	“Roam”, which signifies wandering or moving around, the suffix “-er” creates a noun, indicating a hero who frequently moves across the map to assist teammates.	“Nakakainis! Mukhang padalaw sa bot dito yung Roamer at yung core namin” ML_01. Translation: “Darn it! Looks like our Roamer and core are about to visit bot.”
Offensive (Offense-ive)	Derived from “offense”, which relates to attacking actions, the suffix “-ive” forms an adjective, describing an aggressive and proactive playstyle.	“Gloo is more like an offensive tank; he's more into taking and dealing damage” ML_34
Defensive (Defense-ive)	Stemming from “defense”, meaning protection or safeguarding, the suffix “-ive” forms an adjective, characterizing a cautious and protective gameplay approach.	Another reason I thought of is that his damage falls off in the late game. If the enemy manages to get at least one defensive item” ML_41
Recall (Re + Call)	Built from “call”, which means to summon or request, the prefix “re-”, meaning again, denotes the action of teleporting back to base for healing and resource replenishment.	“In the early game, enemy laners tend to hide in bushes when they are not seen on the map unless they have recalled.” ML_19
Anti-Heal (Anti + Heal)	Formed by “heal”, which refers to restoring health, and the prefix “anti-”, meaning against, this term describes an effect that reduces or counters healing abilities.	“Tignan niyo, kahit may anti-heal yung Sun, napupuno pa rin ang aking HP kapag nag-enhanced-skill 2 ako.” ML_24 Translation: “Look, even though Sun has anti-heal, my HP still fills up when I use enhanced skill 2.”

### Affixation

In linguistics, Affixation is a morphological process wherein a bound morpheme (affix) is attached to a root or base word to create a new word or modify its meaning. Affixes can be classified into prefixes, suffixes, infixes, and circumfixes, depending on their position relative to the root. Prefixes are added at the beginning of a word (e.g., re- in replay), while suffixes are added at the end (e.g., -er in player). Infixes are inserted within the root itself, although they are rare in English, and circumfixes involve affixes added to both sides of the base word simultaneously. Affixation is a common method of word formation in many languages, allowing for the expansion of vocabulary by altering the grammatical function or meaning of the original term. This process plays a significant role in creating derivational forms, which often change the word class (e.g., verb to noun), or inflectional forms, which modify the word to indicate grammatical properties such as tense, number, or case.

**Feeder.** The term feeder is formed by adding the suffix “-er” to the verb feed, turning it into a noun that refers to someone who repeatedly dies and “feeds” the enemy team with gold and experience points. In Mobile Legends: Bang Bang (MLBB), being labeled as a “feeder” carries a negative connotation, as it means the player is unintentionally or intentionally making the game harder for their own team.

**Jungler.** The word jungler is created by attaching the suffix -er to the noun jungle, referring to a player whose main role is to farm in the jungle area. In MLBB, the jungler is responsible for killing jungle monsters, securing buffs, and initiating or assisting in ganks.

**Squishy.** The term squishy is formed by adding the suffix -y to the verb squish, turning it into an adjective that describes fragility or vulnerability. In MLBB, squishy refers to heroes with low defense or HP, making them easy targets.

**Initiator.** The word "initiator" is created by adding the suffix "-or" to the verb "initiate," forming a noun that describes someone who starts or triggers an action. In MLBB, an initiator is a hero who engages the enemy first, often by using crowd control skills or diving into the opposing team.

**Fighter.** The term fighter is formed by adding the suffix -er to the verb fight, creating a noun that refers to someone who engages in combat. In MLBB, a fighter is a hero class that specializes in close-range combat with a balance of durability and damage output. The term makes it easier for players to identify hero classes and discuss strategies, as they can quickly refer to heroes by their designated roles. This kind of jargon is essential for team coordination, especially when planning engagements or counterplays.

**Respawn.** The word respawn is created by adding the prefix re- to the verb spawn, meaning to appear again. In MLBB, respawn refers to the revival of a hero after being eliminated. Knowing when teammates or enemies will revive is crucial for deciding whether to fight or retreat. The use of respawn demonstrates how gaming terms help players quickly describe in-game events, improving the speed and clarity of communication.

**Roamer.** The term roamer is formed by adding the suffix -er to the verb roam, creating a noun that refers to someone who frequently moves around. In MLBB, the roamer is a hero responsible for rotating between lanes, providing vision, and assisting teammates. By mentioning roamer, the player is giving their teammates a map awareness alert, signaling the possible arrival of reinforcements or a gank. This jargon helps players communicate hero movements concisely, allowing the team to prepare or reposition effectively.

**Offensive.** The term "offensive" is formed by adding the suffix "-ive" to the noun "offense," turning it into an adjective that describes aggressive or attack-oriented actions. In MLBB, an offensive hero or strategy is one that focuses on dealing damage or pressuring the enemy.

**Defensive.** The word defensive is created by adding the suffix -ive to the noun defense, forming an adjective that describes protective or cautious actions. In MLBB, a defensive hero or strategy prioritizes survivability, protection, and reducing incoming damage.

**Recall.** The term "recall" is formed by adding the prefix "re-" to the verb "call," creating a word that means to return or summon back. In MLBB, recall refers to the action of teleporting back to base to heal or purchase items.

**Anti-Heal.** The term "anti-heal" is created by combining the prefix "anti-" (meaning "against") with the verb "heal," forming a compound word that refers to effects that reduce or prevent healing.

Table 1.1.2. *Clipping in Mobile Legends: Bang Bang Jargons*

	Term	Structure	Sample Statement
Clipping	Ulti (Ultimate)	This word undergoes clipping, where the longer term “ultimate” is shortened by removing the final syllables. It refers to a hero’s most powerful skill, and the clipped form makes it quicker to say during fast-paced gameplay.	“Sayang di pa na ano nakatakas pa nakapag ulti palayo” ML_05  Translation: "Too bad, I almost had them, they got away and used their ult to escape."
	Retri (Retribution)	Through clipping, the word “retribution” is shortened by omitting the latter syllables. This term refers to a battle spell used for securing objectives or dealing damage to jungle monsters, with the abbreviated form making communication more efficient.	Patayin niyo muna yung Dyrroth G8g8 maretri niya yan tol ako lang ang bukod tanging nagtangkang pumatay kay dyrroth.” ML_07  Translation: "Take down Dyrroth first! Sh8t, he’s gonna use Retribution, bro. I’m the only one who tried to kill Dyrroth."
	Def (Defend)	The process of clipping reduces the word “defend” by removing the final syllable. This abbreviation is commonly used in chat to direct teammates to protect lanes or structures, allowing for faster coordination.	“Lakas naman nila magdef” ML_17  Translation: “They are so good at defending”
	EXP (Experience)	This word is formed through clipping, where “experience” is shortened by keeping only the first three letters. It refers to the points gained by defeating enemies or minions, making it easier to discuss level progression.	“Pwede kang lumapit sa Minions mo para kapag nagskill ang kalaban mo, madadamay ang minions mo at mababawasan ito para maclar ang minion wave mo at bababa ang minions ng kalaban mo at maka EXP ka” ML_09  Translation: "You can go near to your minions so that when your enemy uses a skill, your minions will get hit too. This helps clear your minion wave faster, reduces the enemy's minions, and lets you gain EXP."



Noob (Newbie)	Through clipping, the word “newbie” is shortened by removing the final syllable. It is a slang term used to describe inexperienced or unskilled players, often in a derogatory manner.	“you will be considered a noob that doesn’t know the Johnson-Odette combo” ML_22
Regen (Regeneration)	Derived by clipping “regeneration”, which denotes the recovery of health or mana over time, this shortened form is used to describe self-healing effects.	“This thing really helps you save and regen your HP using Ultimate while being frozen.” ML_22
Micro (Micromanagement)	Formed by clipping “micromanagement”, which means controlling small in-game details, this concise form refers to a player’s precise handling of hero movements and abilities.	“You’ll notice a lot of Kagura mains spamming her in ranked matches, also known as “one-tricks,” because her skills are great for micro play.” ML_36
Meta (Metagame & Metastrategy)	Clipped from “metagame” and “metastrategy”, which describe the current dominant strategies or trends, this shortened term refers to the most effective tactics or hero picks in the game.	“Ano nga ba ang dapat gawin kapag nagfre-Freezelane ang kalaban Sino nga ba ang nasa meta na EXP laner.” ML_09  Translation: "What should you do when the enemy is freezelanding? And who are the meta EXP laners right now?" “Ang yabang mo! Ang angas mo ah? b8b8! Si Ruby na lang ang natira sa bot at mukhang balak pang i-push.” ML_01
Bot (Bottom)	Derived by clipping “bottom”, which designates the lower lane of the map, this term is frequently used in communication to refer to positioning or objectives.	Translation: "You're so cocky! Acting all tough, huh? Idiot! Ruby's the only one left at bot, and it looks like she's planning to push." “nabasag pa yung tore namin sa mid at mukhang maglolord na yung kalaban” ML_07
Mid (Middle)	Formed by clipping “middle”, which represents the central lane of the map, this shortened form is used to indicate the position of heroes or call out lane-related strategies.	Translation: "Our mid tower got destroyed, and it looks like the enemy is going for Lord."

## Clipping

Clipping is a morphological process in which a word is shortened by removing one or more of its syllables, resulting in a more concise form while retaining the original meaning. This process typically involves cutting off either the beginning (fore-clipping), the end (back-clipping), or both ends (middle-clipping) of the word. Clipping is commonly used in informal speech and slang, making communication faster and more efficient by reducing longer, more complex words into brief, easily recognizable forms.

**Ulti.** The term *ulti* is a clipped form of *ultimate*, referring to the most powerful skill of a hero in MLBB. *Ultimate* skills often have longer cooldowns and game-changing effects, making them essential in fights. The use of the clipped form *ulti* instead of the full term streamlines communication, making it faster and easier to coordinate with teammates during fast-paced matches. This abbreviation is widely recognized in the MLBB community, highlighting how clipping simplifies and speeds up communication in-game.

**Retri.** *Retri* is a clipped form of *retribution*, which refers to the battle spell used by junglers to deal true damage to monsters and secure objectives like *buffs*, *Turtle*, and *Lord*. The clipped form *retri* makes it easier to call out strategies or inform teammates about spell usage, ensuring quick and efficient communication during critical moments.

**Def.** *Def* is a clipped form of *defend*, referring to the action of protecting towers, base, or teammates from enemy attacks. The use of *def* makes communication quicker and more concise, which is particularly useful when teammates need to react rapidly to incoming threats.

**EXP.** *EXP* is a clipped form of *experience*, referring to the points gained by defeating minions, jungle monsters, or enemy heroes, which allow heroes to level up.

**Noob.** *Noob* is a clipped form of *newbie*, a slang term for inexperienced or unskilled players. In MLBB, *noob* is often used derogatorily to describe players who lack game knowledge or make frequent mistakes. Although it is frequently used as an insult, *noob* also serves as a shorthand way of describing inexperience.

**Regen.** *Regen* is a clipped form of *regeneration*, referring to the process of restoring health or mana over time. In MLBB, heroes can *regen* through skills, items, or base healing. The use of *regen* instead of the full term makes it easier to quickly refer to healing effects,



which is particularly helpful during rapid in-game discussions.

**Micro.** Micro is a clipped form of micromanagement, referring to precise control over individual hero actions, skills, and positioning. In MLBB, micro skills are essential for outmaneuvering opponents and maximizing hero potential.

**Meta.** Meta is a clipped form of metagame or metastrategy, referring to the most effective strategies, heroes, or playstyles based on the current patch or trends.

**Bot.** Bot is a clipped form of bottom, referring to the bottom lane of the map in MLBB. Using bot instead of the full term makes it faster and easier to specify lane positions, which is essential for efficient coordination and map awareness.

**Mid.** Mid is a clipped form of middle, referring to the middle lane of the map in MLBB. Using the clipped form mid allows players to efficiently communicate lane-related information, making it easier to coordinate rotations and defend or attack effectively.

Table 1.1.3. *Blending in Mobile Legends Bang Bang Jargons*

	Term	Structure	Sample Statement
Blending	Gank (Gang attack or Gang kill)	This term is formed through blending, where parts of “gang” and “attack” or “kill” are combined. The blend creates a concise term that refers to a coordinated ambush by multiple players to eliminate an enemy hero. The merging of the two words makes it shorter and more efficient for players to communicate quickly during the game.	“Don’t get mad when you’re getting ganked; be smart, and do whatever you can to survive.” ML_50
	Spellvamp (Spell + Vampirism)	Through blending, this word combines “spell” and “vampirism” by fusing their initial and final segments. It describes a lifesteal-like effect that restores health based on magic damage dealt. The blended form makes the term quicker and easier to say in the fast-paced environment of the game.	“War Axe is the reason why Ruby became meta; it has everything she needs, including spellvamp and cooldown reduction.” ML_48

**Blending**

A morphological process in which two or more words are combined to form a new term, typically by merging parts of each original word. This process often involves taking the beginning of one word and the end of another or fusing two partial forms to create a single, meaningful lexeme. Unlike compounding, where entire words are combined, blending results in a new form that is typically shorter and more compact. For example, brunch is a blend of breakfast and lunch, while smog combines smoke and fog. Blends are commonly used in informal language, pop culture, and technology, creating catchy, innovative terms that are easy to remember and widely adopted. This linguistic process reflects how language evolves by adapting to changing social, cultural, and technological contexts, thereby creating new expressions that convey complex ideas efficiently.

**Gank.** The term gank is a blended form of “gang” and “attack” or “gang” and “kill.” It refers to a coordinated ambush by two or more players to eliminate an enemy hero. In MLBB, ganking is a core strategy, often performed by the roamer and jungler, who rotate to surprise and overwhelm opponents in the lanes.

**Spellvamp.** Spellvamp is a blended form of “spell” and “vampirism,” referring to the lifesteal effect gained through casting abilities. In MLBB, heroes with spellvamp restore a portion of their health based on the damage dealt by their skills, making them more sustainable in fights.

