

The Use of Argot among Mobile Legend Gamers

Mary Shane Louie M. Sayson^a, and Benedict V. Omblero, PhD^b

^a shanesayson08@gmail.com, benchomblero@gmail.com ^b

^a The University of Mindanao, Davao City 8000, Philippines

^b Faculty - University of Mindanao, Davao City 8000, Philippines

Abstract

Previous studies on the use of argot in online gaming communities have highlighted the need for further research in other contexts. However, existing studies mainly focus on analyzing Argot in LGBT community, songs, adversarial text, and criminal dialects. Only few researches focus on the use of Argot in Mobile Legends gamers. Thus, this study aims to discover the Argot words used by freshmen students, the linguistic features of the Argot words of the freshmen students, and how the gamers use Argot in their conversation. The study employed a qualitative research design, utilizing observations to gather data. The participants of this study were 10 freshmen college students from the University of Mindanao who have been playing Mobile Legends. These freshmen college student-participants self-identified themselves as someone who has been playing Mobile Legends and had the intensity of playing for approximately 3-10 hours a day. Results revealed that the common argot words that the freshmen students used in their conversation while playing Mobile Legends are snowball, record, ban, XP, support, marksman, lag, bronze, nerf, disconnect, noob, map skills, offline, FQ, report, build, invade, lane, show-off, depressing, and confused. The linguistic features of the argot words used by freshmen students in conversations while playing Mobile Legends is characterized by a mixture of technical terminology, abbreviations, role-specific language, gaming jargon, and emotional expressions.

Keywords: *applied linguistics; argot; conversations; mobile legends; freshmen student-gamers; qualitative; Philippines*

I. Introduction

Mobile gaming has become a popular pastime for individuals worldwide in recent years. Among the most popular mobile games is Mobile Legends: Bang Bang (MLBB), a Multiplayer Online Battle Arena (MOBA) game that has gained significant popularity in Southeast Asia. Based on Sunarto, S. A., et al. (43-48), Southeast Asia has 43 million monthly active users. Also, it is backed by the yearly competition of this game on the global stage, which attracts players from all over the world. The competition is called Mobile Legends: Bang Bang South East Asia Cup (MSC) and is held annually.

Online gaming has created new dynamics and opportunities for gamers. For the players, this game has turned into an addiction. Many gamers are prepared to invest a great deal of time and money to play this online game, which researchers frequently discover as a phenomenon. Researchers have also discovered the negative effects of being overly addicted to this game. Lokananta, A. C. (53-56) Many gamers are willing to sacrifice their time, money, language, style, and lifestyle. This was followed by changes in daily activities and ways of communicating, a reduction in academic-related activities, and a decline in socialization in real life, and these factors have negatively impacted their health. Also, imprudent playing can lead to poor emotional

control.

Gamers might experience mood disturbances such as anxiety, depression, and aggression as a result of imprudent gaming habits. Addressing these issues requires a balanced approach to gaming and an awareness of its potential impacts on mental health.

Humans use language as a type of social conduct. Since people are social beings, language can be a tool to examine how people interact. The speech of a given person will be impacted by variances in that person's socioeconomic standing, social group membership, educational background, and place of birth. Adolescents will use different word choices while speaking to their parents or peers, even though familiarity level influences speech. These are ways that language is visible in social matrices. This kind of speech reflects societal, economic, and background disparities Andree et al.,(159-167). As with any gaming community, Mobile Legends gamers have developed their unique language and slang, Argot, to communicate with one another during gameplay.

The word Argot is commonly associated with people who live on the fringes of the law, like thieves or prisoners. However, argots have been used in other communities, such as the world of Mobile Legend gamers. Argot is a type of slang unique to a certain group or subculture. Argot is used for some purposes: maintaining in-group unity or continuing solidarity with the group. In Argots, a large amount of vocabulary is created through normal word formation processes (Zarzycki)

However, the prevalence of Argot in Mobile Legends hinders effective communication between Mobile Legends gamers who are not familiar with the slang. This led to misunderstandings and misinterpretations during gameplay, potentially affecting team coordination and overall gaming experience. Likewise, the use of Argot creates a sense of exclusion for new or inexperienced gamers who are not yet familiar with the language, further perpetuating a divide within the gaming community. Argot may build a wall between those who do and those who do not comprehend it, resulting in exclusion and misconceptions. As discussed by Lerman (1967), Argot terms and expressions are a common component of the dialect of outlawed groups, such as e. g. criminals, prostitutes, addicts, thieves, and beggars. The use of Argot poses several special issues for empirical research. For instance, the study of Santosa et al. (486-498) focused on diction in argot language used by the gay and lesbian communities and the function of argot language used by the gay and lesbian communities.

The findings showed that the communication on social media by the homosexual and lesbian communities uses shortened diction, including abbreviations, behaviors, acronyms, and letter symbols. The goal of using shortened words is to make communication easier and faster. Connotative, affective, referential, and fatigue-related linguistic functions are also present. Meanwhile, Grachev (62–73) argued that Argot is frequently employed as a type of symbolic deviance in particular social groupings, which makes it possible to link it to deviant conduct and subcultural delinquency. Because it can produce conflicting instances, using Argot can be considered a problem for Natural Language Processing (NLP) models. Similarly, Argot has been observed to display disputes toward authority and the formal structure of institutional life in traditional penal facilities.

For Kholmatov et al. (869-873), Argot is a type of code language that certain groups use to communicate discreetly or to create a sense of identity and community. Outsiders may develop mistrust and suspicion as a result of this, though. Argot usage can also be interpreted as defiance or revolt against popular culture and linguistic conventions. It can be used to question society's expectations and present different viewpoints. Similarly, Santosa et al. (486-498) defined the Argot language as a secret language that is

particularly known for its meaning only by a certain group. The notion that language is not simply a neutral medium of communication but is intricately entwined with power and social dynamics is introduced in Pierre Bourdieu's *Language and Symbolic Power* (1991).

According to Bourdieu, one's use of language is influenced by their place in society and can be used to create and sustain social hierarchies. Language should be regarded as a method of power through which people can advance their interests and demonstrate their practical expertise, in addition to being a means of communication. This involves analyzing how Argot, as a form of specialized language or jargon, is employed by Mobile Legend gamers to create and negotiate their identities, hierarchies, and in-group/out-group dynamics. On the other hand, Hall's Theory of Coding and Decoding (1980) posits that communication is not just about sending and receiving messages but also about encoding and decoding them. In the context of Mobile Legends, Argot can be seen as a form of Coding that only certain gaming community members can understand, creating a sense of exclusivity and belonging.

Further, The Theory of Discourse Analysis of Gee (2011) views language as a social identity creation and maintenance tool. Argot can be seen as a form of discourse, in the context of Mobile Legends that reflects and reinforces the social identities and relationships within the gaming community. Mobile Legend gamers adopt specific language practices and discursive strategies to align themselves with particular social groups and to express their identities. Calvet's Theory on the Process of Forming Argot (1994), which is still used as a reference by researchers studying Argot, is the final Theory still applicable to how Argot is formed. However, as time passed, the process of argot development accelerated. Of course, the Argot used in the 19th century differed from the Argot used by young people today, particularly in Mobile Legends.

Hence, assessing the use of Argot among Mobile Legends gamers will add to the body of knowledge already available in online gaming communities and their distinctive communication techniques. Understanding how Argot functions and affects Mobile Legends can help game creators and community managers build welcoming and interesting gaming environments. Also, this research can shed light on the social and psychological aspects of gaming, offering an understanding of how online identities are created and how virtual communities function.

Previous studies on the use of Argot in online gaming communities have highlighted the need for further research in other contexts. However, existing studies mainly focus on analyzing Argot in the LGBT community Santosa et al. (486-498) songs Andree et al. (159-167), adversarial text (Zhang et al.), and criminal dialects Grachev (62-73). Only a few research studies focus on the use of Argot in Mobile Legends gamers. Hence, this study aims to address this research gap by focusing specifically on the use of Argot among Mobile Legends gamers. By examining the implications and significance of Argot within this particular gaming community, this study will contribute to the understanding of language and communication practices in the context of mobile gaming.

Argot Words.

Retinskaya and Voynova (2067-2079) implemented corpus-linguistic techniques, such as the comparative method, text searches, and computerized data search, to create a system for locating words in the unwritten terms of the typical youth French sociolect. The main goal is to find out why this sociology is most desired for possible cooperation with the French as a foreign language course of study in colleges and universities. A unique matrix method of clustering created using a convergence approach is crucial to gathering linguistic material. By creating indicative databases of prevalent French young people, the study outcomes effectively determine the most requested prevalent youth argotisms. Future French teachers and

interpreters can improve their professional abilities with the help of those organizations. Moreover, the gathered linguistic substance forms the basis of a choice on "French prevalent young people argot" at a language instructor, which helps students better comprehend modern French linguistic terms.

On the other hand, Santosa et al. (486-498) examined how gay and lesbian groups use argot language in their diction, with a particular emphasis on online interaction on sites like WhatsApp, Telegram, and Twitter. The research employs shortened language as the basis of the data, which includes a range of linguistic elements such as acronyms, behaviors, abbreviations, and letter symbols. The principal objective of utilizing this truncated vocabulary is to facilitate and accelerate interaction among these groups. The results show that argot speech has several purposes, such as being figurative, empathetic, reference, and fatigue-related. The study improves awareness of the distinctive words and interpersonal behaviors of gay and lesbian groups by illuminating the linguistic nuances and motivations beneath the utilization of argot speech in online interaction procedures.

