

# The Influence Of Online Games On Students Language Behavior: Identifying the Use of Taboo Words Among Students at English Education Study of UKI Toraja

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## Abstract

Abstract contains a brief description of the problem and research objectives, The purpose of this study is to find types the taboo words are very often used by students who play online games in the 7th semester English education study program of UKI Toraja. Data were collected using a questionnaire distributed to 6 7th semester English education students who play online games. This research used quantitative methods then the results of the research were analyzed descriptively. The results found several taboo words that were very often used by students who play games. 2 is the category of curse taboo words, 1 blasphemy, 2 obscenity and 1 name calling and insulting. The cursing category taboo words that were very often used are "fuck and damn" then the blasphemy category taboo word that were very often used is "oh my god" then the obscenity category taboo word that were very often used is "shit and motherfucker" and the category taboo word calling names and insults that are often used is "nigger". The conclusion of this study found that there are 6 taboo words that are often used by UKI Toraja English education students, namely "fuck", "damn", "oh my god", "shit", "motherfucker", and "nigger".

**Keywords:** *Language Behavior, Online Games, Taboo Words*

## Introduction

Behavior is any activity carried out by individuals in general. The concept of behavior or attitude has a broad meaning, Gordon Allport argues that behavior does not appear suddenly or from birth, but is formed from experience and has a direct influence on a person's response (Padilah et al, 2023). One behavior that is influenced by several factors is language behavior, language behavior can be stated as an aspect related to the competence or performance of individuals in using language in various contexts that are influenced by several factors. Explained that language behavior is influenced by several factors, one of which is negative language behavior (Rachman et al, 2023). A person's negative language behavior arises when language speakers underestimate the quality reflected in linguistic behavior and do not care about language rules. Negative language behavior can have a bad influence on the existence of language and social relations in society (Fajri et al., 2022). One example of negative language behavior is the use of taboo words in communication, and this is one of the interesting topics to study (Amanda et al, 2023).

In general, taboos refer to things or entities that are considered sacred and holy that should not be touched or spoken by the community. It reflects a form of prohibition or taboo that applies within the community (Acesta, 2020). In other words, taboo terms are words that should not be spoken carelessly because they can be offensive, contain unethical impressions, or even

potentially dangerous if expressed or done in inappropriate situations and places (Wulandari, 2022). The concept of taboo comes from the tonga language, where the word tabu means “forbidden” or “prohibition”, which implies “to forbid” or “forbidden” (Mahayana et al., 2022). The large Indonesian dictionary (KBBI) also explains that the word taboo is a word that should not and is prohibited to be spoken because it is related to supernatural powers (Affini, 2017).

The use of taboo words in communication is often associated with emotions, stressful situations or attempts to express more intense feelings (Akbar, 2017). This phenomenon is prevalent in online gaming interactions, where players are faced with competitive and sometimes frustrating situations. The excitement offered by online gaming platforms such as Mobile Legend, Free Fire and PUBG often encourages players to feel freer in expressing themselves, including using uncontrolled language, such as taboo words (Arfi et al, 2022). Moreover, in online gaming environments, the pressure to win as well as the intense social interactions can increase the likelihood of abusive or emotional verbal expressions, including the use of taboo words (Asy'ary et al, 2023). In college students, who are the productive age of college students, the pressure to win and the intense social interactions can increase the likelihood of abusive or emotional verbal expressions, including the use of taboo words (Anderson et al, 2000).

Among university students, who are at a productive age with a tendency to explore various forms of expression, online games become a means for them to express themselves without the direct restrictions of the real world (Azis et al, 2022). An online gaming environment that is not strictly regulated can lead to freer language behavior, which can potentially carry over into everyday communication outside of the game (Chory et al, 2011). This is common among students' of Christian University of Indonesian Toraja especially at students' of English Education study where taboo words are often used in communication which may be influenced by online gaming such as “Fuck, Motherfucker, and Bitch”. This is relevant to study because the language used in online games has the potential to influence the way students communicate in their academic or social environments, which usually demand more formal standards of communication etiquette (Cahyono, 2016).

