

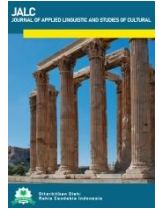


**JALC**

**Journal of Applied Linguistic and Studies of Cultural**

| e-ISSN: 3026-5347 |

<https://jurnal.rahiscendekiaindonesia.co.id/index.php/jalc>



# IDENTIFYING SWEAR WORDS UTTERED BY INDONESIA GAMER ON LIVE STREAMING

Arya Wiranda<sup>1</sup>, Thareq Ahmad Alqawwiyy<sup>2</sup>, Sholihatul Hamidah Daulay<sup>3\*</sup>

<sup>1,2,3</sup> Universitas Islam Negeri Sumatera Utara

## KEYWORDS

Gamer, live streaming, swear words

## CORRESPONDING AUTHOR(S):

E-mail: [sholihatulhamidah@uinsu.ac.id](mailto:sholihatulhamidah@uinsu.ac.id)

## A B S T R A C T

Live streaming sessions on online platforms, focusing on two different genres of games: Clash Royale and DreadOut. Using descriptive qualitative research with content analysis, the study identified and categorized swear words into six types: sexuality, insults, animal-based terms, personal background, intellect-based terms, and English swears. The analysis revealed that the frequency and types of swear words varied depending on the nature of the game being played. In Clash Royale, animal-based terms were predominantly used, while in DreadOut, English swears were more prevalent. Overall, the most frequent swear words across both videos were related to animal-based terms and English swears, suggesting that gamers adapt their language based on emotions and game environments. The study sheds light on the dynamics of language use in online gaming communities and highlights the role of swear words as expressions of emotion and intensity during gameplay. Further research could explore the psychological and social implications of swearing in gaming contexts and strategies for promoting responsible language use among gamers.

## INTRODUCTION

English is one of the world's most frequently used languages so it can be an example of a language learning model (Fattah El Hakim et al., 2021). English as a universal language is significantly utilized as a general language or "lingua franca" for helping non-native speakers to use English when they interact with each other (Dudeney & Hockly, 2010). Interacting with others can occur in diverse environments, such as workplaces, households, educational institutions, and online platforms. Individuals commonly employ language as a means of communication in virtual spaces, including social media platforms, websites, and online gaming portals.

In the interaction of games, there is often found the gamer uses the platform of online streaming to attract the viewers in playing the game. Frequently, a gamer attempt to invite the online viewers to watch how they can be successful to win the game. For this case, the process of gamer in playing the game can make interest the audience by reacting the game process, such as uttering swear words made by the gamers when they feel the adrenaline of the game. In this part, the toxicity of words uttered by a gamer created the funny moment for viewers in enjoying the nuances of game. Swearing is a societal occurrence that has been increasingly influenced by the internet era. With unrestricted internet access, individuals now have access to swear words in multiple languages, leading to notable transformations in the nature of swearing (Alemina, 2022). Swearing involves using sensitive language related to taboo topics such as religion, race, and bodily functions, often linked to lower education and socioeconomic status. (Stephens et al., 2009b) proposed that swearing is symptomatic of the disinhibition effect, wherein individuals struggle to control their thoughts, feelings, and behaviours due to frontal lobe dysfunction. contrary to this, (Moore, 2012b) argues that swearing constitutes offensive language and is deemed inappropriate, violating communication ethics.

However, higher education is associated with greater adherence to social norms and maturity, potentially shaping attitudes towards swearing. In the digital age, the internet exposes users to diverse profanities, with Indonesian English teachers often excluding profanity from language instruction due to its perceived negative impact on students. For this reason, the writers have the strong willingness to investigate more regarding to this issue. Contextual factors such as the conversational topic, speaker-listener relationship, and social-physical setting influence swearing (Jay et al., 2008) while higher education promotes adherence to social norms, impacting swearing behaviour (Amrullah, 2016). Offensiveness is an inevitable aspect (Goddard, 2015), linked to disinhibition (Stephens et al., 2009), and seen as inappropriate and unethical (Moore, 2012b), often mimicked by children (Effendy as cited in Rahmadaniah, 2014) Swearing can also serve as humor and signify closeness in relationships (Rakhmaniyah, 2018).

