GENDER EQUALITY IN E-SPORTS: A TRANSITIVITY ANALYSIS IN SALONI PAWAR'S ACHIEVEMENT POSTS

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ABSTRACT

This study aims to analyze the transitivity analysis system in the comments column in the post of Saloni Pawar's achievements to see gender equality in E-sports. The data source was obtained from Saloni Pawar's posts on Instagram. In this study, the researcher uses the theory of Systemic Functional Linguistic (SFL), which is a linguistic approach that aims to understand how a text forms its meaning in a context, using Halliday's (1985) Transitivity Analysis system. This study uses a qualitative method. The data from this study are words, phrases, and sentences in the comments column to see the meaning implied in each comment that is intended for female gamers in the posting of Saloni Pawar's achievements as female gamers and professional gamers in e-sports.

The results of this study indicate that during Saloni Pawar's career in E-sports, this have been more positive comments than negative ones directed at her. The researcher found that the material process in which the most dominant condition was type of support comments. Each of them has their own way of expressing their opinion to Saloni Pawar as a female gamer.

Keywords: E-sports, Equality, Gender, and Transitivity

INTRODUCTION

Playing games is a great way to pass the time. Both ancient and modern games have the same goal in mind: to provide enjoyment and pleasure. There are many kind of games available in today's world. We can also play games online if we have an internet connection. There are a lot of exciting games in the E-sports landscape this year. Since they are reliant on an online connection, these games might be classified as E-sports or electronic sports. Every day, millions of people are addicted to playing this game.

E-sport was very potential industry in the world. Due to the huge potential of this industry, the welfare of E-sports athletes can now be compared to athletes in traditional sports such as football, basketball, and others. Even more days, women also love the world of e-sports. (Kurniawan, 2019)

But, some negative stigma attached to female gamers like they are not capable enough to play the game. They can't win games if they play against male players, and female players never reach the top of the rankings. That is all because the types of games that are often competed in E-sports are also games that are usually played by men. But the reality is the

percentage of female players and male players is almost the same. (Lim, 2020)

Since of the problem of sexism in the gaming business, this has been a long-standing negative stereotype against female players or E-sports athletes. However, it is up to each individual, particularly female, to be assertive by eliminating the distinction between "female" and "male" E-sports athletes. Even female players can focus on growing their skills without having to worry about prejudice or this negative stereotypes if they think of themselves as an E-sports athlete without any gender ties. (Wibowo & Djohansyah, 2021)

This is also the case in India because gaming is no longer just a male domain. Female gamers have increased their involvement in E-sports events such as DreamHack and Gamer Connect in the form of cosplayers, shout casters, and broadcasters. Most of them are smartphone users. This is in line with the fact that 95% of Indian women who own a smartphone use it to play mobile games, compared to only 86% of male users,10 and 78% of women playing games for up to two hours on their smartphones. Especially the young generation of India. (Play Like A Girl: Key Ways To Engage One Of Asia's Fastest Growing Gaming Audience, 2020)

Saloni Pawar, often known as 'Meow 16 K,' is an Indian female gamer who plays CSGO and Valorant (an E-sports game) for RAYNE E-sports India. When she was playing the game, she had a lot of foes. When she does Live Streaming while playing games on Youtube, as well as this platforms for Live Streaming, she frequently receives bad feedback.

About gender equality, in previous research Regarding gender, the researchers in this study focused on the superiority and inferiority of women in E-sports. Further verification is needed to confirm that female players have the same abilities as male players. If in terms of characteristics in playing similar games, positive things will come, namely gender equality in playing games and the growth of E-sports. (Kim, 2017)

According to statistics from around the world, the number of women who play video games / E-sport is rising. For most gamers, playing videogames is a recreational activity, but for a small percentage of them who master their game-related skills and become professional E-sports players sponsored by well-known companies (Király et al., 2017; Rumpf et al., 2018; Müller et al., 2019), it can even be a highly paid job (Király et al., 2017; Rumpf et al., 2018; Müller et al E-sports (competition video gaming) is becoming more popular among young video gamers as a career option this than just a pastime.

