

The Culture of Trash Talks among DOTA Players: An Ethnography

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Abstract

The study aimed to identify the trash talks observed among DOTA players, the speech acts of trash talks and how trash talks shape the culture of DOTA players. This ethnographic research involved DOTA players, friends, and the operator of the internet café. Participant observation and in-depth interview were done to gather the needed data. Results revealed that trash talks among DOTA players were associated with devil, mother, sex/ sex organ, animals/ beasts/ mythological creatures, challenge/ command/ threat, intimidation/ humiliation /teasing, level of intellect/capacity, sanity/ psychological state, death/killing, dirt/defecation, physical appearance and homosexuality/gays. This study proved that trash talks help in shaping the culture of the DOTA players for the following reasons: Trash talk is a feature of DOTA gamin; it serves a purpose in the culture of DOTA players; and it contributes to the kind of environment DOTA culture has.

Key Words: Ethnography, trash talks, speech acts, culture, Philippines

Introduction

Technology is undoubtedly powerful. As it is innovating, lifestyles, perspectives, and dispositions of individuals about morals and values are also changing. Specifically in the utilization of internet, it has been used as a source of fun and recreational activity. Youths have been engaged in the different internet activities which arouse their happiness and enjoyment- the Social Networking Sites such as *Facebook*, *Twitter*, *Instagram* and the likes. Particularly for the boys, Internet has been giving them opportunities to play in the virtual world for it offers games and tournaments where they could feel that they are being challenged and satisfied.

However, it is doubted if these internet games such as *Defense of the Ancients (DOTA)* have positive effects on persona of the players or they are just being changed negatively when it comes to their studies and other aspects of their human development given the observation that they are evoking misbehavior and unacceptable conduct. It has been seen and heard that playing of these games, students or online players utter offensive languages or derogative languages (*e.g Motherfucker!*, *Damn!*, *Fuck!*, *Son of a bitch!*) which are not socially acceptable. However, it is quiet threatening that players of these games are increasing in terms of population. Therefore, more players use foul language as they are influenced by veteran players. Expressing such foul words seems so natural for these gamers. They have not thought of the effects or consequences of using such offensive language.

Haas (2008) cited that in the US, the competitive atmosphere of online gaming gives way to a lot of trash talking. As a matter of fact there is more trash talk in online gaming than in sports events because of the anonymity in the internet. A player has no fear of offending or hurting the feelings of their opponents although face to face. One college student of Maryland went overboard in his trash talking during an online game match. In a *Cumberland Times-News*, the student at *Frostburg State University* in Maryland played this particular video game when he told the other players via headset that he would “shoot up the school”. He was in the middle of describing how he would shoot up the unspecified school, when an Oregon gamer in the same match took the threat very seriously and called the police. After tracking Shaw Down with the help from the Microsoft and the local internet service provider, the Maryland police arrived at his dorm and placed the college student under arrest. The student was on temporary suspension until the university conducted an administrative hearing.

In the Philippines, David (2015) stated that among the games that people might anticipate to be proscribed for inciting violent behavior in the players, defense of the ancients (DOTA) would be one at the bottom of the list; but in a small district in Salawag, Philippines located about 20 miles south of the Philippines capital of Manila, local officials have passed a law forbidding or banning DOTA to all the internet cafes in the vicinity, because of series of violent incidents between players. A district official said that they have agreed on their town’s resolution of banning DOTA because they believed that it is the righteous thing to do for the welfare of the children who are often seen causing trouble, cussing, cutting classes, gambling, staying up late, fighting and ignoring their studies. Some officials also said that they love their children and they would not

allow that the future of their children be ruined. These young individuals also known as the DOTA players are extremely competitive because of closed quarters or cubicles in the internet café. Usually, physical confrontation occurs between players as the game intensifies. DOTA has been a popular game in the Philippines for the reason that internet cafes are all around every city and provincial district.

In Tagum City, it has been observed that the Defense of the Ancients(DOTA) is very popular among youths. This game has been the favorite pastime and even considered as a major activity for teenagers and young adults especially boys.As observed, using offensive words during the game influences or affects the behavior of gamers. These dirty or profane words are referred by the DOTA players as trash talks. Trash talking has been considered as a feature of the game. In almost all internet cafes where gamers play DOTA, trash talking is inevitable. Players express that it is just normal or natural to trash talk during the battle; trash talking is already part of the context or culture of DOTA players.

However, it is still doubted if these utterances heard during the battle are just meaningless expressions which do not affect one's disposition or character or may affect relationships, work and even studies. As a teacher and researcher, I believe that trash talking can shape the persona and culture of the DOTA players. It is in this premise that this academic endeavor was conducted.

Purpose of the Study

The purpose of this ethnographic study was to identify the trash talks observed among DOTA players, the speech acts involved in the trash talks and how do trash talks shape the culture of DOTA players. Studying the online games such as Defense of the Ancients (DOTA) creates different words which are new to our vocabularies well as profane or taboo words affecting the different aspects of human development of an individual. These taboo words being uttered by players or student gamers during play are being referred mostly as *trash talks* (Haas, 2007).

Thus, this study wanted mainly to discover how local trash talks evolved or emerged, how these shaped the culture and affected the personalities of individuals especially the DOTA players.

It is believed that trash talking is a feature of DOTA game and this phenomenon is said to be one of the causes why the students or youths particularly on-line gamers become amotivated in their studies and may use offensive words with friends, with their parents and family members.

Research Questions

1. What are the trash talks observed among DOTA players?
2. How do the trash talks shape the culture of DOTA players?

Theoretical Lens

This study is seen through the theory of Gustave Lebon 1885 -*Contagion Theory* which seeks to explain networks as conduits for "infectious" attitudes and behavior. According to this theory, Contact is provided by communication networks. These communication networks serve as a mechanism that exposes people, groups, and organizations to information, attitudinal messages and the behaviors of others (Burt, 1980,1987;Contractor &Eisenberg,1990).

Due to this exposure it increases the likelihood that network members will develop beliefs, assumptions, and attitudes similar to those of their networks (Carley, 1991; Carley & Kaufer, 1993). Contagion theories seek the relation between group members and their networks. The members' knowledge, attitudes, and behavior are related to the information, attitudes, and behavior of others in the network to which they are linked. Factors such as frequency, multiplexity, strength, and asymmetry can shape the extent to which others influence individuals in their networks (Erickson, 1988).

Contagion can be distinguished into contagion by cohesion and contagion by structural equivalence (Burkhardt, 1994). Contagion by cohesion refers to the influence of those who had direct communication. These individuals' perceptions of self-efficacy of the new technology were significantly influenced by people who had direct communication. Contagion by structural equivalence refers to the influence of those who had similar communication patterns. These individuals' general attitudes and the use of the new technology were more influence by people who shared similar communication patterns.

This theory is observed in the case of DOTA players, for they are consciously or unconsciously infected with the behavior and the language of Trash Talks due to the cultural environment in game setting/place (Internet Cafes), as well as, the influence of the other players. DOTA players are exposed to this kind of environment and other gamers where these Trash Talks are present and contagious leading them to be influenced which such kind of behavior and language.

Moreover, Trash Talks is one the main focuses of this study. According to John Suler (2004) in his *theory of Online Disinhibition Effect*, individuals as prime users of internet say and do things in the cyberspace that they don't tend to do or say in a face to face or in a real world. They are decompressed, feel reserved and

expressed themselves more openly. In addition, as emphasized by him, it is being observed that gamers or internet users use rude language, harsh criticisms, anger, hatred and even threats. The term Trash Talks is for the gamers but in the field of Psychology, According to Suler this is called *Toxic Disinhibition*. Toxic Disinhibition or trash talks refers to the aptness of some people to use gratuitous harsh or rude language, criticism, anger or even threats while online that does not fit in their real-world personality. Toxic Inhibition may exhibits lasting effects it can be the cause for some people to act in more aggressive manner than their usual self in the society. There are popular video games use person to person interactions as a way of connecting gamers around the globe.

Importance of the Study

A research is made not just to gather facts and information, but the most significant reason why it is made is to address and solve problems occurring in a particular community or in the society in general. This academic endeavor could offer and deliver relevant information that will bring into the light in influencing the individuals for their betterment. This research may benefit the following:

First, Students/Internet Gamers/DOTA players. This research may provide them information about the possible negative influences of uttering trash talks to their linguistic and behavioral aspects. This research could possibly enlighten them that the preservation of Moral values especially in speaking and using courteous language are still needed to be taken at utmost consideration. This study would not suggest them to stop playing on line games, but rather this would just provide recommendations of not using or avoiding dirty languages in playing and above all discourage them in using these words or statements in real life application.

Secondly, Parents/Guardians. This academic endeavor would provide information about what are the negative effects of derogatory languages developed and uttered from their children's mouth. Through this research, they would be guided as to what are the different actions they are going to do to protect their children who play DOTA and tend to speak bad words. In this research, they may be able to find out that these derogatory languages are already present and prevalent in the virtual community. Moreover, parents could also think possible ways on how they can encourage their children to spend their times for better chores and activities, and their money for relevant and useful matters rather than just playing violent games which may lead to misconducts of actions and words.

Delimitation and Limitation of the Study

The scope of this study was among internet gamers or DOTA players of Tagum City. It is being said that Trash Talks could be area specific. Locally speaking, this study covered the trash talks uttered by the players in a specific internet café in the city; their Speech Acts; and other related queries of the research. Furthermore, I, as a researcher, took into account trash talks in Bisaya (Cebuano) and few from Tagalog, and I provided the meaning and English translation as I went in the process of the study. One limitation of this study is that it was area specific for it only covered or studied the Online gamers or DOTA Players of Tagum City in a particular setting.

Definition of Terms

For the reason of clarity and relevance, I have provided the different terminologies or basic concepts in the study.

Trash Talks

“Disrespectful and abusive verbal communication, aiming to discourage, embarrass or daunt someone, particularly opponents and rivals in athletics”; that is the New Oxford American Dictionary's (2005) definition for “Trash Talk”. This definition— despite being a universal description— reveals that Trash Talk is closely linked to Sport, as well as consisting an offensive behavior which does not follow the ideal of mutual respect in sport between competitors. According to Smith (2001), in the sports arena trash talk is utilized in an effort to gain any and every competitive edge through verbal motivation and intimidation while others would even resort to it to get an opponent's mind off of the game (Eveslage and Delaney, 1998).