Consequently, (Maminsyaputri, et al.) explored the linguistic nuances of prokem, Argot, and colloquial on the TikTok social media network. The information, which concentrated on words slipping into the informal Argot and prokem classifications, was gathered from the comment sections of videos uploaded to TikTok. The research carried out in 2021 used taking notes, paying attention, and observational methods to gather and examine the information. The results of the comparable evaluation of the reference method showed clear instances of argot and prokem words in addition to slang in the Javanese and Indonesian languages. The results draw attention to the linguistic components found in TikTok comments, highlighting the differences in slang and communication styles among users of this social media network.

Furthermore, Rezvanian (233-257) analyzed the development and institutionalization of Argot in human speech over eighteen years, examining its impact on a range of topics, including politics, religion, sex restrictions, and present-day problems. The study emphasizes a multidisciplinary approach and equal sight toward formal and informal language inside institutional settings, recognizing the significance of the study of culture as a lens for evaluation. By performing content analysis, the study examines lexicons and writing from five distinct sources to determine the reasons behind and consequences of the spread of Argot. The results show that factors like more free time, technology and IT integration, and Argot's hidden existence in online environments contribute to its growth. The study also identifies the development of television shows over the eighteenth century as an important variable affecting the popularity of Argot. The survey aims to introduce argot terms that are not taboo in the local tongue, thereby promoting a more sophisticated comprehension of the official language.

Meanwhile, (Shakhriyor) determined the unique vocabulary of contemporary English prison argot, the specialized slang spoken by prisoners, providing insight into the interpersonal dynamics and cultural ideas that influence prison life. A collection of texts devoted to prison argot evaluation reveals commonly used terms related to prison life, activities of the inmates, contraband, and interpersonal relationships. The study highlights how prison jargon functions as a linguistic depiction of the complex interplay between culture and language in the confining environment of prisons. By analyzing prison slang, one can understand the peculiar linguistic characteristics that arise in such canceled organizations, the difficult realities of prison life, and how offenders maneuver and adapt to such circumstances.

In addition, Sarmiento, Fausto O., and Alexey Gunya (471-493) discussed how montology became a convergent science devoted to terrain, arguing for paradigm changes and a specific vocabulary that defines this multidisciplinary strategy. Finding sources for standardizing the application of ideas and complex definitions of technical phrases in the mountain setting for ecological diversity preservation and long-term

viability is a major area of focus. The study reveals an important change in ecological Theory brought about by developing concepts of biocultural diversity, especially in the language about ecosystems in the mountains. This change results from the discovery of tangible heritage, such as just-discovered monumental structures from old mountain-dwelling traditions and intangible artifacts rooted in the mountainscape. The chapter makes a case for essential toponymy and noetic research to be incorporated into mountain conservation and development efforts. This is in response to the growing decolonizing research that highlights political ecology and critical biogeography as structures for understanding the environmentally friendly legacy visible in modern mountainous regions.

Moshe, Keren Dagan, and Tomer Einat (683-705) conducted in a women's prison in Israel, intend to determine whether female prisoners have an argot and examine how it represents their culture. According to the study, there are seven main areas of prison life that the Argot concentrates on use of drugs, same-sex relationships, addiction, prisoner situation, views on staff, relationships among mentally healthy and mentally ill inmates, and violence and threats. The most prevalent of these features is the Argot, which is associated with gender-oriented distress. The results provide insight into the distinctive linguistic characteristics that capture the emotions, connections, and difficulties within the prison for women environment, indicating that this particular component is the most difficult and poses an inside the inmate culture.

Conversely, Arifah and Indra (27-40) focused on vendors selling goods in the Palangkaraya region as they examined the pattern of argot creation in the Palangkaraya purchasing and selling venue on Facebook. By applying methods of observing, recording, and taking notes, the study finds 32 argots in three phrase classes: 12 argot word forms, 15 argot adjective forms, and five argot noun forms. With fifteen different argot forms, adverbs are the most prevalent category. The study shows that different experiences and reasons that motivate sellers to sell various products impact argot creation in the Palangkaraya buying and selling forum. The results highlight the significance of sellers' distinctive products in forming this particular vocabulary and offer insightful information about Argot's linguistic patterns and characteristics in the setting of purchasing and selling on the internet forums.

Correspondingly, Arnold-Stein and Hortobagyi (47-67) examined the linguistic benefits for gamers who play in virtual multilingual environments, treating them like multilingual individuals because of their unique communication requirements. Although linguists have conducted linguistic experiments, there has been little discussion regarding how video gamers use language in the field of bi/multilingualism. The research project examines the linguistic use patterns of Hungarian secondary school pupils who play video games, using data from a cross-sectional poll. By contrasting Hungarian and worldwide cases of video player argot, the thorough study addresses linguistic gaps in developing word techniques, translating, dignity, and bidialectalism. The results demonstrate the intricate structure of the video and offer perspectives on language use in contact by describing, modeling, and explaining processes within and outside of the digital realm.

Moreover, Uskova (86-88) examined the meaning behind bodily terms in Russian and English Argot. The research reveals somatic elements that define each language component, like the feet, hands, head, hair, eyes, nose, earlobes, mouth, face, hands, and brain, as well as common motivational types within this vocabulary layer. The findings show that somatisms had a significant role in the derivational handles in both tongues and that argotic units with parts like the leg, hand, and head were common. Additionally, physical elements are essential to building long synonymic chains, confirming the humanistic perspective of underworld delegates in Russian and English.

For instance, Bagozzi (7-15) studied a device of style in *The Women's Decameron*, recognizing it as a type of skaz and highlighting the language's role as a place of memory. It also examines the Gulag archgot,

viewing it as an object of memory, especially given the current research and exhibition titled "The Language of Unfreedom" held in Moscow by the Gulag Museum. The presentation highlights how, despite their horrific past being largely forgotten, the Gulags have become ingrained in popular culture. The Gulag Museum's work emphasizes language's critical role in maintaining the past. The research recognizes that Julija Voznesenskaja's literary and journalistic works frequently reference the Gulag camps. In addition to serving as an artistic tool, gulag argot helps preserve the awful storage.

Further, (Suzhen, Lin, and Guiping) explored the linguistic surroundings of Macao shops, identifying these establishments as public local signs with social significance, symbols of architecture with layout importance, and surroundings signs with geographical importance. It recognizes these signs as assets of figurative components that first appeared as signs in languages before developing into complex word structures that include aspects of politics, economy, culture, and learning. Using the prisms of regional culture, business connection, and asset specificity, the study investigates the emergence of "argot" in the linguistic landscape of Macao stores. The objective is to provoke reflection on Macao's linguistic environment and offer tactical recommendations to tackle the issue of an "alone financial framework."

Just like Cantina (248-262) examined the characteristics and purposes of the grammar used by gay people in educational institutions, particularly emphasizing five professors and eighteen gay pupils from the northern region of the Philippines. The study employs morphological examination to investigate the structure and significance of gay phrases and words using posts on Facebook as the corpus. Based on the formation procedures, the study categorizes gay terms and reveals various methods, including easy change, attachment, replacement, cutting, and more. Gay Argot's implications and operations are revealed through unofficial interviews, demonstrating how homosexuals use the term for feminism, comedic effect, figurative communication, and covert in-group interaction, in addition to serving as a shield against social rejection.

Similarly, Andree et al. (159-167) explored the social language of Argot in rap songs in the setting of Marseille, France. The main goals are to decipher the significance of Argot, learn how it forms, and investigate how it relates to the local environment. The study uses the descriptive analysis method and is based on social language theories, the concept of significance by Baylon and Mignot (1995), and Calvet's (1994) description of the formation of Argot. The results show that synonymy is the least commonly used type in argot formation, followed by apocope, the process of a suffix, and other types. Metonymy also adds a dramatic touch while maintaining Argot's enigmatic quality, helping convey a metaphorical significance. The research concludes that Argot in lyrics for rap is closely related to how artists convey their own circumstances, offering a distinctive perspective on Marseille's linguistic and cultural environment.

Even so, (Klein) examined records from the lexicon "Türkçenin Büyük Argo Sözlüğü" by Hulki Aktunç (2000) to explore Turkish Argot, with an emphasis on borrowings from Italy. The study indicates that significant numbers of Italian words in Turkish Argot are associated with Turkish verbs or suffixes and have semantic shifts. Given the prevalence of confusion in etymological roots, often entangled with unsure Greek-Italian or prevalent Romanic (French or Spanish) origins, it is known that determining the real Italian origin of these terms and deciphering the borrowing process is a complex task. The paper aims to illuminate interesting and ambiguous cases by creating an exhaustive list of Italian loanwords in Turkish Argot. This research, which emphasizes the difficulty of tracking language impacts, aims to pose relevant questions and open up new avenues for investigating the complicated nature of linguistic obtaining in this particular setting.

Admittedly, Barrett (215-242) examined the argots, or underground varieties, used in groups that don't conform to traditional gender or sexual norms. The study highlights the important role expression plays in forming these linguistic subcultures by examining nine distinct argots with varying linguistic roots. The

study covers various linguistic play trends, including creative semantic substitutes inside the native tongue, shape reorganization, play tongues, and cross-language playing. The study looks at mock interpretations in which well-known texts—like passages from William Shakespeare or the Bible—are rewritten in Argot to highlight the importance of language play in these social groups. The results imply that verbal creativity, as well as speech play, are important but little-studied components of queer traditions, adding to our knowledge of the community's vocal actions and linguistic behavior.

