LINGUISTICS SWEARING OF MOBILE LEGEND PLAYERS:
A PRAGMATIC STUDY

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Abstract

Swearing has traditionally been considered an inappropriate use of language, but numerous people continue to swear in formal and informal circumstances, like a mobile legend player. The study investigated the uses and meanings of mobile legend players' swearing behavior in Ghost Wreckers content videos. The transcription was run through Antconc, which also served as the main instrument of the study and constructively analyzed based on Pinker Theory. In the data analysis, numerous swear words were discovered in the game such as, putangina/puta/tagina/pukenangina, bobo, gago, hayop and tanga, which appeared to be influenced by the opponents and by the nature of the game. Furthermore, they were determined according to their use, it was concluded that most pragmatic functions of swearing uttered by mobile legend players were determined according to their use, such as cathartic, abusive, emphatic, descriptive and idiomatic. Ultimately, this investigation illustrates that swearing is not always unpleasant but also linguistically meaningful. This data cements the idea that Mobile Legend is a competitive online game that stimulates raging emotions, a high level of competitiveness, and a firm hold on players' focus that causes them to express their excitement, frustrations, and joy during a game.

Keywords: *Linguistic Swearing, Mobile Legends Players, Pragmatic Functions, Corpus Linguistics, Antconc*

INTRODUCTION

Swearwords of Mobile Legend Players

Putangina (son of bitch), *ulol* (asshole), *bobo* (stupid), and *gago* (dumb) are expressions that are called swear or/and bad words. These expressions seem extremely impolite, as they are typically used in a rage or emotional outburst due to disappointment, unfulfilled expectations, unpleasant friction, or other factors. It is something that Filipino people encounter or live with, becoming an expression of feelings and emotions.

Language serves to convey ideas, thoughts, feelings, and emotions. It is very contextual since some communicative expressions may be meaningful to some persons belonging to specific language groups but not to others. As a result, the capacity to communicate effectively is essential in multicultural encounters (Rillo & Alieto, 2018). In this instance, pragmatics is fundamental since it provides meaning and understanding of how language is utilized in various settings Yule, (1996) as cited by (Ishihara & Cohen, 2015). The existence of swear is one of the most fascinating aspects of language investigations. Each language has its type of swear words that represent a unique occurrence in linguistics because they play insignificant semantic roles but are considered socially relevant (Fagersten, 2012).

Vulgarity is common in language use, with vulgar words appearing with an estimated frequency between 0.5% and 0.7% in daily conversational speech attested by Schmitt & Schmitt, (2020) as cited in Mehl et al. (2007). In the Philippines, swearing in daily life is quite prevalent, and individuals commonly use swear words in both private and public settings. Jay (2009), as cited by Caselli et al., (2020), argues that swearing has become a normal conversational behavior even in the public sphere. It is claimed that swearing strengthens public discourse since it establishes a cordial relationship with the listener, fostering social bonds according to Wajnryb (2005) as cited by Lafreniere et al. (2022). Furthermore, there are two distinct feelings associated with the use of swearwords, as stated by Jay (2000), the first is the bad one, which expresses emotions when someone is angry and releases tension or stress—moreover, the other states good emotions such as joy, surprise, and enthusiasm. Otherwise, Fagersten (2012) believed that swearing is a word that is hurtful, undesirable, unacceptable, and unsuitable in a particular setting. The existence of swears is one of the most fascinating aspects of language studies.

