

CHAPTER 1

INTRODUCTION

1.1 Background of the Problem

The use of Discourse Markers or “DM” for short, has taken on a particular interest these last years, especially in the digital contexts where the communication is usually fast, fragmented, and multimodal. Along with the consolidation of YouTube, social media, and streaming services, the conversational patterns of communication have shifted more and more. The study of DMs, especially under the modern linguistics framework, is still highly relevant because these seemingly small elements are often applied whenever meaning is constructed and interpreted in a conversation. They are not bound to casual dialogue but also turn up in more structured varieties such as debates, interviews, and academic discussions. It is, therefore, necessary to review how DMs function in such arenas.

Though DMs have gained wide research interest in formal linguistic contexts, such as face-to-face communication and traditional media, there has been limited attention to their uses for virtual social interactions, particularly in online settings such as YouTube. With YouTube being the main hub for gaming content, this has given birth to very specific sub-genres of interaction that occur in and around game play. Gamers on YouTube, most notably those whose content focuses on playing horror games, will often interact with viewers in real time, discussing both the game's unpredictable events and the constant live commentary coming from the viewers. The result of such active and adaptive discussions is the establishment of an elaborate linguistic context, wherein already the discourse theories' analytical work could be applied. However, rather than discussing how viewers and the YouTuber interact with one another in real time, the focus of this research will be centered on how the gamers interacts with his teammate.

For the purpose of this study, the definition of discourse markers shall be those linguistic elements used by a speaker to connect, transition, or mark perspective or attitude to support structuring conversations or signaling topic changes of the speaker, or to reflect emotional conditions of the speaker.

For the YouTube channel that will be studied in this research is a channel that focuses on a horror game, namely “Fooster”. Fooster, a YouTube channel with an estimated one point three million subscribers worldwide in September 2024, the time of this research. Same research month have about 920 videos uploaded on this channel. The real name of the gamer was kept hidden for some unknown reasons; however, he will be referred simply as “Fooster”. Fooster often teams up with another YouTuber, namely “Fisk” in several of his YouTube videos. Fooster channel focuses more on horror games, but occasionally, the channel hosts survival games, first-person shooters (FPS), and puzzle games, most of which are multiplayer games. Consequently, multiplayer games are a very suitable environment in which to research pragmatic functions of discourse markers- especially such ones which happen in high-pressure and time-sensitive activities that require effective communication. The game requires the coordination of players, hence making the research of inter-communication in the context of multiplayer games all the more relevant in this case.

1.2 Identification of the Problem

The problem identified in this research is the potential for discourse markers (DMs) to cause misunderstanding in conversations. In the context of multiplayer gaming, particularly in horror gameplay, DMs can lead to confusion among players and viewers. This problem occurs because discourse markers have multiple functions in a conversation, which might be difficult to interpret correctly. Therefore, this thesis analyzed how these discourse markers functions in a conversation, and also aid the audience avoid misunderstanding whenever discourse markers are applied, not only in watching YouTube but also in every day's conversation.

1.3 Limitation of the Problem

This thesis was limited to investigate on one aspect of the use of DMs in the interaction between two gamers, "Fooster" and "Fisk," while playing the horror video game *Bigfoot*. Although this research emphasizes the importance of Brinton's Discourse Marker Theory, it also considers broader gameplay strategies and the narrative of the game to provide contextual background for the interaction.

However, the latter is confined to the verbal one among the players and does not include non-verbal signals, comments by viewers, or interactions outside of the game.

1.4 Formulation of the Problem

Based on the limitation of the problems above, the formulations of the problems are:

1. What types of discourse markers are used by the gamers and its functions in the multiplayer gameplay of “Bigfoot”?
2. How does the use of discourse markers by the gamers in a virtual interaction happen?
3. What are the instances of discourse markers used in the conversation between the gamers?

1.5 Objectives of the Research

The objectives of the research are:

1. To identify the types and functions of DMs used by the gamers in the multiplayer gameplay of “Bigfoot”.
2. To examine how discourse markers are used during virtual conversations between the gamers in “Bigfoot” gameplay.
3. To investigate the specific instances of discourse marker used in conversations between gamers.

1.6 Benefits of the Research

Several benefits are anticipated to come from this research, including;

1. Presenting new analysis to the field of linguistics that studies discourse markers.
2. Providing a new source for additional research especially to researchers who are interested in exploring discourse markers in pragmatics.

1.7 Systematic Organization of the Research

The framework of the research paper writing which is titled “Discourse Markers Analysis Used in Horror Gamers’ Conversations on a Gameplay of “Bigfoot” YouTube Video” is as follows:

CHAPTER 1 : INTRODUCTION

This chapter contains the phases of research structures, such as background of the problem, the identification of the problem, limitation of the problem, the formulation of the problem, objective of the research, the benefit of the research, and systematic organization of the research

CHAPTER 2 : THEORITICAL FRAMEWORK

This chapter examines a variety of discourse marker theories, including Brinton's Discourse Marker Theory, as well as related research in pragmatics, digital communication, and linguistics in virtual context.

CHAPTER 3 : RESEARCH METHOD

This chapter describes the process for collecting and evaluating data using descriptive qualitative approaches for studying dialogues in multiplayer horror games on YouTube.

CHAPTER 4 : DISCOURSE MARKERS ANALYSIS USED IN

HORROR GAMERS’ CONVERSATIONS ON A GAMEPLAY OF “BIGFOOT” YOUTUBE VIDEO

In this chapter, I will discuss the data that have been acquired and the research's analysis based on how the problem was formulated in chapter one. The descriptions use theories as the basis for the research that are indicated

in chapter two and the method of analysis mentioned in chapter three.

CHAPTER 5 : CONCLUSION

This chapter is the conclusion of this work based on research where the findings wrap up and containing some suggestion to future another investigation, or to actions that can be made in virtual communication environments regarding discourse markers.