Swear words encompass various categories, including sexuality, insults, animal terms, personal background, intellect-based terms, and English swearing terms (Alemina, 2020), targeting sensitive aspects to convey strong emotions and societal taboos (Hughes, 2006). Swear words related to sexuality often revolve around human genitalia and sexual acts. For example, terms such as "c\*\*k," "p\*\*\*y," and "f\*\*k" are commonly used to insult or degrade others based on their perceived sexual behavior or characteristics. Swear words related to insults derived from excrement typically evoke disgust and rudeness when uttered in public. Examples include "s\*\*t," "crap," and "a\*\*hole," which are often employed to demean or belittle individuals or situations. Meanwhile, swear words related to animal terms refers to the names of animals. Although, they are not inherently taboo, they can become swear words when directed at a person or used to insult them. For instance, calling someone a "pig," "dog," or "bitch" implies derogatory characteristics associated with these animals. Another type is swearing words related to personal background often involve derogatory remarks about a person's status or profession. Examples include terms like "loser," "idiot," and "moron," which are intended to demean the intelligence or competence of the individual being addressed. Swear words related to intellect-based terms associated with mental illness are frequently used as insults or personal attacks. These terms, such as "retard" or "idiot," are used to

demean someone's intelligence or cognitive abilities, often without regard for the sensitivity of mental health issues. Swear words related to common English terms refers to taboo subjects in English, as described by (Hughes, 2006) often fall into categories that are either sacred or vile on a hierarchical scale. Examples of unspeakably vile topics include cannibalism or incest, which are generally considered too taboo to discuss openly due to their deeply disturbing nature. Similarly, sacred subjects like the name of God are treated with reverence and are avoided in casual conversation to show respect.

In today's digital age, the internet has become an integral part of our daily lives, shaping how we communicate, learn, and entertain ourselves. The internet's accessibility has increased concerns about internet addiction, particularly among youth, affecting social, academic, and psychological well-being (Ismail et al., 2021). Parents are crucial in guiding and supervising children's internet use, especially on platforms like YouTube (Jackson et al., 2007). The popularity of gaming content, which often includes swearing, challenges the instillation of respect and empathy (Moore, 2012a). (Törhönen, 2021) discusses the influence of key figures in the gaming industry who have achieved fame and fortune by creating engaging gaming-related content. This phenomenon highlights the unique appeal of gaming content, which often features humorous expressions, engaging narratives, and interactive elements that captivate viewers' attention. Responsible internet usage can be promoted through open communication, clear expectations, and digital literacy education, helping young people navigate online interactions safely.

There are many previous studies discussed about the swearing words uttered by people in every field of our life. The first study comes from the usage of swear words in the group of high school students and the college students in bachelor degree. The study was conducted by (Alemina, 2020). In that study, the researchers found that the participants which were in high school and college level had produced the swear words in Indonesia variously by two groups of them. The result highlighted the swear word kinds of this issue were relating to the sexuality, animal, abusive of sexist term, the judging of intellectuality, insulting aspects with the domination of them was in the abusive of sexist form. In addition, the researchers also found that the goal of uttering the swear words were a form of showing expression, social relation, joking, and most importantly as the new lifestyle of the young's lives. Another previous study comes from the usage of swear words by the games in the situation of playing one of the most popular games, which was "Mobile Legend". In the research held by (Fandi & Mardijono, 2022) stated that those were many types of swearing words found by gamers in that game. The kinds of swear words used by them were including the six areas: animal, body part, job, thing, do something (like an activity), and object (thing). Additionally, swear words served eleven functions, including emphasizing adjectives or adverbs, expressing anger or surprise, and conveying disappointment or incredulity. Different types of swear words were identified for each function.