In the Philippines, gaming is a common way of establishing virtual or face-to-face relationships. It provides a social connection by bonding over a shared passion and activity, even if the experience happens. The Philippines is a powerhouse in the gaming industry because the gaming community in the country is thriving and rapidly expanding. The Filipino populace is tremendously obsessed with games such as DOTA 2, Mobile Legends, Valorant, and League of Legends (Beldad, 2022). Mobile Legends has exploded in popularity because of its incredible players; some of them are John Salonga, known as H2Wo, Jaylord Gonzales, also known as Hatred, Karl Gabriel "KarlTzy" Nepomuceno, etc. They are not just professional gamers but also famous and trending gamers in the Philippines. Mobile legends players usually swear to express themselves and their teammates. They utilize it to assert dominance, express frustration, emphasize a point, or generally create the illusion of power they do not possess even though a term exists: trash-talking (Lojo, 2022). Using profanity is frequently associated with catharsis or tension release (LaPointe, 2006). They become enraged and utilize these words towards themselves, the game, the opponent, or a teammate, which tends to increase swearing in online discourse. Using slang and swearing can result in an indefinite suspension from the game.

Due to the progression of language brought about by modernization, swearing has also evolved, making it practically an integral part of Filipino. Even within the school's walls, students of various ages and social backgrounds frequently utilize words or swear to determine the causes and explore the repercussions of Filipino gamer's linguistic swearing with the intention that the conduct can be managed in schools where moral development is also a concern. In addition, it presents an idea that is understandable to all ages, clear and ideal, and easy to understand by society. To bring people a deeper understanding of this gamer because of the current morality of gamers in the society in which they see gamers, most especially these young gamers, as trash because they are trash talkers, and often it associates trash talking with becoming or being trash.

The present study aims to fill a gap in gaming discourse research on the use of swearwords by investigating Filipino swearwords used by Filipino mobile legend players

when trash-talking during a game using Ghost Wreckers' most viewed content videos on Facebook. It is especially true in the Philippines, where no studies have yet been explored to discover the functions of swear words, especially in the discourse of a gaming world. Thus, this study is unique from another related study as this further highlights the swearing nuances of Mobile Legend players during an online game. It would shed light on the topic and inspire new avenues of thought that can be applied to a more thorough analysis of the discussion and its implications. Specifically, this research intends to contribute to the field of pragmatics and discourse analysis by investigating the following research questions: (1) What are the Filipino swearwords used by Mobile Legend Players? and (2) What are the functions and meanings of swear words used by the mobile legend players? The present study treated mobile legend swearwords and their use. However, the present study also sought to identify the functions of Filipino swearwords used by mobile legend players from the functions already found in the existing literature. The present study drew on Pinkers' (2007) typology of swearing as a point of departure in analyzing "Swearwords in Bad Boys II Movie by Michael Bay." Pinker proposed that swearwords have a multi-functional paradigm and can be categorized into five (5) functions, namely: (1) descriptive; (2) idiomatic; (3) emphatic; (4) abusive, and (5) cathartic.

METHODOLOGY

Research Method

This study employs a qualitative research method through pragmatic analysis to determine the functions and meanings that prompted mobile legend players to swear. This study utilized the terms swear words, swears and swearing to underline the research's goal and ensure semantic consistency. The researchers studied these variables, including the swearing corpus, functions, and meaning. They watch and listen to the video-recorded forms to better understand the context of swear that may occur to gather swearing corpus. The primary source for the analysis of this research was the transcribed format of content videos or streaming videos of mobile legend players. The analysis of linguistic swearing was identified and collected using AntConc. The theory of Pinker will be the primary tool to aid the researchers' objectives to figure out the reasons and meanings behind those swearwords uttered by mobile legend players using the five functions of swearing: descriptive, emphatic, abusive, idiomatic, and cathartic. This investigation may uncover specific motives in a broader context manifested in linguistic analysis. The results were interpreted as to the terms that are used or appear predominantly. The collection served as the basis for the researchers' formulation of linguistic swear words usages in gaming discourse.