This study is disscuss about transitivity system. Transitivity system is a useful tool for determining the meaning of a clause. In the use and application of transitivity, this are three basic and crucial meanings: the first is the participant, who is the actor in the process as well as the one who receives the result of the action; participants are very flexible, and can be people, objects, or abstract concepts. The second aspect is the process itself, which is expressed by verbs and verbal groups, and the third is the state, which is a collection of adverbs or prepositional phrases that describes where, when, and how

something happened; the state can also be employed in all transitivity processes. This are three different types of small processes. The main types are material processes, mental processes, and relational processes, and their minor types are verbal processes, existential processes, and behavioural processes.

To fulfill the study's goals, the researcher applies Halliday's theory to examine the positive and negative

RESEARCH METHOD

A descriptive qualitative method was used in this research. This technique is a methodology-based research process and knowledge that analyzes a social pshenomena and human problems, highlights the nature of socially awakened reality, and emphasizes the tight interaction between the researcher and the observed subject. (Cresswell, 2014).

The data resources for this study are the comments from Saloni Pawar's achievement posts on Instagram since Saloni started her journey as a female gamer, pro player, and streamer from 2019 until now. The findings consist of the collecting of data that covers identification of comments in Saloni's achievement posts with using the transitivity and appraisal theories.

Data Collecting Procedure

The data collecting procedure, includes several steps, there is: Seeing the achievement posts on Saloni Pawar's Instagram; Read all the comments in every post; Screenshot all the comments on Saloni Pawar's achievement posts.

comments and using Martin & White' theory to support the analysis of the comments on Saloni Pawar's achievement posts. The goal of this study is to learn more about the comments that revealing gender equality.

Data analysis metode

The researcher conducted the study by these step as follow:

- Create the table to list the comments
- Highlighting the comments to classify the positive and negative comments
- Categorized the comments into several table on each transitivity process
- Analyzing the words and clauses based on each process (Material, mental, verbal, relational, behavioral, and existential)
- Analyzing the results with Appraisal theory to examine the meaning of the words, clauses, phrases in each comment
- Relate the analysis results to the issue to reveals the gender equality in E-sports that seen from Saloni Pawar's achievement posts.
- Interpret the results.
- Draw the conclusion based on the results.

RESULT AND DISCUSSION

Discussion

This research was conducted to reveals the gender equality in e-sports by identify the comments with the types of transitivity and also appraisal. Describe the result of the analysis in each several comments and relate them to gender equality in e-sports. The phenomenon experienced by a female gamer from India, Saloni Pawar as a Professional player in e-sports and playing for RAYNE e-sports India. By analyze the comments of her achievement posts using transitivity system and appraisal theory.

The findings of the study are to identify and describe the type of transitivity, namely the process, participant, and context that appeared in comments in Saloni Pawar's achievement posts. There are total 21 of analysis by mental process that was discovered to be the most frequent process in the comments in this study. The comments in Saloni Pawar's achievement posts, this study also mentions that material process and relational process was same equals in transitivity process. Then from several comments above, there are some positive and negative comments and positive comments are dominant.

The study shows that the relational process is a clause that describes an actor who performs an activity or action. Meanwhile, Hemas and Aryanti (2016) found that the relational process as a type of transitivity process which was widely used in Emma Watson's speech for the HEFORSHE campaign. in them studies, relational processes are used as a way for speakers to define, describe, and to classify the idea. This

study also found that each unit of experience has a verbal process, namely telling. That the verbal process has a valence with two participants. The first participant is a human entity. Kondowe (2014) concludes that verbal processes have have been used as transition markers and topic shifts.

Moreover, it shows the process order dominance according to the order of dominance of the participants. The findings of this study support the findings of Rambe (2017) who found positive comments about women playing in e-sports. This happens because the dominant process used in speaking is the material process.

This study also found that the most dominant condition was speech. Based on the findings above, it can be interpreted that each of them has their own way of expressing their opinion. This shows that they can have an open mind that women can participate in all kinds of competitions. Similar results are also shown in the research of Widodo, Mulyani, & Santoso (2018) which describes the types of transitivity (process, participants, and circumstances). The material process is the dominating process, the goal is the dominating participant, and the location is the dominating one. That the difference from this research is that their research also analyzes the objectives conveyed by Ahok in his campaign speech. They found that the context of the situation in a discourse has an important role in analyzing the objectives to be conveyed, such as the realm of experience, activities, short and longterm goals, social distance, social status, and so on.