From a linguistic perspective, the use of taboo words can reflect cultural and social norms, where such words are generally avoided in an environment that emphasizes ethics and politeness (Misselbrook, 2018). However, with the advent of digital media such as online games, these norms have become increasingly flexible, so that language behavior in the virtual world sometimes conflicts with social norms in the real world (Marpaung, 2018). For gamers, especially those in their teenage and young adult years, these blurred social boundaries allow them more freedom in their language without worrying about social repercussions or immediate reactions from their interlocutors, in contrast to face-to-face communication (Suler, 2004).

This situation raises concerns, especially if the use of taboo words in online games affects students' communication behavior outside the game world (Fauzi, 2019). One of the phenomena that the researcher had observed, which had been being viral at that time was where there was a foreign tourist who came to Toraja (Fatoni et al, 2019). Then in his vlog video the tourist met a child, and spontaneously the child pointed the middle finger at the foreign tourist (Murjana et al, 2023). In the video, the foreign tourist seems surprised because in their culture when someone raises the middle finger it is impolite, the middle finger in European culture means “fuck”. This kind of action can be considered as one of the bad language behaviors that may be influenced by online games (Irwandi et al, 2021). Thus, in accordance with the explanation above, this research aims to find out the types of taboo words that are often used by students. It is hoped that this study can provide insight into how online games affect communication

patterns, especially the use of language that is less in line with social norms among university students. This research will also serve as a basis for interested parties, such as educational institutions, in devising more effective approaches to address the language impact of the ever-evolving digital media.

## Method

The research method employed in this study is a quantitative approach using a questionnaire as the primary data collection instrument (Arikunto, 2019). The research was conducted at the UKI Toraja Campus, specifically targeting seventh-semester students in the English Education Study Program who actively play online games such as Mobile Legends, PUBG, and Free Fire. The total population of this study consisted of only six students who met the criteria. Due to the limited number of students that fit the research focus, the sampling technique used was non-probability sampling, specifically purposive sampling, where participants were selected based on certain predetermined characteristics relevant to the research objectives (Rahman, 2019).

The data collection process began with an observation phase conducted by the researcher to identify suitable subjects. In this phase, structured observation was applied, meaning the researcher followed a systematic and pre-planned procedure to observe specific behaviors or characteristics related to the research variables. This step was essential to ensure that the participants chosen for the study matched the criteria, namely being active online game players and enrolled in the targeted academic program and semester. After confirming the appropriate subjects through observation, the researcher proceeded to distribute the questionnaires to the selected respondents (Putri, 2020).

The questionnaire used in this study was designed using a Likert scale to measure respondents' attitudes, opinions, and perceptions. The Likert scale is widely recognized for its effectiveness in capturing varying degrees of agreement or disagreement on a series of statements related to specific topics or issues. This method is particularly suitable when the researcher has clearly identified the variables to be measured and understands the type of responses expected from participants (Sugiyono, 2017). Through this structured and focused approach, the study aimed to gather quantifiable data that could be analyzed statistically to draw meaningful conclusions about the participants' behaviors and perceptions related to online gaming (Wene et al, 2020).

## Results and Discussion

In this study, data were obtained through the administration of a questionnaire comprising 37 structured statements, specifically designed to elicit information related to the types of taboo words used by participants. The respondents—six seventh-semester students enrolled in the English Education Study Program at UKI Toraja—were selected based on their active engagement in popular online games such as Mobile Legends, PUBG, and Free Fire. The questionnaire sought to capture the respondents' exposure to and usage of various forms of taboo language within the context of online gaming interactions. The responses were systematically quantified and subsequently analyzed using descriptive statistical methods, which facilitated the identification of patterns and frequencies associated with specific categories of taboo words. The resulting data provide a foundational overview of linguistic behavior in gaming contexts and are presented in detail in the subsequent table for further interpretation and discussion.