(Huseyn) examined jargon's linguistic and historical aspects, a halting and undeveloped mixed speech used in the colonial era to facilitate interaction among people who did not speak the same language. The term "jargon" originates in French linguistics, which has influenced how words used in jargon are understood in European language situations. The present research explores the unique properties of argot and jargon phrases within the framework of 19th-century Russia, where social strata and political contexts shaped their emergence. The study distinguishes between jargon, a vocal display of the spoken language, and Argot, a hidden spoken language based on Azerbaijani linguistics. Argot is just a language applied by the working-peasant group, which includes food sellers, criminals, traders, and members of lower socioeconomic classes connected to their specific jobs, according to Azerbaijani linguists of the past. The paper aims to clarify the meaning and purpose of jargon phrases through analysis, using instances in both English and Azerbaijani to shed light on the current state of research in this field.

Equally, Okoth et al. (23-29) discussed how little linguistic interest, regardless of the depth of the prison argot, has been given to it in Africa, especially in Kenya. Within the context of lexical pragmatics, the study focuses on Kenyan prison argot and attempts to investigate semantic moves by defining and illustrating the conditions that are impacted by different kinds of changes. Forty people participated in the study, which was conducted at the maximum-security Kibos and Kisumu prisons in Kisumu County, Kenya. The results demonstrate that lexical enlarging and semantic expanding, including metaphoric variations and exaggeration, are the main semantic modifications to Kenyan prison argot. Particularly, both procedures occur in typical Swahili words, with a few showing semantic enlarging and others receiving additional significance in the setting of prisons (lexical expanding). The research sheds light on how inmates strategically use semantic shifts to hide data from prison guards, demonstrating linguistic variation's inventive and deliberate character in a jail environment.

Subsequently, Vounchev (50-58) implemented a theoretical framework based on the grammaticalization process to study the affixoids found in the Greek gay Argot Kaliarda. The method through which affixoids are generated from preexisting words, as attached supports, is described at the beginning of the study. The affixoids in Kaliarda are then thoroughly examined, emphasizing their genesis and function in creating the words of the Argot. The affixoids fall into two categories: those that are native to Kaliarda and those that have been adapted from Standard Modern Greek. The main findings show that Kaliarda mostly uses native affixoids, which is consistent with its anti-language character, wherein vocabulary distinction from Standard Modern Greek is crucial. Additionally, desemanticization is the main form of grammatical modification in Kaliarda; additional processes, including decategorization and subsidence, are conspicuously absent. The study's limitations also impede an in-depth comprehension of the diachronic growth of this sociology.

Finally, Sabao et al. (29-48) explored the distinctive discourse group in the setting of a Zimbabwean jail, where prisoners from various ethnolinguistic backgrounds converse using an accepted and unique interactive code. This programming, frequently spoken through slang, "cannot," or "argot," functions as prison-specific speech created inside the jail walls. Prison 'cant' results from the prisoners' need to create a different, 'safe' dynamic language time that avoids the attention of prison officials in the complex game of

mouse and cat that is life in jail. According to the publication, a prison is a social and linguistic place where specific principles and standards are reinforced by the codes of speech used, similar to what sociolects are or varieties of language. The study uses a sociolinguistic lens to investigate the terminology used in prisoner conversation at Whawha Medium Offenders Prison in Gweru, Zimbabwe. Doing so sheds light on the complex language modifications that people go through when they enter the culture of prisons.

Linguistic Features.

(Jawahar) examined BERT, a more recent speech-illustration model, with impressive results across various language comprehension standards. The main goal is to determine if BERT networks can record the language's structural data. Using an array of tests designed to unravel the components of the English sentence structure that BERT has learned, the study offers fresh evidence in favor of this claim. The results show that BERT's phrasing depiction captures phrase-level data within the lower levels of the framework well. A hierarchical arrangement of language data is also encoded by BERTs between layers, as the study shows, with surface characteristics at the bottom, syntactic characteristics in the center, and semantic characteristics at the very top. Specifically, BERT needs more detailed layers when managing long-distance dependence data, such as monitoring. The study's findings demonstrate that BERT depictions are constructed in nature, capturing language data in a manner that is strikingly similar to traditional, tree-like buildings.

Meanwhile, (Su) presented Visual-Linguistic BERT (VL-BERT), a new pre-trainable illustration designed specifically for duties involving visual language. With the sturdy transformer model's foundation, VL-BERT expands its capacity to accept input through two linguistically and visually rooted characteristics. The model can handle many different types of upstream visual-linguistic tasks. In order to improve the generic representation, VL-BERT is pre-trained on a large-scale text-only corpus along with the Intellectual Captions dataset. The research study results demonstrate the efficacy of the pre-training process, with better alignment of visual-linguistic cues and enhanced efficiency on tasks that come later, like visual query responding to visually sensible reasoning and conveying understanding. As a single-model solution, VL-BERT takes the top spot on the VCR leaderboard, demonstrating its ability to advance state-of-the-art visual-linguistic tasks.

(Conneau) addressed the difficulty of comprehending the data recorded by high-quality punishment-embedded data, even with the recent attempts at training. The research presents ten probing tasks that are specifically made to identify basic linguistic features of phrases instead of depending solely on difficult "in the downstream" tasks that are frequently based on punishment categorization. The aim is to obtain a finer-grained comprehension of the type of data encoded in sentences. Examining embeddings produced by three separate coders trained in eight different manners, the research reveals fascinating characteristics of the encoders and the training techniques. Through analyzing the linguistic features that these examining tasks record in punishment-embedded data, the study provides fascinating details about the subtleties of data representation and processing in the larger setting of high-quality punishment-embedded data.

Consequently, Belinkov and Glass (49-72) explored the amazing advancements in the processing of natural languages that have been made possible by the use of models of neural networks in place of more conventional systems. By examining and classifying evaluation techniques in the neural processing of language, the study seeks to tackle the opaqueness of these new models, which are frequently regarded as indistinguishable compared to their packed-with-features colleagues. The study methodically arranges these techniques according to popular research patterns, providing a thorough summary of the approaches used for analyzing, interpreting, and assessing neural network data. The research indicates possible avenues for future research in the pursuit of a deeper comprehension of linguistic characteristics within the framework of

sophisticated neural machine learning models despite emphasizing current drawbacks in present-day analysis methods.

According to Halliday (325-360), the main issue in the investigation of "style in language" is significance, specifically the difficulty of differentiating between consistency that is merely linguistic and consistency that is meaningful for a specific poem or narrative piece. The fundamental issue raised by the writer is the reason why seemingly unimportant writing ought to be interested in linguistic patterns, regardless of highly structured language. Based on an analysis of William McGonagall's poetry and syntax by Professor John Sinclair, this research considers the lack of universal standards for judging the stylistic significance of linguistic importance. The article sheds light on the intricate connection between speech and artistic expression, recognizing that linguistic patterns alone do not define or influence the worth of the written word. Still, it emphasizes the ongoing need for comprehensive criteria to determine the aesthetic significance of linguistic features in works of literature.

Feng et al. (1-12) discussed the ongoing problem of identifying events and highlighted how hard it is to encode word meanings in various situations. The research supports a more announcing look based on machine-learning efficient characteristics from data, doing away with the need for language-specific resources, in contrast to previous approaches that heavily relied on specific language knowledge and already-existing machine-learning tools. This work presents an independent language neural network system that can extract chunks and sequences from given situations. Without requiring traditional Coding, this neural network trains an event detection system for various languages. The results of the experiments show that the suggested method is accurate, effective, and cost-effective in various spoken languages. The approach achieves an impressive 73.4% F-score in the ACE, or a 2005 English event identification task, demonstrating a total enhancement of 3.0% over current techniques. Additionally, the experimental findings show rivalry for languages such as Spanish and Chinese, highlighting the neural network's adaptability and cross-linguistic relevance for identifying events.

Kakhramonovich (49-54) explored the key topics in cognitive linguistics and linguoculture, emphasizing the meaning of national consciousness in the context of communication and culture. The study aims to examine and clarify the fundamental ideas in contemporary linguistics underpinning human consciousness. These ideas are discussed concerning their functions in preserving the body of information regarding particular worldwide events and their assimilation into national cultures. Through a dictionary-like view of the globe, delegates of cognitive linguistics and linguoculturatology add to the examination by delving into the context-dependent system, crashes, and human cultural encounters that shape a person's awareness. The goal of the research is to shed some illumination on the complex interactions that exist between culture, language, and thinking and how linguistic characteristics influence the development and manifestation of national awareness.

(Lu) presents ViLBERT (Vision-and-Language BERT), an approach to teaching joint visual representations of spoken language and visual information independent of the task. To do this, the well-known BERT architecture is expanded into a multifaceted two-stream system. Co-attentional transformer sections enable collaboration among visual and written inputs, which are processed independently. The Intellectual Captions data set trains the algorithm using a pair of proxy tasks. The algorithm is then applied to various sight and speech tasks, including caption-based picture retrieval, visual query responding, and visually sensible logic. In contrast to current tasks specific to task designs, ViLBERT especially accomplishes significant gains across these duties, creating the highest level of performance. The study highlights the management of a visual foundation as a separate process from task instruction, a break from traditional methods that view learning shutdowns among vision and spoken language as a trainable and transferable

capability.

Akçay and Oğuz (56-76) focused on recognizing speech emotions (SER) systems, which recognize speech as a natural way for people to convey themselves, and the possibility of using it for computer applications. SER is a group of approaches designed to analyze and categorize speech signals to identify rooted feelings. Despite being around for more than 20 years, SER has seen a rise in interest due to recent developments in calculating and technology. This study aims to give a current overview of the methods and strategies used to enable SER while highlighting key areas in the field. The investigation offers an insightful examination of the current difficulties in emotion recognition for speech and an in-depth review of the most recent research in each field.