Relating to the research above, a thesis brought by (Ariani & Windy, 2021)) also emphasized the use of swear words in the platform of online social. That was Youtube. The researcher analyzed the distinguish between men and women utterances in using the swear words. The results of this study indicated that male and female Indonesian Youtubers utilized four distinct categories of swear words in their video content. These categories encompassed expletives, abusive language, humor-infused profanity, and auxiliary swear words. Furthermore, the research

identified five primary motivations behind the use of swear words among these Youtubers. These motivations included seeking attention, causing offense, expressing negative sentiments, reacting to personal distress or unfortunate events, and employing profanity for comedic purposes or to generate amusement.

Based on the previous research, the usage of swear words in society was almost frequent, especially in online platform, such as game. This reason leads the researchers to be intensely interested in exploring this issue. Swear words, as the one aspect of taboo language, has the contribution for people in expressing themselves badly. Therefore, the researcher in this study has been concerned with exploring the swear words uttered by gamer on live streaming. Most of the previous studies focused on the types of swear words and the reason why the swear words uttered by gamers. However, this research focuses on one gamer uttered swear words in two kind conditions of the videos. The research problems of this study are:

1. What are the kinds of swear words uttered by gamer in Indonesia on live streaming?
2. What is the most frequency swear words uttered by gamer in Indonesia on live streaming?.

## **METHOD**

This study used descriptive qualitative research with the design of content analysis (documentary). Qualitative research design is an approach that centered on textual and visual data, involves distinct steps in data analysis and encompasses various designs (Creswell & Creswell, 2018). In this study, the focus was on exploring the types of swear words made by an Indonesian gamer on live streaming and determine which is the most frequent swear words uttered by the gamer. Observing and reviewing the videos allowed for the identification and compilation of the swear words used by the content creator, which is the gamer.

This study utilized the subject from an Indonesia gamer that did the live streaming on online platform, which was Youtube. The videos were two different genre games. The first game was Clashroyal (2016) and Dreadout (2014). The nuances of both games were different. The first game was about war and another one was the scary one. The videos writers analyzed was in 2022 from the channel "Windah Basudara". The duration of video 1 was one 1h 54m and video 2 was 1h 49m. To gain the data, researchers used the procedure that initiated by Creswell & Creswell (2018) that includes the activity of observing and picture-motion approach. In the observation phase, the researcher watched the video comprehensively and identify then making the classification of the category in swear words in six terms. There are swear words including: sexuality, insults, animal, personal background, intellectual, and the use of English swear words in the videos.

In the phase of picture-motion through digital platform, the videos were sent by the gamer in his channel of Youtube. The two videos were analyzed comprehensively based on the theory of expert the researchers chose. The kinds of swear words and determine which was the most frequent swear words found in the videos were the main activities researchers did. After receiving the data from videos, the researchers arranged and analyzed the data obtained in the videos through utilizing the analysis approach that was adapted by the expert Miles and Huberman (1994) that contains reduction of data, displaying data, and making conclusion or verifying the result of the data. Data reduction focused on the collecting data who

categorized in six categories. After that, the displaying data presents to arrange the data well in table or chart. Finally, the conclusion comes to verify the data and the correlation with the theory.

## RESULTS AND DISCUSSION

### 1. The Swear Words Types Found on the Video Streaming

#### a. Video 1: Clash Royale

The table below showed the result of the swear words appeared in the video game 1. The table included the example, frequencies and timing of the swear words appeared on the video.

**Table 1. Swear Words on Video 1**

Kinds of Swear	Example	Frequency	Duration
sexuality	<i>Jancok</i>	6	8:24, 17:14, 1:10:24, 1:11:53, 1:16:20, 1:32:38,
animal based term of abuse	<i>*anjay</i>	3	*(1: 58, 2:52, 1:19:40)
	<i>*anjir</i>	36	*(2:33, 3:02, 3:19, 4:01, 4:25, 6:07, 6:58, 14:33, 15:19, 20:01, 20:23, 20:45, 21:31, 22:17, 23:30, 23:59, 25:02, 26:49, 29:45, 33:37, 34:36, 36:01, 36:35, 36:47, 39:15, 56:35, 58:38, 1:14:41, 1:15:48, 1:16:12, 1:19:25, 1:25:43, 1:28:03, 1:30:25, 1:32:37, 1:53:56)
	<i>*anjing</i>	3	*(1:10:06, 1:11:14, 1:29:37)
personal background	<i>Bencong</i>	1	20:37
intellect based term of abuse	<i>*bodoh</i>	2	*(6:55, 15:21)
	<i>*goblog</i>	8	*(8:21, 9:34, 21:53, 27:59, 30:12, 31:47, 58:39, 1:09:14)
	<i>*gila</i>	4	*(2:27, 6:22, 26:56, 40:05)
English	<i>*fuck</i>	3	*(35:00, 54:34,