Subjects of the Study

The spoken discourse for this study was gathered through Ghost Wrecker's videos, one of the famous gaming streamers in the Philippines, which enthralled millions of Filipino viewers' attention for its uniqueness and entertainment. Elyson Caranza is well-known as a controversial live streamer and content creator, and with his brand as the "Trash Talk King" in the Philippines, he is currently the most viewed gaming streamer on Facebook, with a total

of 1.2 billion views this year and still counting. There are three viral content videos, that used, analyze and interpreted: the first video which gained 12,000,000+ views and 546,000+ reactions and was titled "Wrecker papatayin ng nakalaban sa 1vs1 laughtrip HAHA.", the second video, "Wrecker jr siya na daw ang hari ng 1vs1 at pinakamalakas," garnered over 2,400,000 views and 128,000 reactions, and "Ang muling pagtutuos ni WRECKER at WRECKER JR!!! (Wrecker jr biglang umiyak pikon?!)" the video received over 3,400,000 views and 129,000 reactions.

The researchers scrutinized the events and gathered the terms individually to discern the player's consistency and modern parlance of the swearwords to identify the functions, meanings, and general sense.

Research Instruments

The researchers utilized Antconc, a freeware concordance system used for conducting linguistic research which is the main instrument of the study. The research used the top most viewed content videos of Ghost Wreckers. In particular, the leading source for the analysis of this research was the transcribed format of the three content videos. The researcher also watched and listened to the video-recorded forms to better understand the context of swear that may occur.

Data Gathering Procedures

The corpus

To assimilate the research procedure using the software Antcoc to gather the data needed. The researchers review the textual transcriptions of the three most viewed content videos of Ghost Wrecker through the Antconc to congregate the study's first objective. Next, gathering the concordance of the textual transcriptions, identifying the Linguistic Swearwords used by Mobile Legend players on the spoken words of gamers. The data was interpreted using Pragmatic Analysis to construct the summarized interpretation of each gamer's corpus.

Coding and analysis of data

The coding of swear words was based on the result of the first objective of this study. The study executed the functions and meanings of the gathered corpora. After analyzing the corpus result, the gathered swearwords grasped their functions and meaning concerning Pinker's (2007) functions of swearing which are descriptively, abusively, emphatically, idiomatically, and cathartically. Additionally, as regards the swearing functions, the coding was based on the assertion that swearing is used primarily to express emotions (Jay, 2000; Jay & Janchewitz, 2008). The analysis and interpretation of the gathered data from the corpus was executed.

RESULT/FINDINGS AND DISCUSSION

Swearing Corpus

Using AntConc, the text analysis reveals that out of 41,752-word tokens or the total number of words in the compiled corpus and out of 945 different word types, the swearword '*putangina,*' with a frequency of 281, including all its variants puta, *tangina*, and *pukenangina*

Table 1: Top 12 Swearwords of Mobile Legend Players in Ghost Wreckers Content Videos

Swearwords	Frequency	Rank
Putangina/Puta/Tangina/Pukenanginamo	281	1
Bobo	134	2
Gago	33	3
Hayop	30	4
Tanga	29	5
Bulbol/Burikat	10	6
Ulol	8	7.5
Kingina	8	7.5
Inutil/Mangmang	3	8
Amputa	2	9
Pakyu	1	10.5
Shit/Shet	1	10.5
Total	**540**	

mo, tops the list of swearwords identified in the content videos of Ghost Wrecker under study. Table 1 presents the top 12 linguistic swearwords in the corpus.

As Table 1 shows, the second most prevalent swearword is the term 'bobo', which has a huge difference in terms of frequencies when compared to *putangina*. These swears found in the content videos of Ghost Wrecker also corroborate with the observation made (Curato, 2016) as cited by Obradović et al. (2020), who expressed that it is natural to use incessant swearing and intermittent explosions of expletives.

With these findings, it is implied that the mobile legend players are primarily fond of utilizing swear words because it is their manner of expressing the intensity of what they feel through the impulse of the game, such as the *putangina* with its variant puta, *tangina*, *pukenanginamo*, *bobo*, and *gago*. Furthermore, for mobile legend players, swearing to help them express themselves is essential; people use it to connect with their emotions, supported by the study completed by researchers Stephens and Zile (2017), who revealed the correlation

between emotional arousal and swearing. They discovered that people swear more colorfully in exceptionally emotionally charged situations or states. People in this state use profanity to express their emotions, which is an integral part of emotional language, especially for games. However, this uttered profanity is not meant by the speakers, for it is only done to express their impulse of emotion.