However, Garber (2006) believed that others actually use it in hopes to encourage themselves, and push themselves forward. This positive effect that allows an improved performance had Trash Talk endorsed and in fact, admired by the people (Massie, 2006). In short terms, insults, taunts directed towards an opponent's skills, and personal attacks are what define “trash talking” (Dixon, 2007).

For cultural bases, trash talk is contextually and operationally defined in this study as a speech or form language uttered by the DOTA players themselves during the battle for the purpose of boasting and motivating and expressing, insulting, demoralizing, humiliating, intimidating, taunting, gaining competitive edge and attacking personally their opponents in order to win the game or get the opponents' mind off the game or lose concentration. For other players, trash talks are considered to a strategy to make their opponents lose their

concentration during the battle as well as making the game more fun and entertaining. Presented below are the following definitions or concepts of Trash Talks in the context or culture of DOTA gaming.

Defense of the Ancients (DOTA)

DOTA (Defense of the Ancients) is a team game released by (Eul) 2003. It entails a custom map game for Warcraft III. Mediawix.com describes it on their website, the teams are divided into two groups; each involves 1 to 5 players; The Sentinel and the Scourge. The opposite main building and the world tree have to be destroyed if you're a Sentinel, or, if you're a scourge, the sentinels and the frozen throne. On your way to reach the main building, you will have to face a series of shielding structures and towers guarding it. The game involves up to 90 different heroes which players choose from, each with his unique set of skills and abilities. The selected character will later designate your role within the team. Each team uses Ancients, most commonly "the frozen throne/world tree" (in the variants Classic All-stars), and the normal Town Centers for either side (in the variant Outland).

Furthermore, the goal of the game, as stated, is to destroy the opponent's Ancient, and to protect one's own Ancient. The map goes like this: Three lanes join the two bases. A river runs diagonally through the center of the map, perpendicular to the three lanes. Each team has a number of defensive towers in each lane, placed on their side of the river. The teams consist of up to 5 competitors, each controlling a single hero, and a computer which controls creeps. Standard variants do not support the artificial intelligence for computer controlled heroes.

Organization of the Study

This study was organized in the following parts:

Chapter 1 presented an overview on how the study was conceptualized. It involved the general background of what Trash Talks is all about. It included also the research questions which served as guide in the conduct of the study; the purpose, the importance, and the delimitation and limitation of the study were also included for a better understanding on the nature of this academic endeavor. The definitions of the relevant terms were provided for the reader to take hold of the entire purpose of the study. Moreover, this chapter also covered the Review of Related Literatures of the Study. It tackled the concepts of Trash Talks as Forms of Taboo language Profanity, its context and its functions.

Chapter 2 dealt on the method of inquiry. It included the qualitative design, methodology, and the sources of data. This part enumerated the data gathering procedure in order for the readers to be guided on how the data were collected. Trustworthiness, role of the researcher and ethical consideration in the data gathering were also discussed.

Chapter 3 presented the results of the study. The data were carefully presented in details, discussed and analyzed. Other sources and data from the involved interviewees were also taken into consideration. I also covered the results on the consistency and validity of data from the triangulation method made.

Chapter 4 presented the discussion, recommendations, conclusions of the study. It covered the general results of the study.

Methodology

This chapter covers the methodology of this qualitative research. This included the research methods and design used, role of the researcher in the conduct of the study, the description and justification of the choice of research participants and sites, data gathering procedures, and data collection. The part of this chapter also explored the issue on trustworthiness which included credibility, confirmability, transferability, dependability, ethical considerations and the analysis of the research data.

Research Design

This research utilized the methodology of investigation on the different queries about the different taboo languages particularly the local trash talks among the community of DOTA gamers of Tagum City. This research is *qualitative in approach*. And one form of qualitative research is *ethnographic study*. Creswell (1998) described that ethnography is a description and interpretation of a cultural or social group or system. Patterns of behavior, customs, and ways of life both observable and learned are the subjects of observation and examinations. The inquiry process consists of: (1) Prolonged observation of the group, typically through participant observation in which the researcher immersed in the day-to-day lives of the people and (2) One-on-one interview with members of the group. Ethnographer is the key instrument of a study and being it, one must have the insider's view, with broad knowledge in communicating with other scholars.

The goal of ethnography research study is to bridge the gap of social order and meanings of life between an outsider's interpretation (the etic perspective) and to those under study (the emic perspective). For the purpose to be achieved, the researcher must be both "an actor and a subject whose learned definitions can be themselves to be analyzed" (Stake, 1974). The perception of the researcher about the realities of life is called as

the emic perspective. Its intention is to have insights of an actor's subjectivist consciousness; "an act of psychological reenactment". While the etic perspective refers to the outsider's perception on a specific phenomenon; it is the researcher's insights regarding the participant's social well-being. The description, analysis and interpretation of the culture-sharing group by themes or perceptions for meanings and generalizations of social interaction is the ultimate goal of ethnographic study.

Implementation of strategies of multiple sources, methods, investigators and theories are needed to ensure the quality and accuracy of data (Lincoln & Guba, 1985). Certainty of subjectivity is also to be considered by the researcher. Fetterman (1989) say patterns of thought and behavior are "a form" of ethnographic reliability. If we agree with him, closed examination of the entwined filaments of the different aspects of an event to decipher the pattern must be founded.

Fetterman (1998) pointed out central ethical codes to ethnographers: doing no harm to people or the community under study, respect for the rights of the people, for integrity of the data, and for people's way of life. These mean that a researcher must not impose superiority on the participants and his assignment is to learn and not to give judgment. These codes are musts for the researchers who undergo studies. They must inculcate and embed it to every aspects of communication.

Creswell (1998) explained further that the ethnography study looks at people in interaction in ordinary settings and attempts to discern pervasive patterns such as life cycle, events, and cultural themes. The ethnographer gathers artifacts and physical trace evidence, finds stories, rituals, and myths, and/or uncover cultural themes. The ethnographer deals with gathering information, observations, interviews, artifacts and materials. The researcher must be extra-careful to different concerns like: (1) Gatekeepers: the access to the group; (2) Key informants: the individuals who provide useful insights into the group, (3) Reciprocity, between the investigator and the subjects being studied and (4) Reactivity: the impact of the researcher on the site and the people being studied. Interview is the main method of data collection. This study run interviews for three to four months, from October 2015 to February 2016. Glaser (2009) said that an interview is of great help in gathering data, but if the participants' answer were unclear, he argued that the researcher must have follow up questions for probing.

This study was truly ethnographic by nature for I accounted the trash talks among the DOTA players and how these utterances shape their culture. In this study, I employed different methods to gather and saturate the data needed in the study. First was Observation. I had immersed myself in an Internet Cafe where DOTA playing and Trash Talking are highly observed. I stayed for long period of time-days and nights just to live and observe the kind of culture they have and the trash talks that they utter. In that time, I brought my field notes to record and write the trash talks that I heard and had my observation on their culture, behavior, actions and the physical environment of their social group. I analyzed the speech acts found in trash talks.

Moreover, I also conducted an indepth interview with DOTA players. They were considered as my key informants who shared their insights and experiences in using trash talks while doing DOTA. These key informants included DOTA players, their friends and supporters and the operator of the internet café . I believe that they shared thoroughly experiences and observations that really define and present what DOTA community and trash talking are all about. Prior to that, I asked the owner of the Internet Café and the operator that I would have their café as the setting of my study. The operator was considered as a gatekeeper.

For validity purposes, I utilized triangulation. Validity, in qualitative research, refers to whether the findings of a study are true and certain—"true" in the sense that research findings accurately reflect the situation, and "certain" in the sense that research findings are supported by the evidence. Triangulation is a method used by qualitative researchers to check and establish validity in their studies by analyzing a research question from multiple perspectives. Guion, Diehl & McDonald (2013) present different types of Triangulation: Data Triangulation, Investigator Triangulation, Theory Triangulation, Methodical Triangulation, and Environmental Triangulation.

In this study, two types of triangulation were used: *Triangulation of Methodology and Triangulation of Data*. *Methodological Triangulation* involved the use of multiple qualitative and/or quantitative methods to study the program. For example, results from surveys, focus groups, and interviews could be compared to see if similar results are being found. If the conclusions from each of the methods are the same, then validity is established. While this method is popular, it generally requires more resources. Likewise, it requires more time to analyze the information yielded by the different methods.

For the Methodology, I had to use three methods or ways in conducting the study. First, I had my *Observation/immersion*. I asked permission from the Internet café owner and operator to allow me to conduct the study. As soon as I was given the permission, I immediately observed and listed the trash talks uttered by the DOTA layers while playing. I also accounted on their behavior. The listed statements and my personal

observations were analyzed. The gathered trash talks from my observation were also used in my second method which is the *Content Analysis*. I analyzed the speech acts of trash talks. For the locutionary acts, I observed the phonetic, and semantic features of trash talks; for illocutionary, I analyzed the pragmatic force or intended meaning of the trash talks. I had analyzed if they are Representatives, Commissives, Directives, Declaratives, Expressives and Verdicatives. And for the Perlocutionary Acts, I observed and Analyzed the Effects of Trash Talks to the Hearers or DOTA players themselves. The last Method is that I had *In-Depth Interview (IDI)* to DOTA players themselves, their Friends and the Internet Café operator/ owner to discuss on how Trash Talks and DOTA playing shape the culture and personalities of the players.

The second type of triangulation that I used is *Data Triangulation*. It involved using different sources of information in order to increase the validity of a study. In Extension, these sources are likely to be stakeholders in a program—participants, other researchers, program staff, other community members, and so on. This type of triangulation, where the researchers use different sources, is perhaps the most popular because it is the easiest to implement; data triangulation is particularly well suited for Extension given the different stakeholder groups that have vested interest in these programs.

As mentioned above, one of the methods used in ethnographic study aside from observation is Interview. In here, I had interviewed *DOTA players, their friends and the Internet Café operator*. I had interviewed them on the culture of DOTA players and how trash talks shape the culture and personalities of the gamers. I believed that they fit in my study for they are the individuals who have direct contact and residence in the said setting.

Research Participants and the Local of the Study

Lincoln and Guba (1995) stated that sample selection in qualitative study is different in comparison to that done in quantitative research. In contrast with quantitative research, which emphasizes random sampling to ensure generalization, qualitative research is more concerned with selecting the sample that best represents the complexity of the phenomenon under investigation. According Mason (2002), that qualitative research involves an act of strategic and practical sampling that helps the researcher to find data needed to address his/her research questions.