Corcoran et al. (67-75) emphasized using speech and language as the primary form of information that psychometricians use to diagnose and treat mental disorders, especially when schizophrenia is involved. With an emphasis on linguistic abnormalities like syntactic complexity and semantic coherence, the study aims to verify electronic natural language processing as a forecasting instrument for the start of psychosis. To demonstrate an 83% precision for forecasting the start of schizophrenia within the guidelines and a validated precision of 79% throughout the initial risk cohort, the research cross-validates computerized linguistic analysis techniques in a second, bigger English-speaker risk group. With characteristics like diminished semantic unity, elevated variance in unity, and reduced use of envious pronouns, a machine-learning expression classification performs 72% accurately when separating speech from that of patients with the recent onset of schizophrenia and that of people in good health. In neuroscience, these results highlight the validity and usefulness of computerized natural language processing in describing language problems across different stages of psychotic disorders. They also offer possible uses in outcome prediction and linguistic target identification to prevent and treat at-risk young people.

(Nguyen and Okatani) tackled a key issue in visual question answering (VQA) by concentrating on combining linguistic and visual characteristics from input inquiries and pictures. To improve answer prediction accuracy, the study presents a system of attention that allows for dense, simultaneous interactions among both modalities. With the design suggested, each query word may pay attention to image regions and vice versa because the visual and speech depictions are fully symmetric. The design allows for multi-step interactions among pairs of images and questions by stacking them into a hierarchy. The research shows through tests that this construction, despite its small size, accomplishes the latest state-of-the-art in both VQA and VQA 2.0. The qualitative evaluation demonstrates how well the suggested attention system works to produce sufficient focus.

Otheguy et al. (625-651) explored the controversy surrounding a bilingual linguistic system, putting two opposing theories forward. According to the translating strategy, multilingualism and bilingualism are not related to different dual or numerous language structures but to a unitary view. According to the contention, bilinguals' mental landscapes incorporate various semantic and structural components without being separated into two distinct linguistic categories. On the other hand, the dual correspondence theory—Jeff MacSwan has criticized—argues that bilinguals have two separate linguistic systems that align with the borders of the professionally dubbed languages. The investigation presents multidisciplinary factors that cast doubt on the reliability of the dual Theory of correspondence and highlight the absence of initial credibility. The study highlights the negative effects of the dual relationship theory on teaching methods and promotes a more positive strategy in line with the unitary perspective that translanguaging espouses.

(Joshi et al.) discussed how important it is for language technologies to promote multilingualism and diversity of languages worldwide. The study highlights that although these technologies have enormous

potential, barely any of the world's 7,000+ languages are represented in the rapidly developing speech methods and uses. This study examines the relationship between language kinds, assets, and illustrations in natural language processing (NLP) meetings. It does this by presenting an empirical evaluation highlighting the current differences. The results cast doubt on the so-called "language agnostic" nature of current NLP systems and models by highlighting the substantial gaps, especially about linguistic assets. The research is a wake-up call for the ACL, asking for increased focus on resolving these inequalities and ensuring that nobody is left behind in the shifting context of language technologies.

Further, Jan-Petter and Gumperz (75-96) attempted to test Bernstein's hypothesis and clarify how language and social factors interact during communication. The research investigates how speakers choose between phonically acceptable semantics and grammar options in organic groups' recorded dialogue patterns. The study, which was carried out in Hemnesberget, where most of the population speaks the northern Norwegian dialect Ranamal, shows that speakers' decisions are patterned and predictable due to particular aspects of the community's social structure. Speakers can arrange language into more comprehensive practical wholes by utilizing sociolinguistic co-occurrence patterns and intonation contours and interpreting them with signals from other communication mediums. The chapter explores the linguistic repertoire, within-group cultural differences, and relevant facets of social structures. It suggests that linguistic alternations within the repertoire represent members' various interpersonal identities.

Fowler and Kress (185-213) considered the main ideas covered in the book, highlighting the close and widespread ties between language structure and social structure. According to the research, social connections and groups significantly impact language conduct. These socially constructed speech patterns also affect non-linguistic conduct, such as thinking. The book comprehends texts from conventional linguistics and sociolinguistics separately instead of using them as data sources. Its goal is to offer an analytical approach that can be used with texts and conversations. The study presents and analyzes this approach, emphasizing the deliberate choices speakers make to create a new discourse motivated by various intricate goals and views. The main purpose of speech acts is to create linguistic roles for the speaker and the person listening, affecting the recipient's behavior.

(Zhang) tackled the challenge of using an inquiry sentence to extract a particular instance from an untamed video. Existing methods that evaluate temporal moments in isolation frequently ignore the fundamental test that arises from the time-dependent relationships between instances inside the video. In order to get around this restriction, the investigators present a brand-new strategy that uses a map with two dimensions to model the temporal connections among video instances. The visualization includes dimensions that indicate the moment's start and finish times, allowing for thorough coverage of a range of video instances of different durations and capturing the relationships between them. Based on this 2D chronological map, the Temporary Adjacent Network (2D-TAN) is a single-shot structure for time translation. In order to match video instances with talking gestures, the 2D-TAN efficiently learns distinguishing characteristics and produces next-generation chronological relations. Thorough tests on three demanding benchmarks, Charades-STA, ActivityNet Captions, and TACoS, show that the 2D-TAN outperforms the most advanced techniques in the field.

(Reif et al.) explored the transformative effects of the transformer structures in NLP, emphasizing the BERT model. The main objective is to determine how BERT internally reflects linguistic data, given its outstanding efficacy on various tasks following fine-tuning. The study reveals a high-level company of linguistic features within BERT, presenting in discrete semantics and syntactic subspaces. Most notably, the study determines a subtle geometric representation of word sensations, illuminating the model's capacity to capture fine-grained differences in meaning. Furthermore, the research offers concrete insights into the

semantic representations embedded in matrix structures and person-word-embedded data. In addition to these results, the work provides a mathematical justification for the geometric properties of these representations, which advances our knowledge of how BERT interprets linguistic information.

(Ye et al.) attempted to precisely segment an object in the input picture referenced by a natural language expression, thereby addressing the problem of referring image segmentation. Since long-range correlations between the two modalities are not effectively captured by the current approaches, language, and visual features are frequently treated independently.

The authors present a Cross-Modal Self-Attention (CMSA) module that can capture dependence among linguistic and visual features to get around this restriction. This module makes flexible attention to useful words in the talking expression and pertinent areas of the image possible. Also, a gated multi-level fusion module is suggested to control the data flow by selectively integrating self-attentive cross-modal features at various levels in the image. Four datasets used in the experiments show that the suggested method consistently outperforms the current state-of-the-art methods.

Eichstaedt et al. (11203-11208) examined the predictive power of words used in Facebook posts to tackle the underdiagnosis and inadequate treatment of depressive disorders, a common mental illness. Six hundred eighty-three patients who went to a city-based educational hospital's emergency room had their Facebook statuses analyzed by the researchers; 114 of these patients had a recorded diagnosis of depression in their medical files. The study identified depressed patients with a fair degree of accuracy ($AUC = 0.69$) by examining the language utilized before the initial diagnosis of depression, which is similar to comparing testing questionnaires. By concentrating on Facebook data from the six months before the initial diagnosis, improved accuracy of predictions ($AUC = 0.72$) was attained. The study showed, notably, that depression status could be predicted a maximum of three months before it was first documented. This study indicates the possibility of using social media for non-intrusive screening for depression as a scalable supplement to current screening techniques. The linguistic features a sign of depressive symptoms encompassed sentimental (sorrow), relationships (isolation, hostility), and mental (self-preoccupation, contemplation) procedures.

Campos et al. (257-289) tackled the problem of automatically extracting keywords from texts, particularly when access to sizable annotated corpora is limited. The suggested approach is yes! a system for automatically extracting appropriate search terms from texts without supervision. Not like algorithms for learning machines, Yake! Does not require training on external dictionaries, corpora, or specific document sets, which makes it adaptable to different text sizes, tongues, and areas. The approach uses statistical text features taken from personal papers to choose the most relevant keywords. Extensive exploratory contrasts across 20 data sets with ten cutting-edge unsupervised addresses and one overseen method show that YAKE! is consistently better than other techniques across various linguistic fields and situations.

The study's emphasis on how gamers employ Argot in their discussion allows English teachers to investigate language's creative and adaptive components, allowing them to include dynamic language patterns in their teaching approaches. In terms of the construction of social identity, Rahma and Fajar (34-47) discussed that SIT (Social identification Theory) has been widely utilized to analyze group identification and its implications in several contexts. However, its application in digital gaming has received less attention. The article investigates how the digital game Mobile Legends Bang Bang develops social identity based on observation outcomes related to gaming identity via the digital gaming phenomenon. A qualitative methodology drove the data analysis in this study. Furthermore, this study collects data using online questionnaires and interviews with five Mobile Legends Bang Bang gamers. According to the findings, Mobile Legends Bang-Bang has aided in creating social identity, which is related to features of existing social

networks and virtual communities while spawning new kinds of cultural activity.

In terms of the word formation process, Magria et al. (38-53) investigated the process of word development of slang words used by gamers in the online game "Mobile Legend." This study aims to identify and analyze the many forms of word generation processes employed by gamers and to characterize the meaning of slang words used by gamers. The descriptive qualitative method was employed in this study. The data comprises slang words used by players in the chat area. The researcher employed the participant observational method (SLC) to collect data. The findings of this study are as follows. To begin, gamers utilize six forms of word construction processes in slang: abbreviation, acronym, borrowing, compounding, multiple process, and clipping. The researcher then discovered twelve slang phrases used by gamers in their utterances. Compounding is the most common type of word production procedure. The researcher only discovers two of Leech's (1981) seven categories of meaning in the meaning of slang words: social meaning and connotative meaning.