Table 1.1.4. *Compounding in Mobile Legends: Bang Bang Jargons*

	Term	Structure	Sample Statement
Compounding	Playstyle (Play + Style)	This term is formed through compounding, where the two independent root words “play” and “style” are combined. The resulting word refers to a player’s unique approach or strategy in the game. The compound form creates a new, specific concept that blends the meanings of both words.	“His hybrid playstyle lets you switch between melee and ranged attacks, making him super versatile in fights.” ML_10
	Teamfight (Team + Fight)	By combining the words “team” and “fight”, this compound describes a large-scale battle involving multiple players from each team. The fused form makes it a concise, unified term that represents a common event in the game.	“If you can predict a teamfight will happen before it actually happens, leave your lane immediately to help your team.” ML_19
	Cut-lane (Cut + Lane)	This compound is formed by joining “cut” and “lane”, referring to a tactic where players intercept and clear enemy minion waves before they reach their destination. The compound term efficiently expresses this strategy in two syllables.	“Syempre hindi pa rin nawawala ito kapag nag-cut Lane kasi to tapos Binawasan mo Pupunta lang sa damo tapos mag-heal” ML_09



<p>Damage Dealer (Damage + Dealer)</p> <p>Marksman (Marks + man)</p>	<p>Through compounding, this phrase combines “damage” and “dealer” to describe a hero whose primary role is to inflict high amounts of damage. The combined term makes the role instantly recognizable to players.</p> <p>The word “marksman” is a compound of “marks” and “man”, referring to a ranged hero with precision-based attacks. The fusion of the two words creates a descriptive label for this hero class.</p>	<p>Translation: "Of course, this still happens when they cut the lane—after you deal damage, they just go into the bush and heal up." “If your teammates are making random plays, it’s better for you to sacrifice yourself than let your core damage dealers die” ML_23 “t*ng *na na b*bo kasi nung nag Marksman ch t*nga kaba? pang lategame yung Marksman b*bo” ML_07</p>
<p>Surewin (Sure + Win)</p>	<p>By combining the words “sure” and “win”, this compound term conveys confidence in a guaranteed victory. It simplifies the expression of certainty into a single, straightforward term.</p>	<p>Translation: "F*ck, that Marksman was so st*pid . Are you d*mb? Marksmen are for late game, id*ot." “Good trade nabasag din yung Mid Lane. At nakikita niyo na surewin talaga mga kaibigan” ML_05</p>
<p>Lifesteal (Life + Steal)</p>	<p>This term is formed by combining “life” and “steal”, describing a game mechanic where players restore health by dealing damage. The compound word effectively captures the concept in a concise form.</p>	<p>Translation: "That’s a good trade, we destroyed their Mid Lane too. And you can see this is a sure win my friends!" “Did you see how much extra survivability the new Rose Gold Meteor gives you? Especially for Julian, since he has plenty of Lifesteal right from the start thanks to his passive” ML_42</p>
<p>Losestreak (Lose + streak)</p>	<p>The compound term merges “lose” and “streak”, signifying a series of consecutive defeats. It succinctly expresses the pattern of continuous losses in a single term.</p>	<p>“Grabe palo paluin kita eh! Pero nakita ko yung history niya tapos losestreak pala sila lima” ML_05</p>
<p>Ranked Game (Ranked + Game)</p>	<p>This is a compound of “ranked” and “game”, indicating a competitive match that affects a player’s ranking. The combination clearly conveys the competitive nature of the gameplay.</p>	<p>Translation: "Man, Imma whack you! But then I checked their history and saw that their whole team is on a losestreak." So ngayon guys yan ang gagawin natin mag-raranked game tayo at sasama tayo sa mga random strangers.” ML_06</p>
<p>Solo Queue (Solo + Queue)</p>	<p>This compound merges “solo” and “queue”, referring to a player entering a match alone rather than with a team. The term efficiently represents this solo matchmaking process.</p>	<p>Translation: "So now, guys, here's the plan. We're gonna play a ranked game and queue up with random strangers." “Welcome to the solo queue, a place filled with depression, anger, and hatred.” ML_23</p>
<p>Gameplay (Game + Play)</p>	<p>By combining “game” and “play”, this compound refers to the overall experience, mechanics, and style of playing. The fused form creates a broad, descriptive term for in-game actions.</p>	<p>“At first, her gameplay appears deceptively simple, but with each match you gradually uncover layers of complexity” ML_48 “sabihin mo. Tootoo yan oh mababa win rate niyan 99% e last match before 1k, pre.” ML_04</p>
<p>Win rate (Win + Rate)</p>	<p>This compound merges “win” and “rate”, referring to the percentage of matches a player or team wins. The combination clearly expresses the statistical measurement.</p>	<p>Translation: "Tell me. That’s legit, the win rate is</p>



Freeze lane (Freeze + Lane)	This term is formed by combining “freeze” and “lane”, describing a strategy where players stop or slow down the movement of minion waves. The compound form simplifies the tactical concept into a clear label.	low, only 99%. one last match before hitting 1k, bro.” “Kung tayo ay nagamit ng EXP Lane kapagpini-Freezelane ka ng kalaban ito ang pwede mong gawin Pwede kang lumapit sa Minions.” ML_09
Turret-diving (Turret + Diving)	Through compounding, this term blends “turret” and “diving”, describing a risky tactic where players attack under the enemy turret. The compound captures the aggressive gameplay action in a compact term.	Translation: "If you're playing in the EXP Lane and the enemy is freeze-laning you, here's what you can do: you can move closer to your minions." “For him, turret-diving is easy because the damage dealt by the turret can also be converted into HP when he deals damage to enemy units” ML_34
Tower-hug (Tower + Hug)	This compound combines “tower” and “hug” to describe the defensive tactic of staying close to the turret for protection. The merged form efficiently conveys this strategic behavior.	“One common thing I've noticed about Zilong players is that they always tower-hug and stay away from early team fights as much as possible.” ML_33
Tower lock (Tower + Lock)	The term is formed by combining “tower” and “lock”, referring to the focus on attacking or destroying the enemy turret. The compound word simplifies the strategic command into a short phrase.	“End na natin to. Towerlock tayo guys! focus tayo towerlock. Okay towerlock na tayo guys.” ML_04
Last-hit (Last + Hit)	By compounding “last” and “hit”, this term describes the tactic of delivering the final blow to minions or enemies for maximum gold gain. The compound clearly expresses this precise in-game action.	Translation: "Let's end this. Lets tower lock, guys! Let's focus on tower locking. Okay, tower lock now, guys!" “Nilast hit mo kasi e, bata. Patay! patay kayo. Nilast-hit mo e nawalan tuloy ako ng dash.” ML_17 Translation: "You last-hit it, kid. Dead! You're all dead. You last-hit it, I lost my dash skill.”

### Compounding

In linguistics, Compounding is a morphological process where two or more independent words are combined to form a new term with a unique meaning. Unlike blending, which fuses parts of words, compounding retains the full form of the original words. The resulting compound word may express a concept that differs from the sum of its parts, creating a distinct, singular lexical unit. Compounds can be classified into three types: open compounds (written as separate words, e.g., "ice cream"), hyphenated compounds (e.g., "mother-in-law"), and closed compounds (written as a single word, e.g., "notebook"). This process is widely used across languages to generate new vocabulary, allowing speakers to describe new concepts or combine familiar words to convey more complex ideas efficiently. Compounding is especially common in technical, scientific, and colloquial language, where new terms are frequently created to capture evolving realities.

**Playstyle.** The term playstyle is a compound of “play” and “style”, describing a player’s approach or strategy in the game. In MLBB, a hero’s or player’s playstyle often refers to whether they are aggressive, defensive, or adaptive.

**Teamfight.** Teamfight is a compound of “team” and “fight,” referring to large-scale battles involving multiple heroes from both sides. The compound form makes it easier to refer to these large engagements with a single, universally understood term. Instead of saying “a fight involving multiple heroes from both teams,” players say “teamfight”, saving time and ensuring clarity. In MLBB, teamfights are crucial turning points that often decide the outcome of matches, making this jargon a staple in player communication.

**Cut-lane.** The term cut-lane combines “cut” and “lane”, describing the strategy of clearing enemy minions behind their wave before they meet the allied minion wave. This compound term makes it easy for players to communicate the strategy quickly. Instead of saying, “go behind the enemy minion wave and clear them before they meet ours,” players say, “cut-lane.”

**Damage Dealer.** Damage dealer is a compound of “damage” and “dealer”, referring to heroes whose primary role is to inflict heavy damage on enemies. The compound form makes it easy to describe the role of damage-focused heroes in one term. This jargon is essential in coordinating team strategies, as protecting or prioritizing damage dealers can significantly influence the game’s outcome.



**Marksman.** Marksman is a compound of “marks” and “man”, referring to ranged heroes specializing in dealing consistent physical damage. The statement, The compound form creates a clear and recognizable term for this specific hero role.

**Surewin.** Surewin combines “sure” and “win”, describing a situation where victory is guaranteed or highly probable. The compound form captures the certainty of winning in a single term, making it a convenient way to express confidence or certainty. Instead of saying, “this is a guaranteed win,” players simply say “surewin.” This term reflects the optimistic and competitive nature of MLBB players, often used to motivate teammates.

**Lifesteal.** Lifesteal is a compound of “life” and “steal”, referring to the ability to regain health through basic attacks or skills. This compound term simplifies communication of the specific gameplay mechanic.

**Losetreak.** Losestreak is a compound of “lose” and “streak,” describing a series of consecutive losses in ranked or casual matches. The statement, “Grabe palo paluin kita eh pero nakita ko yung history niya tapos losestreak pala sila lima” (ML\_05), expresses how a player’s history of consecutive losses reflects their poor performance or bad luck.

**Ranked Game.** The term ranked game is a compound of “ranked” and “game,” referring to matches where players compete to increase or maintain their rank. In MLBB, ranked games are more competitive than classic or casual modes, as players strive to climb the rank ladder from Warrior to Mythical Glory. In MLBB, ranked matches often require more strategic planning and coordination, as they affect players’ overall standings. The competitive nature of ranked games makes them a popular choice for those aiming to improve their skills and achieve prestigious ranks.

**Solo Queue.** Solo queue is a compound of “solo” and “queue,” describing the act of joining a ranked or classic match without a pre-made team. In MLBB, solo queueing is often perceived as a challenging experience due to the unpredictability of teammates’ skills and playstyles.

**Gameplay.** The term “gameplay” is a compound of “game” and “play,” referring to the overall experience and mechanics of playing a game. It encompasses various aspects, such as strategy, hero usage, controls, and tactics. In MLBB, players often comment on heroes’ gameplay strengths or weaknesses, using the term to express their opinions on balance and performance.

**Win Rate.** Win rate is a compound of “win” and “rate,” representing the percentage of matches a player or hero wins. It is a key metric used to evaluate player performance and hero effectiveness. The compound term win rate allows for concise and clear reference to this performance statistic. This jargon is widely used in competitive gaming, making it a standard metric for evaluating both individual and team performance.

**Freeze Lane.** Freeze lane is a compound of “freeze” and “lane,” describing the tactic of deliberately keeping the minion wave at a fixed location near one’s tower. This strategy is used to deny the enemy gold and experience while creating a safer farming area.

**Turret-diving.** Turret-diving is a compound of “turret” and “diving,” describing the risky strategy of attacking an enemy hero under their turret. This move is typically made to secure a kill despite the turret’s defensive fire, often requiring coordination and precise execution. This jargon is particularly important in MLBB, as turret-diving is a high-risk, high-reward play that can determine the outcome of key fights.

**Tower-hug.** Tower-hug is a compound of “tower” and “hug,” describing the defensive tactic of staying close to one’s turret for protection. This strategy is often used by heroes with weak early-game capabilities or by players trying to avoid ganks or overextension.

**Tower-Lock.** Tower lock is a compound of “tower” and “lock,” referring to the strategy of prioritizing the enemy base turret (Nexus) to secure a quick victory. This tactic involves ignoring enemy heroes and focusing all attacks on the turret, thereby ensuring a swift game outcome.

**Last-hit.** Last-hit is a compound of “last” and “hit,” describing the act of delivering the final blow to a minion or monster to secure gold or buffs. The compound term makes it easier to describe this precise action. Instead of saying, “delivering the final blow to secure the reward,” players say “last-hit.” This jargon is crucial for efficient farming and resource management in MLBB.

Table 1.1.5. Conversion in Mobile Legends: Bang Bang Jargons.

	Term	Structure	Sample Statement
Conversion	Snowball	Originally a noun referring to a literal snowball, this term undergoes conversion into a verb in gaming, describing the process of steadily gaining momentum or advantage over opponents, making it increasingly difficult for them to recover.	“Guys 2-0. akin yan akin yan akin yan! 1 2-0, guys oh! Diba? bubuhatin natin yung mga yon guys! snowball na tayo dito durog na durog yung katapat ko par.” ML_05  Translation: "Guys, 2-0! That’s mine, that’s mine, that’s mine! 1-2-0, guys, look! See? We’re gonna carry those guys! We are snowball here—my lane opponent is totally crushed, bro!"
	Trade	Initially a noun meaning the exchange of goods or services, trade is converted into a verb in gaming to describe the	“okay lang. At least apat yung napatay natin doon, good trade nabasag din yung Mid Lane at nakikita niya” ML_05



	exchange of kills, objectives, or resources between teams.	Translation: "It's fine. At least we took down four of them, that's a good trade. We also managed to destroy the Mid Lane tower, as you can see." "Napitas na yung core nila, kaya lamang na kami dito. Akala ko mapapatay ako kaya niready ko yung immortality" ML_06
Core	Traditionally a noun meaning the central part of something, core is converted into a noun in gaming to refer to a key damage dealer or essential character on a team.	Translation: "Their core got picked off, so we have the advantage here. I thought I was gonna die, so I had my immortality ready." "you can kite enemies all day while dishing out insane damage." ML_10
Kite	Originally a noun referring to the flying object, kite is converted into a verb in gaming, describing the tactic of moving away from enemies while attacking from a distance to avoid damage.	
Zone	Typically a noun for an area, zone is converted into a verb in gaming to describe the action of controlling or keeping enemies out of a specific area.	"Zone the enemy away, check bushes, or wait for the perfect moment to engage before taking the Lord" ML_10
Push	Initially a verb describing physical force, push is converted into a gaming term that refers to advancing towards enemy turrets, objectives, or territory.	"Sayang pero guys yung mga kampi natin talagang mahina push tayo p tayo mag kayo Push niyo!" ML_03  Translation: "Too bad, but guys, our teammates are really weak. Let's just push—come on, push!" "Use your range advantage to poke and harass the enemy laner, but be mindful of the enemy Jungler." ML_24
Poke	Originally a verb meaning to prod or jab, poke is converted into a gaming term to describe the repeated dealing of small amounts of damage to wear down enemies.	
Bully	Traditionally a noun referring to an aggressive person, bully is converted into a verb in gaming, meaning to intimidate or harass weaker opponents during matches.	"meron siyang sustain sa early game, hindi na agad-agad siyang mabubully." ML_25  Translation: "He has sustain in the early game, so he won't get bullied right away." "just in case enemies are camping deep in your jungle" ML_19
Camp	Initially a noun for a temporary shelter, camp undergoes conversion into a verb, describing the act of staying in one area to ambush or surprise enemies.	
Spam	Originally a noun referring to unwanted, repetitive messages, spam is converted into a verb in gaming to describe the frequent and repetitive use of abilities or skills.	"his second skill cooldown has been reduced by a lot so now you can spam your skills and basic attacks." ML_08
Toxic	Traditionally an adjective meaning poisonous, toxic is converted into a noun in gaming to label players who exhibit negative, abusive, or disruptive behavior.	Grabe guys ang to- toxic din nitong mga to guys ah tinatrashtalk ako b8b8 daw ba ako start na par start na ML_04  Translation: "Man, these guys are so toxic. They're trash-talking me, saying I'm Stupid. Come on, start the game, bro, start it up!" Pwede natin yan anuhin pre. Nag-i-invade mapapatay natin yan pre Okay Akin yan akin! Yan KS-san tayo. ML_04
Invade	Initially a verb meaning to enter forcefully, invade is converted into a gaming-specific term describing the aggressive act of entering and disrupting the enemy's territory or jungle.	Translation: "We can go for him, bro. Let's invade—we can take him down, bro. Okay, that one's mine, mine! Great, he KSed it."