Functions and Meanings of Swearwords Used by Mobile Legend Players

Mobile legends players usually emitted swearwords in their daily game conversations, as evidenced by the frequency of their swearing-laced utterances. Based on the analysis of the data gathered, an overwhelming number of swear words were found in the content videos of Ghost Wrecker. As Table 5 below shows, the summary of the results of functions of swearing gathered in the utterances of mobile legend players, its occurrences, percentage, and rank in the content video of Ghost Wrecker.

Table 2: Functions and Meaning of Swearwords uttered by Mobile Legend Players used in

Ghost Wreckers Content Videos

Functions of Swearing	Occurrences	Percentage	Rank
Descriptive	57	15.70	4
Idiomatic	16	4.41	5
Cathartic	157	43.25	1
Abusive	71	19.56	2
Emphatic	62	17.08	3
Total	**363**	**100**	

Based on Table 5, mobile legends players' most prevalent function of swearwords was cathartic swearing, or expletives, to express a stronger emotion, followed by abusive swearing, third position was emphatic swearing, then descriptive swearing was in fourth place with almost 16%; lastly, the least used function was idiomatic swearing which used less than 5% of the time. The researchers gathered 363 occurrences of functions based on Pinker's Theory. The results indicated that most mobile legends players primarily used cathartic swearing to express their feelings or stronger emotions when communicating with those around them.

Since almost everyone in the game shares the same social status, it is unlikely that the current researchers would argue that social status limits the use to swore. Despite this, the researchers only analyzed mobile legend players. It was put forth by Jay (2009) states that swear words are very context-dependent, and different contexts appear to have specific terms deemed to be nasty, foul, vulgar, or profane. As such, profanity is evident in various social statuses. In the Philippine context, people use profanity as a part of their daily communication as an

expression of anger, guilt, frustration, and other related emotion. While in the gaming industry, it is already a norm to do 'trash-talk' to express humor, frustrations, and anger.

Descriptive Swearing

In descriptive swearing, swear words are used to convey their literal meaning. As per Giora (1997), the literal meaning is a word or sentence computed from the lexical meaning automatically associated with any entries before deriving any further interferences based on contextual assumptions. Here are examples that illustrate the literal meaning of swearing.

Conversation 1 (Extract 0:02:46-0:02:52)

Wrecker: Anong…

4LPON: ***Putangina*** *mong ingay mo. Bilisan mo,* ***putangina*** *mo talaga!* ***Hayop*** *ka!*

Wrecker: Ano…

4LPON: Naiirita na ko sayo, ***putangina*** *mo!*

Based on the extracted conversation, the phrase *putangina* mo conveys that Wrecker is enormously annoying since the *putangina* mo phrase was inserted in the sentence. He is expressing his frustration and anger to Wrecker. 4LPON also uses *putangina* and *hayop* in response to his opponent. 4LPON wants to convey that Wrecker should cease laughing. This phrase functions as an expletive slot filler in the use of intensifying adjective, as it contains the adjectival intensifier grown-ass for the word mo. 4LPON said that *naiirita na ako sayo* signifies that he is already upset with Wrecker and attempting to defeat him in their match, but Wrecker is such a bully that he is much more delighted to annoy and wreck 4LPON.

The findings implied that swear words used by the gamers are a descriptive function for it expresses their view on the status of the game as well as what they feel for the person they are talking with while playing. As seen in the video, swear words describe the situation and the person to whom they are talking. Since they are expressing their feelings, this series of conversations took place.

The condition mentioned above pertains to the observation made by Bram and Putra (2019), descriptive swearing encourages listeners to consider the contentious or provocative subject matter, as it is the opposite of euphemism. Contextually, the word *putangina* and *hayop* itself has various functions and meanings. For example, when used in a phrase, the term *putangina* can also emphasize a point, as in Wrecker is annoying as *putangina*, utilizing false swearing has a dysphoric effect.