In this ethnographic study, the participants were taken from representations of Players of DOTA Games, their friends and the Owner of the Internet Café particularly in Tagum City during the In Depth Interview (IDI). For the *DOTA players*, I chose them undoubtedly because they are the ones using trash talks. They were the main key informants in the Interview and the sources of information for the gathering of trash talks through observation, and later analysis in having on the concern of speech acts. They were the main focus of my study for I believed that in their community or culture, Profanity and Trash Talks are maintained and propagated; what is more, may be extended outside the context of the DOTA Community.

Moreover, for the purposes of triangulation of data, I also gathered information from other individuals who could contribute information on how trash talks shape the culture of DOTA players. First were the *friends of DOTA Players*. They shared their observation on how their DOTA player friends act or behave in the context of DOTA battle. They also shared the social aspects and relationship status as well as the treatment of DOTA Players to them and to others. Lastly, I also gathered information from the *Operator* of the Internet Cafe. I asked her on the behavior of DOTA players in the internet cafes while playing and experiences or observations she has as an operator who frequently hears trash talking.

Data Sources

In this study, I classified the sources of my data into three main categories. The first was through the gathered or listed trash talks uttered during the game through my field notes. Their trash talks served as my data for the trash talks identified among the DOTA players. Second, the speech acts in trash talks were determined and these included the locutionary, illocutionary and perlocutionary. The use of immersion where I was to be an observer in the process was important. I listed and recorded the trash talks the participants were uttering. The information gathered at this phase, using observation protocol.

The third was from the In-Depth interview that I conducted with the DOTA players as well as from their friends and operator the of Internet Cafe. My key informants were interviewed with the prepared questions on their views and experiences regarding their usage of Trash Talks and how trash talks shape the culture and personalities of the DOTA players using interview protocol. Creswell (2007) said that interviews are central in the data collection in this kind of study.

Data Collection Procedure

The following steps were employed in gathering the data of the study:

First, the researcher searched an internet café that was suited for the studying of the language and culture of the DOTA players. Once Identified, I asked permission from the Owner or operator as my

gatekeeper to allow me in conducting the ethnographic study; I also sent a formal letter for the permission. When I was permitted, I stayed at the internet café for series of nights from 7 pm to 2 am to observe the culture and to list or gather the trash talks uttered by the DOTA players. Technically, I as the researcher, had an immersion or observation to gather and record the trash talks uttered by the DOTA players themselves. These gathered or recorded statements were utilized in analyzing the queries about the trash talks present in the game and in analyzing the speech acts of trash talks. Afterwards, the researcher also be conducted an In-Depth Interview (IDI) to the DOTA players themselves, their friends and the operator of the internet cafe for the queries on how Trash Talks shape the culture and personality of the DOTA gamers in the battle. The researcher gave inform consent to them stipulating conditions, benefits and risks of the study. The researcher also set parameters of the interview in terms of length and confidentiality.

For the Interviews, before I started, had provided the key informants with a brief description of the purpose of the study and I presented the consent form for the interviewees to sign for a confirmation. The interview was done in English or through vernacular (Bisaya) for I believed that interviewees better expressed their ideas and responses in their own dialect.

Glaser(2009) said that interview can guide and may help the researcher obtained data, however, he argued that if participant's responses are vague, then the researcher must make follow up probing questions related to the interview guide which can bring main concern of the participant. It is viewed that the main method of data collection is interview. In this study interviews will be conducted within the three to four-month period from October to February 2015.

Data Analysis

After gathering the trash talks or statements uttered by the DOTA Players in my observation or Immersion, I then categorized them into classifications of trash talks to answer the query on the trash talks observed.

The next part was analyzing the responses of my participants in the In- Depth Interviews. In here, the statements that relate to the topic was separated into the core ideas that reflect into specific thought in the study. The responses of the participants were be grouped into major themes that reflect the various aspects of the phenomenon. The data on the interview were analyzed according on their perception on the different research questions of the study. Transcription was an integral process in the qualitative analysis of language data. It represented an audio-taped record, and the record itself represented an interactive event (Lindsay, 2009). Then, answers were coded according to main themes, frequency and core ideas. The prevalent themes were grouped together in an attempt to answer the research questions guiding the study.

Trustworthiness

The choice on legitimacy on the procedures was suggested by Creswell and Miller (2000) to establish trustworthiness. Research lens and its paradigm assumptions helped the procedures in the study governed the trustworthiness of the study. For this, I had ensured that the responses believability and Truthfulness were observed.

According to Lincoln & Guba (1985), the main purpose of setting up trustworthiness in a study, qualitative to be specific, is to support the concept that the researcher's findings are "worth paying attention to", which is identified from the common experimental models of getting validity, soundness and significance. *Credibility, confirmability, transferability, and dependability* are the four given factors to be considered in the trustworthiness of a study cited by them.

Lincoln and Guba (1985) expressed that *credibility* is an evaluation of whether or not the research findings represent a probable and believable conceptual interpretation of the data drawn from the participants' original data. I made sure to maintain credibility of my study by conducting interviews with honesty and aided with different audio-visual recorders. And also ensured that the participants in this study are all players of DOTA and individuals who have direct contact in the DOTA culture.

Moreover, they also cited four major activities that aimed to increase the opportunities of credible findings and interpretations. These activities are: Prolonged Engagement, Triangulation, maintaining chain of evidence, and thick description. Prolonged Engagement was addressed when was spending 2 weeks from 7 PM to 2 AM having the study. Triangulation refers to the concept of having multiple sources of information needed and need to be used to achieve credibility because there is no single source is to be trusted in providing comprehensive perspective on a specific event (Patton, 2002). These procedures were done to establish an attempt to map out more fully the richness and the complexity of human behavior by studying it from more than one standpoint. Cross-checking data from multiple sources to find regularities or similarities is needed to have a more detailed and balanced picture of the situation and to establish credibility, trustworthiness and validity of the study.

Trochim (2006) cited that qualitative research tends to assume that each researcher brings a unique perspective to the study. Confirmability refers to the degree to which the results could be confirmed or corroborated by others. There are a number of strategies for enhancing confirmability. The researcher can document the procedures for checking and rechecking the data throughout the study. The confirmability of the study was ensured in such a way that the responses and information shared by my key informants in the study were mostly comparable. And when it comes to the trash talks from the immersion that I had, the languages or words are just repeating for the entire duration of the study which I thought enough to saturate the data needed.

Transferability also according to Trochim (2006) refers to the degree to which the results of qualitative research can be generalized or transferred to other contexts or settings. From a qualitative perspective transferability is primarily the responsibility of the one doing the generalizing. The qualitative researcher can enhance transferability by doing a thorough job of describing the research context and the assumptions that were central to the research. The person who wishes to "transfer" the results to a different context is then responsible for making the judgment of how sensible the transfer is. In this research, I believe that transferability was highly observed because the trash talks by the DOTA players and responses made by my key informants are true to all the culture or settings of the gamers not just in the local place but in the country's DOTA culture in general as supported by the related literatures of the study.

Moreover, he added that *Dependability* is the traditional quantitative view of reliability is based on the assumption of replicability or repeatability. Essentially it is concerned with whether we would obtain the same results if we could observe the same thing twice. But we can't actually measure the same thing twice -- by definition if we are measuring twice, we are measuring two different things. As stated in the conduct of my research, I had enough nights and hours to saturate the data needed for the first query of my research which is all about the trash talks uttered. The words uttered by the players were just repeating. And the responses that I had gathered from the key informants are mostly comparable and repeating from each other.

Another important strategy that demonstrates the trustworthiness of findings in qualitative research is activity of maintaining a chain of evidence, cited by Yin (1994). Yin (1994) stated that this strategy requires providing sufficient information to the readers for them to keep track of the derivation of the gathered data from the initial research question to the final research conclusion.

Thick description also adds in strengthening the trustworthiness of the study. It is done by scrutinizing every word and action of the participants with the passion and devotion to the work process according to Strauss and Corbin (1998). In realization of the scope of a given concept and in the production of the thick description, memo writing is of great help.

In a qualitative inquiry, the researcher is the key instrument in gathering and analyzing information. Thus, the credibility of findings of a study lies on the competence and skills of the researcher (Patton, 2002). Critiquing my role as a researcher is an important aspect in this study. It is unavoidable to have my biases and presumptions regarding my study before entering the field and during the course of my study. But this should not be taken negatively according to Patton because qualitative researchers are anticipated to be influenced by culture, the time in which they live, their genders, their experiences, and their training. Yet, as a researcher I had to be perceptive and mindful to the assumptions of the participants and stand to examine the data under the designed rules and standards.

When I was conducting this study, I will put into account the responses of my informants. I also considered carefully all the details of the data. I checked and re-checked all the transcriptions and the importance of the data that relate to each other on their themes.

Role of the Researcher

In this study, I took the roles of Interviewer in the In-Depth Interview and Observer in the immersion process. Moreover, a basic feature of qualitative inquiry is that the researcher was the main instrument and that the quality and credibility of the research findings depend on the skills and commitment of the researcher (Patton 2002).

In this study, I was aware that being a qualitative researcher, I should possess the ability to be aware and be reflective of the philosophical assumptions that guide my view of the world and acknowledge subjective views and values regarding the topic of my study. I reflected on how these assumptions and beliefs shape reality and how they affect the process and results, understand them and continually investigate my relationship with them, and persistently reflect on my interpretation and analysis.

As observed in DOTA gamers, their generation is more engaged in computer and internet. For the boys, I could see that they are very interested with computer or online games such as DOTA. I could see social problems with that, but what awakened my concern is on the language they use in the On-line games which may not just stay at the internet cafes, rather they may possibly use offensive language with their parents,

siblings, friends or even teachers. Not just a teacher in the school, but most importantly being a social being, a youth in the community, I must take my involvement in solving issues and problems that deteriorate or weaken the behavior, moral and good social foundation of an individual.

I aimed to give enlightenment about the realities of life than to challenge the participants. In here, I wanted to eye my work as contriving purport of these realities for the improvement of life by deciphering realities rather than discovering the objective truth (Charmaz, 1998). Researchers should be aware that data are tainted with an analytic and interpretive cast in the very process of becoming data. A reminder from Wollcott (1994) to qualitative researchers which means the interpretations and the portrait of the phenomenon incorporated both the views of the participants and the researcher's interpretation of them.