swear	<i>*what the fuck</i>	7	1:26:47)
	<i>*what the heck</i>	1	*(21:54, 38:24,
	<i>*shit</i>	6	48:13, 48:30, 53:17, 1:07:10, 1:20:41) *(1:20:23) *(32:25, 36:51, 43:21, 56:17, 1:01:15, 1:23:35)
insult and slur	<i>*bangke</i>	1	*(1:02:03)
	<i>*sialan</i>	2	*(8:41, 1:24:57)
	<i>*mampos</i>	15	*(2:47, 3:09, 14:19, 14:22, 20:23, 27:36, 47:11, 48:24, 55:58,1:00:54, 1:03:53, 1:11:48, 1:12:21, 1:19:54, 1:24:12)

Video game streaming 1 was the clashroyal game which provided the adrenaline of war. In the observation, the researchers observed the feeling of competitive of the gamer to attack the enemy quickly. It felt very annoyed for the gamer if he could not defeat the enemy well. This feeling was source of uttering the swears words. The total of the swear words in video 1 were 98 with the sexuality (6), animal (42), personal background (1), intellectuality (14), English swear (17), and insult and slur (18).

### b. Video 2: DreadOut 1

The table below showed the result of the swear words appeared in the video game 1. The table included the example, frequencies and timing of the swear words appeared on the video.

**Table 2. Swear Words on Video 2**

<b>Kinds of Swear</b>	<b>Example</b>	<b>Frequency</b>	<b>Duration</b>
sexuality	<i>*jancok</i>	1	*(01:28:40)
	<i>*memek</i>	2	*(6:32, 12:11)
	<i>*kontol</i>	2	*(18:27, 01:31:46)
animal based term of abuse	<i>*anjay</i>	5	*(0:39, 23:12,
	<i>*anjir</i>	7	44::55, 54:57, 01:23:39)
	<i>*anjing</i>	7	*(0:39, 5:12, 10:44, 38:37, 43:38, 53:13, 29:18) *(11:23, 27:08, 39:18, 45:43, 47:29, 01:20:40;



			01:28:40)
Personal Background	<i>bencong</i>	1	01:37
Intellect	<i>*bawel</i>	1	*(23:48)
Based Term of Abuse	<i>*goblog</i>	5	*(7:07,
	<i>*bacot</i>	1	10:02, 16:30,
	<i>*bego</i>	1	44:34,45:30)
			*(29:27)
			*(01:01:01)
English Swear	<i>*fuck</i>	22	*(9:30, 9:35,
	<i>*what the hell</i>	3	30:54, 36:55,
	<i>*bitch</i>	1	38:46, 45:06,
			49:44, 49:59,
			50:42,
			01:10:04,
			etc)
			*(26:17,
			36:53,
			45:11,)
			*(45:23)
Insult and Slur	<i>*bangsat</i>	4	*(7:56, 6:34,
	<i>*sesat</i>	2	01: 13:50,
	<i>*berengsek</i>	2	01:16:30)
	<i>*persetan</i>	2	*(42:50,
	<i>*bajingan</i>	1	24:42)
	<i>*kampret</i>	1	*(55: 31, 01:
	<i>*buset</i>	1	18:30)
			* (59:51,
			01:02:07)
			*(27:52)
			*(20:19)
			*(17:07)

Video game streaming 2 was the Dreadout 1 game which provided the adrenaline of scary called as horror game. In the observation, the researchers observed the feeling of afraid and be careful of the gamer to explore the area of the game. Frequently, the jump scares were often coming. This is the source of uttering swears word. The total of the swear words in video 1 were 62 with the sexuality (5), animal (19), personal background (1), intellectuality (8), English swear (26), and insult and slur (13).