**Table 1. Result form Questionnaire**

Statement	Respondents					
	R1	R2	R3	R4	R5	R6
When I play online games I say "Damn"	2	3	4	4	3	4
When I play online games I say "Hell"	2	2	2	2	3	2
When I play online games I say "Bastard"	1	1	2	2	2	2
When I play online games I say "Son of a bitch"	1	1	3	4	2	3
When I play online games I say "fuck"	4	3	4	4	4	4
When I play online games I say "I hope you rot in hell"	1	1	1	2	2	1
When I play online games I say "Jesus fucking christ"	2	2	1	1	1	1
When I play online games I say "Go to hell"	2	2	4	1	3	2
When I play online games I say "Goddamn"	1	1	4	4	1	3
When I play online games I say "Holy shit"	1	1	4	4	4	3
When I play online games I say "What the hell"	1	1	4	4	4	3
When I play online games I say "Oh my god"	3	3	4	4	4	3
When I play online games I say "Praying won't help you"	1	1	1	2	1	1
When I play online games I say "Holy crap"	1	1	4	3	4	2
When I play online games I say "No God is going to help you win this game"	1	1	3	3	1	3
When I play online games I say "Fuck"	4	3	4	4	4	4
When I play online games I say "Shit"	3	3	4	4	4	4
When I play online games I say "Dick"	2	2	4	4	2	2
When I play online games I say "Cunt"	1	1	4	3	1	2
When I play online games I say "Asshole"	1	1	4	4	2	2
When I play online games I say "Motherfucker"	2	2	4	4	4	4
When I play online games I say "Bitch"	2	2	4	4	3	3
When I play online games I say "Suck my dick"	1	1	4	3	2	1
When I play online games I say "Fat"	2	2	2	2	4	2
When I play online games I say "Hyper sex"	2	1	4	2	2	1
When I play online games I say "You are disabled"	1	1	1	1	1	2
When I play online games I say "If there's a girl, we will lose"	1	1	4	4	2	3
When I play online games I say "Snot"	1	1	1	2	2	2
When I play online games I say "Bloody"	1	1	4	2	3	3
When I play online games I say "Up yours"	1	1	2	3	2	3
When I play online games I say "Boobs"	1	1	2	4	1	2
When I play online games I say "Slut"	1	1	2	3	1	2
When I play online games I say "Wop"	2	1	4	4	2	2
When I play online games I say "Loser"	3	1	4	4	3	3
When I play online games I say "Idiot"	2	3	4	4	3	3
When I play online games I say "Ugly"	2	2	4	4	3	2
When I play online games I say "Nigger"	1	2	4	4	4	4

The table above shows each respondent's answer to each statement where number 4 means "Very often" 3 "Often" 2 "Rarely" and 1 "Never". Furthermore, the following table will show valid and missing data from each respondent's answer starting from statement 1 to 37.

### Descriptive Statistics Analysis

The Descriptive Statistics Analysis shows that of the 37 existing statements, all are valid and there is no missing data. The elaboration of the analysis are as follows: The result of questionnaire 1 shows that of the six respondents 4 of them chose very often with a percentage of 66.7%, then 1 respondent chose often with a percentage of 16.7%, then 1 respondent chose rarely with a percentage of 16.7% and none of the respondents chose never. So out of 6 respondents, 4 of them chose very often, 1 chose often, 1 chose rarely, and no one chose never. Then it can be concluded that the taboo word "Damn" is often spoken while playing online games.

The result of questionnaire 2 shows that of the six respondents, no respondent chose very often so that the percentage was 0%, then 1 respondent chose often with a percentage of 16.7%, then there were 5 respondents chose rarely with a percentage of 83.3% and no respondents chose never. So out of 6 respondents, no one chose very often, 1 chose often, 5 chose seldom, and no one chose never. Then it can be concluded that the taboo word “Hell” is rarely spoken when playing online games. The result of questionnaire 3 shows that of the six respondents, none of the respondents chose very often and often so that the percentage was 0%, then 4 respondents chose rarely with a percentage of 66.7%, and 2 respondents chose never with a percentage of 33.3%. So out of 6 respondents, no one chose very often and often, 4 chose seldom, and 2 chose never. Then it can be concluded that the taboo word “Bastard” is rarely spoken while playing online games. The of questionnaire 4 shows that of the six respondents, 1 of them chose very often with a percentage of 16.7%, then 2 respondents chose often with a percentage of 33.3%, then there were 1 respondent who chose rarely with a percentage of 16.7% and 2 respondents who chose never with a percentage of 33.3%. So out of 6 respondents, 1 of them chose very often, 2 chose often, 1 chose rarely, and no 2 chose never. Then it can be concluded that the taboo word “son of bitch” is often spoken by some respondents while playing online games.