In the conduct of the study, I was an interviewer to the DOTA players and to the interviewees involved, as well as an observer following and gathering the trash talks uttered by the selected participants. I also interacted with the participants, built rapport at first so that I could gain their trust while getting information and responses from them.

Ethical Consideration

Ethical consideration is a significant part of the research design process as cited by Graziano and Raulin (2010). Silverman (2007) added that guidelines of a professional association can garble ethical considerations. Ethical issues are considered by the researcher in this study: a) reducing the risk of unanticipated harm; b) protecting the interviewee's information; c) effectively informing interviewees about the nature of the study, and d) reducing the risk of exploitation.

To follow this, before the interview a written consent is given to the participants to be read and to be signed. It is stated there that they concord with the terms and the conditions of the study and they are not forced or threatened in any way to take part. Peer debriefing will also be undergone. This is an integral part of the process for the researcher will expose himself to unbiased and apathetic peers in a similar manner of coherent and well-grounded sessions with a goal to delve into the aspects of questioning that might otherwise only remains on the inquirer's mind tacitly (Lincoln & Guba, 1985).

Furthermore, our institution University of Immaculate Conception has this committee called, "The Research Ethics Committee" in which they checked first the appropriateness and formality of our paper and its inform consent before the conduct of the study. This is done to ensure the safety or protection of the key informants in the study. Trash talks among DOTA players are quiet taboo in the society, the words that they are uttering are quiet against with the acceptable norms of using language. However, in order to realize the aims of this research I had immersed myself with acceptance and respect to the respondents.

Results

Studying a particular culture is challenging yet once you immersed, the experience is absolutely worthy in unpredictable and unexpected ways. I am not into profanity or dirty language; I am not also into Internet games and I am not obviously part of the culture of gamers-particularly the DOTA players. However, the phenomenon of trash talking and my curiosity towards the DOTA culture really caught my attention which led me to this endeavor. And I was not wrong, because I found something that is worth studying. It is discovering the contextual aspect of trash talks and culture of the DOTA players.

TRASH TALKS AMONG DOTA PLAYERS

The first major query in this research was the discovery of trash talks uttered by the DOTA players. As I had my immersion and personal observation, I was able to gather or record words, phrases or even statements considered to be foul and derogatory. I have made 12 classifications of these trash talks and the summary is presented in Table 1.

Trash Talks Associated with Devil. "Yawa" which means "Devil" was considered to be the most frequent word that was observed during my immersion in the Internet café. It may be uttered or shouted in a single word or in a very exclamative way. Or it could be embedded in an expression or statement considered as the most highlighted or stressed word. Other words with a meaning devil were "panuway" and "demonyo".

In my In-Depth Interview, some of the key informants stated that the term "Yawa" is the easiest and most common word to utter. The term, when embedded in the statement is highly profane and offensive to the opponents.

Ahm, kanang ano sir, ahm...naa tay ginatawag na DOTA 1 and DOTA 2. Sa DOTA 1 kay magdula ka sir,ang first dyud ana sir na imong malitok,sa tanang Dota players ang first dyud na malitok "yawa" dyud sir. Pag mamali ka, mamamatay ka, tanan "yawa" mao jud na ang mogawas sa imoha. Once na

mosipyat ko sa anin na butang mao dyud na ang mogawas sa imohang baba. Once na nasipyat ang kalaban, kanang namali ka, mao dyud na mogawas sa imong baba. (We have DOTA 1 and 2 Sir. In playing DOTA 1, the players cuss using Satan's name. If ever they made a wrong move or their character died, then they'll have the same reaction of using Satan's name over and over again).

TADP_KI6_DP

Mga pamalikas dyud sir....Like mga "yawa" Kay mas foul man sya sa pikas sir. (You can't avoid cursing in playing DOTA. You often hear them saying the name of Satan!, Because it is a foul word and it creates a bigger impact).

TADP_KI1_DP

Trash Talks Associated With Mother. The term "mama" which literally means 'mother' is actually embedded. It is also common in the culture of DOTA gaming. The word mama is not an offensive term, but when it is already embedded in a statement with foul words, it becomes offensive and becomes part of the trash talks. The term is derogatory and highly offensive to mothers and to the players themselves.

During the In-Depth Interview, some of the key informants mentioned that trash talks associated to mother greatly affected them.

Kay sensitive man gud na dira nga part sir, murag dali lang nimo sila matablan gamit ana nga trash talk ba, mao maka apekto dayon ka. Kaysa anang mag trash talk kag mga mild lang, dili kayo ka maka-apekto sa ila. Pero parehas anang mga mama, kay kanang ma feel dyud nila sir ba, kanang malain dyud sila, kanang, murag palag dyud kaayo ang trash talk nga imong gibuhat. (That aspect is sensitive; the use of mama language is an effective trash talk. Other trash talks are mild that's why it doesn't affect them but once you use the term Mama, then they'll feel bad about it. This is a very sensitive topic and everyone would get furious easily when you include this language).

TADP_KI6_DP

Amm kanang personal sir... ammm kanang about parents... Actually sir Kanang...kanang example...kanang iistorya nimo sir.. "kana Hoy ripon nako na imong lola. Something like that. Tapos kanang, "Imong manghod ibaligya na sa GRO"... naa pa example, "Ali diri Kamangon nako na imong Mama. (Ahm, when things get too personal then that will spark the fire of trash talking. Examples of these are, "I'll rape your grandmother", "Go sell your sister to the prostitution den" and "Come here and I'll fuck your mother).

TADP_KI4_DP

Kay ano sir ba, mao nang marelata nimo sir ba. Kanang once na madunggan nimo na nga word murag sakit na para sa amoa. Para sa amoa, yatia uy, murag lain man na ing-nan mi ug ing-ana bay. Kanang, dili na siya katanggap'tanggap sir ba. Kanang kami, maningkamot me para kami na pud ang makaistorya. Katong mga words common na kaayo siya para iingon namo sa ilaha, para madunggan namo to na mga words para sa amoa, dili mi mosugot na tawagon mi ing'ato, ing-ato. Nya kami, kung makabalos mi, ing-ato pud ang among iingon sa ila para malain pud sila (When I hear those words. (Mama Language) it feels bad. It hurts! I don't like hearing such words. It's not acceptable on my part. That's why, I and my team mates work hard to rebutt. We don't want to hear those words and we won't allow them to trample us with hurtful trash talks. That's why we have to revenge to get even).

TADP_KI6_DP

Kay mas dali man gud ma-intimidate ang mga tao nga imong gina trash talkan ug 'mas' if close sa imoha to nga tao labaw na imo mama...Yes, mas sakit siya. Double ang iyang ano sakit. (People easily get intimidated once you trash talk them using their closest family members especially your mother . The pain is doubled once they insult them not you).

TADP_KI8_FDP

Ay sa ano man gud, kadalasan player is lalake. So kabalo ta, tanan lalake is murag 'mama's boy' so once mahilabtan ang mama, mo kuan dyud ka,

mogawas imong pagka brusko, mo ulbo pud imong kaspa mao na sya. Murag mama pirmi ang ginatira. (Most of the players are guys. Men are known as Mama's boys. In playing DOTA, the players tend to make fun of each others mothers. And with that, it fuels the game to make it more exciting).

TADP_KI3_DP

Trash talks Associated to Sex and Sex Organs. Terms about sex and genitals are used by the players and these are as 'fuck', 'asshole', 'penis' which are offensive especially when they are embedded in the statements (e.g. "iyot" or "iyoton" which means sex(fuck) or to have sex (to fuck) or "*Iyoton ta ng mga ate nimo! (I will fuck your sisters!*")

Trash Talks Associated with Mythological Creatures/Animals/Beasts. Trash talks which are related to insects, animals, myth creatures and beasts especially in the Philippine setting are also common in the DOTA culture. Animals such as Dogs, Cats, Lizards, Pigs and the likes are just common.

Trash Talks Associated with Giving Command/Challenge /Threat. Some of the behavior that I have observed from the DOTA players when they play during my immersion was that they tend to be masculine, boastful and too confident in the game. They tend to taunt their opponents through commands or challenges. They even threaten their opponents with foul languages. Example of a command, "Pag-hilom" which means "Shut-up!" and for threat, "Bantay lang mo unya!", which means, "I'll deal with you later."

Trash Talks Associated with Intimidation/Teasing. Based also on my \ observation, players also utter languages or words to intimidate their opponent, strategically to make them out of the games. Especially, when players know that they are leading they tend to tease their opponents with their mistakes or wrong moves in the battle.

Trash Talks Associated with Degradation of Intellect and Motor Capabilities. Statements or foul words which are degrading or hitting the intellectual capacity and motor skills of the opponents include incompetent, stupid, or dull. Since DOTA players are mostly males, they tend to be masculine and when their intellectual capabilities are hit with trash talks they easily get offended. This form of trash talks is also effective in making their opponents lose their concentration in the game.

Ang ginatira sa tao kay ang Intellectual, tapos ang your ano, coordination, han-eye ug coordination and then sometimes mo ingon, nga, ability nimo, sa imong hands, kanang unsa ka kapaspas. Kanang imong reflex, Ilang tirahon (People tend to hurt your intellectual capacity. Your eye and hand coordination is also essential. The swiftness of your reflex can sometimes be the center of the trash talk).

TADP_KI3_DP

Usahay kanang sa eskwela pud sir ba, "Magdota-dota pa ka bagsak man gani ka na minor palang, damayon na ang unsa sir ba.... Ahm, siguro sir kanang ingnon kog bulok kaayo. Dili kanang bulok, kanang bulok sa DOTA sir ba. Modula ka sir, pildi nako siya sa una, tapos napildi ko niya. Mao nang undang nagdota kay wala na, lapos naman ka. Ana sir ba, kay naagian naman gud nako na, kanang makaingon kag, moundang nalang siguro ko ug DOTA kay wala naman ko, mura gud, "nganong nagdota-dota pa man ka laos naman ka.?" Sa una boom ka pa, tapos niundang ka kay nagtarong ka tapos nibalik nimo tapos pagdula nimo... Kato, kato na time gitrash talk ko ug ing-ato, murag nakafeel ko ug moundang nalang siguro ko ug DOTA bay, murag tama na, murag wala na dyud ko, murag wala na koy pag-asa, ing-ana (Sometimes, your life as a student is involved in the trash talk. Like saying, you haven't even passed your subjects in school and now you play DOTA? Other players always insist that you are not intelligent. That's why I have decided to quit before. I am always defeated and I am not doing any better. I feel hopeless now).