Talking about the influence of mobile legends gaming on the vocabulary of students, Adha et al. (116-120) determined the effect of the online game Mobile Legends on students' vocabulary mastering in the eleventh grade at Vocational High School Number 1 Kota Jambi. This research was conducted face-to-face with pupils during the COVID-19 pandemic. This study employed a quantitative approach with a survey design. This study's population is students in Eleventh Grade at Vocational High School Kota Jambi, and the sample is XI TKJ 3 class. This study collected data via a questionnaire, which included 16 items classified into positive influence, negative influence, and relevant vocabulary mastery. The descriptive analysis was utilized to analyze the data in this study. According to the findings of this study, good impact has a higher score of 654 (44, 18%) than negative influence, which has a lower score of 416 (28, 07%). I also received a score of 413 (27.86%) in related vocabulary mastery. It could be concluded that Mobile Legends has a greater positive influence than a negative influence on learning English, particularly in mastering English vocabulary because students can add new English vocabulary by playing the game, and they can also practice other English skills such as listening, writing, reading, and speaking. This research was conducted face-to-face with pupils during the COVID-19 pandemic.

All the discussed literature and studies from foreign and local authors confirm a direct connection between linguistic features of argot words used in gaming. All the notes and findings can be used to determine which variables and indicators of this study could be anchored. The presumed relationship among the variables is also supported by the notes in this chapter. The preceding discussions can aid the drawing of an in-depth analysis. Most of the literature presented the relevant concepts about linguistic features, argot words, and mobile legends.

The rest of the studies are like the current research, considering the focus on argot words used in gaming. Identifying linguistic features of the argot words is also one of the major differences between this study and previous studies mentioned since most of the studies above correlate online shopping with user satisfaction only. Their difference also lies in the research locale, participants of the study, methods used, and the absence of findings on Argot words used by freshmen students, the linguistic features of the Argot words of the freshmen students, and how the gamers use Argot in their conversations.

2. Method

Study Participants

The participants of this study were ten freshmen college students, specifically five male and five female, 18-21 years old, from the University of Mindanao, who have been playing Mobile Legends for three years. Purposive sampling was used in the selection of participants. A purposive sampling design is based on the researcher's judgment of who provided the best information to succeed in the study's objectives. The research person needs to focus on those with the same opinion to have the required information and be willing to share it (Etikan & Bala). The freshmen college student-participants must self-identify as someone who has been playing Mobile Legends and had the intensity of playing for approximately 3-10 hours a day.

Materials and Instruments

One of the distinguishing characteristics of qualitative research is the methods used to collect and analyze data. In qualitative studies, the human investigator is the primary instrument for gathering and analyzing data. This means that the researcher is a tool or instrument to collect and analyze the data in the research based on the researcher's point of view, which is related to the Theory the writer applies. The researcher was the primary data collecting in-charge and the obtrusive Argot observer. The primary data collected by the researcher were through direct observation while playing and through their forms of conversation.

Design and Procedure

This study used a qualitative approach based on a phenomenological research design because it deals with studying an individual language learner. *Phenomenological case study research design* is a qualitative research strategy that investigates individuals' or groups' life experiences (Seamon). It is essential for comprehending complicated and multidimensional phenomena such as Mobile Legend gamers' adaptation of Argot words and expressions. This was used to know the Argot words used by freshmen students, the linguistic features of the Argot words of the freshmen students, and how the gamers use Argot in their conversations.

The researcher used triangulation to acquire data from multiple sources. In addition to observations, documentary analysis was used to cross-check findings. The participants' conversations based on the researcher's observation were used to know the forms and meaning behind argot words, the lived experiences and challenges associated with Argot in Mobile Legends, and how Mobile Legends gamers cope with Argot. Documentary analysis was used to support the findings.

The validity of the Textual Analysis of Linguistic Features was evaluated to ascertain its excellent quality. It is crucial to assess the consistency and correctness of the research tool. The researcher created a Linguistic Feature to ensure validity. The forms, meanings, lived experiences, challenges, and coping strategies associated with the use of Argot must be accurately reflected in the questions, so experts must look over all of the Textual Analysis of Linguistic Features items for readability, clarity, and comprehensiveness before agreeing on which ones should be included in the final questionnaire. The researcher asked for the opinions of panel experts for content validation. These experts must have a doctorate in English Language. The Textual Analysis of Linguistic Features was appropriately amended to follow the experts' recommendations. To enhance and support the instrument's content, the researcher incorporated and altered it in response to the comments and suggestions.

A procedure guided the researcher in gathering all the pertinent data needed for this research. First, a letter of request to conduct the study was sent to UMERG for ethics review, and informed consent was sent to the participants, who are Mobile Legend gamers, for approval. Upon its approval, the researcher personally observed to gain an in-depth understanding of the forms and meaning behind argot words, the lived experiences and challenges associated with using Argot in Mobile Legends, and how Mobile Legends gamers cope.

Participants played while having a conversation ranging between 30 and 60 minutes, depending on their interest in playing the Mobile Legends game, based on the game focused on forms and meaning behind argot words, the lived experiences and challenges associated with using Argot in Mobile Legends, and how Mobile Legends gamers cope with using Argot. The researcher summarized the observation's major objectives in a short paragraph. The researcher recorded and wrote some observations on paper during the playing and their conversation. The researcher also observed the participant's mannerisms, gestures, and facial expressions. After the observation, the researcher described and interpreted the essence of each participant's responses. Vague and redundant conversations irrelevant to their lived experiences were removed to understand the phenomenon better. The researcher transcribed the conversation for further analysis. Analysis and interpretation were done to discuss the results and discussion to come up with conclusions and recommendations.

Thematic Coding was used to analyze the participants. This involves identifying, analyzing, and organizing themes or patterns within a dataset to extract meaning and gain deeper insights into the research questions Moser, et.al (21-40). Thematic Coding was used to identify the forms, meanings, lived experiences, challenges, and coping strategies associated with Argot.

The researcher used member checking as a crucial approach to increase trustworthiness. The researcher provided summarized findings and selected conversation excerpts with the participants after conducting the play with students who are Mobile Legend gamers. Participants can authenticate the accuracy and authenticity of their contributions to the study through this member-checking process. It guaranteed that their experiences and points of view were accurately reflected in the research findings. Any anomalies or issues raised by participants during member checking were thoroughly addressed, lending credence to the study.

In addition, the researcher used triangulation to acquire data from multiple sources. In addition to conversations and observations, documentary analysis was used to cross-check findings. Triangulation confirmed the consistency and convergence of results across diverse data sources, bolstering the study's validity. The study method was meticulously recorded, with an audit trail of conversation transcripts, field notes, and coding techniques available for external researchers to evaluate for credibility checks. Peer debriefing sessions were held with qualitative research colleagues to identify and reduce potential biases or preconceptions that may have influenced data collection and interpretation.

Throughout the study, the researcher kept a reflexive notebook, capturing personal thoughts, emotions, and biases as they developed. This notebook was used for self-reflection, allowing the researcher to recognize and address any potential influence of personal subjectivity on the study process. The researcher used bracketing to intentionally acknowledge and set aside preconceived beliefs and biases throughout conversations and data processing. The research report included a positionality statement clarifying the researcher's background, experiences, and conflicts of interest. This clarified the researcher's positionality and potential impact on the study. During the research, critical self-reflection was an ongoing process that allowed the researcher to constantly challenge assumptions and explore alternative interpretations of the data. External

peer review was sought from individuals who are not directly involved in the study and could offer new perspectives and ideas.

Securing an approved UMERC certification number before proceeding to the actual conduct of the study is a vital step that ensures ethical compliance and institutional adherence. The certification process involves a thorough review of the research proposal, resulting in official approval that allows the researcher to commence data collection. This requirement underscores the importance of maintaining high ethical standards in research and facilitates the successful execution of the study while protecting the rights and welfare of participants.

Then, the participants were informed that their participation was voluntary. Participants in this study can withdraw anytime without any explanation or reason. Any participant can withdraw from being one at any time of his volition. It was explained to the participants honestly that the goals of the study wouldn't cause them any harm and that their participation was voluntary. They were also informed that all information provided was kept confidential under the research ethical standards and the Data Privacy Act of 2012 (Republic Act No. 10173). They were informed that all information provided was kept confidential under the research ethical standards.

3. Results and Discussion

This section presents the data and provides a discussion of the analyses and interpretation of results to the specific questions in the study. Data were classified and presented in different tables. Narrative and thematic analyses were applied to describe the Argot words used by the freshmen students, the linguistic features of the Argot words, and the contribution of using Argot to the language of freshmen students.

1.1. Tables

Argot Words Used by the Freshmen Student-Gamers

Presented in Table 1 is the summary of the Argot words that the freshmen students utilize while playing Mobile Legends. This analysis focuses on the unique linguistic traits and social roles of these words and illustrates how Argot helps young gamers establish their identities and communicate within their groups. The analysis of the evidence was anchored on the Theory of Discourse Analysis of Gee (2011). Discourse Analysis theory is a comprehensive framework for investigating how language is used in social contexts to generate meaning and identities. Gee's analysis of how people are influenced by and use language to shape their identities aligns with the study's emphasis on understanding how gamers develop their linguistic and cultural identities through Argot. Also, the findings will advance knowledge about language change in digital environments and its influence on adolescent culture through this investigation.