## 2. The Most Frequent Swear Words Appeared in the Videos Streaming Game

After gathering the data above the overall total of the swear of the videos above, were 160 words identified by the researchers in both videos. On the video, researchers found 98 swear words with the highest frequency was in the animal swear with 42 swear words in video 1 and 19 swear words in video 2 (total 61). The dominant swears words in the video 1 was *anjir* with 36 words. *Anjir* is another form of “anjing” that means dog. It is used to say someone with the act like a dog. Another type of this swear words was in the video 2, namely *Anjir and Anjing*. It also referred to animal that is a dog. The utterances found as the categorization in animal abuse swears:

On the video 1: **“Anjir sakit banget Knightnya cok” (14:34)**

In this situation, where the abuse word of animal based “Anjir ” appear, the streamer got shock because the character that called “Knight (Ksatria in Indonesia)” aimed that the eal so much damage to him where the streamer did not expect it, thats why he said anjir as the expression of shock that he get , “anjir” word of abused here nased on animal called dog.



**Figure 1.** Game Atmosphere on Video Game 1: Clash Royal (2016)

(Source: <https://www.youtube.com/live/aJRCb7xhUF4?si=GJilE16cccsjDwqh>)

#### On the video 2: **“Anjir, Apaan tuh guys?” (05:12)**

In this situation, where the abuse word of animal based “Anjir” appeared, the streamer got shock because the ghost character that called “Pocong” suddenly appeared on the screen, thats why he said anjir as the expression of shock that he felt threatened by the ghost, “anjir” word of abused here nased on animal called dog.



**Figure 2.** Game Atmosphere on Video Game 2: Dreadout 1 (2014)

(Source: <https://www.youtube.com/live/Q2fZFIZqXbI?si=9a714FstmGyGqRGh>)

The second most frequent swear was the English swears with 43 utterances. The most frequency swear uttered in English swear was “What the fuck” on video 1. On the video 2, the gamer uttered “fuck” as the most frequency swear in English language.

#### On the video 1: **“What...What the Fuck is That...” (48:30)**

In this situation, the abuse word “What The Fuck” appears, caused by the streamer's expression of surprise by the card used by the opponent, many Indonesian streamers say this word “What The Fuck “ as a form of surprise, anger, and disbelief at the events that occur in the game.

#### On the video 2: **“Fuck, Man” (01:30:31)**



In this situation, the abuse word “Fuck, Man” appears, caused by the streamer's expression of frustration that he was lost of the direction in the game. This indicated that streamer seemed to give up of the game but felt confusing at the same time. Many Indonesian streamers say this word “Fuck, Man” because of the form of surrendering in challenges of the game.

The third one was the insult and slur aspect with 31 utterances (18 on video 1 and 13 on video 2). On the video 1, “Mampos” was uttered 15 times by the gamer as the highest frequency of appeared. One of the examples of this utterance on video 1, such as: **“Mampos, Makan tuh...”**. The word “mampos” means an expression of dislike and arrogance towards his enemy that can be similarized as “die” or “damn” in English. The second video appeared **“Bangsat”** as the most frequent insult on the video (4 times). “Bangsat” on the video can be translated as “bastard” or “scoundrel”. The phrase used to express intense anger or contempt towards someone.

In the fourth one was the intellectuality swear words. The total of swear words were 22 swears (14 on video1 and 8 on video 2). The most common appeared on the video 1 and 2 was *Goblog* with 8 times and 4 times. One of the examples in the utterance: **“Aduh Anjir ga kenak lagi Goblog...Goblog...”**. In this situation, the abuse word appears, caused by an expression of surprise and surprise by his missed attack, the word *goblog* here is more directed at the streamer himself for his inability to play well. *Goblog* means idiot or stupid.

The sexuality in fifth place with 11 swear words (6 on video 1 and 5 on video 2). The most frequency swear uttered in sexuality was “Jancok” on video 1 (six times). On the video 2, the gamer uttered “kontol” and “memek” as the most frequency swear in sexuality for two times.