TADP_KI6_DP

Ahmm... kanang ano Sir, sa grades, related sa grades sir. Kanang kaila nako lang sir...related to subjects... kanang, "Bagsak ka sa Minor Subjects.; Minor subjects lang gani na (Ahmm... it is related to the grades Sir. "You fail the minor subject even though it's just a minor one).

TADP_KI4_DP

“Kay dili man siya kabalo modula. Ana ba kay pahawod hawod feeling nya hawod sya pero hawod dyud diay imong kauban...oh, kay imo man nang utok (Because he doesn't know how to play the game. And then he pretends as if he is the best in the game. The truth is, his team mate plays DOTA better. Anyway, it's a choice you made. You think that way, so that's it).

TADP_KI10_ICO

Trash Talks Associated with Hitting Sanity/Psychological State. Statements or foul words which are hitting or degrading the sanity or psychological states of the DOTA players' opponents include Insane and idiot.

Trash Talks Associated with Death or Killing. Another classification of trash talks which tend to be highly foul or offensive is the inclusion of statements associated with death, murder or killing.

Trash Talks associated with Dirt/ Defecation. Trash talks associated with dirt or defecation are common among DOTA players. These words include 'dirt', 'shit' and 'feces'.

Trash Talks associated with the Physical Appearance. Degradation of intellect and psychological states is present as trash talks among DOTA Players. Trash talks would not be complete without hitting the physical appearance of someone. Saying words which mean literally 'ugly' or 'physically defective' are highly observed.

Trash Talks Associated with Homosexuality. Words or phrases which tend to degrade gays are highly observed in the utterances of the DOTA players. 'Bayot', or 'bading' which means 'gays or homosexuals' are observed and embedded in the statements.

Table 1
Trash Talks among DOTA Players

Trash Talks	Sample Statements
Associated with Devil	<i>Ah yawa! / Demonyo! / Nakasugo ko ug demonyo! / Panuway! / Parti kayawa! / Payawasa! / Yawa ka! / Yawa ka ug nawong / Yawa kabugo! / Yawa kang anaka ka! / Yawa man ka boss! / Yawa! namatay ko bay! / Yawa ng mama nimo! / Yawa ning buanga ni! / Yawa pisti! / Yawa wala koy number! / Yawa wala pa dyud ni shit! / Yawa! Nakadaog ang buang! / Yawaa! / Yawaa anang iro uy! / Yawaa ani uy unsa man ni?! / Yawaa nimo uy! / Yawasa!</i>
Associated with mother	<i>Anak ka sa imong mama! / Pisti!, Bugo ng mama nimo! / Imong mama liwat sa ako! / Iyota imong mama! / Kawatan imong mama! / Liwat ka sa imong mama animal! / Liwat ka sa imong mama bulok! / Mama nimo nawong ug oten! / Mamatay imong mama!, / Mas damak imong mama kaysa sa ako! / Naa ra ka sa bilat sa imong mama nagtago! / Putang ina! / Putang ina! palaban sa imong mama! / Sige panawag mo sa mama ninyo! / Yawa imong mama!</i>
Associated with Sex/ Sex Organ	<i>Asshole! / Dako ka ug oten! / Fuck! / Fuck ka sa inyo! / Fuck you! / Gamay ka ug oten! / Igo imong itlog? Buak? / Imong itlog gikagod! / Iyota imong mama! / Iyoton ta ng mga ate nimo! / Kigol! / Mama nimo nawong ug oten! / Naa ka bilat sa iyang mama nagtago? / Pag- iyot mong Barney! / Sige ra kag jakol! / Ulo ni John murag olok! / Olok! / We are ready to fuck!</i>
Associated with Animals/ Beasts/ Mythological Creatures	<i>Ang manok kataya! / Animal! / Aswang! / Baboy! / Bakukang! / Bakukang umalis ka ditto! / Bitch! / Butiki! / Chicken! / Go outside miming! / Ikaw shit miming! / Ilaga! / Iring ka! / Iro! / Litsi ning baboya! / Litsi ning butikia! / Naa ba diay utok ang baboy? / Pasukin na ang baboy! / Pisti! / Pisti ka! / Pusang iring! / So-so like chicken! / Wakwak!</i>
Associated with Challenge/ Command/ Threat	<i>Ayaw na ug apil! / Ayaw palabi! / Ayaw ug balik ha, Bantay lang mo! / Come here! / Dagan! / Dali ba! / Dangan ka? / Walay daganay! / Fire the house! / Hala mosukol ka? / Hala uli ug balay! / Hapak! / Hawa dira! / Hawa diri!</i>

	<i>Hilom! Giingnan ug patya! / Kung moapil ka, support ka! / Musukol ka? / Pagdali ba! / Ayaw pag dugay! / Paghilom! / Pakita diri! / Asa man ka? / Patya! / Practice pa mo! / Sibat na! / Sige duol! / Sipaon ta ka! / Sukol daw! / Sukol ka?! / Sukol o dagan? / Ubusan ng lahi ni bay! / Uy quit na!</i>
Associated with intimidation/ Humiliation/teasing	<i>Apil diay ka dira ah! / Banga! / Sige panagang mo! / Champion mi! / Dala ra kag sagbot! / Di ka kapatay! / Di kadakop! / Di mo makapatay sa ako! / Di na ka kalikay? / Diha mo nasipyat! / Guba imong Mouse? / Ha unya? / Hala naa na mi! / Ikaw di ka moouli? / It's my turn! / Kabalo ka famous ko! / Kalooy! / Kinsay nagsakit ang ulo diri? / Biogesic oh! / Kirig oh! / Magbagong buhay ka na! / Mali! / Merisi! / Mura pod kay niagig kadaog! / Nidiretso mo ug DOTA 2 na dili mo kabalo ug DOTA 1? / Pabitbit! / Pag shopping nalang mo bay! / Pasikat! / Pataka rag tira! / Pauli sa inyo uy! / Pisti walay challenge! / Praktisanan lang mo! / Samuka nimo uy! / Suklan bi! / Tagam! / Tago jod! / Tingala pa ka? / Ubusin na yan! / Uli nalang ug balay! / Unsa man ka himala? / Unsa man na uy? / Unsa man na? / Unsa man to bay! / Unsay ingon nimo? / Unya lang ka! / Wala kay pulos! / Wala na! / Wala nay lain ani? / Walay panti! / Yatis! / Unsa naman mo? / Zero in DOTA!</i>
Associated with the Level of Intellect/ Capacity	<i>Balaa! / Bugo! / Bulok! / Bulok ayaw sige ug saba! / Bulok ka! / Wala kay gamit! / Gamay ug utok! / Halang ang utok! / Nganong bulok man ka Jake? / Wala kay utok!</i>
Associated with the Sanity/ Psychological State	<i>Abnormal! / Buang! / Buang mo! / Gago! / Gago ka! / Kinsay daot? / Ikaw o ako? / Mongoloid ka! / Naa kay sayad! / Taga Apokon kang buanga ka! / Wala kay boot! / Yabag!</i>
Associated with Death/Killing	<i>Adto ka sa kamatayon! / Ah patay! / Mamatay ka! / Mamatay na ba ko? / Naa dyuy mamatay! / Pagpakamatay bulok! / Patay! / Patya! / Patya ang nagalupad! / Pag-suicide!</i>
Associated with Dirt/Defecation	<i>Bullshit! / Damak! / Fuck shit! / Kadamak! / Kugmo! / Shit! / Tae!</i>
Associated with Physical Appearance	<i>Baho! / Baho kag baba! / Gahi kag likod! / Gamay ng kasing- kasing! / Hoy pangit tarunga na! / Initag lubot nimo uy! / Kacute sa apikig nawong! / Lagom ka! / Maot ka! / Mubog suwang! / Nawong nahulog sa balod! / Pangit ka! / Payat! / Pilding payat! / Tambok ka! / Wangwang!</i>
Associated with Homosexuality/Gays	<i>Bading! / Bayot! / Bayot ka kol! / Bulok bayot! / Di naka mamayot bay? / Faggot! / Gago ka bayota ka dali diri! / Isang malaking bading! / Kusog ka mamayot! / Namakla na pud ka ug sugod! / Pachupa nalang ug bayot!</i>

Trash Talks Shape the Culture of Dota Players

The third major query of the study is how trash talks shape the culture of DOTA players. Table 5 shows the essential themes.

Trash Talk is a feature of DOTA gaming. Technically, based on my study and interviews from the key informants, they stressed that Trash Talking is not part of the game, but is a part already of the gaming or the culture. The game Defense of the Ancients (DOTA) does not encourage trash talking for the creator of the gaming did not intend too. But, trash talks become part of the gaming or culture because this was created by the players themselves. And this was stressed when majority of the key informants stated that:

Actually sir No...Trash talking is just a strategy for a gamer...Technically, dili Dyud sya part sa dula. Its not part of the game but in the gaming.... It it's about the players' perspective nga ilang giadopt (Actually sir, no!..trash talking is just a strategy for a game... technically, it is not part of

the game. It is not part of the game but in the gaming or battle only...it is mainly about the perspectives of the players they have adopted).

TADP_KI8_FDP

No, actually it is not part of the game. The game doesn't give any chances sa player maka trash talk sa chat box. Naa manay group chat, naay any pwede nimo i-chat ang tanan...But trash talks is part of the culture...It's not part of the game, because the game itself does not allow the players to trash talk... Pero nahimo syang culture because, kanang if ang player naa na sa verge, naa na sya sa level nga excited sya, naa man gud syay mix emotions, naa sya sa excitement nga emotion, naa sya sa emotion nga naluoy sya sa iyang sarili, naa sya sa emotion nga nahadlok sya, so kanang, pag pagawas ana nga emotion, either mo trash talk sya or shagitan niya trash talk gihapon na ang iyang opponent...Yeah, it's part already of the culture (No, actually it is not part of the game. The game doesn't give any chance to the player even in their chat box. There is a group chat, you could chat anyone there with a trash talk. Trash talks is part of the culture but it is not part of the game because the game itself does not allow the players to trash talk... but it becomes a culture or part of the culture because the player who is in the state of verge has the level of excitement, he has mixed emotions, he has an emotion of being excited; he has an emotion that he pity himself; he has emotions of fear, so in releasing such emotions during the game, you could either utter trash talks or shout at his opponents...and yeah its already part of the culture).