Table 1.

Argot Words Used by the Freshmen Students

Argot Words Excerpt from the Respondents Meaning

Argot Words	Excerpt from the Respondents	Meaning
Snowball	Ready, ready Snowball!	Gaining an early advantage and continuing to increase it, making it difficult for the opposing team to recover.
Record	Hala wala lagi nag record dira!?	Making a ban or selection in the drafting phase of

		the game.
Ban	Partida mali among banning ha!	To prevent the opposing team from selecting a certain hero for the duration of the game.
XP	Oh, ikaw ang XP.	Short for "experience points," referring to in-game currency used to level up and improve heroes.
Support	Kung ikaw ang support asa man ka ibutang?	A player role focused on assisting teammates, providing crowd control, healing, or other forms of utility.
Marksman	Dili baya ka mukuan, Hala naka marksman lagi!	A player role specializing in dealing high damage from a distance, often with ranged attacks.
Lag	Hmm pag new storage ko, lag japon.	Delay or latency in the game caused by a slow or unstable internet connection.
Bronze	Kaya man ni ni Jade ang Ling oh! Bantog ra bronze.	Lowest rank in the game's ranking system, often associated with inexperienced or underperforming players.
Nerf	Kagura! Nerf!	Reduction in the power or effectiveness of a hero, item, or ability in the game due to balancing changes implemented by the developers.
Disconnect	Hala naunsa man nah Jade, depress man ng imong connection, 2 percent! Disconnect na!	When a player loses connection to the game server, resulting in their absence from the game.
Noob	Yawaa uyy! Noob!	Short for "newbie" or "beginner," used as a derogatory term to describe inexperienced or unskilled players.
Map skills	Akoy mapa ninyo beh! Np. Hahahaha yawaa sa mapa uyy!	A player's ability to navigate and make strategic decisions based on the information displayed on the game's map.
Offline	Hala! Hahahaha..Mag offline nako.	A player being disconnected from the game server intentionally or unintentionally.
FQ	Depress among kauban apas lang daw siya next slide hahahahahah. Oh partida FQ ang isa!	Stands for "failure to qualify," indicating a player who fails to meet certain criteria or expectations in the game.
Report	Report bag-o?	The act of reporting a player for violating the game's rules or code of conduct, often resulting in penalties or sanctions.
Build	Sa likod. Sa akoo? Bank building? Atay!	The selection and arrangement of items, skills, and attributes chosen by a player to customize their hero's abilities and playstyle.
Invade	Mo-invade ning Akai.	Aggressively entering the opponent's territory or jungle area to disrupt their farming or secure objectives.
Lane	Akoo man d'I ning lane.	Specific paths or routes on the game map where players move and engage in combat.
Show-off	Hala! Show-off! Assassin! Ha na Bane, Ling? Kinsay nag Ling? Hooy mag unsa ko? Show mo ba?	A player who boasts or flaunts their skills or achievements in the game.
Depressing	Depress among kauban apas lang	A situation or condition that causes sadness,

	daw siya next slide hahahahahah. Oh partida FQ ang isa!	disappointment, or frustration.
Confused	Hala ako nag Bane? Si lea oh nagpindot-pindot. Confused ko. Ha na Bane, Ling? Kinsay nag Ling? Hooy mag unsa ko? Show mo ba? Hala! Giunsa man ni uyy mapildi na jud ta ani. Pag bush mo.	A state of uncertainty or disorientation, often caused by unexpected events or changes in the game.

The Theory of Discourse Analysis of Gee (2011) views language as a social identity creation and maintenance tool. Argot can be seen as a form of discourse, in the context of Mobile Legends, that reflects and reinforces the social identities and relationships within the gaming community. Mobile Legend gamers adopt specific language practices and discursive strategies to align themselves with particular social groups and to express their identities.

In Mobile Legends, "Snowball" is a term used to describe a situation where a player or team gains an early advantage and continues to increase it, making it difficult for the opposing team to recover. This term is derived from the idea that a small snowball, when rolled downhill, will quickly gather more snow and grow larger, just as a player or team that gains an early advantage can continue to build upon that advantage and become increasingly difficult to beat.

From the transcription of students' conversations, an excerpt from the participant in line # 3 indicates gaining an early advantage and continuing to increase it, making it difficult for the opposing team to recover.

Ready, ready, Snowball!

Line # 3

Freshmen students, in particular, use the term "Snowball" as an argot word for several reasons. They adopt and use the language practices and discursive strategies of the existing gaming community as a way of aligning themselves with that community and expressing their identities as Mobile Legends players. Using terms like "Snowball" signals other players that they are familiar with the game's terminology and are, therefore, legitimate members of the community.

Linguistic Features of the Argot Words of the Freshmen Students

The features of the freshman students' Argot terms are displayed in Table 2, which sheds light on the etymology and usage of these words. The foundation of this approach is The Study of Language by Yule (2010), namely the word formation principles, which cover operations like compound, abbreviation, blended, acronym, and derivation. This study's primary Theory is word formation. Word formation is the study of how morphemes or other words are used to create new, complex words. It denotes the process of creating new words from already existing ones. Word formation, according to Yule, is the main study of how different processes can transform morphemes into new words.

Table 2.
Linguistic Features of the Argot Words of the Freshmen Students

Argot Words	Linguistic Features	Meaning
Snowball	Compound	Gaining an early advantage and continuing to increase it, making it difficult for the opposing team to recover
Record	Compound	Making a ban or selection in the drafting phase of the game.
Ban	Abbreviation	To prevent the opposing team from selecting a certain hero for the duration of the game
XP	Abbreviation	Short for "experience points," referring to in-game currency used to level up and improve heroes.
Support	Compound	A player role focused on assisting teammates, providing crowd control, healing, or other forms of utility.
Marksman	Compound	A player role specializing in dealing high damage from a distance, often with ranged attacks.
Lag	Abbreviation	Delay or latency in the game caused by a slow or unstable internet connection.
Bronze	Compound	Lowest rank in the game's ranking system, often associated with inexperienced or underperforming players.
Nerf	Abbreviation	Reduction in the power or effectiveness of a hero, item, or ability in the game due to balancing changes implemented by the developers.
Disconnect	Compound	When a player loses connection to the game server, resulting in their absence from the game.
Noob	Blend	Short for "newbie" or "beginner," used as a derogatory term to describe inexperienced or unskilled players.
Map skills	Compound	A player's ability to navigate and make strategic decisions based on the information displayed on the game's map.
Offline	Compound	A player being disconnected from the game server intentionally or unintentionally.
FQ	Acronym	Stands for "failure to qualify," indicating a player who fails to meet certain criteria or expectations in the game.
Report	Abbreviation	The act of reporting a player for violating the game's rules or code of conduct, often resulting in penalties or sanctions.
Build	Compound	The selection and arrangement of items, skills, and attributes chosen by a player to customize their hero's abilities and playstyle.
Invade	Compound	Aggressively entering the opponent's territory or jungle area to disrupt their farming or secure objectives.
Lane	Compound	Specific paths or routes on the game map where players move and engage in combat.
Show-off	Compound	A player who boasts or flaunts their skills or achievements in the game.

The common argot words used by freshmen students while playing Mobile Legends are Snowball, Record, Ban, XP, Support, Marksman, Lag, Bronze, Nerf, Disconnect, Noob, Map skills, Offline, FQ, Report, Build, Invade, Lane, Show-off, and Depressing.

For instance, one argot word used by freshmen students while playing Mobile Legends is Snowball. The word "snowball" is considered a *compound* since it combines the terms "snow" and "ball" to form a new phrase. In this context, "snowball" is used metaphorically to describe a gaming situation in which one team wins an early lead and continues to build on it, much like a snowball rolling downhill and accumulating speed.

Line # 3 from the transcription: *"Ready, ready, Snowball!"*

Line # 311 from the transcription: *"Patya! Patya! Patya Joe kay snowball nah ang Ling oh! Naara oh! Dna mka recover!"*

How Gamers Use Argot in Conversations

Presented in Table 3 is the use of Argot in Gamer's conversation. This analysis shows how they can expand their vocabulary with Argot, use language more creatively, and see how language is dynamically evolving in digital settings. The study denotes the importance of Argot as a crucial part of the student's linguistic repertoire, which is developed by their interaction with interactive gaming environments by examining their conversations.

Table 3.