### Conversion

It is a morphological process in which a word changes its grammatical category or syntactic function without any alteration in its form. This means that a word retains its original spelling and pronunciation but shifts to a different part of speech. For example, the noun email can be used as a verb (to email someone) without adding any affixes or modifying the word itself. This process is also known as zero derivation because the transformation occurs without the addition of morphological markers. Conversion is a productive and flexible process in English, allowing for the creation of new meanings by reassigning a word's grammatical role. It is commonly used



in everyday language, enabling economic and adaptable expression, as the same lexical form can serve multiple syntactic functions.

**Snowball.** The term snowball in MLBB comes from the conversion of the noun “snow” into a verb, metaphorically describing a situation where a team or player gains momentum and becomes increasingly powerful. In gaming, snowballing refers to a cumulative advantage, where early success translates into greater dominance throughout the match. The term’s metaphorical origin comes from the image of a small snowball rolling downhill, growing larger as it accumulates more snow, symbolizing how a minor lead can escalate into a game-deciding advantage. In MLBB, snowballing is a key concept in strategic play, as teams aim to turn small victories into game-changing dominance.

**Trade.** In MLBB, trade is a conversion of the noun “trade” into a verb, used to describe the exchange of kills, objectives, or resources between teams. The term originates from traditional economic language but has been adapted into gaming jargon to describe calculated sacrifices or exchanges. In MLBB, trading often involves weighing the value of kills versus objectives. For instance, sacrificing a support hero to take down the enemy core is considered a favorable trade, as it weakens the opponent’s damage potential. The term trade helps players quickly communicate strategic exchanges, making it a vital part of in-game communication.

**Core.** Core is another example of noun conversion, representing the main damage-dealing or central hero in the team composition, typically the jungler or marksman. The term core stems from its literal meaning—central or essential part, metaphorically applied to gaming to indicate the most important hero in a team’s lineup. In MLBB, core heroes are often targets of ganks or focused attacks due to their influence on the game’s outcome.

**Kite.** The term kite is a conversion of the noun “kite” into a verb, describing a technique where players continuously attack while maintaining distance from enemies, making it difficult for opponents to retaliate. The term originates from the visual resemblance to flying a kite on a string—keeping it at a distance while controlling its movement.

**Zone.** Zone is a conversion of the noun “zone” into a verb, used to describe the act of controlling an area and keeping enemies away. In MLBB, zoning is a strategic move where players position themselves to deny enemies access to key areas, such as objectives or lanes. Zoning is a vital skill in MOBA games, as it creates space for teammates and denies the enemy opportunities to engage.

**Push.** Push is another example of noun-to-verb conversion, referring to the tactic of advancing towards enemy structures with the goal of destroying turrets and base objectives. In MLBB, pushing is key to gaining map control and creating pressure, making the term a staple in the game’s tactical vocabulary.

**Poke.** Poke is a conversion of the noun “poke” into a verb, referring to the strategy of repeatedly harassing or damaging opponents from a distance to weaken them over time. Poking is a common strategy in MLBB, especially in the laning phase, as it allows players to control their lane and create opportunities for kills or objectives.

**Bully.** Bully is a conversion of the noun “bully” into a verb, describing the act of aggressively pressuring or dominating an opponent, making it difficult for them to farm or move freely. The term "bully" is used metaphorically to describe dominant and oppressive playstyles, particularly during the laning phase.

**Camp.** Camp is a conversion of the noun “camp” into a verb, referring to the strategy of remaining hidden in one area to ambush or repeatedly target enemies. In MLBB, camping is a common tactic for assassins or gankers, as it allows them to secure surprise kills.

**Spam.** Spam is a conversion of the noun “spam” into a verb, describing the repeated use of abilities or attacks. The term "spam" is widely used in gaming to describe the frequent and continuous use of skills, making it a key part of the MLBB lexicon.

**Toxic.** Toxic is a conversion of the noun “toxin” into an adjective, describing negative and aggressive player behavior, such as trash-talking or insulting others. The term toxic simplifies the description of this conduct, making it a widely recognized slang term in gaming.

**Invade.** Invade is a conversion of the noun “invasion” into a verb, describing the tactic of entering the enemy jungle to steal buffs or kill jungle monsters or to disrupt the opponents jungler by annoying them. The term captures the essence of aggressive jungle play in a single word.

Table 1.1.6. *Coinage in Mobile Legends: Bang Bang Jargons*

	<i>Term</i>	<i>Structure</i>	<i>Sample Statement</i>
Coinage	Spellvamp	This is a coined term in gaming, created by blending "spell" and "vampirism" into a single word. It refers to the lifesteal effect from spell-based abilities, which is not a standard English word but rather a newly invented term specific to gaming.	“War Axe is the reason why Ruby became meta; it has everything she needs, including spellvamp and cooldown reduction.” ML_48
	Crowd Control	Though composed of two familiar words, crowd control is a coined term in gaming, as it takes on a specialized meaning. In this context, it refers to abilities or effects that impair or hinder multiple enemies, such as stuns, slows, or knockbacks, which	“absorb damage, and use your crowd control to catch enemies while your teammates deal damage.” ML_12



Funnel	is distinct from its conventional usage. In gaming, funnel becomes a coined term that gains a new, strategic meaning. It describes the tactic of directing most of the resources, farm, and experience to one specific hero or player, particularly the core or carry, making them stronger faster.	“Oo pa... oo Ipa-funnel kita. Oo ipa-funnel kita. At pag level 4 na ako ah, pag level 4 ako funnel kita.” ML_20  Translation: “Yes, I... Yes I’ll funnel you. Yes I will funnel you. I will funnel you if I reach level 4.” “Tara burst na agad diyana burst na agad apat tayo dito.” ML_07
Burst	Although an existing English word, burst is a coined gaming term with a specialized meaning. In the context of games, it refers to dealing a large amount of damage in a short period, which is a distinct use from its conventional meaning of a sudden explosion or release.	Translation “Come on! Lets burst him down, let’s burst him right away, there are four of us here.

### Coinage

Coinage is a morphological process through which entirely new words are invented from scratch, without being derived from existing lexical items. It is often used to name novel concepts, products, or phenomena, especially in industries like technology, entertainment, and branding. Unlike blending or compounding, which combine existing words or morphemes, coinage creates original, standalone terms. This process frequently occurs when new objects or ideas need a distinct label, contributing to the continuous evolution of language. Coined words may eventually become widely accepted in everyday language, even if they were initially invented for niche purposes.

**Spellvamp.** Spellvamp is a coined term in MLBB, combining “spell” and “vampirism” to describe a lifesteal effect specifically for magic damage or abilities. Unlike the standard lifesteal mechanic, which applies to basic attacks, spellvamp restores a portion of the caster's HP based on the damage dealt by their abilities. The coining of spellvamp reflects the adaptation of traditional RPG terminology into MOBA language, as spell vampirism was not a common concept in earlier MOBA games. In MLBB, spellvamp is a critical mechanic for sustain-based heroes, enabling them to survive longer in fights by replenishing HP through their abilities.

**Crowd Control.** Crowd control, or CC, is a coined term in MLBB, describing abilities that impair or restrict enemy movement and actions. It is a combination of “crowd” (referring to groups of players or enemies) and “control” (referring to the restriction of their mobility or actions). Crowd control includes stuns, slows, knock-ups, silences, and immobilizations, making it a vital part of team coordination. The coining of crowd control reflects the need for a succinct term to describe a broad category of skills that influence enemy movements.

**Funnel.** Funnel is a coined term in MLBB, referring to a strategic tactic where resources are intentionally directed toward a single hero, typically the core or damage dealer. This strategy involves the support or tank assisting the core by clearing jungle camps or minions, enabling the core hero to level up faster and accumulate more gold. The term funnel originally comes from the physical object used to direct liquids into a container, metaphorically representing the channeling of resources to one player. In MLBB, funneling is a widely used strategy, especially in the jungle role, where the support helps the core farm efficiently.

**Burst.** Burst is another coined term in MLBB, used to describe dealing a large amount of damage in a short period, often through a combination of abilities and basic attacks. The term burst originally comes from the physical concept of an explosion or release, metaphorically applied to gaming to describe explosive damage output. In MLBB, burst heroes, such as mages or assassins, specialize in eliminating squishy targets with a quick combo, making the term essential in gameplay communication.

Table 1.1.7. Acronym & Initialism in Mobile Legends: Bang Bang Jargon

	Term	Structure	Sample Statement
Acronym & Initialism	MMR (Matchmaking Rating)	This is an acronym because it uses the first letter of each word in the phrase to form a shorter, recognizable term that refers to a player’s skill rating in ranked games.	“Nalaglag siya sa top 2 global dahil nga malaki nabawas sa MMR nila at Masakit yun.” ML_05  Translation: He dropped from Top 2 global rank because he lost a lot of MMR, and that really hurts.
	MVP (Most Valuable Player)	This term is an acronym formed by the initial letters of each word in the phrase. It is commonly used to describe the best-performing player in a match.	“yung ano...alam niyo na yan. Ewan. Yung tinatawag na gold at saka yung MVP. Sinakripisyo ko yung MVP para lang manalo.” ML_18  Translation: That... you already knew it. I don’t know. That gold and that MVP. I sacrificed the MVP just to win.
	CC (Crowd)	This is classified as an acronym because it consists of the first letters of the two-word	“While attacking an opponent inside the turret using his ultimate, he is immune to all kinds of CC skills or damage.”



Control)	phrase. In gaming, it refers to abilities that restrict or impair multiple enemies' movements or actions.	ML_11
GG (Good Game)	This is an acronym formed by the initials of the phrase, used as a sportsmanlike gesture at the end of a match to express good gameplay or to express disappointment or defeat.	<p>“P*st*ng y*w* ning retri god oy! Patay ko, pre! Jusko po naman! Hala, ka GG na.” ML_17</p> <p>Translation: For f*ck sake this retri god, man! Bro, I’m dead! My god! Darn, GG. “An8m8l kang kup8l ka, pupunta ka lang sa... uy uy TP-TP talaga o! TP-TP talaga ang an8m8l o. TP-TP talaga! TP-TP talaga! TP-TP Talaga ha?!” ML_21</p> <p>Translation: You f*ck*ng A**hole, you’re just gonna... hey, hey! Seriously, Spamming TP huh?! “Si Lukas pwedeng makapalag; puro AoE yung kanyang damage. I Lukas” ML_25.</p> <p>Translation: Lukas can fight toe to toe; his damage is all AoE. “Nag-swap na nga dito si Benedetta at yung MM kaya dalawa na yung kalaban natin ngayon sa bot, kasama si Ruby.” ML_02</p> <p>Translation: Benedetta and the Marksman have swapped, so now we’ve got two enemies at bot, along with Ruby. “You guys surely have faced these people who go AFK or feed when they start losing.” ML_39</p>
TP (Teleport)	This term is an acronym that shortens the word "teleport" by using its first two letters. It refers to the ability to quickly move to another location on the map.	
AOE (Area of Effect)	This is an acronym formed by the initial letters of the phrase. It is used in gaming to describe skills or attacks that affect multiple targets within a designated area.	
MM (Marksman)	This is an acronym that uses the initial letters of the word "Marksman", a role in the game that specializes in ranged attacks and consistent damage output.	
AFK (Away From Keyboard)	This term is an acronym composed of the first letters of each word in the phrase. It indicates a player who is inactive or temporarily absent during the match.	
KS (Kill steal)	This is an acronym made from the initials of the two-word phrase. It refers to the act of taking the final hit on an enemy, stealing the kill from a teammate.	<p>“Wag daw KS Akala mo talaga eh ano naman diko naman Kini-S yun eh Pumunta siya doon sa Buff ko” ML_04</p> <p>Translation: they said don’t KS. Like, seriously? I didn’t even KS that.They just went to my buff. “Ilan na yung CD ko? 40% stack na rin CD ko. na bilis na yung cooldown ng wall natin tsaka ng first Kill.” ML_03</p> <p>Translation: How much CD do I have now? 40%. My CD is stacked too. Our wall and first skill cooldown is so fast now. “He’s also a really strong mage in the late game against enemies without escape skills because he has DPS, stun, and slow” ML_36</p> <p>“Otherwise, it's better to cut the enemy roamer and mage's rotation to stop them from ganking, letting the laners 1v1 on their own.” ML_19</p> <p>So ang target natin ay Selena dahil pambabae ang IGN niya. ML_02</p> <p>Translation: “So our target is Selena because she has an IGN of a female” what many consider one of the most OP and annoying tanks in the game right now: Gloo. ML_43</p>
CD (Cooldown)	This term is an acronym that uses the first letters of the word "cooldown". It refers to the waiting period before a skill or ability can be used again.	
DPS (Damage Per Second)	This is an acronym formed by the first letters of each word in the phrase. It describes the rate of damage a hero or character can inflict over time.	
1v1 (One Vs One)	This is an acronym that uses numerical and alphabetical symbols to represent the phrase "One Versus One", denoting a solo duel between two players.	
IGN (In-Game Name)	This is an acronym formed by the initials of the phrase, referring to a player’s username or alias in the game.	
OP (Overpowered)	This is an acronym that uses the first letters of the word "overpowered". It describes heroes, items, or abilities that are considered too strong or unbalanced.	
G (Game & Go)	This is an acronym formed by the initial letter of the words "Game" or "Go". It is	Hi guys naranasan niyo na ba yung g na g ka mag ML palo palo ka gusto mo na mag RG. ML_06

slang for readiness or excitement to play, often used as a quick signal to start or continue the match

Translation:  
Hey guys, have you ever experienced the feeling of being so hyped up in playing ML, like, you want to spam your skills like crazy in RG.