The result of questionnaire 5 shows that of the six respondents, 5 of them chose very often with a percentage of 83.3%, then 1 respondent chose often with a percentage of 16.7%, and none of the respondents chose rarely and never. So out of 6 respondents, 5 of them chose very often, 1 chose often, no one chose rarely, and no one chose never. Then it can be concluded that the taboo word “fuck” is very often spoken while playing online games. The result of questionnaire 6 shows that of the six respondents, none chose very often so that the percentage was 0%, then 1 respondent chose often with a percentage of 16.7%, then 1 respondent chose rarely with a percentage of 16.7% and 4 respondents chose never with a percentage of 66.7%. So out of 6 respondents, no one of them chose very often, 1 chose often, 1 chose rarely, and 4 chose never. Then it can be concluded that the taboo word “I hope you rot in hell” is never said while playing online games (Rompas et al, 2023). The result of questionnaire 7 shows that of the six respondents none chose very often and often so that the percentage was 0%, then there were 2 respondents who chose rarely with a percentage of 33.3% and 4 respondents who chose never with a percentage of 66.7%. So out of 6 respondents, no one of them chose very often and often, 2 chose rarely, and 4 chose never. Then it can be concluded that the taboo word “jesus fucking christ” has never been uttered while playing online games. The result of questionnaire 8 shows that of the six respondents, 1 of them chose very often with a percentage of 16.7%, then 1 respondent chose often with a percentage of 16.7%, then there were 3 respondents chose rarely with a percentage of 50% and 1 respondent who chose never with a percentage of 16.7%. So out of 6 respondents, 1 of them chose very often, 1 chose often, 3 chose rarely, and 1 chose never. Then can be concluded that the taboo word “go to hell” is rarely spoken when playing online games.

The result of questionnaire 9 shows that of the six respondents, 2 of them chose very often with a percentage of 33.3%, then 2 respondents chose often with a percentage of 33.3%, then no respondents chose rarely so that the percentage was 0% and 2 respondents who chose never with a percentage of 33.3%. So out of 6 respondents, 2 of them chose very often, 2 chose often, no one chose rarely, and 2 chose never. Then it can be concluded that the taboo word “goddamn” is often said when playing online games. The result of questionnaire 10 shows that of the six respondents, 2 of them chose very often with a percentage of 33.3%, then 3 respondents chose often with a percentage of 50%, then no respondents chose rarely so that

the percentage was 0% and 1 respondent who chose never with a percentage of 16.7%. So out of 6 respondents, 2 of them chose very often, 3 chose often, no one chose rarely, and 1 chose never. Then it can be concluded that the taboo word "holy shit" is often spoken while playing online games. The result of questionnaire 11 shows that of the six respondents, 3 of them chose very often with a percentage of 50%, then 2 respondents chose often with a percentage of 33.3%, then no respondents chose rarely so that the percentage was 0% and 1 respondent who chose never with a percentage of 50%. So out of 6 respondents, 3 of them chose very often, 2 chose often, no one chose rarely, and 1 chose never. So it can be concluded that the taboo word "what the hell" is very often said when playing online games.

The result of questionnaire 12 shows that of the six respondents 4 of them chose very often with a percentage of 66.7%, then 2 respondents chose often with a percentage of 33.3%, and none of the respondents chose rarely and never. So out of 6 respondents, 4 of them chose very often, 2 chose often, and no one chose rarely and never. So it can be concluded that the taboo word "oh my god" is very often said while playing online games. The result of questionnaire 13 shows that out of six respondents, no one chose very often and often so that the percentage was 0%, then there were 1 respondent who chose rarely with a percentage of 16.7% and 5 respondents who chose never with a percentage of 83.3%. So out of 6 respondents, no one of them chose very often and often, 1 chose rarely, and 5 chose never. So it can be concluded that the taboo word "Praying won't help you" has never been uttered while playing online games.

The result of questionnaire 14 shows that of the six respondents, 2 of them chose very often with a percentage of 33.3%, then 1 respondent chose often with a percentage of 16.7%, then there were 2 respondents chose rarely with a percentage of 33.3% and 1 respondent who chose never with a percentage of 16.7%. So it can be concluded that the taboo word "holy crap" is very often spoken when playing online games. The result of questionnaire 15 shows that of the six respondents, no respondents chose very often so that the percentage was 0%, then 3 respondents chose often with a percentage of 50%, then no respondents chose rarely so that the percentage was 0%, and 3 respondents chose never with a percentage of 50%. So out of 6 respondents, no one of them chose very often, 3 chose often, no one chose rarely, and 3 chose never. So it can be concluded that the taboo word "no god is going to help you win this game" for some respondents is very often said and some are never said when playing online games.