Idiomatic Swearing

Bram and Putra (2019) indicate that idiomatic swearing is the use of swear words as idioms, where idioms are utterances in phrases with different meanings when translated as single words. There are examples of swearing used in an idiomatic context. According to Ljung's theory, the examples illustrate the interjection and emphasizer functions. The conversation below showed an idiomatic function.

Conversation 2 (Extract 0:00:36-0:00:41)

> Wrecker: *hello?!*

> 4LPON: *low,* ***tangina*** *mo!*

> Wrecker: *HAHAHAHAHA*

> 4LPON: *Napaka **bobo** mo! Matagal na kitang gustong harapin, **hayop** ka. Ang*
>
> ***bobo*** *mo.*

> Wrecker: *bakit mo ko haharapin?*

> 4LPON: ***Gago** mahina kang nilalang. **Gago** ka mahina ka pa tol, **bobo** ka!*

> Wrecker: *Ay putangina ka! HAHAHAHA*

In this conversation, 4LPON used "*tangina*" to insult Wrecker. His expression makes him swear that he also used the words "*bobo*" and "*hayop*" because he wanted to face Wrecker and beat him in the mobile legend tournament, but Wrecker kept laughing while asking why he wanted to face him. Consequently, 4LPON prompted his response, causing him to grow irritated and used swearword. The idiomatic expression shut up is already an impolite command the term *gago* added to intensify the sound.

Through these findings, it implies that in the context of the conversation the words gago and bobo are part of idiomatic swearing because they provide a different meaning when it used alone in the context of conversation. This means that the denotative meaning is not what the speaker means but it is about what they want to express based on the impulse of what they feel. In this instance, the swear words spoken serve as an emphasis device. 4LPON may benefit from a different term more accurately conveying its meaning more. However, he uses it to highlight the noun to communicate his emotion, as he says when Wrecker is bubbling at him. The statement spoken by Wrecker "ay putangina ka, HAHAHAHA?" interjects his sentiment by commenting that he is exhausted from hearing 4LPON's rage and blaming.

As indicated in the findings of Vingerhoets et al. (2013), idiomatic swearing is an additional reason a person may curse. It is used to gain attention or to appear masculine. It can be used to establish dominance or strengthen relationships.

Emphatic Swearing

As put forth by Jay (1992), unexpected success or failure is expressed emphatically. As Ljung (2011) remarked, emphatic expressiveness also includes using prohibited words such as offensive interjections or slot-filler. The purpose of this kind of expression is to emphasize the speaker's feelings. Here is an example of swearwords used as emphatic expressions of gamers:

Conversation 3 (Extract 0:09:01-0:09:12)

        Wrecker: ***Gago*** *sakit.*

        4LPON: ***Puta*** *sapol!*

        Wrecker: ***Puta*** *sapol! HAHA*

        4LPON: *Oh, wag muna! Wag muna!*

        Wrecker: *Ayoko, ayoko.*

        4LPON: *Ahh di mo ko matamaan.* ***Bobo*** *ka ba?*

        Wrecker: *Ayan ohhhh. Di pala ah HAHAHAHA*

        4LPON: ***Tangina***!

This conversation occurs when 4LPON hits Wrecker's hero during the game, but ultimately Wrecker catches and kills ALPON's hero. Wrecker uses the four-letter word puta, a variant of *putangina*, to express his shock and astonishment at what happened to his hero. In this context, the speaker expresses surprise at what has occurred, for example, "Oh damn, I won!", the word damn intended to be a swear word expressing shock and surprise. In this case, Wrecker is shocked by what has occurred, but 4LPON attempts to convince him not to end the fight. However, Wrecker is so enraged that he is pursuing ALPON to kill him.