## Acronym and Initialism

Morphological processes that form new words by taking the initial letters of multi-word expressions. While both involve abbreviations, they differ in how they are pronounced. Acronyms are spoken as single words (e.g., NASA), whereas initialisms are pronounced letter by letter (e.g., FBI). These processes are frequently used in technology, organizations, and gaming, where long and complex terms are simplified for efficiency. By shortening multi-word phrases into compact forms, acronyms and initialisms enhance communication speed and convenience, making them valuable in fast-paced contexts.

**MMR.** MMR stands for Matchmaking Rating, a numerical value used to represent a player's skill level in Mobile Legends: Bang Bang. This acronym is widely used in competitive gaming to track and balance player rankings, ensuring that individuals of similar skills are matched together. A decrease in MMR can feel disheartening, as it indicates a drop in status and recognition within the game. The use of this acronym reflects the influence of competitive gaming metrics on player motivation and performance. It has become a staple term in the gaming lexicon, making it easier for players to quickly refer to their performance rating during discussions or match reports.

**MVP.** MVP stands for Most Valuable Player, a designation given to the player who has the most significant impact in a match, typically based on kills, assists, and objectives. This term symbolizes individual excellence in the game, and being awarded MVP is often viewed as a badge of honor. The acronym's frequent use in MLBB conversations demonstrates how players value individual contributions while still recognizing the importance of team coordination.

**CC.** CC stands for Crowd Control, referring to abilities that limit, stun, or disable enemies, preventing them from moving or attacking effectively. CC is a vital strategic element in MLBB, as properly using CC abilities can turn the tide of a battle by rendering dangerous enemies helpless.

**GG.** GG is an abbreviation for "Good Game," a common expression used by players to show sportsmanship at the end of a match, whether they win or lose. While GG originally symbolizes good sportsmanship, it is frequently used ironically in MLBB, especially in moments of defeat or when expressing frustration. This dual usage highlights how gaming acronyms can evolve to express both genuine and sarcastic sentiments.

**TP.** TP stands for Teleport, a mechanic that allows players to quickly move from one part of the map to another, usually through the use of specific spells or items. Although this gaming jargon refers to teleportation, it is also used to taunt and insult an opponent by repeatedly tapping the recall button. The frequent use of this acronym indicates how players value mobility and positioning as essential tactics in MLBB.

**AOE.** AOE stands for Area of Effect, referring to skills or abilities that impact multiple targets within a specific radius. The use of AOE demonstrates how MLBB players frequently discuss skill ranges and coverage, as AOE abilities are crucial in determining battle outcomes. This acronym simplifies communication, allowing players to refer to large-scale attacks or skills quickly.

**MM.** MM stands for Marksman, a hero role in MLBB that specializes in dealing ranged physical damage and scaling into the late game. MM is a core role in many team compositions, valued for its high damage output, especially in the late game.

**AFK.** AFK stands for Away From Keyboard, indicating that a player is inactive or disconnected from the game. In MLBB, AFK has become a widely recognized term, often used to describe abandonment or inactivity in matches. The acronym serves as a quick and effective label to report inactive players.

**KS.** KS stands for Kill Steal, describing the act of securing a kill that another player initiated, often viewed as unfair. The acronym KS is commonly used in heated in-game conversations, reflecting how competitive players are protective of their kills and contributions.

**CD.** CD stands for Cooldown, the waiting time before a skill or ability can be used again. CD management is critical in MLBB, as shorter cooldowns allow players to use abilities more frequently, giving them a tactical advantage. The use of this acronym streamlines communication, making it easier to discuss skill availability and combat readiness.

**DPS.** DPS stands for Damage Per Second, referring to the consistent amount of damage a hero deals over time, rather than in a single burst. This acronym helps players categorize hero strengths, distinguishing between burst and sustained damage output.

**1v1.** 1v1 stands for One Versus One, referring to a solo duel between two players, often used to describe isolated encounters where individual skill, strategy, and hero mastery are tested. This acronym is commonly used in player challenges, where individuals test their prowess against each other in custom matches or practice duels. The term is also frequently mentioned in strategy discussions, as players evaluate whether heroes are strong in 1v1 situations or more effective in group clashes.

**IGN.** IGN stands for In-Game Name, which refers to the username or alias a player uses while playing Mobile Legends: Bang Bang.



It serves as the primary identifier of a player, often reflecting their personality, humor, or interests. IGNs are more than just identifiers—they can serve as a player’s brand or signature, particularly for content creators, streamers, or competitive players who gain recognition through their in-game names.

**OP.** **OP** stands for Overpowered, a term used to describe heroes, items, or abilities that are perceived as too strong or unbalanced in the current meta. The term OP is often used when players feel that a particular hero or item offers an unfair advantage, making it difficult for opponents to counter effectively. In MLBB, heroes who are deemed OP frequently receive balance adjustments or nerfs in subsequent patches. The widespread use of OP highlights how players continuously evaluate game balance, voicing their opinions when they feel certain mechanics create an imbalance. It is also a term of admiration or praise when players describe particularly effective builds, strategies, or heroes, often saying, “Grabe, OP si Julian ngayon”.

**G.** **G** is a slang acronym for “Game” or “Go”, used by players to signal readiness or eagerness to start a match. The statement, “naranasan niyo na ba yung g na g ka mag ML” (ML\_06), conveys the intense enthusiasm and anticipation players feel when they are eager to jump into the action. In this context, “g na g” expresses a heightened desire to play, almost to the point of restlessness or addiction. The acronym G is frequently used in MLBB to coordinate with teammates, whether to start a game, initiate an attack, or rush an objective. Phrases like “G na tayo, push natin” (Let’s go, let’s push) or “G ka na ba?” (Are you ready?) is commonly exchanged during matches, helping players communicate their readiness concisely.

Table 1.2.1. *Discourse types*

<i>Discourse Types</i>	<i>Sample utterances</i>
Description	Tumatakbo silang ano patay pa yung isa o palagi Hindi sila nakaka-turtle pre isang Turtle wala sila nakuha guys talagang mga kampi natin mga toxic na mga hindi pa magaling kaya guys Punta tayo dito patay to patay to patay to ito pa patay rin to Ops Sayang. ML_04 Magfa-farm yung Hanzo.
	ayun ayun ayun siya! Level 3, ay Level 4 na 'talaga magcore non ah. ML_01 An8m8l kang k8p8l ka ha. Pupunta ka lang sa... Uy TP-TP talaga o! One hittin ko yang itlog mo. Humanda ka sa akin a. May TP-TP kang nalalaman a. ML_21
	Ba't ka nagsosolo? Naiwan siya eh! Uy na stun! Sayang, wala pa akong ano eh. Grabe Natan, pinasok si Layla. ML_17
	Spamming "GG" When Your Ally Dies I mean this is kind of taunting your teammates, but it’s fun too! It also reminds your team that you are disappointed by your teammates performance and indirectly makes them aware that they need to play better. ML_22 On the second minion wave, you can advance and clear it again, but this is optional since you won't know how the enemies will react. I'm also now prone to ganking because I'm deep in the enemy territory. On the second minion wave, you can advance and clear it again, but this is optional since you won't know how the enemies will react. I'm also now prone to ganking because I'm deep in the enemy territory. ML_29

“Tumatakbo silang ano patay pa yung isa o palagi Hindi sila nakaka-turtle pre isang Turtle wala sila nakuha guys talagang mga kampi natin mga toxic na mga hindi pa magaling kaya guys Punta tayo dito patay to patay to patay to ito pa patay rin to Ops Sayang.” (ML\_04).

According to the corpora, this utterance falls under descriptive discourse because it vividly describes the current in-game situation in real time. The speaker narrates the opponents’ failure to secure the Turtle objective, while also describing the actions and movements of their teammates and enemies. The use of phrases like “patay to, patay rin to” provides a dynamic portrayal of the combat scenario, making it a detailed depiction of the unfolding events.

“Magfa-farm yung Hanzo. Ayun ayun ayun siya! Level 3, ay Level 4 na 'talaga magcore non ah.” (ML\_01).

The statement in the corpora above is considered descriptive discourse because it narrates the progression of the character Hanzo in the game. The player describes Hanzo’s farming actions and level progression in a detailed manner, providing a real-time observation of the game. The use of the phrase “Level 3, ay Level 4 na” offers a precise description of the level increase, contributing to the detailed depiction of Hanzo's status.

“An8m8l kang k8p8l ka ha. Pupunta ka lang sa... Uy TP-TP talaga o! One hittin ko yang itlog mo. Humanda ka sa akin a. May TP-TP kang nalalaman a.” (ML\_21).

This utterance reflects descriptive discourse through the portrayal of frustration and taunting in the game. The speaker describes their reaction to the opponent’s taunting behavior (“TP-TP talaga o!”) and vividly expresses their intention to retaliate (“One hittin ko yang itlog mo”). The aggressive and colorful language adds a personal and emotive description of the encounter, making it part of descriptive discourse.

“Ba't ka nagsosolo? Naiwan siya eh! Uy na stun! Sayang, wala pa akong ano eh. Grabe Natan, pinasok si Layla.” (ML\_17).

This utterance is categorized under descriptive discourse because the speaker is narrating the current game actions in real time. The phrases “Uy na stun!” and “Grabe Natan, pinasok si Layla” describe the in-game events vividly, specifically focusing on the stun effect and the attack made by Natan. The use of spontaneous commentary provides a dynamic and detailed description of the battle scenario.



“Spamming "GG" When Your Ally Dies I mean, this is taunting your teammates, but it’s fun too! It also reminds your team that you are disappointed by your teammates’ performance and indirectly makes them aware that they need to play better.” (ML\_22).

This statement falls under descriptive discourse because it offers a detailed explanation of player behavior in the game. The speaker describes how spamming "GG" functions as a form of taunting or signaling disappointment, making teammates aware of their poor performance. The elaboration on the emotional impact of the gesture and its implications in the game makes it a descriptive discourse.

“On the second minion wave, you can advance and clear it again, but this is optional since you won't know how the enemies will react. I'm also now prone to ganking because I'm deep in the enemy territory.” (ML\_29).

The last utterance from the corpora is descriptive discourse because it narrates the in-game scenario and the potential consequences. The speaker describes their actions of clearing the minion wave and acknowledges the risk of being ganked due to their position in enemy territory. The detailed account of the player’s strategic decision-making and its potential repercussions makes it a clear example of descriptive discourse.

Table 1.2.2. *Narration*

<i>Discourse Types</i>	<i>Sample utterances</i>
Narration	MLBB has some rules that are not mentioned anywhere, but as you keep playing the game, you start knowing about it without anyone telling you. ML_22
	May nakap party ako dito apat na Immortal makikita niyo nga ung isa 500 stars tapos top one global Melissa panis Napakataas nga ng win rate eh 812 matches tapos 83 winrate. ML_05
	So we all know that Fighters are one of the key roles in the game; they burst squishy heroes, sustain damage, and initiate a teamfight. Their skill sets have a wide range of uses, thus they can be versatile in your team, rather than just being a Fighter. ML_32
	Now my teammates are about to respawn, and I guess we'll have a fight for the Lord. I think we have a chance to recover from being constantly beaten to our base if we get the Lord. ML_41
	Mastering Franco's hook will be a nightmare for his enemies; this hook can change the game, and his ultimate can easily lock enemy targets. Find a good position when using his hook and make sure you have an ally nearby to follow up. ML_46
	Pagdating sa paggamit kay Baxia, ang priority natin ma-invade yung Jungle ng kalaban. para magawa yon Importante lang na alam natin kung nasan lagi yung jungler nila at ano yung mga Jungle creeps na open sa kabilang side. ML_01

“MLBB has some rules that are not mentioned anywhere, but as you keep playing the game, you start knowing about it without anyone telling you.” (ML\_22).

This utterance falls under narration discourse because it describes a player's gradual learning experience over time. The speaker recounts how MLBB's unspoken rules become familiar through continuous gameplay, indicating a progressive narrative. The use of the phrase "as you keep playing the game" reflects an ongoing process, showing the development of knowledge through experience. The narrative nature is evident in the implied timeline and the player's personal journey of discovery.

“May naka party ako dito apat na Immortal makikita niyo nga ung isa 500 stars tapos top one global Melissa panis Napakataas nga ng win rate eh 812 matches tapos 83 winrate.” (ML\_05)

This utterance is classified as narration discourse because it recounts a specific event or experience in the game. The speaker shares a story about partying with four Immortal-ranked players and encountering a top-ranked global Melissa player. The mention of "812 matches" and "83 winrate" provides factual details that enhance the narrative of a memorable match. The progression from describing the Immortal party to the impressive statistics creates a coherent retelling of the experience.

“So we all know that Fighters are one of the key roles in the game; they burst squishy heroes, sustain damage, and initiate a teamfight. Their skill sets have a wide range of uses, thus they can be versatile in your team, rather than just being a Fighter.” (ML\_32)

This statement falls under narration because it explains the role and abilities of Fighters through a generalized in-game scenario. The speaker narrates the role’s functions, such as bursting squishy heroes, sustaining damage, and initiating teamfights, highlighting the diverse capabilities of Fighters. Although it seems somewhat descriptive, it leans more toward narration due to the general storytelling tone that explains how Fighters are used in different situations. The discourse also shares the speaker's insights and observations based on their gaming experiences.

“Now my teammates are about to respawn, and I guess we'll have a fight for the Lord. I think we have a chance to recover from being constantly beaten to our base if we get the Lord.” (ML\_41)

This statement is narrative because it recounts the current in-game situation chronologically. The speaker describes the teammates’ imminent respawn and anticipates a fight for the Lord objective. The phrases “we'll have a fight for the Lord” and “we have a chance to recover” show the speaker’s forward-looking perspective, adding a sense of unfolding action. The use of first-person perspective (“we”) and the reflection on the potential impact of securing the Lord creates a narrative flow, making it a clear example of narration.