The Use of Argot in Conversations

Emerging Themes	Core Ideas	Excerpt from the respondents
Identifying Roles and Team Composition	The player seeks clarification about their assigned role within the team.	"Ako ba ang marksman?"
	Another player declares their role as support within the team composition.	"Ako ang support."
	A player seeks guidance on where they should position themselves as the support role.	"Kung ikaw ang support, asa man ka muadto?"
	Doubt is expressed about another player's ability to fulfill their role effectively.	"Kabalo jud ka ana?"
	Recognition or acknowledgment of a specific hero selection made by a team member.	"Ah, si Estes diay!"
	A player seeks advice on how to handle a specific situation related to a hero selection.	"Kinsa'y gamit ug Ling? Oi, unsaon nako ni? Magpakita ba ko?"
	A decision is made regarding a specific hero selection for the team composition.	"Langya Nana lang."
	Positive feedback or appreciation for a particular hero selection or team	"Oh, maayo ni, maayo! Nindot!"

	composition.	
	Recognition of a deficiency in the team composition, specifically the absence of a tank hero.	"Wala lang intawon tay tank."
	A player volunteers to switch roles and seeks further instruction on the next steps.	"Ako na lang muadto Rafa, unsa na?"
	A suggestion is made for a specific hero selection to complete the team composition.	"Unya lang ta Yve."
	A player considers the viability of selecting a particular hero for the team composition.	"Mag-Nana ba ta?"
	A decision is made not to include a particular hero in the team composition.	"Dili na, ayaw na."
	A decision is made to finalize the team composition with a specific hero selection.	"Okay, anha na lang ta ug Jade."
	Confirmation of understanding or agreement with the finalized team composition.	"Okay, nasabtan."
Planning Strategy and Decision Making	A player questions the rationale behind a specific ban choice made by the opposing team.	"Ngano man gani sila nag-ban sa 1-1?"
	Recognition that the team's ban choices may not have been optimal.	"Mali man gud atong giban, bisan unsaon!"
	Expressing concern or frustration over the absence of a team member.	"Ay, wala diay si Lea..."
	Accepting responsibility for a mistake or suboptimal decision.	"Ako na lang mo-atiman sa sala."
	Downplaying the significance of mistakes made in the game.	"Mali na pud atong giban. Dula ra man ni!"
	Venting frustration about technical issues affecting gameplay.	"Ay, naglagot ug nagsapnuha na pud!"
	Blaming another player for a perceived mistake or issue.	"Siya na pud ang sala!"
	Expressing concern or frustration over potentially repeating a ban choice.	"Oy, wala na pud! Nag-ban ta sa Bane?"
	Maintaining a positive outlook despite setbacks in the current match.	"Dugay pa tang duha ka dula!"
	Offering a suggestion for a different strategy or approach.	"Mas maayo ni gamiton!"
	Considering an alternative hero or strategy option.	"Unsa man ang Floryn?"
	Advocating for flexibility and adaptability in the team's strategy.	"Ihalo lang nato, okay?"
	Making a final decision on a specific strategy or hero choice.	"Okay, anha nato ang Jade."

	Confirming understanding or agreement with the finalized decision.	"Okay, nahibal-an."
Communicating and Coordinating	Initiating communication with a team member named Eric to inquire about their actions or intentions.	"Hey Eric! Unsa may imong gibuhat?"
	Expressing eagerness to participate and prompting another team member to share their intentions or actions.	"Ako, ako, ikaw?"
	Acknowledging a situation where a team member named Roger might be in trouble or facing difficulties.	"Naglisod ka na ba ni Roger, ha?"
	Acknowledging the current situation where only a few team members are present or actively participating.	"Hmm, kami lang diay."
	Seeking guidance or direction on the next course of action or strategy.	"Oh, unsa na karon?"
	Proposing a specific team composition involving heroes named Angela and Rome.	"Okay, adto ta sa Angela-Rome."
	Agreeing to the proposed team composition and finalizing the decision to proceed with it.	"Okay, anha nato ana."

From the data collected, three distinct themes have emerged. The first theme, Identifying Roles and Team Composition, highlights how players define and assign specific roles within their team to optimize performance and strategy. The second theme, Planning Strategy, and Decision Making, focuses on players' processes to develop and adjust strategies during gameplay, emphasizing the importance of tactical planning. The third theme, Communicating and Coordinating, addresses how players exchange information and coordinate actions to ensure effective teamwork. These themes collectively provide insight into gaming teams' organizational and interactive dynamics.

These themes are interconnected and collectively contribute to a team's success. Identifying roles and ensuring effective team composition set the stage for planning and decision-making. Clear communication and coordination facilitate the implementation of strategies and decisions, ensuring that team efforts are aligned and productive. Balancing and continuously refining these aspects as the team evolves can lead to more effective teamwork and better outcomes.

Concluding Remarks

Using argot words in Mobile Legends includes the game's mechanics, strategies, culture, and emotions. Words such as "Noob," "Map skills," "Offline," "FQ," "Report," "Build," "Invade," "Lane," "Show-off," "Depressing," and "Confused" are shorthand for complex concepts and ideas, and enable players to communicate quickly and efficiently with each other. These argot words insinuate the game's competitive and individualistic culture and its spatial and tactical dimensions. Moreover, the mannerisms, gestures, and facial expressions accompanying these argot words reveal the players' engagement and enthusiasm for the game. Players use hand gestures, body language, and vocal cues to emphasize their emotions and reactions and build camaraderie and mutual support. The use of argot words also enables gamers to connect on a deeper level and

to express their feelings of sadness, frustration, or confusion. Concludingly, the use of argot words in Mobile Legends illustrates players' engagement and enthusiasm for the game and their desire to connect on a deeper level.

On the other hand, the linguistic features of argot words used in Mobile Legends include technicality, brevity, internationalism, and informality. Technicality refers to using specialized and technical terms specific to the game or gaming equipment. Brevity is achieved by using abbreviations, acronyms, and shortened forms of words, making them concise and efficient. Internationalism is reflected in borrowing words from other languages, demonstrating the global nature of gaming communities. Informality is evident in the use of slang, colloquial language, and exclamatory interjections, reflecting the casual and social nature of gaming. These linguistic features imply that using technical language and specialized terminology is essential in showcasing expertise and knowledge in gaming communities. Players familiar with these terms are likely to be more skilled and experienced, which can create social hierarchies and divisions within the community. Likewise, using abbreviations and shortened forms of words implies the need for efficiency and speed in communication during gameplay.

Gamers must communicate quickly and effectively to coordinate their actions and strategies, which can be challenging in fast-paced and dynamic environments. Also, borrowing words from other languages demonstrates gaming communities' global and transnational nature. Gamers from different cultural backgrounds and linguistic traditions form a shared language and communication style. The use of informal language and exclamatory interjections also show the social and interactive nature of gaming. Players use these features to express emotions, reactions, and social cues, creating a sense of camaraderie and shared experience.

In terms of the Use of Argot in conversations, it was found that using abbreviations, acronyms, and shortened forms of words indicates the need for brevity and speed in communication, enabling gamers to coordinate their actions and strategies quickly. Borrowing words from other languages demonstrates the global and transnational nature of gaming communities, fostering a shared language and communication style. The use of informal language and exclamatory interjections reflects the social and interactive nature of gaming, creating a sense of camaraderie and shared experience. Moreover, the opinion-marking signals used by Mobile Legend gamers during their play convey their feelings, emotions, and attitudes toward the game. These signals help state their opinions and viewpoints. Opinion-marking signals also illustrate the importance of emotions and social cues in shaping social relations and identities within gaming communities.

In conclusion, Argot in Mobile Legends highlights the complex interplay between language, culture, and communication within the gaming world. It reflects the game's competitive and social dimensions, the need for efficient interaction, and the global connectivity of gamers. By understanding these linguistic and social dynamics, developers, educators, and community leaders can enhance communication tools, design engaging learning activities, and foster positive interactions within gaming communities.

References

- Adha, M. Rhodiwa, Suyadi Suyadi, and Siti Aisyah. "The Influence of Online Game Mobile Legends in Students' Vocabulary Mastery at Eleventh Grade of Vocational High School Number 1 Jambi City." *JELT: Journal of English Language Teaching* 6.2 (2022): 116-120.
- Akçay, Mehmet Berkehan, and Kaya Oğuz. "Speech emotion recognition: Emotional models, databases, features, preprocessing methods, supporting modalities, and classifiers." *Speech Communication* 116 (2020): 56-76.