TADP_KI3_DP

It's not really necessary to talk in specifically in the DOTA game because when you play the game it's not really encourage to trash talk but because people being competitive because DOTA is a team game. And if you're in the losing end there is no better way to express you disbelief, your anger, your sadness but in the form of trash talking. In fact, other players did not trash talk to the opposing team but if they have a team member who is not helping, they will also trash talk the team member. And that's very weird...Ah yes, especially Filipinos like even in international games, like Filipino servers in DOTA games are filled with trash talks. Other servers like the States, don't have that.

TADP_KI9_FDP

Murag na part na dyud sya sa culture pero dili sa game. Murag ang mga player, di jud ka kadungog na maghilom na sila magsaba dyud na sila. Bisan pag pahilumon pa na sya na tao magdula DOTA. Pagkataod'taod ana, Pag masuko na sya, moingon na syag Yawa. Oh, mag'ing'ana sya. Mokalit ra na syag lahi iyang utok murag madala bitaw ka sa game...sa game jud sya mismo. Murag maintense sya ba, iyang heart, utok madala sa game mao to manggawas na ang iyang gusto isulti. (It is already part of the culture in the battle but not in the game itself...because it seems that you could not hear a player who tends to be silent in the battle, they are really noisy and shouting. Even if somebody would reprimand or instruct them to be silent they still make some noise. If he will just get angry he will just utter 'Yawa! (Devil). He will act that way in the game itself...it seems he felt intensified, his heart and mind seemed carried and controlled by the game. That is why he could utter or say whatever he wants to say).

TADP_KI10_ICO

Honestly sir, it is not part of the game sir. Tungod kay ginagamit man gud siya, murag tungod sa trash talk sir, ma challenging ang game sir. So maong murag mogawas nga part na siya sa game sir. Pero ang tinuod sir wala dyud na syay labot sa game sir. Ang ginabuhay sa mga players kay naga trash talk kay gusto nila mo gwapo ang dula, pero pwede man ka modula nga way trash talk sir. Kaya man nimo modula nga walay trash talk sir, makaya man jud na nila. Pero kadalasan lang dyud sir, boring man gud sir, sa paminaw nila (Honestly sir, it is not part of the game. But since it is used in the game, it makes the later becomes exciting. That is why it appears to part of the gaming. But in reality it is not really part of the game. The gamers use trash talks to make the game more exciting. You can actually play the game without trash talking. You could actually play without the presence of trash talks. However, in most cases; it is really boring without trash talks in their own perceptions).

TADP_KI1_DP

Kuan sir, kanang di dyud. Murag sa mga player man gud na sir, murag ma develop na sir ba. Kuntahay player ka nya makabalo ka nga naga trash talk sila, nya murag makuan nimo ba nga daghan ang naga trash talk nya ikaw nalang ang dili. ..Nya ikaw pud, trash talkan pud ka, so mobalos dyud ka. So, kung sa pag create dyud sa game sir, dili sya feature pero naa dyud syay other feature sa game sir nga maka kuan dyud ka (Actually sir, it is not part of the game. It seems that the players are just the only ones who developed trash talks. For instance, if you are a player then you are able to know that they utter trash talks and then you could observe that the number of individuals who utter trash talks is increasing, and you feel that you are the only one left not uttering such words, so once they will utter trash talks on you, you are also going to trash talk them. So, when the game is created, trash talk is not part even in the other game).

TADP_KI7_DP

Trash Talks serve a purpose or function in the culture of DOTA players. Players in the DOTA Culture do use trash talks just for nothing. In their culture, trash talks serve different functions and the players have their individual reasons of using these utterances in the game. The following are the reasons or functions of trash talks:

1. *It is a strategy to make the opponents lose their concentration.* Based from my interview with the key informants, some of them said that one main reason why they utter trash talks because this seems to be a strategy or way to make their opponent lose their concentration or be distracted during the game, especially if the words uttered are so painful. And this was proven when some of the key informants stated that:

Kanang mawala ang concentration sa kalaban because DOTA is a 'team game' so any of the members of the DOTA players get intimidated the strategy of their group or their group strategy in the game will be distracted...There are times. Especially when your teammate is not able to do his/her part as...for example as a support or a tank or a hitter in the group so ma trash talkan pud sya sa iyahang team (To make the opponents lose their concentration. DOTA is a team game. Other teams are trying to bring my team down as their strategy. There are times that my teammates aren't doing well during the game, and when that happens, we trash talk each other).

TADP_KI8_FDP

Murag, sometimes kay kanang duol sila or atbang iyang kalaban. Iyahang sungogon ug maayo or trash talk-on para mawala sa game. "Bulok ka!", ing-anaon nila para mawala sila sa game. Murag ing'ana labaw na ug mga tournament (Sometimes, even though they sit near each other or they sit beside each other, they would try to tease and trash talk their opponents just to distract them from the game. They would try to say harsh words like, "You are stupid!" This commonly happens especially during tournaments).

TADP_KI10_ICO

So someway somehow, it's also strategy pud, para makuan ang kalaban mawala sa ilang focus (So someway, somehow, it's (trashtalking) also a strategy to distract the opponent).

TADP_KI3_DP

Yes, trash talking also a strategy, it means kanang the enemy interrupt sila ilahang mga strategy. Once you trash talk enemy, kanang murag madistract sila pero once na motrash pud ka mao na pa ang isa nimo na kalaban. Kay once na motrash talk ka, mao na ang atoang ginatawag na 'Introboys'. Once start palang sa game motrash talk ka, kay gusto nimo dauton ilang dula pero once na makabalo sila na motrash talk ka madown naka, murag mao pud na ang isa na makapapildi sa imoha kay mabali ka...Kay sa una, katong mo ingon ko nga dili pa kayo ko hawd, nya naa koy mga kauban nga hawod kayo siyempre, nakauna natapok na ilang experience sa game ako kay gamay pa. Of course sige rakog kamatay, sige rakog, luoy kayo akong hero, tawagon ko nilag 'bobo' trash talkan ko nila. Sa akua nga part nga maka-ingon ko nga dili man ko bobo nganong tawagon man ko nila, so ang akong focus sa game mawala is because ang mo puli kay rage. Suko nako. Tungod sakong suko, dili nako ka-focus kung asa ko padulong, unsaon nako, unsa akong mga pamaliton nga mga items para sa kalaban. Mga ana. Mao to siya (Trashtalking is a strategy. You trash talk to disturb the enemy from performing their strategy. In trashing, you are distracted and vice versa. Trash talking is used to disturb the opponent at the very beginning of the game. You trash talk to prevent others from having a good game. When you start trash talking then, they'll do the same to you. Before you have started trashtalking, they have started trash talking to you already. Probably, that will become your greatest weakness. In my experience before, when I was just an amateur player, I can say that I am not very good. I experienced losing many games. I pity my character (hero). My opponents often call me moron to distract me. In reality, I am not a moron. I feel bad about it. Later on I realized, it was intended for me to be distracted from the game. Instead of playing the game well, I'm already enrage with my emotions, specifically anger. I don't know how to play the game anymore. I lost my focus and sometimes I get confuse on what item to buy to defeat my enemies).

TADP_KI6_DP

I have learned sir that to provoke... Para mawala ang concentration, para ma-pildi ang kalaban (When I started playing DOTA, I have learned to provoke others just to lose their concentration. I always want my enemies to be defeated).

TADP_KI5_DP

Okay, to get them out of their game sir.

TADP_KI2_DP

First reason sir, kanang madistract dyud nako ang kalaban para mahadlok sakoa sir ba. Sa intro palang, kanang mahadlok na ang kalaban kay kanang hadlukon na ko ang kalaban sir ba. Mao na ang reason nganong motrash talk ko, hadlukon ang kalaban. Second, kay pag serious na murag dili na moappear samoa ang trash talk (The first reason why I trash talk is to distract and intimidate the opponent. I want my opponents to fear me. The second reason is that when things are getting too serious I trash talk, to make the game more fun and exciting. These are the reasons why I trash talk).

TADP_KI6_DP

2. *It is a way to attack or lower down the pride and confidence of the opponents.* The second reason that I have gathered from the interview why DOTA players uttering trash talks in the game is that, trash talking could be a way to degrade or demoralize the opponents which leads them to lower their pride or confidence in the game and may distract their concentration in the game.

So mo trash talk ko sa akoang kalaban which is kabalo ko nga mas taas ang iyahang level sa akoo. Para na siya... para na sya mobaba iyahang moral sa dula. (I trash talk my enemies whenever they have higher level than me. This strategy was intended to make them lose their self-esteem in the game).

TADP_KI3_DP

Especially my DOTA player friends, their opponents are boys. So if they'll win then the boys lose, it's pride of the gay that they are able to defeat the boys. And then they'll trash talk them, 'Waaa mga laki, mga bugo kayo mo.' Mga laki pa naman pero di mo kabalo mo dula'. Mga ganun (My gay friends are DOTA players and their enemies are usually boys. They gain more pride whenever they are able to defeat the boys. They would insult the boys by saying, " Waaa! Boys are stupid! You are supposed to be better than us).

TADP_KI8_FDP

Ammm bali kadto sir ...sometomes to insult (I utter trash talks to insult my opponents).

TADP_KI4_DP

3. *To release or express emotions or frustrations* . Using trash talks in the releases emotions and frustrations. It has effects on the emotional or mental state of anyone in the battle. Trash talks furthermore are used to release different kinds of emotions such as anger, surprise, disappointment, happiness, and the likes.

Kuan siya, kanang lahi ang emotions nga ma feel nimo. Lahi imong emotions, naa syay emotional, and mental nga mga effect sa imoha. If mo trash talk ka, of course murag magpagawas ka sa imong emotions pero ug trash talkan ka, naay mo-trash talk sa imoha ang sulod ana dili sa imohang emotional, diretso sa mental nimo, sa imong mental nga ability, sa imong mental capability. So mao ng mawala imong focus sa game. Tapos after the game, pag maka trash talk man gud after the game, mahuwasan ka sa ato nga game. For example sa first game, mahuwasan ka kung maka-trash talk ka (You will have a different kind of emotion whenever you play DOTA. It has an emotional and mental effect on me. Trashtalking is like an outlet of my emotion. When I trash talk, I release my negative emotion. However, when others do the same, I usually feel bad because the harsh words instantly affect me mentally and emotionally. I believe, that it is the reason for my lose of focus in the game. In addition, if my opponents trash talk, I also do the same to make me feel better).