On the video 1: **“ Goblog Putrinya cok, malah nyerang itunya, bukan nyerang yang itu...” (08:24)**

In this situation where the abuse word of sexuality “jancok” appeared with the phrase *cok*, the streamer get mad because the character that called “princess (putri in Indonesia)” didint work as the aim that the streamer want and he said *cok* in the end of sentence above which means *Jancok/Encuk* (in Javanese) and Fuck (in English). Jancok is used to express extreme anger, frustration, or surprise and is considered highly vulgar and inappropriate in most social contexts.

On the video 2: **“Eh, Copot Memek” (12:11)**

In this situation, where the abuse word of sexuality “Memek” appeared, the streamer got surprised unexpectedly because the ghost character that called “Kuyang” suddenly appeared on the screen, thats why he said “Memek” as the expression of surprised that he felt threatened by the ghost, “memek” word means vagina in English refers to woman genital.

The last was the sexist abuse with only 2 words. It appeared only one time on both videos. The utterance example in this swears: **“Si Bencong ngapain guys...” (20:37) video 1**. In this situation where the abuse word of sexuality “Bencong” appears, the streamer gets confused by the act of his enemy who plays very badly therefore the streamer demeans him and mocks him by calling his

enemy *bencong*, the word *bencong* here in the meaning of the word means a man who looks like a woman or it can also mean someone who is cowardly.

The tendency of frequency of two videos were different that video 1 had the highest frequency of swear words relating to animal abuse. While, video streaming had the highest frequency of swear words in English swears. It viewed that the gamer was inconsistent to utter swear words when he expressed various emotions. For this case, in the war nuances the gamer dominantly used the animal swear; in the scary one, he uttered dominantly in English swears. Also, the gamer seldom uttered the personal background swear such as, *lonte*, *pelacur*, *jalang*, and only used the phrase "Bencong" to express the lack of braveness in the videos.

In this research, it can be concluded that the findings showed that there are six swear words revealed in this study were sequently, animal terms (61), English swear (43), insult (31), intellectual swear (22), sexuality (11), and personal background (2). The result is aligned with the Alemina et.al (2022) that investigated the usage of swear words in the undergraduate and high school students. The researchers also found that high school students used the swear the sexuality terms and animal terms were dominantly. The result showed the same relation with this research that animal terms had the most significant swear words uttered by the gamer of the content creator. Another research also found Fandi and Mardijono (2022) that the kinds of swear words in many areas of parts, there are: animals, body, part, job and thing. This is also common also usual in the utterance of the parts.

## CONCLUSION

This study delved into the phenomenon of swear words uttered by Indonesian gamers during live streaming sessions on online platforms, focusing on two different genres of games: Clash Royale and DreadOut. The findings revealed a variety of swear words used by the gamer, categorized into different types including sexuality, insults, animal-based terms, personal background, intellect-based terms, and English swears. The analysis showed that the frequency and types of swear words varied depending on the nature of the game being played. In Clash Royale, a game with a war theme, the gamer predominantly used animal-based terms such as "anjir" to express frustration or intensity during gameplay. On the other hand, in DreadOut, a horror-themed game, English swear words like "fuck" were more prevalent, possibly reflecting the gamer's reaction to jump scares and tense moments in the game.

Overall, the most frequent swear words across both videos were related to animal-based terms and English swears. This suggests that gamers tend to adapt their language based on the emotions and situations encountered in different game environments. In summary, this study sheds light on the dynamics of language use in online gaming communities, highlighting the role of swear words as expressions of emotion and intensity during gameplay. Further research could explore the psychological and social implications of swearing in gaming contexts, as well as strategies for promoting responsible language use and positive interactions among gamers.