“Mastering Franco's hook will be a nightmare for his enemies; this hook can change the game, and his ultimate can easily lock enemy targets. Find a good position when using his hook and make sure you have an ally nearby to follow up.” (ML\_46)

This falls under narration because it describes the potential in-game experience of using Franco's hook. The speaker shares insights on the game-changing impact of this skill, explaining how it can disrupt the enemy team. While the second part offers a bit of advice, the narrative element comes through the implied scenario of “locking enemy targets” and changing the game’s outcome. The statement paints a hypothetical in-game scene, making it part of a narrative discourse that explains what could happen during gameplay.

“Pagdating sa paggamit kay Baxia, ang priority natin ma-invade yung Jungle ng kalaban. para magawa yon Importante lang na alam natin kung nasan lagi yung jungler nila at ano yung mga Jungle creeps na open sa kabilang side.” (ML\_01)

This utterance is narrative because it provides a step-by-step account of how to play Baxia effectively. The speaker narrates the strategy of invading the enemy jungle and emphasizes the importance of map awareness. The use of “Pagdating sa paggamit” (When it comes to using) sets the tone for a narrative explanation, sequentially describing a course of action. The statement also details the necessary information about the enemy jungler's location and available jungle creeps, making it a tactical narrative based on gameplay experiences.

Table 1.2.3. *Exposition*

<i>Discourse Types</i>	<i>Sample utterances</i>
Exposition	<p>Angela's first skill now has a reduced cool down and charges faster making it harder to miss. You can keep spamming it leading to continuous healing. ML_08</p> <p>Hilda, syempre hindi pa rin nawawala ito kapag nag-cut Lane kasi to tapos Binawasan mo Pupunta lang sa damo tapos mag-heal na kaya madaya talaga kasi kapag hindi siya na- counter talagang manggugulo at manggugulo yan sa ibang Lane. ML_09</p> <p>Suyou is one of the most flexible jungle picks right now. His ability to switch between forms makes him a nightmare for enemies. He can deal insane burst damage or sustain extended fights. ML_10</p> <p>Uranus is a tank known for sustain because of his HP regeneration. He can be very effective against poke damage dealing heroes due to the constant regeneration from his passive. So if you want to counter him, Baxia will be the best hero to choose. ML_34</p> <p>Your team will have a huge advantage whenever you can completely dominate your lane in 1v1. ML_43</p> <p>Let's start with MLBB's number one advertiser: Balmond. First of all, this hero is quite easy to use, and he's considered a beginner-friendly hero. Even though he's a Fighter, he has his sweet spot in being used as a Jungler. ML_32</p> <p>Tanks are durable, the shield of the team, and heroes that lock down enemies to start fights. ML_45</p>

“Angela's first skill now has a reduced cooldown and charges faster, making it harder to miss. You can keep spamming it, leading to continuous healing.” (ML\_08)

This utterance falls under exposition discourse because it provides an informative explanation about Angela’s first skill and its improved mechanics. The speaker explains the reduced cooldown and the faster charge rate, making the skill harder to miss. The phrase “leading to continuous healing” describes the resulting benefit, giving the listener a clear understanding of the skill’s impact. The statement focuses on clarifying a game mechanic and its strategic implications rather than recounting a personal experience, making it an expository discourse.

“Hilda, syempre hindi pa rin nawawala ito kapag nag-cut Lane kasi to tapos Binawasan mo Pupunta lang sa damo tapos mag-heal na kaya madaya talaga kasi kapag hindi siya na- counter talagang manggugulo at manggugulo yan sa ibang Lane.” (ML\_09)

This statement is an expository discourse because it explains the cut lane strategy of Hilda and the challenge of countering her. The speaker provides a detailed explanation of how Hilda can heal by moving into the bush after being damaged, making her difficult to eliminate. The phrase “kaya madaya talaga” (it’s unfair) expresses the opinion that Hilda is hard to deal with unless countered. The speaker offers a cause-and-effect explanation, describing how her healing mechanism allows her to disrupt multiple lanes. This makes the discourse expository as it analyzes the mechanics and impact of a specific hero strategy.

“Suyou is one of the most flexible jungle picks right now. His ability to switch between forms makes him a nightmare for enemies. He can deal insane burst damage or sustain extended fights.” (ML\_10)

This example falls under exposition because it explains Suyou’s versatility as a jungle pick. The speaker describes Suyou's flexibility in switching between forms, which makes him effective in various combat scenarios. The statement outlines his dual abilities: dealing burst damage or sustaining longer fights. The use of descriptive phrases like “nightmare for enemies” and “insane burst damage” clarifies his in-game effectiveness. This detailed breakdown of Suyou’s abilities and their impact makes the statement a clear example of expository discourse, as it aims to inform the reader about the hero’s strengths.

“Uranus is a tank known for sustain because of his HP regeneration. He can be very effective against poke damage dealing heroes due to the constant regeneration from his passive. So if you want to counter him, Baxia will be the best hero to choose.” (ML\_34)

This statement is expository because it provides an informational explanation of Uranus' tank role and how to counter him. The speaker



highlights Uranus' strength in sustain due to his HP regeneration, making him resistant to poke damage. The mention of Baxia as a counter offers a cause-and-effect relationship by providing a solution to effectively deal with Uranus. The focus on explaining the mechanics of Uranus' passive ability and offering a counter strategy makes this statement a clear example of expository discourse.

“Your team will have a huge advantage whenever you can completely dominate your lane in 1v1.” (ML\_43)

This sentence is expository because it explains the strategic advantage of dominating a 1v1 lane. The speaker clarifies the benefit of winning individual fights by stating that it gives the team a significant advantage. The statement offers general knowledge about game strategy rather than describing a personal experience, making it an expository discourse. It provides a straightforward cause-and-effect explanation, showing how individual lane dominance contributes to the overall team's success.

“Let's start with MLBB's number one advertiser: Balmond. First of all, this hero is quite easy to use, and he's considered a beginner-friendly hero. Even though he's a Fighter, he has his sweet spot in being used as a Jungler.” (ML\_32)

This statement is expository because it explains the attributes and role of Balmond. The speaker introduces Balmond as a beginner-friendly hero and elaborates on his versatility as both a Fighter and a Jungler. The phrase “sweet spot in being used as a Jungler” provides insight into Balmond's dual functionality, giving players strategic information. The statement aims to educate the audience about Balmond's characteristics and how he can be effectively used, making it an expository discourse.

“Tanks are durable, the shield of the team, and heroes that lock down enemies to start fights.” (ML\_45)

This sentence is expository because it defines and explains the role of Tanks in MLBB. The speaker describes Tanks as durable frontline heroes whose primary role is to protect the team and initiate fights. The phrase “shield of the team” serves as a metaphor, clearly conveying the defensive and supportive function of Tanks. The statement offers a generalized explanation of the Tank role, making it an expository discourse, as it informs the reader about the basic attributes and purpose of the hero class.

Table 1.2.4. *Argumentation*

<i>Discourse Types</i>	<i>Sample utterances</i>
Argumentation	<p>The Gold Lane—arguably the most frustrating and difficult role to master. You might not get any help at all, but everyone will target you. ML_50</p> <p>grabe guys ah ayusin ko para game na game na grabe guys lakas na namang trash talk guys ah Promise.ML_04</p> <p>May nag-challenge sa ating page; sabi niya dito gamitin ko daw itong Chou target lock ng babae hanggang umiyak, sabay teleport at trash talk ako as much as possible. I adhere to human rights and women's empowerment, pero for the sake of the content, yes to woman abuse muna tayo for today's video. ML_02</p> <p>If you're dealing with a feeder teammate, adjust your rotation to protect them. ML_12</p> <p>Are you tired of seeing your match history full of defeats? Or is it your team that's getting all the wins while you struggle? Is your team forcing you to play roam, or do you love playing roam but can't execute those OP setups like the pros? Calm down, don't worry! You've suffered enough—let me help you dominate as a roamer. ML_13</p>

“The Gold Lane—arguably the most frustrating and difficult role to master. You might not get any help at all, but everyone will target you.” (ML\_50)

This utterance falls under argumentation discourse because it presents a subjective claim about the Gold Lane role being the most challenging to master. The use of the word “arguably” signals that the speaker is making a debatable assertion, opening the statement for potential disagreement or counterarguments. The supporting statement “you might not get any help at all, but everyone will target you” serves as evidence to justify the claim, appealing to the player's experience of being heavily targeted. The combination of assertion and reasoning makes this a clear example of argumentative discourse, as the speaker expresses an opinion and provides justification.

“Grabe guys ah ayusin ko para game na game na grabe guys lakas na namang trash talk guys ah Promise.” (ML\_04)

This statement reflects argumentation discourse because it expresses a personal stance against trash-talking while subtly implying disapproval. The speaker uses a tone of frustration and promise (e.g., “Promise”) to convey their emotional reaction to the trash talk. The phrase “lakas na namang trash talk” indicates the speaker's negative observation, which can be interpreted as a criticism of the toxic behavior. Although it is conversational, the speaker is making a subjective claim, subtly arguing that the trash-talking is excessive and possibly unfair. The emotive language, combined with the implicit disapproval, forms an argumentative stance.

“May nag-challenge sa ating page; sabi niya dito gamitin ko daw itong Chou target lock ng babae hanggang umiyak, sabay teleport at trash talk ako as much as possible. I adhere to human rights and women's empowerment, pero for the sake of the content, yes to woman abuse muna tayo for today's video.” (ML\_02)

This utterance is an example of argumentation discourse because it presents a controversial claim with an attempt at justification through humor and satire. The speaker acknowledges the moral contradiction by stating their support for human rights and women's empowerment, but they argue that they will temporarily set this aside “for the sake of content.” The phrase “yes to woman abuse muna tayo for today's video” is a provocative statement, framed in a satirical tone, which justifies the decision by appealing to the



entertainment value of the content. Despite its humorous tone, it reflects an argumentative stance by rationalizing the morally conflicting action with the excuse of content creation.

“If you're dealing with a feeder teammate, adjust your rotation to protect them.” (ML\_12)

This statement falls under argumentation discourse because it provides a prescriptive recommendation for handling a feeder teammate. The speaker asserts a solution to a common in-game problem, arguing that the best course of action is to “adjust your rotation to protect them.” The directive nature of the statement suggests a persuasive intent, as the speaker is encouraging the audience to follow a specific strategy. By presenting cause-and-effect reasoning (i.e., adjusting rotation to reduce the feeder's vulnerability), the speaker uses an argumentative approach to convince players of the effectiveness of this solution.

“Are you tired of seeing your match history full of defeats? Or is it your team that’s getting all the wins while you struggle? Is your team forcing you to play roam, or do you love playing roam but can’t execute those OP setups like the pros? Calm down, don’t worry! You’ve suffered enough—let me help you dominate as a roamer.” (ML\_13)

This statement is a clear example of argumentation discourse because it uses rhetorical questions and persuasive language to convince the audience that the speaker’s guidance will help them improve as a roamer. The rhetorical questions (e.g., “Are you tired of seeing your match history full of defeats?”) appeal to the player's frustration, making them more receptive to the solution being offered. The phrase “Calm down, don’t worry! You’ve suffered enough” creates an emotional appeal, presenting the speaker as sympathetic to the player's struggles. The concluding statement, “let me help you dominate as a roamer,” is the proposed solution, making the discourse argumentative by attempting to persuade the reader to accept the speaker’s help and guidance.

Table 1.2.5. *Narration*

<i>Discourse Types</i>	<i>Sample utterances</i>
Narration	<p>Always try to split push whenever you have the opportunity, but be quick and read the map; enemies will target you if they see you alone. ML_50</p> <p>Sa combo naman ni Badang, sobrang dali lang. Alam kong alam niyo na yan: pagka-second skill mo, passive, kung meron, first skill, ultimate, tapos skill 1 ulit. Ang mahalaga, hindi mo mapagalaw ang kalaban. ML_26</p> <p>For our EXP Laners, the fastest way of farming is like this: make sure to rotate around the map like a good Roamer, using the rotation tips from this video. Attack last-hit all of your minions as much as possible, and yes, push the towers, including getting the bonus gold in the first 5 minutes. ML_40</p> <p>The Ultimate Flicker combo is Ruby's best TikTok move; it surprises enemies and puts them out of position. To do this, you have to use her ultimate first and then Flicker backward. ML_48</p> <p>In the early game, you should focus on getting lane priority so you will be able to rotate faster. If your Jungler wants to contest Lord, you should be there to back him up. ML_49</p> <p>Lane cutting is key when it comes to rotating from your lane. Since minions spawn every 30 seconds, cutting the lane will give you more time to rotate. ML_51</p> <p>In the first part of the game, always assist your jungler. Help them clear and secure their buffs in different ways. You can help them kill jungle monsters faster, check bushes to provide vision against incoming invaders, or distract the enemy jungler by drawing their attention to you. ML_12</p>

“Always try to split push whenever you have the opportunity, but be quick and read the map; enemies will target you if they see you alone.” (ML\_50)

This statement falls under instruction discourse because it provides a direct command on how to execute a split push strategy effectively. The phrase “Always try to split push” serves as a clear directive, instructing players on what action to prioritize. The advisory tone continues with the cautionary statement “be quick and read the map,” which offers a practical tip to avoid being ambushed. The speaker then explains the consequence of failing to follow the instruction (“enemies will target you if they see you alone”), offering a cause-and-effect relationship as a form of justification. The combination of imperative verbs and strategic guidance makes this instructional.

“Sa combo naman ni Badang, sobrang dali lang. Alam kong alam niyo na yan: pagka-second skill mo, passive, kung meron, first skill, ultimate, tapos skill 1 ulit. Ang mahalaga, hindi mo mapagalaw ang kalaban.” (ML\_26).

This utterance is an example of instruction discourse because it outlines the step-by-step execution of Badang’s combo. The speaker provides a clear sequence of actions, starting with “pagka-second skill mo” and progressing through “first skill, ultimate, tapos skill 1 ulit”. The use of sequential markers (e.g., “tapos”) indicates the ordered nature of the instructions. The concluding statement “Ang mahalaga, hindi mo mapagalaw ang kalaban” highlights the goal or desired outcome of the combo, which is to immobilize the enemy. This combination of step-by-step guidance and goal-oriented instruction makes it instructional in nature.

“For our EXP Laners, the fastest way of farming is like this: make sure to rotate around the map like a good Roamer, using the rotation tips from this video. Attack last-hit all of your minions as much as possible, and yes, push the towers, including getting the bonus gold in the first 5 minutes.” (ML\_40).