The contrast between some previous studies and this research is that this study compares how comments on social media are obtained temporarily some previous

studies focused only on a candidate. In addition, based on the findings In this study it can be assumed that the existence of circumstances is also important constituents in a text.

Circumstances can assist transitivity analysis in terms of: the purpose of the text or the type of text (Suparto, 2018).

It can also enrich the previous one Learn about transitivity analysis. On the other hand, a number of scholars (Ong'onda, 2016; Agbo, Ugwoke, & Ijem, 2019) only analyze speech by using one type transitivity is a process.

Moreover, as for appraisal theory, we can see that there are 12 tables of appraisal information in which to shows the positive and negative comments in Saloni's achievement posts. As we can see, the datum above in the research findings that the major component in this article is **attitude**, second is **graduation**, and the last is **engagement**. The major of those tables above in category attitude is affect, second is appreciation, and the last one is judgment. It's consist 4 words for affect, 3 words for appreciation, and 2 words for judgment.

For the **attitude of affect**, we could see that in this category has many positive rather than negative regarding the e-sport performance. It shows that the netizens who commented on Saloni's achievements in the post column are excited and proud of her accomplishments as a female e-sports player. And positive affect comments related to this such as *your gaming skills are amazing, I feel proud, we are so proud of you lot*, and *so really happy for you my favorite, stay blessed and always keep the smile in you shining.*

In addition, in the category of attitude of appreciation also has many

positive rather than negative regarding the e-sport performance. They expressed their appreciation to Saloni for winning an e-sport match and performing admirably. The comments showing appreciation are like *last kill look unexpected, I will always supporting you just keep smiling and growing,* and *congratulation ma'am you deserve 1st place but this is just starting. Keep going and makes our country proud. Our wishes is with you.*

As for the category attitude of judgment, there are 1 positive comment and 1 negative comment. Saloni's positive comment *"you have more potential"* reveals that she has a lot of potential in e-sports competition and those female e-sports players can thrive just as well as male e-sports players. Meanwhile, the negative comment of *"you realize that you are noob"* indicates that Saloni's game is of bad quality and is considered underestimate in participating e-sport match. As a result, they made disparaging remarks about her and indirectly denigrated female e-sports players.

Then as for appraisal category, **graduation**, it also has 1 positive comment and 1 negative comment toward her game performance. In positive comment *"born to be a gamer"* means that Saloni has a talent for playing online games, and they are pleased of her accomplishments in winning e-sports competitions. On the other hand, in negative comment *"she was speaking slowly to pit"* they gave this comment because she's game play is quite bad and not as good as male e-sport player. Additionally, in category appraisal, **engagement**, there is only one positive comment regarding the achievement post *"It reminds me how good CSGO player are in India."* He provided this statement to emphasize

that Saloni is one of the CSGO players in India who like other CSGO players, has outstanding gaming skills.

We can see that there are positive and negative comments, with positive comments being more dominant than negative comments, based on the two analyses employing the transitivity system and appraisal theory. As previously stated, the

CONCLUSION

Based on the result of the analysis in chapter IV, that there are many people who support female in the world of E-sports nowadays. From the analysis of the comments using transitivity system, it turns out that there are more positive comments and an average of many supporting comments to support female players in E-sports. It shows that from the 53 data, there are total 46 positive comments and 7 negative comments. Also, We can see that there are positive and negative comments, with positive comments being more dominant than negative comments, based on the two analyses employing the transitivity system and appraisal theory. As previously stated, the development of e-sports is currently quite rapid, and it is not confined to male players; women may also participate in this e-sport. Gender equality in e-sports has transformed the perspective, allowing female players to get accolades or recognition in this industry, removing the distinction between male and female e-sports players. This means that the netizens's comments are mostly uses contains of five senses such as observing, feeling, sensing that involved in this process, with a sensor is a person who has the ability to see, feel, or think. It can be said that there

development of e-sports is currently quite rapid, and it is not confined to male players; women may also participate in this e-sport. Gender equality in e-sports has transformed the perspective, allowing female players to get accolades or recognition in this industry, removing the distinction between male and female e-sports players.

has been many opportunities for female in E-sports. Both of female and male players already have equal rights and equal opportunities in E-sports nowadays. The netizens also has no problem if female have a career in E-sports, with Saloni Pawar as an example of female gamers and professional players who have a career in E-sports.

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