TADP_KI3_DP

I would live more on expressing disappointment because you were beaten out of the game and because of that you will retaliate to trash talking. So first, you express your disbelief, your sadness, you anger through trash talking and then same time because of that you want to hurt your opponent so because it's a game you can't really punch your opponent. So you just trash talk them, you need to give your best trash talk inside the internet café.

TADP_KI9_FDP

Sa ako ng naingon ganiha, frustrations. Nafrustrate siya kay gusto nya mudaog ana. Dili sya gusto mapildi sa dula, win or lose man lang siya. So gusto dyud sila modaog kung mapilde sila, syempre mabadtrip sila, so motrash talk dyud. Mao na siya ang hinungdan gusto sila modaog. Mao dyud na siya ang main reason. Kung gusto nimo mapildi unsa pay reason na motrash talk ka? Syempre gusto dyud nimo modaog (Gamers of DOTA get frustrated because they want to win. Their main objective of playing the game is to win. Losing the game give them a bad feeling of receiving trash talk from the winning team. They play to win).

TADP_KI10_ICO

4. *To revenge or defend oneself.* Players uttered trash talks during the game to fight back when somebody trash talked on them.

Kay kabalo ka nga ang mga players uban, mo trash talk dyud sa imoha so you have to murag defend yourself sa uban nga nag trash talk sa imoha (Trashtalking is like a self defense. If they trash talk, I'll trashtalk too).

TADP_KI3_DP

Kanang, pag manggigil na gani sir. Kanang hambugiro kaayong kalaban sir, nya makabalos mo sir, murag lami na gani kaayo sya iingon nga unsa mana imong mga gipang-ingon. Murag, mobalos pud ka sir, kay iingon man nila nga ing-ani ka, ing-ana, nya nabali man nimo ng iyang mga gi-ingon, so murag mo balik pud nimo sa iyaha, makatrash talk pud kag ahat sir, maskig wa nimo gituyo. Kay gi-ingnan man kag, murag foul man sa imong part sir, nga nag ing-ana ka, pero nabalik ra sa imo sir (When your opponent is air-headed, it is hard to control yourself from hating him. Your opponent would start trash talking and you can't help yourself to do the same. You'll feel bad about yourself for the foul words are just below the belt. Through trash talking, it seems like I was able to defend myself and at the same time get my sweet revenge).

TADP_KI1_DP

5. *To express disappointment with a teammate.* One key informant shared that, DOTA is a team game hence, there must be teamwork. If the team members are incompetent, trashtalks are uttered because of disappointment.

Oo sir... Kay kintahay mao ni magdula mi. Once na ako ang commander. Ako ang tig-command, sa DOTA sir dili lang siya game lang. need pud siya ug practice, need sya ug kanang teamwork, need siya ug kanang mga strategies, kay para ang isa dyud ana sir kung naa mo'y strategies, wala moy teamwork, wala dyud. Kay kintahay Pro ang kalaban magdaog sa strategy ug sa teamwork, pero sa teamwork dyud na siya. Once na ang akong kauban, ako ang tig-command mosupak sya sa akona, moappear dyud ang trashtalk "Ikaw ang dahilan ing-ani, ing-ana." Makatrash talk kay tungod sa ing-ana (If I'll be the leader of the game, I always want my members to follow me. This game needs practice, strategy and teamwork. Therefore, my members should follow my lead. Whenever one member disobeys me, trash talking happens because I and my other co members play the blame game. In my opinion, DOTA is not only a game of strategy but it is also of teamwork).

TADP_KI6_DP

6. *To express disappointment when a player's character dies.* DOTA is a game where you are required to select your character or hero that represents you in the game. If the character dies in the battle the because of the incompetence of the members, one tends to trash talk.

Well, for one thing if they lose the game they trash talk, if the character they are controlling in the game died they trash talk, if they feel like they are not effective as a team member they trash talk and if someone trash talk them, they trash talk back.

TADP_KI9_FDP

7. *To boost one's confidence or pride.* Another reason why trash talks are used in the game is that it could boost or heighten the confidence of pride of the DOTA players, especially if they are leading in the battle.

There are times pud sir, when you are, pag naga-dula ka...tapos you are in the pick of realm you kept thinking murag sige kag kadaug, murag mas ano ka naa ka sa point nga mas high imong chances madaug ka, naga trash talk ka kay murag happy ka. Murag maka feel kag intense, extreme happiness. Para kuan, to boost more, to boost the confidence nga we can win this. That's why naga trash talk sila. Maka kuan, maka-develop dyud siya'g confidence ug pride... Lami kaayo ang feeling. Thrill nga lami (There are times when you are at the peak of the game, you tend to feel extreme happiness. Playing DOTA gave me more confidence. Sometimes, we trashtalk as a product of our

happiness. It develops my confidence and pride. It feels great. The thrill is immeasurable).

TADP_KI8_FDP

8. *To make the game more exciting and fun.* Another reason why DOTA players tend to utter trash talks in the game is that it could make the battle more exciting and even have more fun. And this was proven when two of them stated that:

So, ang purpose sa trash talks sa DOTA game is to make the game exciting (The purpose of trash talking in DOTA is to make the game more exciting).

TADP_KI6_DP

Ang fun...especially when mas taas mig number of kills sa kalaban. Murag malingaw mig trash talk kay tungod ana ma- confident kayo me kay dako mig score, modaugay me (The fun that I experience when playing DOTA is unexplainable. This usually happens when we have a higher number of kills compared to the opponent. We enjoy trash talking because we have a higher score and it feels like we are about to win the game soon).

TADP_KI8_FDP

9. *To establish dominance.* Another reason why DOTA players utter trash talks in the game is that they want to be feared by their opponents. And through trash talks, they can dominate.

Tapos kuan pud sir, to establish dominance. And murag, mogaan pud imong feeling sir mo trash talk ka, magawas nimo imong, kuntahay kanang, malagot kaayo ka sa iya ana, sa trash talk nimo makuan, kuntahay lalaki, 'sumbagay nalang ta', murag ing-ana gani sir, kanang ug sa DOTA, in a peaceful way, 'DOTA nalang ta' murag ing-ana gani sir, murag sa trash talk lang nimo ipaagi imong kuan, murag revenge sa iya. Naa puy usahay mo trash talk ka, dili lang personal, kanang friendly lang, pero trash talk gihapon siya (Playing DOTA is to establish dominance. It feels good to trash talk Sir. It's an outlet of my anger. In real life, if you are angry, you could ask others to have a duel with you. In DOTA you just have to trash talk and that's it. It's a peaceful way of getting revenge to the opponent. There are times that you trash talk in a friendly way but the purpose is still the same).

TADP_KI6_DP

Trash Talks contribute to the kind of environment DOTA Culture has. The environment of DOTA gaming in the internet café is different from the outside world and trash talks contribute to its uniqueness. When the DOTA players are inside the internet café, it seems that they do not care of the world and insensitive to the people or other users around. The environment is full of shouting and uttering of bad words. The players tend to misbehave in the café.

1. *Noisy and Earsplitting because of trash talks but that makes the culture fun and exciting.* There is something ironic in the culture of the DOTA gaming. The more it becomes noisier and more earsplitting the more it becomes exciting and nicer; compared to outside culture where individuals hate noise. You could even hear players screaming and shouting

Pag DOTA gaming sir kay exciting, full of excitement dyud sya sir... Gubot in terms of noises and Trash talks. But it's really just exciting (DOTA Gaming sir is exciting, there's full of excitement on it sir... Disordered in term of noises and trash talks. But it's really just exciting).

TADP_KI5_DP

Banha. Sasaw. lingaw...Tungod sa environment...In that case, kung mas saba siya, mas lingaw (Noisy. Earsplitting. Raucous... and because of the environment... In that case, if one is loud, it's more fun).

TADP_KI3_DP

Well, kanang samok. Samok kaayo sya. Gubot... worst kanang magdula sila na naa na sa in the middle of the game na sila. Intense na kaayo ila ng dula, gapinatyanay na sila tanan. Waah, manggawas na na tanang kayawaan og kabulokan. Mao na na sya. Basta samok kaayo sya paminawon... oh ana. Malingaw ka sa iyang kasamok tungod kay malingaw pud ka sa game na imong

ginatan'aw... pinatyanay man gud sya. Pinatyanay gud sya, mao nang samok na sya daan....pinatyanay man gud sya gud. So kwan sya kanang violent (Well, it's annoying, very annoying. Unruly... worst is when they play and they're already in the middle of the game. The game is so intense, they're already killing each other. Waah, all of the demonic attribute will come out and the attitude of being dull. And that's it. It's so maddening to heat, oh that. You'll be entertained of the condition it's because you are also enjoying while watching the game. Because it's all about slaying, that's why its unruly at the first place... it's violent).

TADP_KI10_ICO

Kanang, mura siyag, kanang hell sir... Yes sir. Kay gubot man gud kaayo siya sir. Murag ordered chaos pud sir ba, kanang, gusto nimo gubot, pero ikaw nag buhat ato, murag malipay nalang pud ka sa kagubot sir ba, kanang malipay ka kay dili okay ang situation kanang ana gud sir, like, hala nag away sila, malipay ka ana kay 'hala, nag away.' Ganahan ka pag nay mag away sir. Murag na part napud sya sir ba (It's like, it's like hell sir... yes sir. It's very chaotic sir. Just like ordered chaos sir, you want it to be disordered, and you are the one doing it, then you'll be happy because of its chaotic sir, you are happy because the situation is not okay, just like that sir, they're fighting, you're happy because they're fighting. I like it when there's fighting sir. It's seems like it's already part of it sir).

TADP_KI2_DP

Trash talks also play a role because if the people around you screaming their hearts out in trash talking, you can't help out but to trash talk the same thing. It's like a culture that it is there and you are there playing dota you will be out of place if you don't trash talk as well...the culture it's quite disorderly, chaotic...People lose whatever their degree when they are in the heat of the game.

TADP_KI9_FDP

2. *Uttering Harsh Words is normally observed among DOTA players.* Some of the key informants responded that the language in the DOTA culture seems to be bad and harsh.

Yes sir. Mas harsh like, pagawas man ka sa imong gibati gud sir, syempre kung mag pagawas ka sa imong gibati like, ma-eager nalang pud ka nga, kuntahay ikaw gi trash talkan unya kusog kayo, ikaw manimalos jud ka kay syempre lalaki ka. Ang pride man gud sir ba, ngano (Yes sir! It is harsh because you are going to express your emotions , and of course when you express, you will be eager to trash talks, like in an instance when somebody is going to utter trash talks on you, you will of course revenge. The pride is the answer why they are doing such).