This statement falls under instruction discourse because it provides a series of steps and tips for effective farming as an EXP Laner.



The phrase “the fastest way of farming is like this” signals the speaker’s intention to offer a practical guide. The imperative verbs (e.g., “make sure to rotate,” “attack,” and “push”) reflect the instructional nature, as they direct the player on what actions to take. Additionally, the mention of “bonus gold in the first 5 minutes” adds a specific goal or objective, making the instructions more actionable. The clear procedural language and explicit farming strategy confirm its instructional nature.

“The Ultimate Flicker combo is Ruby's best TikTok move; it surprises enemies and puts them out of position. To do this, you have to use her ultimate first and then Flicker backward.” (ML\_48).

This statement is instructional because it provides clear and direct guidance on how to execute Ruby's Ultimate Flicker combo. The phrase “To do this, you have to” introduces a specific action plan, giving explicit directions on the order of skills: “use her ultimate first and then Flicker backward.” The step-by-step nature of the combo execution makes it a clear instructional statement. Furthermore, the goal-oriented language (“it surprises enemies and puts them out of position”) specifies the intended outcome, reinforcing its instructional purpose by clarifying the benefit of following the directions.

“In the early game, you should focus on getting lane priority so you will be able to rotate faster. If your Jungler wants to contest Lord, you should be there to back him up.” (ML\_49)

This utterance falls under instruction discourse because it offers gameplay advice and strategic directions for the early game. The phrase “you should focus on getting lane priority” acts as a prescriptive suggestion, guiding the player to prioritize lane control. The follow-up instruction, “you should be there to back him up,” offers further guidance on supporting the Jungler during Lord contests. The use of the conditional clause (“If your Jungler wants to contest Lord”) suggests a situational directive, indicating what action to take based on the game scenario. The combination of strategic suggestions and situational instructions makes this instructional in nature.

“Lane cutting is key when it comes to rotating from your lane. Since minions spawn every 30 seconds, cutting the lane will give you more time to rotate.” (ML\_51).

This statement is instructional because it explains a strategic technique (lane cutting) and its benefits. The phrase “Lane cutting is key” introduces the importance of the technique, while the subsequent sentence “cutting the lane will give you more time to rotate” explains the positive consequence of applying the strategy. The speaker is providing a practical tip that informs the player about optimal map movement, making it instructional. The cause-and-effect reasoning used to justify the technique reinforces the instructive nature of the discourse.

“In the first part of the game, always assist your jungler. Help them clear and secure their buffs in different ways. You can help them kill jungle monsters faster, check bushes to provide vision against incoming invaders, or distract the enemy jungler by drawing their attention to you.” (ML\_12).

This utterance is a clear example of instructional discourse because it provides explicit gameplay directions for the early game. The imperative verbs (“assist,” “help,” “check,” and “distract”) indicate direct commands, instructing the player on how to support their jungler effectively. The speaker offers multiple strategies (e.g., clearing buffs, providing vision, or distracting enemies), giving the player various options to apply in-game. The use of concrete, actionable instructions makes this a clear case of instructional discourse, as it directly guides the player’s decisions and actions.

Table 1.3.1. Pragmatic

Speech Acts	Specific Functions	Sample Utterances
Assertive	Provides information about the hero	But though he seems good to use, he also has his downsides; he may be quite OP in the early game, but that subsides in the late game when the enemy gets full items. ML_32  Phoveus is one of the hardest heroes to kill in the game, especially with all the mobility in the current meta. ML_15
	To describe the action of the heroes.	Ruby is one of those heroes who can thrive in almost any lane, but she's especially strong in the gold lane. Her lifesteal is insane, keeping her sustained in fights, making her a pain to deal with in team fights. Ruby's crowd control is some of the best in the game, with her ability to chain stuns and knockups effectively, slowing down multiple enemies at once. ML_15 He just ultied again. ML_43  One of my teammates died from that reckless team fight. ML_41
	States the result of the action.	I'm also giving vision information for my team about their jungler's position. ML_29 napa-easy First Blood tayo doon. ML_02.
		Translation:



<p>The speaker is stating a fact or observation about in-game mechanics.</p>	<p>"His first skill landed perfectly, which made it easy for us to secure First Blood there."</p>
	<p>As you can see, I got two stacks after doing a 2-skill combo. As you can see, I got two stacks after doing a 2-skill combo. ML_48</p>
<p>The speaker is stating a fact or observation about in-game mechanics.</p>	<p>Hanzo will be the best hero to turret dive as he leaves his body and turns into his soul after his ultimate is cast, which gives him a great advantage for turret diving. ML_11</p>
	<p>ito yung advantage ni Badang e gumagana yung Thunder belt sa ano niya sa first kill. ML_03</p>
<p>It conveys factual information about a gaming tactic.</p>	<p>Translation: "This is Badang's advantage—Thunder Belt activates on his first skill."</p>
	<p>Ang lakas ng spellvamp ni Julian kapag maraming tinamaan, kaya kaya niyang makipagsabayan kay Sun o makatakas sa kanya kung kinakailangan dahil sa kanyang skill 2. Kahit nga basic attack ang gamitin ni Julian, basta enhanced, kaya niyang makipagsabayan. ML_25</p>
<p>It conveys factual information about a gaming tactic.</p>	<p>Translation: Julian's spellvamp is so strong when he hits multiple enemies that he can go toe-to-toe with Sun or escape from him if needed using his second skill. Even with just basic attacks, as long as they are enhanced, Julian can hold his ground in a fight.</p>
	<p>Her ultimate not only deals massive damage but also gives her insane mobility, letting you dive in and out of fights like a pro. ML_10</p>
<p>It conveys factual information about a gaming tactic.</p>	<p>Lane cutting is a strategy where you clear the enemy minions before they meet your own minion wave. ML_29</p>
	<p>If there is a Tigreal or a Franco on the opponent's team, we can be absolutely sure about them going to invade your buff or interrupt your farming. This is no longer a strategy—it is more like a rule that must be followed even if your life is on the line. The pleasure of pulling the enemy buff is one of the most satisfying feelings you will ever feel. ML_22</p>
<p>It conveys factual information about a gaming tactic.</p>	<p>Slow pushing is a strategy where you intentionally create a large minion wave that gradually pushes toward the enemy tower over time. ML_29</p>

**Assertive**

An assertive speech act is a type of communicative act in which the speaker expresses a belief, makes a claim, or states a fact with the intention of conveying information. According to John Searle's Speech Act Theory, assertive speech acts are used to describe, affirm, or report something the speaker believes to be true. These statements reflect the speaker's commitment to the truth or falsity of the proposition being expressed. Assertive speech acts are often characterized by declarative sentences and are used to share knowledge, offer opinions, or make factual claims.

"But though he seems good to use, he also has his downsides; he may be quite OP in the early game, but that subsides in the late game when the enemy gets full items." (ML\_32)

This statement makes an assertive claim by offering a factual observation about a hero's performance at various stages of the game. The speaker conveys that although the hero appears strong early on (overpowered or OP), the strength diminishes as the match progresses, particularly when opponents acquire full items. The assertive function here lies in the speaker's evaluation of the hero's scaling capabilities, which informs players of the hero's limitations. This type of statement, commonly found in the MLBB corpora, demonstrates how players share insights about in-game balance and hero effectiveness across different phases.

"Phoveus is one of the hardest heroes to kill in the game, especially with all the mobility in the current meta." (ML\_15)

In this statement, the speaker makes a factual assertion about Phoveus, emphasizing his resilience and survivability in the current metagame. The mention of Phoveus being "one of the hardest heroes to kill" highlights his durability, while the reference to "mobility in the current meta" adds contextual information about the game's strategic environment. The assertive function here is to describe the hero's effectiveness based on observed in-game performance. Statements like this, captured in the MLBB corpora, reflect how players often evaluate and discuss hero viability in response to ongoing meta shifts.

"Ruby is one of those heroes who can thrive in almost any lane, but she's especially strong in the gold lane. Her lifesteal is insane, keeping her sustained in fights, making her a pain to deal with in team fights. Ruby's crowd control is some of the best in the game, with her ability to chain stuns and knockups effectively, slowing down multiple enemies at once." (ML\_15)

Here, the speaker provides detailed descriptive information about Ruby's versatility and strengths. The statement asserts that Ruby can perform well in multiple lanes but excels particularly in the gold lane. It also describes her lifesteal, sustain, and crowd control (CC) capabilities, making her difficult for opponents to deal with during team fights. The assertive function in this statement is to convey factual and strategic information about the hero's strengths. The MLBB corpora frequently include such statements as players share tactical insights about specific heroes, helping others understand their optimal lane placement and combat effectiveness.

"He just ultied again." (ML\_43)

This brief statement is a factual description of an action that has just occurred. The verb "ultied" (derived from "Ultimate") indicates that the player is describing the repeated use of a hero's ultimate skill. The assertive function here is to describe the in-game action, providing real-time information to other players. This kind of real-time action reporting is common in the MLBB corpora, as players frequently describe ongoing events to coordinate or react to opponents' abilities.

"One of my teammates died from that reckless team fight." (ML\_41)

This statement expresses a factual observation about the consequence of an in-game event. The speaker describes the outcome of a "reckless" team fight, indicating that it led to the death of a teammate. The assertive function in this statement is to state the result of the action, reflecting on the consequences of a poorly executed battle. Statements like this are frequently found in the MLBB corpora, as players recount and reflect on match outcomes and team performance.

"I'm also giving vision information for my team about their jungler's position." (ML\_29)

Here, the speaker makes an assertive statement about their current in-game action. By providing "vision information," they are helping their team track the enemy jungler's location. The assertive function lies in the factual description of the player's contribution to the team's map awareness. In the MLBB corpora, such statements are common as players describe their roles and actions to maintain situational awareness and support their teammates.

"Sakto yung first skill niya kaya napa-easy First Blood tayo doon." (ML\_02)

Translation:

"His first skill landed perfectly, which made it easy for us to secure First Blood there."

This statement conveys a factual observation of an in-game event. The speaker describes how the accurate use of a hero's first skill secured an "easy First Blood" (the first kill of the match). The assertive function here is to state the result of a successful action, highlighting the effectiveness of the player's skill usage. Statements like this, frequently appearing in the MLBB corpora, demonstrate how players describe the outcomes of their abilities during gameplay.

"As you can see, I got two stacks after doing a 2-skill combo." (ML\_48)

In this statement, the speaker makes an assertive claim by sharing a factual observation about their current in-game status. The mention of acquiring "two stacks" after executing a skill combo provides concrete information about the game's stacking mechanics. The assertive function here is to describe the direct result of the player's action. Such statements are common in the MLBB corpora, as players frequently describe the effects of their skill usage to analyze or explain game mechanics.

"Hanzo will be the best hero to turret dive as he leaves his body and turns into his soul after his ultimate is cast, which gives him a great advantage for turret diving." (ML\_11)

This statement presents an assertive evaluation of Hanzo's unique ability to turret dive effectively. The speaker explains how Hanzo's ultimate allows him to "leave his body" and move safely in soul form, making turret diving less risky. The assertive function here is to convey factual information about a hero's skill interaction with turret mechanics. Statements like this are commonly found in the MLBB corpora, as players share strategic insights about hero abilities.

"Ito yung advantage ni Badang e gumagana yung Thunder Belt sa ano niya sa first kill." (ML\_03)

Translation:

"This is Badang's advantage—Thunder Belt activates on his first skill."

This statement expresses an assertive claim by describing the synergy between Badang's first skill and the Thunder Belt item. The phrase "gumagana yung Thunder Belt" (Thunder Belt activates) reveals how the item effect enhances the hero's skill. The assertive function here is to describe the interaction between a hero's ability and an in-game item. The MLBB corpora frequently contains such statements, as players discuss and share knowledge about effective item-hero combinations.



"Ang lakas ng spellvamp ni Julian kapag maraming tinamaan, kaya kaya niyang makipagsabayan kay Sun o makatakas sa kanya kung kinakailangan dahil sa kanyang skill 2. Kahit nga basic attack ang gamitin ni Julian, basta enhanced, kaya niyang makipagsabayan." (ML\_25)

Translation:

"Julian's spellvamp is so strong when he hits multiple enemies that he can go toe-to-toe with Sun or escape from him if needed using his second skill. Even with just basic attacks, as long as they are enhanced, Julian can hold his ground in a fight."

This statement offers a factual assertion regarding Julian's spellvamp and his ability to compete with Sun or escape using his skills. The speaker describes how Julian's second skill enhances his survivability, even when relying on basic attacks. The assertive function here is to provide information about the hero's combat effectiveness and sustain capabilities. Statements like this are common in the MLBB corpora, as players frequently discuss hero strengths and tactical approaches.

"Lane cutting is a strategy where you clear the enemy minions before they meet your own minion wave." (ML\_29)

This statement offers a factual description of a game mechanic. The assertive function here is to explain the concept of lane cutting, providing clear tactical information. The MLBB corpora often include such statements as players discuss and share strategies.

"If there is a Tigreal or a Franco on the opponent's team, we can be absolutely sure about them going to invade your buff or interrupt your farming." (ML\_22)

This statement expresses a confident assertion about a common in-game strategy. The assertive function is to convey a widely accepted tactical observation. Such statements in the MLBB corpora reflect players' collective knowledge and experiences.

"Slow pushing is a strategy where you intentionally create a large minion wave that gradually pushes toward the enemy tower over time" (ML\_29)

The statement conveys factual information about a strategic gaming tactic in Mobile Legends: Bang Bang (MLBB). This statement explains the concept of slow pushing, a technique where players deliberately build up a wave of minions by clearing only certain minions from their own wave, allowing the remaining ones to gradually stack. This creates a larger force that moves toward the enemy tower, applying lane pressure. According to Searle's framework, this is an assertive speech act as it provides information about a widely recognized strategy within the game. In the MLBB corpora, this type of statement is common in gameplay guides or strategic discussions, offering players insight into advanced tactics that influence map control and objectives.