It insinuated that emphatic swearing occurred in the conversation above; it conveyed unexpected emotion, such as using offensive words in the given situation between the two players. The conversation perfectly narrates how emphatic swearing should occur within a conversation. It provides an emphatic emotion through those swear terms based on the recipient's response.

Nevertheless, ALPON responded that he could not even be hit and asked if he was dumb while using the swear word stupid. However, the Wrecker was ready and ambushed him. To convey his defeat, he could only utter words. This conversation shows that the empathic swearing puta does not feel inappropriate or out of place, as this swearing should be in that position (Timur, 2017). It falls under the category of emphatic expression because it indicates an unexpected victory or loss in a given situation.

Abusive Swearing

People use swear words to offend and abuse others. Typically, this term conveys the speaker's emotion, particularly fury. Rather than simply expressing anger on the speaker's part, it also emphasizes the target's negative attributes, whether real or imagined by the speaker (Jay, 1992). Here is an example of a gamer's swear words that are uttered abusively:

Conversation 4 (Extract 0:11:28-0:11:40)

> 4LPON: *Ano? Mag salita ka tabachoy!* **Putangina** *mo sa simula ka lang*
>
> *malakas!* **Bobo!** *Bat ayaw mo mag salita? Hoy* **bobo**! **Putangina** *mo!*
> *Ayaw mag salita si* **bobo**. **Putangina** *mo ah! Hoy tabachoy! Mag salita*
> *ka tabachoy!*
>
> Wrecker: *ang lakas mo boss (laughing)*

This conversation captures 4LPON expressing his astonishment with Wrecker. 4LPON uses *putangina*, associated with sexual terms, to exploit them. He uses obscene language to provoke and anger Wrecker, but Wrecker disagrees; he laughs at 4LPON. To express his emotions, he swore *putangina* and *bobo* and called Wrecker "*tabachoy*" or fat. Nevertheless, *putangina* retains its original meaning as it is imagined that Wrecker is doing something as nasty as what should be called motherfucker's activity, whereas *bobo* indicates that Wrecker already repulses him, as Wrecker continues to laugh.

It implies that the tone of 4LPON in the context presents abusive swear words to tease or express anger and dismay toward the person and game., Regarding Ljung's theory, it is considered an interjection that expresses anger, as performed by 4LPON for Wrecker.

In light of what has been discussed above, Pamungkas (2020) determined that the level of abuse in common swear words requires more than just looking at the words themselves but the entire context in which they are used. Swearing that is used in a context that is itself abusive, such as name-calling, harassment, hate speech, or bullying, and that targets a person based on their physical appearance, sexual orientation, race or culture, or intelligence, is about abusive swearing is in the context of gaming.

Cathartic Swearing

In this section, the researchers analyze swearing uttered in a cathartic manner. According to Pinker (2007), cathartic happens when the speaker uses taboo words to spontaneously give an emotional burst to respond to something that happens to them. Swearing can be cathartic to express wrath, surprise, anguish, or relief anonymously. Here is an example of gamers' utterances delivered cathartically:

Conversation 5 (Extract 0:12:24-0:12:37)

> 4LPON: **Putangina**! *Sapol! Muntik ka ng mapatay oh.*
>
> Wrecker: *Muntik lang* **gago**!
>
> 4LPON: **Gago**! **Bobo**! **Bobo** *ka!* **Putangina** *mong mataba ka!*
>
> Wrecker: *Tatapusin ko na to. Sabi mo diba tatapusin mo? HAHAHA*
>
> 4LPON: *Oh, wag mo muna tapusin.* **Bobo** *ka!*

These words are spoken when 4LPON nearly kills Wrecker in the game. The first line contains *putangina* to express his shock because 4LPON nearly killed him. In the third line, 4LPON uses the swear words *gago*, *bobo*, and *putangina* to express his frustration and rage because he already knows that the Wrecker will kill him in the game. While Wrecker is enjoying the moment, 4LPON threatens him by threatening to end the game immediately.