**REFERENCE**

- Alemina. (2020a). English Department. *Faculty of Letters and Cultures, Universitas Gunadarma*.
- Alemina. (2020b). Teenage Taboo Jargons among High Schoolers and Undergraduates. *LingPoet: Journal of Linguistics and Literary Research*, 3(2), 22–27.
- Amrullah, L. (2016). English Swear Words by Indonesian Learners. *JELTL (Journal of English Language Teaching and Linguistics)*.
- Ariani, & Windy. (2021). *An Analysis of Profanity Uttered by Male and Female Indonesian Youtubers*. Department of English Education Faculty of Tarbiyah and Teachers Training. Medan: UIN Sumatera Utara.
- Creswell, J. W., & Creswell, D. J. (2018). *Research Design Qualitative, Quantitative, and Mixed Methods Approaches*.
- Daulay, SH.,(2011). Introduction to General Linguistics. Medan: La-Tansa Press
- Daulay, S. H. (2014). Types of Code Mixing on the Facebook Status. *The Multifaceted Dimensions of English Linguistics, Literature and Education*, 365.
- Daulay, SH.,(2019). Language and Society. Medan: Lembaga Peduli Pengembangan Pendidikan Indonesia (LPPPI)
- Daulay, S. H., Azmi, N., & Pratiwi, T. (2022). The importance of expressing politeness: English education student's perspectives. *Tarling: Journal of Language Education*, 6(1), 49-68.
- Daulay, S. H., Bahar, T., Putri, A., & Batubara, P. F. (2023). Various Wordings of Propaganda on Social Media: Cases from Instagram Application. *Journal of Linguistics, Literacy, and Pedagogy*, 2(2), 100-107.
- Dudeny, G., & Hockly, N. (2010). *Learning English as a Foreign Language for Dummies*. John Wiley & Sons, Ltd.
- Effendy as cited in Rahmadaniah. (2014). Etika Komunikasi Karyawan dalam Memberikan Pelayanan Kepada Pelanggan di PT. Globalindo 21 Express Cabang Samarinda. *EJournal Ilmu Komunikasi*, 2(2), 353–369.
- Fandi, J., & Mardijono, J. J. (2022). Swear Words Used by The Mobile Legends Game Players. *K@ta Kita*, 10(3), 539–549. *K@ta Kita*, 10(3), 539–549.
- Fattah El Hakim, K., Widodo, S., & Nugraeni, I. I. (2021). The Analysis of Gerunds in The Adventure of Sherlock Holmes. *Scripta: English Department Journal*, 8(1), 32–38.
- Goddard, C. (2015). Swear words” and “curse words” in Australian (and American) English. At the crossroads of pragmatics, semantics and sociolinguistics. *Intercultural Pragmatics*, 189–218.
- Hughes, G. (2006). *Swearing: A Social History of Foul Language, Oath and Profanity in English*. Penguin Books.
- Ismail, S. J. I., Kusnandar, T., Sanovia, Y., Mayasari, R., Negara, R. M., & Mahayana, D. (2021). Study of Internet and Social Media Addiction in Indonesia during Covid19. *IJAIT (International Journal of Applied Information Technology)*, 69.
- Jackson, S., Low, J., & Butler, C. W. (2007). Children’s Media Use and Responses: A Review of the Literature. *School of Psychology*.
- Jay, Timothy, & Janschewitz, K. (2008). The pragmatics of swearing. *Journal of Politeness Research*, 4(1), 267–288.

- Miles, B.M, & Huberman, M.A. 1994. *Qualitative Data Analysis an Expanded Sourcebook 2nd Edition*. Second Edition. London
- Moore, R. (2012a). On Swearwords and Slang. *American Speech*, 59–84.
- Moore, R. (2012b). On Swearwords and Slang. *American Speech*, 87(2), 59–84.
- Niswa, K., Daulay, SH., (2022). Introduction to Linguistics. Medan: UMSU Press
- Rakhmaniyah. (2018). Swear Words Used by Undergraduated Students of Engineering College in Surabaya. *TELL: Teaching of English Language and Literatur Journal*, 1(1), 48–62.
- Stephens, R., Atkins, J., & Kingston, A. (2009a). Swearing as a response to pain. *NeuroReport*.
- Stephens, R., Atkins, J., & Kingston, A. (2009b). Swearing as a response to pain. *NeuroReport*.
- Törhönen, M. (2021). The Professionalization of Play Examining the convergence of play and labour in online video content creation. *Tampereen Yliopisto*.