Table 1.3.2. Pragmatics

Speech Acts	Specific Functions	Sample Utterances
	Giving advice or a recommendation.	Pagdating naman sa core items ni Zilong, ang priority natin ay yung Wind Talker, Berserker's Fury, at yung Haas' Claw. ML_17  Translation: When it comes to Zilong's core items, our priority is Wind Talker, Berserker's Fury, and Haas' Claw.  And if you're new to Jungling, I suggest you leave the Lord if you see the enemy hyper carry, as contesting it requires perfect retribution, and failing to do so will cost you time and sometimes life. ML_40
Directives	The statement is giving an instruction or reminder.	In my suggestion, we should support this type of player by making the enemy focus on different goals and distract the opponents from noticing them pushing the towers. ML_39 But before that, do note that there can be many types of heroes in each role, depending on the meta. ML_24  Please note that these guides are all based on the laning phase (1v1) and do not consider team fights or the late game. ML_50
	Giving a command or making a request, urging teammates to do so.	And remember, if the enemy Marksman plays suddenly aggressive, it could mean that he has someone camping in the bush. ML_50 Tara, push, guys! Push tayo! ML_31  Translation: Let's push, guys! Come on, push!  guys end na natin to. Towerlock tayo guys, focus tayo towerlock. ML_04

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Translation:  
Guys let's end this. Guys, lets towerlock, lets focus on towerlocking.

KS, b\*b\* ka, wag! (KS) ML\_04

Translation:  
KS, you dummy, Don't! (KS)

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## Directive

In linguistics, directive speech acts are utterances that aim to elicit a specific action from the listener. According to Searle's Speech Act Theory, directives include commands, requests, suggestions, instructions, and recommendations. These utterances attempt to influence the behavior of others by explicitly or implicitly calling for action.

"Pagdating naman sa core items ni Zilong, ang priority natin ay yung Wind Talker, Berserker's Fury, at yung Haas' Claw." (ML\_17)

Translation:

"When it comes to Zilong's core items, our priority is Wind Talker, Berserker's Fury, and Haas' Claw."

This statement provides advice or a recommendation regarding item prioritization. The use of "priority natin" (our priority) indicates a shared suggestion directed at teammates, advising them on the optimal build for Zilong. It assumes a collaborative context, where the speaker offers strategic input to help maximize the hero's effectiveness. The directive function here is suggestive, aiming to influence the team's item choices without directly commanding them.

"And if you're new to Jungling, I suggest you leave the Lord if you see the enemy hyper carry, as contesting it requires perfect retribution, and failing to do so will cost you time and sometimes life." (ML\_40)

This statement offers cautionary advice, aimed at protecting less experienced players. The phrase "I suggest" explicitly marks the directive as a recommendation rather than a command, softening its force. The speaker offers tactical guidance on Lord contests, advising players to avoid unnecessary risks unless they are confident in their retribution skills.

"In my suggestion, we should support this type of player by making the enemy focus on different goals and distract the opponents from noticing them pushing the towers." (ML\_39)

In this statement, the speaker gives strategic advice by recommending a distraction tactic. The phrase "In my suggestion" indicates that the statement is a gentle directive, conveying a personal opinion rather than a forceful command. However, the use of "we should support" carries a mild persuasive force, encouraging the team to adopt the proposed strategy.

"But before that, do note that there can be many types of heroes in each role, depending on the meta." (ML\_24)

This statement provides an instruction or reminder, drawing the listener's attention to the diversity of hero roles. The phrase "do note" functions as a mild imperative, directing the listener to acknowledge a specific piece of information. The directive emphasizes awareness of the current meta, promoting informed decision-making. By instructing the player to consider the diversity of heroes, the speaker ensures that the team adapts to the meta, making more strategic choices. The tone is informative yet mildly directive, as it expects the listener to process and apply the information.

"Please note that these guides are all based on the laning phase (1v1) and do not consider team fights or the late game." (ML\_50)

This statement is another form of instruction or reminder, where the speaker politely directs the listener's attention. The use of "Please note" softens the directive, making it polite but clear. The statement serves to set expectations by clarifying the scope of the guide, ensuring that players interpret the information accurately.

"And remember, if the enemy Marksman plays suddenly aggressively, it could mean that he has someone camping in the bush." (ML\_50)

This statement serves as a reminder or warning, advising players to exercise caution. The phrase "And remember" serves as a directive cue, instructing players to retain the information and apply it during the game. The tactical function of this directive is to enhance situational awareness, warning players of potential enemy ambushes. By urging vigilance, the speaker aims to prevent ganks or surprise attacks, promoting smarter positioning and cautious play.

"Tara, push, guys! Push tayo!" (ML\_31)

Translation:

"Let's push, guys! Come on, push!"

This statement gives a command or request, urging teammates to take aggressive action. The repeated use of "push" intensifies the



directive force, creating a sense of urgency. The speaker encourages immediate and collective action, promoting an offensive playstyle.

“Guys end na natin to. Towerlock tayo guys, focus tayo towerlock.” (ML\_04)

Translation:

“Guys, let’s end this. Let’s towerlock, let’s focus on towerlocking.”

In this statement, the speaker issues a clear command, instructing the team to focus on ending the match. The use of "towerlock tayo" (let’s towerlock) is a repeated imperative, reinforcing the directive with repetition. The phrase "focus tayo" (let’s focus) adds further emphasis, ensuring the team prioritizes the objective.

“KS, b\*b\* ka, wag!” (ML\_04)

Translation:

“KS, you dummy, Don’t KS!”

This statement expresses frustration and command. The use of "wag" (don’t) directly instructs the listener to stop a specific behavior (kill stealing). Although informal and emotionally charged, this is still a prohibitive directive, aiming to prevent teammates from taking unfair kills. The directive force is strong and explicit, using a forceful prohibition to control teammate behavior. The emotional tone reveals the speaker's frustration, but the directive still carries a clear request for compliance.

Table 1.3.3. *Commissive*

<i>Speech Acts</i>	<i>Specific Functions</i>	<i>Sample Utterances</i>
Commissive	Makes a commitment or assurance for the later part of the game.	At pag level 4 na ako ah, pag level 4 ako funnel kita. ML_20
		Translation: Once I hit level 4, I’ll funnel you.
		Haayaan na ginaganyan lang tayo bubuhatin natin sila magpapa MVP tayo dito. ML_04
		Translation: Let them treat us like that—we’ll carry them and make ourselves the MVP here.
		G trashtalkin niyo lang ako para mapahiya kayo mamaya a. ML_04
		Translation: Go ahead, trashtalk me all you want—you’ll just embarrass yourselves later.
		TP-TP ka na humanda ka sakin mamaya. ML_21
Translation: Keep spamming TP—you better be ready for me later.		
Basta basta, basta mamaya wawasakin kita, 1v1! Ipakita ko sa’yo napakalupit. ML_27		
Translation: Just wait, I’ll destroy you later, 1v1! I’ll show you how badass I am		

**Commissive**

Commissive speech acts are utterances in which the speaker commits themselves to a future action.

“At pag level 4 na ako ah, pag level 4 ako funnel kita.” (ML\_20)

Translation:

“Once I hit level 4, I’ll funnel you.”

This statement expresses the speaker’s commitment to providing funneling support once they reach level 4. Funneling refers to the act of prioritizing resources and protection toward a specific hero (typically the core or hyper carry) to accelerate their growth. By declaring their intention, the speaker promises a strategic action that will potentially benefit their teammate. The future-oriented nature of the statement, marked by the conditional phrase (“pag level 4 na ako”), reveals the speaker's pledge to execute the support plan.

“Haayaan na ginaganyan lang tayo bubuhatin natin sila magpapa MVP



tayo dito.” (ML\_04)

Translation:

“Let them treat us like that—we’ll carry them and make ourselves the MVP here.”

In this utterance, the speaker makes a bold promise to carry their team despite the mistreatment they are facing. The phrase “bubuhatin natin sila” (we’ll carry them) demonstrates their pledge of determination, committing to lead the team to victory. Additionally, the mention of aiming for MVP (Most Valuable Player) highlights the speaker’s confidence in their future performance. The use of “we’ll” indicates a collective commitment, showing solidarity with their allies.

“G trashtalkin niyo lang ako para mapahiya kayo mamaya a.” (ML\_04)

Translation:

“Go ahead, trashtalk me all you want—you’ll just embarrass yourselves later.”

This statement functions as a veiled threat, where the speaker commits to proving their strength later in the game. The phrase “mapahiya kayo mamaya” (you’ll just embarrass yourselves later) signals the speaker’s confidence that they will outperform their opponents in the future, discrediting their trashtalk. This is a provocative commissive speech act, as the speaker not only expresses future intention but also implies a consequence for the opponents’ taunts, effectively creating a verbal challenge.

“TP-TP ka na humanda ka sakín mamaya.” (ML\_21)

Translation:

“Keep spamming TP—you better be ready for me later.”

Here, the speaker delivers a direct threat, warning their opponent that they will confront them later. The phrase “humanda ka sakín mamaya” (you better be ready for me later) indicates a promise of retaliation, fueled by frustration over the opponent’s taunting use of the TP (Teleport) emote. This retaliatory commissive implies the speaker’s intent to seek revenge or dominate the opponent in the future. The use of “mamaya” (later) clearly marks the future commitment, making this a strong example of an aggressive commissive speech act.

“Basta basta, basta mamaya wawasakin kita, 1v1! Ipakita ko sa’yo napakalupit.” (ML\_27)

Translation:

“Just wait, I’ll destroy you later, 1v1! I’ll show you how badass I am.”

In this statement, the speaker issues a challenge, committing to a future 1v1 duel where they intend to defeat their opponent. The phrase “wawasakin kita” (I’ll destroy you) expresses aggressive certainty in their future victory, while “Ipakita ko sa’yo napakalupit” (I’ll show you how badass I am) expresses a promise to demonstrate their superior skill. The repetition of “mamaya” (later) indicates that the action will occur in the near future, making this a clear commissive speech act in which the player pledges to dominate the opponent.

Table 1.3.4. Expressive

Speech Acts	Specific Functions	Sample Utterances
Expressive	Expressing regret or disappointment over a missed opportunity or a close win.	Ops Sayang akin yan akin yan Huwag mong KS-in sayang! ML_04 Translation: Oops, what a waste! That’s mine, that’s mine! Don’t KS, that was close! Susmaryusep paglaroan ko sana nagtakbo man. ML_21 Translation: Jesus Christ! I was about to play with them, but they ran away.
	Conveying frustration, anger, or annoyance, expressed through profanity.	Nakakainis! Mukhang padalaw sa bot dito yung Roamer at yung core namin, at malamang sa malamang ay papunta na rin siguro yung Mage nila dito para gank. ML_02 Translation: Dang it! It looks like our Roamer and Core are heading to bot, and most likely their Mage is on the way here for a gank too. P8t8 sayang yun. Panalo yun e. MVP pa siya. ML_20 Translation Damn, what a waste. That should’ve been a win. And they were even the

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MVP.

T\*ng\*na mo g\*go Outplay oh outplay atay di ako napagsecong. ML\_07

Translation:

Fck you, idiot! Outplay! Oh, outplay, damn it—I didn't get to use my second skill.

t\*ng\*na nagsayang ng ulti amp\*ta. ML\_07

Translation:

Fck, wasted my ulti—Fck sake.

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## Expressive

In the given statements, the players express emotions such as regret, disappointment, frustration, or annoyance, which categorize them under expressive discourse. According to Searle's framework of speech acts, expressive discourse communicates the speaker's emotional state or reaction to a particular situation. These utterances reveal the players' feelings, ranging from disappointment over missed opportunities to anger toward in-game events or teammates. The MLBB Corpora highlights how players use expressive language to convey their emotions during matches, sometimes through mild expressions of regret and other times through profanity-laden outbursts of frustration.

"Ops Sayang akin yan akin yan Huwag mong KS-in sayang!" (ML\_04)

Translation:

"Oops, what a waste! That's mine, that's mine! Don't KS, that was close!"

In this utterance, the player expresses regret over a near-miss situation where they were about to secure a kill, but it was stolen by a teammate (KS or Kill Steal). The repetition of "akin yan" (that's mine) emphasizes the player's frustration, while the term "sayang" (what a waste) reflects their displeasure at missing out on the kill. This is a typical expressive discourse in MLBB where players vent their disappointment over lost in-game advantages.

"Susmaryusep paglaroan ko sana nagtakbo man." (ML\_21)

Translation:

"Jesus Christ! I was about to play with them, but they ran away."

The player uses the exclamation "Susmaryusep", a Filipino expression of surprise or exasperation, to show their frustration. Their disappointment arises from being unable to engage or toy with their opponents, as the enemies fled before the player could initiate combat. The expression conveys the player's dissatisfaction at the situation slipping away from their control, making this an example of expressive discourse reflecting irritation and regret.

"Nakakainis! Mukhang padalaw sa bot dito yung Roamer at yung core namin, at malamang sa malamang ay papunta na rin siguro yung Mage nila dito para gank." (ML\_02)

Translation:

"Dang it! It looks like our Roamer and Core are heading to bot, and most likely their Mage is on the way here for a gank too."

The statement "Nakakainis!" directly expresses annoyance at the unfolding situation. The player is frustrated by the looming gank, which could place their team at a disadvantage. The statement demonstrates expressive discourse as the speaker vents their irritation at the expected coordination of the enemy team. The use of the phrase "mukhang padalaw" (it looks like they're visiting) adds a sarcastic tone, further conveying the player's displeasure.

"P8t8 sayang yun. Panalo yun e. MVP pa siya." (ML\_20)

Translation:

"Damn, what a waste. That should've been a win. And they were even the MVP."

In this statement, the player laments a lost opportunity for victory, indicating disappointment that their team failed to secure what should have been an easy win. The mention of the MVP highlights their frustration, as even the top-performing player couldn't turn the tide. The term "sayang" (what a waste) reinforces their regret. This is a clear example of expressive discourse, conveying emotional dissatisfaction over a wasted chance at winning.

The findings highlight key educational concerns, including the potential restriction of vocabulary development due to reliance on gaming-specific terms, the overuse of abbreviations and acronyms that may affect clarity in formal writing, and the adoption of informal



speech patterns that can influence academic language proficiency. Additionally, the integration of gaming jargon into classroom discourse raises concerns about students' ability to distinguish between informal and formal registers, potentially impacting their academic performance and communication adaptability. While MLBB jargon fosters social bonding and strategic coordination among players, its pervasive influence may lead to difficulties in transitioning to more structured linguistic contexts. By examining these emerging educational effects, this study underscores the need for language awareness initiatives that help students navigate between gaming discourse and academic communication, ensuring that their linguistic skills remain adaptable across different settings.