The result of questionnaire 16 shows that of the six respondents, 5 of them chose very often with a percentage of 83.3%, then 1 respondent chose often with a percentage of 16.7%, and there were no respondents who chose rarely and never so that the percentage became 0%. So out of 6 respondents, 5 of them chose very often, 1 chose often, no one chose rarely and never. So it can be concluded that the taboo word "fuck" is very often spoken when playing online games. The result of questionnaire 17 shows that of the six respondents 4 of them chose very often with a percentage of 66.7%, then 2 respondents chose often with a percentage of 33.3%, and there were no respondents who chose rarely and never so that the percentage was 0%. So out of 6 respondents, 4 of them chose very often, 2 chose often, and no one chose rarely and chose never. So it can be concluded that the taboo word "shit" is very often spoken when playing online games. The result of questionnaire 18 shows that of the six respondents, 2 of them chose very often with a percentage of 33.3%, then no respondents chose often so that the percentage was 0%, then there were 4 respondents chose rarely with a percentage of 66.7% and no respondents chose never with a percentage of 0%. So out of 6 respondents, 2 of them chose very often, no one chose often, 4 chose rarely, and no one chose never. So it can be concluded that the taboo word "dick" is rarely spoken when playing online games. The result

of questionnaire 19 shows that of the six respondents, 1 of them chose very often with a percentage of 16.7%, then 1 respondent chose often with a percentage of 16.7%, then 1 respondent chose rarely with a percentage of 16.7% and 3 respondents chose never with a percentage of 50%. So out of 6 respondents, 1 of them chose very often, 1 chose often, 1 chose rarely, and 3 chose never. So it can be concluded that the taboo word “cunt” is never spoken while playing online games.

The result of questionnaire 20 shows that of the six respondents, 2 of them chose very often with a percentage of 33.3%, then no respondents chose often so that the percentage was 0%, then there were 2 respondents chose rarely with a percentage of 33.3% and 2 respondents who chose never with a percentage of 33.3%. So out of 6 respondents, 2 of them chose very often, no one chose often, 2 chose rarely, and 2 chose never. So it can be concluded that the taboo word “asshole” is rarely spoken when playing online games. The result of questionnaire 21 shows that of the six respondents 4 of them chose very often with a percentage of 66.7%, then there were no respondents who chose often with a percentage of 0%, then there were 2 respondents chose rarely with a percentage of 33.3% and no respondents chose never with a percentage of 0%. So it can be concluded that the taboo word “motherfucker” is very often spoken while playing online games.

The result of questionnaire 22 shows that of the six respondents 2 of them chose very often with a percentage of 33.3%, then 2 respondents chose often with a percentage of 33.3%, then there were 2 respondents chose rarely with a percentage of 33.3% and no respondents chose never with a percentage of 0%. So out of 6 respondents, 2 of them chose very often, 2 chose often, 2 chose rarely, and no one chose never. So it can be concluded that the taboo word “bitch” is often spoken while playing online games. The result of questionnaire 23 shows that of the six respondents, 1 of them chose very often with a percentage of 16.7%, then 1 respondent chose often with a percentage of 16.7%, then there were 1 respondent who chose rarely with a percentage of 16.7% and 3 respondents who chose never with a percentage of 50%. So out of 6 respondents, 1 of them chose very often, 1 chose often, 1 chose rarely, and 3 chose never. So it can be concluded that the taboo word “suck my dick” is never said while playing online games. The result of questionnaire 24 shows that of the six respondents, 1 of them chose very often with a percentage of 16.7%, then no respondents chose often so that the percentage was 0%, then there were 5 respondents chose rarely with a percentage of 83.3% and no respondents chose never. So out of 6 respondents, 1 of them chose very often, no one chose often, 5 chose rarely, and no one chose never. So it can be concluded that the taboo word “fat” is rarely spoken when playing online games. The result of questionnaire 25 shows that of the six respondents, 1 of them chose very often with a percentage of 16.7%, then none of the respondents chose often so that the percentage was 0%, then there were 3 respondents chose rarely with a percentage of 50% and 2 respondents who chose never with a percentage of 33.3%. So out of 6 respondents, 1 of them chose very often, no one chose often, 3 chose rarely, and 2 chose never. So it can be concluded that the taboo word “hyper sex” is rarely spoken when playing online games.