- Andree, Aisyah Nadila, Nany Ismail, and Nani Darmayanti. "Form, Meaning and Function of Argot in French Rap Song: Sociolinguistics Study." *RETORIKA: Jurnal Ilmu Bahasa* 5.2 (2019): 159-167.
- Arifah, Nur Widiyanti, and Perdana Indra. "Argot Dalam Forum Jual Beli Wilayah Palangkaraya Di Facebook." *UNDAS: Jurnal Hasil Penelitian Bahasa dan Sastra* 18.1 (2022): 27-40.
- Arnold-Stein, Robert, and Ildiko Hortobagyi. "Translanguaging, Diglossia and Bidialectalism in the Video Gamer Argot." *Papers in Arts and Humanities* 1.2 (2021): 47-67.
- Bagozzi, Valentina. "Gulag Argot as a Site of Memory in Julija Voznesenskaja's The Women's Decameron." *Academic Journal of Modern Philology* 12 (2021): 7-15.
- Barrett, Rusty. "Speech play, gender play, and the verbal artistry of queer argots." *Suvremena lingvistika* 44.86 (2018): 215-242.
- Belinkov, Yonatan, and James Glass. "Analysis methods in neural language processing: A survey." *Transactions of the Association for Computational Linguistics* 7 (2019): 49-72.
- Campos, Ricardo, et al. "YAKE! Keyword extraction from single documents using multiple local features." *Information Sciences* 509 (2020): 257-289.
- Cantina, Jovelyn M. "Gay argot: Beyond the coded words and meanings of lavender lexicon." *International Review of Humanities and Scientific Research* (2020): 248-262.
- Conneau, Alexis, et al. "What you can cram into a single vector: Probing sentence embeddings for linguistic properties." *arXiv preprint arXiv:1805.01070* (2018).
- Corcoran, Cheryl M., et al. "Prediction of psychosis across protocols and risk cohorts using automated language analysis." *World Psychiatry* 17.1 (2018): 67-75.
- Eichstaedt, Johannes C., et al. "Facebook language predicts depression in medical records." *Proceedings of the National Academy of Sciences* 115.44 (2018): 11203-11208.
- Etikan, Ilker. "Comparison of Convenience Sampling and Purposive Sampling." *American Journal of Theoretical and Applied Statistics*, vol. 5, no. 1, 2016, p. 1. Crossref, <https://doi.org/10.11648/j.ajtas.20160501.11>.
- Feng, Xiaocheng, Bing Qin, and Ting Liu. "A language-independent neural network for event detection." *Science China Information Sciences* 61 (2018): 1-12.
- Fowler, Roger, and Gunther Kress. "Critical linguistics." *Language and control*. Routledge, 2018. 185-213.
- Grachev, Mikhail. "The Lexicographic Problems of Compiling Argot Dictionaries." *Vestnik Volgogradskogo Gosudarstvennogo Universiteta. Seriya 2. Jazykoznanije*, no. 1, Apr. 2019, pp. 62-73. Crossref, <https://doi.org/10.15688/jvolsu2.2019.1.5>.
- Halliday, Michael AK. "Linguistic function and literary style: an inquiry into the language of William Golding's 'The Inheritors'." *Essays in modern stylistics*. Routledge, 2019. 325-360.
- Huseyn, Hasanova Sevda. "JARGONS AND THEIR WAYS OF TRANSLATION." *Publisher. agency: Proceedings of the 2nd International Scientific Conference «Scientific Research and Experimental Development» (March 02-03, 2023). London, England, 2023. 383p*. Vol. 1. University of Hull, 2023.
- Jan-Petter, Blom, and John J. Gumperz. "Social meaning in linguistic structure: Code-switching in Norway." *The bilingualism reader*. Routledge, 2020. 75-96.
- Jawahar, Ganesh, Benoît Sagot, and Djamé Seddah. "What does BERT learn about the structure of language?." *ACL 2019-57th Annual Meeting of the Association for Computational Linguistics*. 2019.
- Joshi, Pratik, et al. "The state and fate of linguistic diversity and inclusion in the NLP world." *arXiv preprint arXiv:2004.09095* (2020).
- Kakhramonovich, Amanov Alisher. "Cognitive And Linguocultural Features of The English Wedding Ceremony." *Zien Journal of Social Sciences and Humanities* 3 (2021): 49-54.
- Klein, Giacomo. "Italian loanwords in Turkish argot." *V. International linguistics and language conference LILA'18 conference proceedings*. 2018.
- Kholmatov, Shahriyor Zohidjon Ogli, and Yuldosheva Madaminjon Qizi Mushtariybegim. "Importance of

- wordplay in English language (in the example of pun)." *Academic research in educational sciences* 3.6 (2022): 869-873.
- Lerman, Paul. "Argot, Symbolic Deviance and Subcultural Delinquency." *American Sociological Review*, vol. 32, no. 2, Apr. 1967, p. 209. Crossref, <https://doi.org/10.2307/2091812>.
- Lokananta, Arbi Cristional. "Interpersonal Communication Behavior Online Game Addict: Case Study on Mobile Legends Bang Bang Online Game Addict in South Tangerang, Indonesia." *Proceedings of the 1st International Conference on IT, Communication and Technology for Better Life (Scitepress, 2020)*. 2020. Indonesia. In *Proceedings of the 1st International Conference on IT, Communication and Technology for Better Life (Scitepress, 2020)* (pp. 53-56).
- Lu, Jiasen, et al. "Vilbert: Pretraining task-agnostic visiolinguistic representations for vision-and-language tasks." *Advances in neural information processing systems* 32 (2019).
- Magria, Vera, Asridayani Asridayani, and Rosa Winda Sari. "Word Formation Process of Slang Word Used by Gamers In The Game Online "Mobile Legend"." *Jurnal Ilmiah Langue and Parole* 5.1 (2021): 38-53.
- Maminsyaputri, Annisa Alifia, Atiqa Sabardila, and Agus Budi Wahyudi. "The Language Variations of Colloquial, Argot, and Prokem in TikTok and Its Relevance to Learn Indonesian." *International Conference of Learning on Advance Education (ICOLAE 2021)*. Atlantis Press, 2022.
- Moser, Albine, and Irene Korstjens. "Series: practical guidance to qualitative research. Part 5: co-creative qualitative approaches for emerging themes in primary care research: experience-based co-design, user-centred design and community-based participatory research." *European Journal of General Practice* 28.1 (2022): 1-12.
- Moser, Susanne, et al. "The turbulent world of resilience: interpretations and themes for transdisciplinary dialogue." *Climatic change* 153.1 (2019): 21-40.
- Moshe, Keren Dagan, and Tomer Einat. "Anaconda, Jet Fuel, White Robes, and Miaow Miaow: The Argot of Women Prisoners." *The Prison Journal* 99.6 (2019): 683-705.
- Nguyen, Duy-Kien, and Takayuki Okatani. "Improved fusion of visual and language representations by dense symmetric co-attention for visual question answering." *Proceedings of the IEEE conference on computer vision and pattern recognition*. 2018.
- Okoth, Ogutu Peter, Oluoch Stephen, and Opande Nilson Isaac. "Semantic Shift in the Kenyan Prison Argot." *Communication and Linguistics Studies* 7.1 (2019): 23-29.
- Otheguy, Ricardo, Ofelia García, and Wallis Reid. "A translanguaging view of the linguistic system of bilinguals." *Applied Linguistics Review* 10.4 (2019): 625-651.
- Perkasa, Abdul Gazam Diryadi, et al. "Tertiary students' perception of mobile legend game on Vocabulary Mastery." *Indonesian Journal of ELT and Applied Linguistics* 1.2 (2022): 64-70.
- Rahayu, Ria Seprina. *Using Mobile Legend Mediain Procedure Text To Increase Students Writing Skills Among the Eleventh Graders at MAN 1 East Lampung*. Diss. IAIN Metro, 2020.
- Rahma, Hafidha Adila, and Yusri Fajar. "The Construction of Social Identity Through Digital Games Mobile Legends Bang Bang." *E-Structural (English Studies on Translation, Culture, Literature, and Linguistics)* 5.01 (2022): 34-47.
- Reif, Emily, et al. "Visualizing and measuring the geometry of BERT." *Advances in neural information processing systems* 32 (2019).
- Retinskaya, Tatiana I., and Natalia V. Voynova. "Common Youth Argot in Teaching of French as a Foreign Language in Higher Education." *ARPHA Proceedings* 3 (2020): 2067-2079.
- Rezvanian, Ghodsie. "The Role of Cultural Studies in Analysis of linguistic & topic in Argot Lexicons in Eight Decade." *Culture and Folk Literature* 6.22 (2018): 233-257.
- Sabao, Collen, Isheanesu Gohodzi, and Fiona Mtulisi Phiri. "Zimbabwean prison argot:: A sociolinguistic/etymological analysis of inmates' discourse at Whawha Prison in

- Zimbabwe." *JULACE: Journal of the University of Namibia Language Centre* 4.1 (2019): 29-48.
- Santosa, Joko, et al. "THE USE OF ABBREVIATED DICTION IN ARGOT LANGUAGE ON SOCIAL MEDIA (EXPLORATIVE STUDY ON THE GAY AND LESBIAN COMMUNITIES)." *Bahtera Indonesia; Jurnal Penelitian Bahasa dan Sastra Indonesia* 7.2 (2022): 486-498.
- Sarmiento, Fausto O., and Alexey Gunya. "Terminology and Argot Woes in the Corpus of Mountain Geographies." *Montology Palimpsest: A Primer of Mountain Geographies*. Cham: Springer International Publishing, 2023. 471-493.
- Shakhriyor, Kholmatov. "THE PRISON-HOUSE AND LANGUAGE: MODERN ENGLISH PRISON ARGOT." *Integration Conference on Integration of Pragmalinguistics, Functional Translation Studies and Language Teaching Processes*. 2023.
- Seamon, David. "Phenomenological research methods and urban design." *The Routledge Handbook of Urban Design Research Methods*. Routledge, 2023. 224-231.
- Su, Weijie, et al. "Vl-bert: Pre-training of generic visual-linguistic representations." *arXiv preprint arXiv:1908.08530* (2019).
- Sunarto, S. A., et al. 'Communication Meaning in The Community Online Mobile Legends Based on Depok Players Realities'. *International Journal of Multicultural and Multireligious Understanding*, vol. 6, no. 4, 2019, pp. 43–48.
- Suzhen, Lin, and Qin Guiping. "A Reflection on the Phenomenon of "argot" in linguistic view of landscape of Macao Shop." *E3S Web of Conferences*. Vol. 251. EDP Sciences, 2021.
- Uskova, A. I. "MOTIVATION OF THE ARGOT (ON THE MATERIAL OF THE RUSSIAN AND ENGLISH LANGUAGES)." *Russian Linguistic Bulletin* 1 (25) (2021): 86-88.
- Vounchev, Boris. "The affixoids in the Greek gay argot Kaliardà." *Езуков свят-Orbis Linguarum* 17.1 (2019): 50-58.
- Ye, Linwei, et al. "Cross-modal self-attention network for referring image segmentation." *Proceedings of the IEEE/CVF conference on computer vision and pattern recognition*. 2019.
- Zarzycki, Jenna. "Listen to Accessibility Matters." *Alki: The Washington Library Association Journal* 39.1 (2023).
- Zhang, Songyang, et al. "Learning 2d temporal adjacent networks for moment localization with natural language." *Proceedings of the AAAI Conference on Artificial Intelligence*. Vol. 34. No. 07. 2020.
- Zhang, Zihan, et al. "Argot: Generating adversarial readable chinese texts." *Proceedings of the Twenty-Ninth International Conference on International Joint Conferences on Artificial Intelligence*. 2021.