It indicated that the emotional connotation of swearing arises from insults or epithets directed toward the recipient. Swearing is an offensive outburst of emotion or term, such as fuck or holy crap, that the speaker uses to express anger, annoyance, or astonishment. In the context of gaming, through the use of profanity, these sentences convey a sense of anger; it is a form of cathartic swearing that gives an emotional outburst in response to an event.

The condition above is relative to the observation of Jay (2009) contends that swearing serves various expressive functions. Additionally, Stapleton et al. (2022) stated that it is often motivated by affective concerns; is perceived by speakers to contain emotional force; and, in laboratory studies, is shown to produce emotional arousal.

CONCLUSION (BOLD, TIMES NEW ROMAN, 12)

In summary, in the case of mobile legend players sustains the observation that swearing has become a frequent act even in gaming discourse, as shown in the numerous swearwords in Ghost Wrecker's content videos. Moreover, the results dispute the common perception that swearing is expected from someone in the online gaming field, especially the Mobile Legend game, which is one type of online game with many enthusiasts and situations involving communication participants with unequal social status. In the case of mobile legend players, who hold the highest number of mobile game players and renowned e-sports in the country, their swearing does not seem deterred by their opponents or teammates, but it comes out to them naturally as their expressions.

Second, the study illustrates that swearing in gaming discourse is greatly influenced by the opponents or speaker-listener relationship and the socio-physical setting or the nature of the game. The swearing behavior is triggered by losing, annoyance, frustration, anger, and competitiveness during gameplay. Moreover, swearing is encouraged by teammates and opponents who are known to have frequently sworn based on the findings. The functions are found by analyzing the ways mobile legend players utter the swear words: descriptively, idiomatically, abusively, emphatically, and cathartically. The frequent swear words in this utterance might risk them an accusation of delivering their mind. However, the utterance is considered a need for more pragmatics. Mobile legend players indeed describe sexual conduct but not in an offensive way. The offensiveness of a swear word might occur if a

swear word is used in a sarcastic way or abusively. However, some swear words are uttered as abusive in particular conditions to perfume his expression to offend. Further, this data cements the idea that Mobile Legend is a competitive online game that stimulates raging emotions, high-level of competitiveness, and a firm hold on the focus of players that causes them to express their excitement, frustrations, and joy during a game that allows them to use cathartic swearing as a medium of expressing their suppressed emotions.

Considering its limitations, this study attempted to demonstrate the significance of exploring the functions and meanings of swearing to discover that such a linguistic phenomenon should not necessarily be seen as negative as they serve an array of several communicative functions and stimulates emotions.

In order to validate the findings of the present study, it will prove beneficial if an analysis of swearing involving a larger sample of participants or subjects is undertaken. The researchers recommend that there be studies that would further the study by venturing into seeing the swear words used by other player/s in other online games such as Valorant, Player Unknown Battle Ground (PUBG), Call of Duty Mobile (CODM), etc. Furthermore, exploring other platforms which involve Online Games and Swear Words would further the studies under Swearing and Gaming Discourse.

The researchers further recommend that a study should venture into other linguistics areas and specialization that needs to be scrutinized as well. These other areas allow Swearing Discourse to be explored thoroughly and understood. Equally essential is the need to broaden the study to include diverse digital genres as new research pathways (Hayati Idris & Rozina Abdul Ghani, 2012).

The pragmatic understanding of swearwords allows society to expose these terms to people emphasizing the context in which these swears are typically employed and what supports this linguistic behavior. By exposing these linguistic phenomena, individuals can learn an accurate attitude toward those who swear. One should not automatically assume that simply because someone swears, he is illiterate, impolite, and irreverent. The immorality of swearing might hurt the positive stereotype of Filipinos as rude and inconsiderate, but it is not nearly as bad as taught to believe. This study can now work to erase the negative connotation associated with foul language. The upside of swearing is that it demonstrates the ability to lie or accept others by allowing them to express verbal ingenuity without inhibition. Nevertheless, keep in mind that moderation is vital.

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