The result of questionnaire 26 shows that of the six respondents, none chose very often and often so that the percentage became 0%, then there were 1 respondent who chose rarely with a percentage of 16.7% and 5 respondents who chose never with a percentage of 83.3%. So out of 6 respondents, no one of them chose very often and chose often, 1 chose rarely, and 5 chose never. So it can be concluded that the taboo word “you're disabled” is never said while playing online games. The result of questionnaire 27 shows that of the six respondents, 2 of them chose very often with a percentage of 33.3%, then 1 respondent chose often with a

percentage of 16.7%, then there were 1 person who chose rarely with a percentage of 16.7% and 2 respondents who chose never with a percentage of 33.3%. So out of 6 respondents, 2 of them chose very often, 1 chose often, 1 chose rarely, and 2 chose never. So it can be concluded that the taboo word “if there's a girl, we will lose” is very often spoken by some respondents and some also never say it while playing online games.

The result of questionnaire 28 shows that of the six respondents none chose very often and also often so that the percentage was 0%, then there were 3 respondents who chose rarely with a percentage of 50% and 3 respondents who chose never with a percentage of 50%. So out of 6 respondents, no one of them chose very often and chose often, 3 chose rarely, and 3 chose never. So it can be concluded that the taboo word “snot” is rarely spoken by some respondents and some respondents also never say it while playing online games. The result of questionnaire 29 shows that of the six respondents, 1 of them chose very often with a percentage of 16.7%, then 2 respondents chose often with a percentage of 33.3%, then there were 1 respondent who chose rarely with a percentage of 16.7% and 2 respondents who chose never with a percentage of 33.3%. So out of 6 respondents, 1 of them chose very often, 2 chose often, 1 chose rarely, and 2 chose never. So it can be concluded that the taboo word “bloody” is rarely spoken when playing online games. The result of questionnaire 30 shows that of the six respondents, none chose very often so that the percentage was 0%, then 2 respondents chose often with a percentage of 33.3%, then there were 2 respondents chose rarely with a percentage of 33.3% and 2 respondents who chose never with a percentage of 33.3%. So out of 6 respondents, no one of them chose very often, 2 chose often, 2 chose rarely, and 2 chose never. So it can be concluded that the taboo word “up yours” is rarely spoken when playing online games.

The result of questionnaire 31 shows that of the six respondents, 1 of them chose very often with a percentage of 66.7%, then no respondents chose often so that the percentage was 0%, then there were 2 respondents who chose rarely with a percentage of 33.3% and 3 respondents who chose never with a percentage of 50%. So out of 6 respondents, 1 of them chose very often, no one chose often, 2 chose rarely, and 3 chose never. So it can be concluded that the taboo word “boobs” is never spoken while playing online games. The result of questionnaire 32 shows that of the six respondents, 1 of them chose very often with a percentage of 66.7%, then no respondents chose often so that the percentage was 0%, then there were 2 respondents who chose rarely with a percentage of 33.3% and 3 respondents who chose never with a percentage of 50%. So out of 6 respondents, 1 of them chose very often, no one chose often, 2 chose rarely, and 3 chose never. So it can be concluded that the taboo word “slut” is never spoken while playing online games.

The result of questionnaire 33 shows that of the six respondents, 2 of them chose very often with a percentage of 33.3%, then no respondents chose often so that the percentage was 0%, then there were 3 respondents chose rarely with a percentage of 50% and 1 respondent who chose never with a percentage of 16.7%. So out of 6 respondents, 2 of them chose very often, no one chose often, 3 chose rarely, and 1 chose never. So it can be concluded that the taboo word “wop” is rarely spoken when playing online games. The result of questionnaire 34 shows that of the six respondents 2 of them chose very often with a percentage of 33.3%, then 3 respondents chose often with a percentage of 50%, then there were no respondents who chose rarely so that the percentage was 0% and 1 respondent who chose never with a percentage of 16.7%. So out of 6 respondents, 2 of them chose very often, 3 chose often, no one chose rarely, and 1 chose never. So it can be concluded that the taboo word “loser” is often said when playing online games.