Table 2. Educational Issues Found

<i>Issues Found</i>	<i>Explanation</i>	<i>Sample Utterances</i>
Vocabulary Development	Frequent use of MLBB jargon may restrict vocabulary growth, as players become reliant on game-specific terms, reducing their exposure to broader, formal language	You can kite enemies all day while dishing out insane damage. ML_15 Give your team information about the enemy roamer, midlaner, or jungler since they are the primary heroes that rotate and gank. ML_12 He's also a strong jungler who can snowball early with his fast clear times and strong jungle potential. ML_15 Talo GG sa core napakalala ML_06
	Frequent use of MLBB acronyms such as MMR, DPS may result in inappropriate usage of abbreviations in formal contexts, making writing unclear.	Translation: GG. We're done for. Our core is such a fool. Sinakripisyo ko yung MVP para lang manalo. ML_18
Over reliance on Abbreviation and acronyms	MLBB's fast-paced chat encourages informal grammar, which may influence players to adopt fragmented sentences and poor syntax in formal writing.	Translation: I sacrificed the MVP title just to win. But though he seems good to use, he also has his downsides; he may be quite OP in the early game, but that subsides in the late game when the enemy gets full items. ML_32 Alam mo lakas yan eh akala niya siguro hindi ko alam yung galaw niya mangki-KS ka pa eh. ML_04
		Translation: You know, that strong—he probably thinks I don't know his moves. And you're still trying to KS? Trippings tong kalaban na kampi I mean parang kalaban ko kasi kampi ko eh. ML_04
Impaired academic language and formal expression		Translation: These teammates are so annoying—it feels like they're my enemies instead. Di ba star? Ako ay, yung Star ng Pasko! Sira na pasko ko. Wala na! GG na dito. Papasukin na natin yan. ML_18
		Translation: Star right? I'm the Star of Christmas! My Christmas is ruined. It's over! GG here. Let's just dive in. P*st*ng y*w* ning retri god oy! Patay ko, pre! Jusko po naman! Hala, ka GG na. ML_18
Using Profanity or Inappropriate Language Use	MLBB discourse often includes trash talk, profanity, and toxic language, which players may unintentionally bring into classroom interactions	Translation: For fck sake, this retri god! I'm dead, bro! Oh my God! Jeez, it's GG already. Nolan haha iunltihan e pinasecond di na pinagalaw p*t* guys patay to guys. ML_05
		Translation: Nolan, haha! He ulted and made him use his second—couldn't even move. Sh*t, guys, this one's dead! e b*b* ka bading ka Tara bot tayo bot tayo TP bot TP bot. ML_07
Overgeneralization of	Gamers may apply MLBB terms out of	Translation: ; You idiot, you're gay! Let's go bot, let's go bot! TP bot, TP bot! But if you snowball, the enhanced second skill and first skill

Jargon	context, assuming others understand the gaming-specific meaning, leading to miscommunication	are just enough to kill the target. ML_37 This is just to give you an idea of how different Mages work. With burst Mages, you want to take advantage of your burst potential by camping, following up on crowd controls, and punishing the enemy for making mistakes. ML_49 These heroes are great for zoning since they can output a big amount of damage without using their ultimate while having a way to regain their health. ML_51
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## Vocabulary Development

Frequent exposure to MLBB-specific jargon limits players' vocabulary growth by immersing them in a narrow linguistic environment. Since MLBB players repeatedly use specialized gaming terms, they become accustomed to relying on in-game vocabulary, which can hinder their ability to express themselves in broader, non-gaming contexts. In academic settings, this overuse of gaming jargon may result in restricted lexical diversity, as players struggle to find appropriate synonyms or descriptive phrases. Their reliance on simplified, game-centric expressions reduces their ability to develop a rich and varied vocabulary, making their language less nuanced and expressive.

"You can kite enemies all day while dishing out insane damage." (ML\_15)

The term "kite" is specific to gaming, describing a tactic where players maintain distance from enemies while continuously attacking. However, outside of MLBB, this word has an unrelated meaning (a toy or an object flown in the wind). The use of "kite" in this context reflects limited lexical diversity, as the player relies on game-specific terminology instead of a more descriptive phrase, such as "strategically retreat while dealing damage".

"Give your team information about the enemy roamer, midlaner, or jungler since they are the primary heroes that rotate and gank." (ML\_12)

Terms like "roamer," "midlaner," and "jungler" are MLBB role-specific jargon. These labels, while clear to MLBB players, have no direct equivalent in non-gaming contexts, limiting the player's versatility in describing roles or functions in broader settings. The use of "gank" (a gaming term for ambushing opponents) further exemplifies lexical isolation. This term lacks applicability outside of gaming, highlighting how frequent MLBB exposure can reduce the player's adaptability in standard vocabulary use.

"He's also a strong jungler who can snowball early with his fast clear times and strong jungle potential." (ML\_15)

"Snowball" refers to rapidly gaining an advantage in MLBB, but in non-gaming contexts, the term is associated with a literal snowball or the snowball effect in economics or psychology. The use of "jungle potential" is highly specific to the MLBB meta, making it difficult to translate into general vocabulary. This reliance on game-centric terms reflects a narrower language repertoire, making it harder for players to communicate in other contexts effectively.

## Over-reliance on Abbreviation and acronyms

MLBB players frequently use abbreviations and acronyms to speed up communication, but overreliance on this shorthand can reduce clarity and coherence in formal or academic writing. Since gaming abbreviations are often opaque to non-gamers, using them in broader contexts may cause miscommunication. Additionally, players accustomed to using abbreviations in place of full expressions may develop a tendency to write in fragmented, ambiguous sentences, weakening their formal communication skills.

"Talo GG sa core napakalala." (ML\_06)

Translation:

"GG. We're done for. Our core is such a fool."

The abbreviation "GG" (Good Game) is commonly used in MLBB to signal the end of a match, whether in victory or defeat. However, outside of gaming, this term lacks meaning unless explicitly explained. Using "GG" in formal writing or casual conversation could cause confusion, as non-gamers might interpret it differently or not understand it at all. This demonstrates how acronym overuse can reduce the clarity and accessibility of language.

"Sinakripisyo ko yung MVP para lang manalo." (ML\_18)

Translation:

"I sacrificed the MVP title just to win."

"MVP" (Most Valuable Player) is a recognizable term in sports and gaming. However, when overused in general discourse, it limits expressiveness by replacing fuller descriptions with shorthand. In formal writing, "MVP" might require clarification or expansion (e.g., "the most effective player of the match"). This abbreviation reliance reduces sentence richness by condensing potentially descriptive content into a brief acronym.

"But though he seems good to use, he also has his downsides; he may be quite OP in the early game, but that subsides in the late game when the enemy gets full items." (ML\_32)

"OP" (Overpowered) is a common gaming term that may confuse non-gamers. In formal settings, using "OP" without defining it can lead to misinterpretation or ambiguity, as it lacks a universal meaning. The player's dependence on the abbreviation reveals how MLBB jargon can create communication gaps outside the gaming context.

### Impaired academic language and formal expression

The fast-paced and informal nature of MLBB chat encourages players to use fragmented, disjointed, and grammatically flawed sentences. This casual communication style can carry over into formal writing, causing students to write incoherently or grammatically incorrect sentences. When players frequently use MLBB chat syntax, their academic writing may reflect informal speech patterns, reducing its clarity, formality, and correctness.

"Alam mo lakas yan eh akala niya siguro hindi ko alam yung galaw niya mangki-KS ka pa eh." (ML\_04)

Translation:

"You know, that strong—he probably thinks I don't know his moves. And you're still trying to KS?"

The statement uses awkward and fragmented syntax, omitting necessary grammatical elements for coherence. "Alam mo lakas yan eh" lacks proper sentence structure, reflecting grammatical informality. This fragmented style, if transferred to academic writing, may result in unpolished and disorganized expression.

"Trippings tong kalaban na kampi I mean parang kalaban ko kasi kampi ko eh." (ML\_04)

Translation:

"These teammates are so annoying—it feels like they're my enemies instead."

The code-switching between Filipino and English, along with the informal tone, reflects conversational discourse that lacks formality. The phrase "I mean" is an unnecessary filler, making the sentence structurally weak. This casual tone and unstructured syntax could hinder the player's ability to write clear, formal prose in academic contexts.

"Di ba star? Ako ay, yung Star ng Pasko! Sira na pasko ko. Wala na! GG na dito. Papasukin na natin yan." (ML\_18)

Translation:

"Star, right? I'm the Star of Christmas! My Christmas is ruined. It's over! GG here. Let's just dive in."

The disjointed and fragmented sentence structure reflects informal and impulsive speech patterns, which, if used in academic writing, could result in incoherent and poorly structured sentences. Phrases like "Wala na!" and "GG na dito" are grammatically incomplete, showcasing the impact of MLBB chat on sentence fragmentation.

### Using Profanity or Inappropriate Language Use

The competitive and emotional nature of MLBB frequently triggers profanity and toxic language. When players become accustomed to this, they may unintentionally use inappropriate language in non-gaming contexts, including the classroom.

"Pstng yw ning retri god oy! Patay ko, pre! Jusko po naman! Hala, ka GG na." (ML\_18)

Translation:

"For fck sake, this retri god! I'm dead, bro! Oh my God! Jeez, it's GG already."

The profanity and frustration displayed through "Pstng yw" reflects a toxic gaming culture. Repeated exposure may normalize offensive language, causing players to unintentionally use it in formal or real-life settings.

"Nolan haha iunlithan e pinasecond di na pinagalaw p\*tch\* guys patay to guys." ML\_05

Translation:

"Nolan, haha! He ulted and made him use his second—couldn't even move. Sh\*t, guys, this one's dead!"

This utterance includes casual profanity ("pt") as a reaction to a successful in-game maneuver. While this may be common in gaming culture, it reinforces the habitual use of strong language in everyday speech. The phrase reflects excitement and dominance over an opponent, yet the aggressive tone and explicit word choice can contribute to toxic gaming behavior. Over time, players may struggle to filter their language in formal settings, leading to inappropriate speech in school discussions, assignments, or even professional interactions.

"e b\*b\* ka bading ka Tara bot tayo bot tayo TP bot TP bot." ML\_07

Translation:

”You idiot, you’re gay! Let’s go bot, let’s go bot! TP bot, TP bot!”

This utterance falls under profanity and inappropriate language due to its use of insults and slurs. The term "bb" (censored form of "bobo") is a derogatory remark targeting the player’s intelligence, while "bading" (a slur for "gay") carries homophobic connotations, making the statement discriminatory and offensive. Although the latter part of the utterance ("TP bot") is a legitimate in-game instruction, the toxic language overshadows the strategic message. Frequent exposure to such language in gaming can normalize offensive speech in everyday conversations, desensitizing players to its impact. In educational settings, this can lead to inappropriate communication, with students unknowingly using derogatory terms in casual or formal discussions, which may result in offending peers, promoting intolerance, or facing disciplinary consequences.

### Overgeneralization of Jargon

When players frequently engage with MLBB jargon, they may overuse or misapply these terms in non-gaming contexts. The specialized language of the game, such as "snowballing," "camping," or "zoning", becomes second nature to gamers, making them assume that others are familiar with the same terminology.

"But if you snowball, the enhanced second skill and first skill are just enough to kill the target." (ML\_37)

The term "snowball" is MLBB jargon that refers to gaining a continuous advantage, making a player or team increasingly stronger. In gaming circles, this term is widely understood. However, when used outside the gaming context, "snowball" may be interpreted literally or misunderstood, which can be confusing. For instance, in an academic essay, using "snowball" to describe cumulative events without defining it properly could hinder the reader’s comprehension. This demonstrates how gaming jargon, when overgeneralized, reduces clarity in broader communication.

"This is just to give you an idea of how different Mages work. With burst Mages, you want to take advantage of your burst potential by camping, following up on crowd controls, and punishing the enemy for making mistakes." (ML\_49)

In this utterance, "camping" and "crowd control" (CC) are technical terms specific to gaming. "Camping" means staying in one place to ambush opponents, while "crowd control" refers to abilities that restrict enemy movement. Although these terms are common in MLBB, they may be misapplied in non-gaming discussions, which can be confusing. For instance, using "camping" in casual conversation could be interpreted literally as outdoor camping, leading to miscommunication. This reflects how the unchecked overuse of gaming-specific vocabulary can hinder effective language use in everyday contexts.

"These heroes are great for zoning since they can output a big amount of damage without using their ultimate while having a way to regain their health." (ML\_51)

The term "zoning" is another MLBB-specific concept, describing the strategy of forcing opponents out of a certain area through pressure or damage threats. While this term makes sense in gaming discourse, using it in academic or social discussions could cause confusion. For example, describing a group project by saying, "I’ll zone them out" might baffle non-gamers. This overgeneralization of in-game terminology diminishes the clarity of communication, as the intended meaning becomes obscured by niche gaming vocabulary.

### Conclusions

In conclusion, the exploration of MLBB jargon reveals a dynamic and evolving linguistic landscape shaped by players' need for efficient communication, strategic coordination, and social interaction. With its diverse morphological processes—including affixation, compounding, clipping, acronymy, blending, coinage, and borrowing—MLBB jargon showcases the adaptability and creativity of language in gaming contexts. These morphological patterns highlight how players innovate and reshape language to streamline communication, foster camaraderie, and enhance gameplay efficiency.

Anchored in Labov's Sociolinguistic Theory, this study demonstrates that MLBB jargon influences students' communication styles in both peer interactions and classroom discussions. The use of game-specific jargon reflects Labov’s notion of in-group language variation, where players adopt specialized terms to establish group identity and foster belonging. However, the overuse of this jargon in formal settings may hinder students’ academic language proficiency, leading to limited vocabulary, fragmented syntax, and informal expressions. The findings underscore how gaming discourse shapes not only social communication but also linguistic behaviors in broader educational contexts.

Furthermore, the study highlights the pragmatic functions of MLBB jargon through the lens of Searle’s Speech Act Theory. The language of gaming performs various communicative functions, including directives for strategic coordination, expressives for emotional reactions, and representatives for conveying in-game observations. These speech acts demonstrate how players utilize language not only to strategize but also to express emotions and foster social bonds. By examining the performative aspects of MLBB jargon, the study reveals how language in digital spaces becomes a tool for both functional and expressive communication.

Ultimately, MLBB jargon emerges as a powerful linguistic phenomenon that reflects the intersection of gaming culture, language

innovation, and sociolinguistic identity. Beyond its influence on communication efficiency in-game, it significantly shapes the communication styles of students in their everyday interactions. Recognizing the linguistic impact of gaming jargon is crucial for educators, as it provides valuable insights into the evolving language practices of young people and their potential influence on formal communication. By fostering awareness of gaming discourse, educators can better support students in balancing the use of informal and formal language, promoting clearer and more effective communication in both academic and social settings.

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