The result of questionnaire 35 shows that of the six respondents, 2 of them chose very often with a percentage of 33.3%, then 3 respondents chose often with a percentage of 50%, then 1 respondent chose rarely with a percentage of 16.7% and no respondent chose never so that the percentage was 0%. So out of 6 respondents, 2 of them chose very often, 3 chose often, 1 chose rarely, and no one chose never. So it can be concluded that the taboo word "idiot" is often spoken when playing online games. The result of questionnaire 36 shows that of the six respondents, 2 of them chose very often with a percentage of 33.3%, then 1 respondent chose often with a percentage of 16.7%, then there were 3 respondents chose rarely with a percentage of 50% and no respondents chose never so that the percentage was 0%. So out of 6 respondents, 2 of them chose very often, 1 chose often, 3 chose rarely, and no one chose never. So it can be concluded that the taboo word "ugly" is rarely spoken when playing online games. The result of questionnaire 37 shows that of the six respondents 4 of them chose very often with a percentage of 66.7%, then no respondents chose often so that the percentage was 0%, then there were 1 respondent who chose rarely with a percentage of 16.7% and 1 respondent who chose never with a percentage of 0%. So out of 6 respondents, 4 of them chose very often, no one chose often, 1 chose rarely, and 1 chose never. So it can be concluded that the taboo word "nigger" is very often spoken when playing online games (Surbakti, 2017).

The research results of 37 statements about the types of taboo words that are very often used by students tested using the questionnaire method appear with various variations of answers. Based on the results of research findings on the types of taboo words that are very often used by UKI Toraja students of the 7th semester English education study program. Thus, it can be concluded that taboo words with very frequent frequency (VO) are mostly is taboo words category cursing "fuck" 83.3%, taboo 56 words category blasphemy "oh my god" 66.7%, taboo word category cursing "damn" 66,7%, taboo word category obscenity "shit" 66,7%, taboo word category obscenity "motherfucker" 66,7% and taboo word category name calling and insult "nigger" 66.7%.

The results of this study have similarities with research from who found that PUBG game players often use several types of taboo words such as "fuck, shit, and motherfucker" in their communication (Maelani, 2020). Likewise, research from where the study found 50 taboo words used by online game players based on the taboo word category from Timothy Jay (Ayun, 2023). The results of this study also have similarities to research from amanda et.al which noted that mobile legend game players in Sidoarjo experienced changes in language behavior which resulted in them often using taboo words while playing games (Jannah et al, 2017). However, there are also differences between this research and previous research. In research where the research focused on the movie better days found that the taboo word insult was the type of taboo word most often used in the movie better days while in this study the taboo words cursing and obscenity were taboo words that were often used Therefore, the results found that online games can influence language behavior, especially in the use of taboo words (Siswantoro et al, 2023). Where the results found show that certain types of taboo words are very often used by students when playing online games.

## Conclusion

This research shows that playing online games has a noticeable impact on how English Education Study Program of UKI Toraja acquire and use taboo words in their daily lives. During the research, it is found that online games can influence language behavior, especially in the use of taboo words, where the results show that certain types of taboo words are very often

used by students when playing online games. The taboo words which very often used by UKI Toraja students of the English language education study program who play online games including cursing (*fuck and damn*), blasphemy (*Oh my god*), obscenity (*shit, motherfucker*), calling and insult (Nigger). Based on this finding, it can be concluded that online games can influence the students' language acquisition negatively therefore the result of this research should be published in order to educate those who playing online games.

However, this study also has several limitations. First, the research was conducted with a limited sample size, involving only six students who met the criteria, which may not reflect a broader population. Second, this study only focused on students' ability to identify language structures and features without exploring deeper comprehension skills such as interpretation, critical thinking, or the production of descriptive text in online games. Moreover, this finding should be a recommendation for those who works as game developer to create educative online games. It is hoped that this study can provide insight into how online games affect communication patterns, especially the use of language that is less in line with social norms among university students. This research will also serve as a basis for interested parties, such as educational institutions, in devising more effective approaches to address the language impact of the ever-evolving digital media.

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