TADP_KI5_DP

O, syempre...syempre sa DOTA lahi dyud imong maistorya. Oh, patya na patya....oh harsh dyud... Basta lain dyud siya (O of course! When you are in DOTA, you will utter words which are different and harsh like, "You kill the opponent!" It is verh harsh and bad).

TADP_KI10_ICO

Kanang saba dyud sya, kung ikaw wala ka kabalo sa DOTA, mag-net lang ka, sulod ka ug DOTA na internetan, malain dyud ka. Kung magstudy ka diha, expect dyud ka, kay dili na siya mawala ang trash talk. Ang DOTA, kung makaingon kag DOTA café o dotahan, expect dyud ka ana na nay trash talk na mahitabo. Ikaw relihiyoso ka na tao, ug makadungog kag bad words, respect dyud ka sa ilaha, dili na mangasaba ka sa ilaha, bisag unsa man na ilang mga words, respect dyud ka sa ilaha. Once na motan-aw ka sa culture sa DOTA, ang trash talk belong dyud na siya (It's really noisy, if you don't know about DOTA, then you just go over in the internet, you enter in the internet café then majority are playing DOTA. If you want to study there, you have to expect,

because trash talk will always be there. In DOTA, if you mean DOTA Café, you expect that there's trash talk. If you're a religious person and you hear bad words, you should respect them, don't reprimand them, even if what words they're using, you should respect them. Once, you want to see the culture of DOTA, trash talk is one of it).

TADP_KI6_DP

3. *The words in the DOTA culture are normally impolite.* One of the key informants told me that once you become addicted to trash talks, you will become impolite to older than you especially to your parents.

That is not polite at all but when you are playing the game you can't help it that you just trash talk. Well maybe it's just coming from me because I play games competitively like it's not DOTA but I share the same thing. Like my friends playing DOTA and I observed or watched them hang out, when they're in their heat of the game and they lose, they don't just trash talk in fact do things in the computer like they smash the key board, they smash the mouse.

TADP_KI9_FDP

Sa DOTA culture kay disrespectful dyud kaayo siya sir... Yes sir. Kanang, wala ka mag matter ug naka hurt naba ka o wala basta ma ingon lang dyud nimo imong gusto iingon. Kanang murag, dili sya formal sir ba. Kanang murag, wala lang, disrespectful lang dyud kaayo siya. Kay ug mo ingon kag 'Bulok ka' tama ba diay na? nga dili mana tama. Pero ug sa DOTA, mo ingon kag 'bulok ka' kay murag okay lang. Pero ug sa school, mo ingon kag 'bulok ka' sa imong classmate kay dili ma tama, pero ug sa DOTA kay okay lang, normal lang. Wala lang (In the DOTA culture, the DOTA players are disrespectful. It seems that you do not matter if you unconsciously hurt someone. You just want to say whatever you want. It is not formal. It seems that it's nothing, you become disrespectful. For an instance if you will utter, "You are stupid," obviously it is not appropriate. But in DOTA if you utter "Your stupid, it seems to be nothing. So again, if you are in school working it is not good to say offensive words especially hitting the intellect; but if you are in DOTA culture, it seems to be nothing).

TADP_KI2_DP

Trash Talks contribute to the behavioral changes or having dual personalities among DOTA players. In this part, I also asked the key informants on the behavior evoked by the DOTA gamers in the battle. When you are going to play DOTA, it seems that your behavior or attitude changes as different from the outside world. At first you could observe guys who tend to be well mannered, but when they started to play they become different person especially when they start trash talking.

Pag-abot nila sir, abi nimog dili makabasag plato sir ba, nya pag abot diay didto, grabe diay kaayo maka strash talks sir, dili dyud nimo ma-ingon na, oy kuyawa ba ani nga tao oy, maka ingon man diay ug ing-ana. Hilom sya, murag hilimon sya, sa gawas, pero pag mo lingkod na siya, mag dulag DOTA. Maka-ingon kag, kuyawa ba nimo oy, ing-ana diay ka, maka lahi dyud syag expectation sir. Murag ma gawas dyud siyag negative or other side sa tao sir (When other players arrive, you think that these people are not rowdy but when they play they are very talkative and you would not that these people could actually utter such words. He looks like he is silent or appears to be silent but when they start playing dota you can say that this guy is different. It really changes the impression that you have on someone. It somewhat comes out as negative or as if the other side of the person comes out).

TADP_KI1_DP

There are boys na very silent outside but when it comes to playing, very very ano, sabaan...There is a change sir. So inside, when you play you focus on the game, your character is you, as if you are the character you are playing (There are boys who are very silent but when they play DOTA they become very loud. There is a change, inside the game you focus on your character as if you are the one character).

TADP_KI8_FDP

O, naa silay dual personality pero mogawas rana iyang other side pag mag DOTA siya...O nalahi sya. Murag mogawas imong pagka beast-mode pag naa naka sa cafe o pag naga dula kag Dota naka....Mawala ang politeness, nay politeness pero within the team, pero wala na sya inig makighalubilo ka sa laing team because your ano, isa sa imohang mga gusto buhaton is to lessen the focus of the opponent sa game. Mao na siya (Yes, they have dual personality but it comes out only when the person plays DOTA and it changes him. It is like having a beast coming- out when you are in the cafe playing DOTA. Being polite is removed, there is a bit of politeness but only to your teammates, but it disappears when you coordinate with the other team. That is one what you want to do to distract the focus of the opponents game).

TADP_KI3_DP

Normally, kung wala sila nagdula normal sila, ok sila. Pero once makadula sila murag mayawaan ang utok, ana gud. Usahay mag-away pa sila. Personalay na magtrash talk... ang akong uyab example Buotan man si Emman, buotan siya, buotan sa ubang tao buotan man siya pero pag masuko siya mokalit nalang siya ug syiagit... oh, tingala ko ug unsa man ning tawhana ni? Labi na pag-uban nya iyang barkada, manumbag. Once nakakuan ko, hmm nagtournament siya. Nagtrash talk-kay lang gud sila. Pagkahuman sa dula, wala na. Murag naintense na gud kaayo, nadala sa ilang gibati gani. Murag nasakitan sila sa ilang dughan gane sa giingon sa atong isa "Oh, kamo dugay na mo nagdinula ug DOTA wala gihapon mo nagkuan, pagdota 2 nalang mo." Mao to, nasagpaan to ang nag-ingon ato kay bata pa man. Kay nasuya sila ba, murag nasuya sila ba kay murag rangohan man gud ilang paminaw na hawod na kaayo sila. Mga feeling man pud sila (Normally when they are not playing they are normal. But once they get to play they seem to be possessed by demons. Sometimes the game escalates to a fight. They trash talk personally involving other people like the girlfriend. Eman is kind, he is kind to other people but when he gets angry he shouts and you become surprised what is wrong with this person? Most especially when he is with his close friends, he punches. Once he joined a tournament and the game led to trash talking after the game got so intense they got carried away when they heard a player say " you have been playing for a long time you are still bad at it, might as well play only DOTA 2" the person who said this got slapped because he was a kid. They got irritated and they felt angry because they feel that they are good at the game).

TADP_KI10_ICO

Murag ana dyud. Muduha imong personality. Kay once na makasugod kag dula lahi dyud siya. Murag magalahi imong paminaw, lahi imong utok murag gusto ka magwild. Murag gusto ko magwild pag mapilde murag ana gane. Pero sa gawas, buotan sa gawas pero pagsulod wala na, lahi na. wild na kaayo murag ako (Maybe it is like that, you acquire a split personality. Once you start playing you are a different person. You feel different, your movements, your brain goes wild. Like you want to run wild if you get beaten at the game. But once you are outside you are so gentle).

TADP_KI10_ICO

Kanang ako sir, kung naga DOTA, lahi ang ako, lahi pud ang ako nga naa sa school, naa sa balay, o sa church. So kanang, ang personality nako sa DOTA, sa DOTA lang na, dili dyud na nga ako dyud... Kanang, hambog, kanang pala-away, tapos, dali lang mo husga ing-ana gani sir.. Yes sir. Kuntahay, kanang wala paka naga-trash talk, kanang murag wala lang. Pero pag naka-trash talk naka, murag outrageous na gani kaayo ka sir. Gipagawas na nimo tanan imong mga kalagot sir ba, mag siyagit siyagit naka. Murag, basta ma-ingon na nimo sa, kay murag free na kaayo ka ba kay na ingon na nimo imong mga gusto, gaan na imong paminaw kay na ingon na nimo imong gusto iingon. Kay lain man gud pag naa kay di ma-ingon (When I play DOTA I become a different person, I am different when I am in school, house and the church. It's like my personality in dota only emerges in DOTA. I am not really a proud, violent and judgemental person. For instance, when I do not start trash talking its nothing but when I start it is like I am outrageous. You just release all your anger and you just shout. You feel so free that you can say anything that you want to say, You will feel to be lighter because you get to say what you want to express. And besides it is bad if you were not able to express something).

TADP_KI2_DP

Like they're wary, in the game they're not educated ones, they will lose whatever kind of education they have. Take it for me I watch DOTA from time to time. I hang out with my friends. Like I am a college graduate, by the way if I played DOTA I did not graduate college... they also play a role because if the people around you screaming their hearts out in trash talking, you can't help out but to trash talk the same thing. It's like a culture that it is there and you are there playing DOTA you will be out of place if you don't trash talk as well. So technically, in the culture it's quite disorderly, chaotic... People lose whatever their degree when they are in the heat of the game... Within the game itself, it's really one of a kind like take it from people I know like I have a friend who is a doctor. He is a graduate of MSU, he just finished his medical degree and he's currently an intern in DMSF, I watched him play with a couple of my friends, engineers, architects. So when they play, they lose their degree.

TADP_KI9_FDP

Trash Talking is an Acceptable Habit in the DOTA Culture . In this part, I asked my key informants if trash talking is a bad habit in the DOTA Culture. What is Ironic, is that they consider trash talking as acceptable habit in their culture compare to the outside world where it is considered as a bad habit by most individuals.

Not a bad habit...Natural.

TADP_KI8_FDP

No. Because I think, it's natural sir. Natural ra sya (No, because I think it's natural)

TADP_KI5_DP

Ah no, because if you're mature enough.... Well it's irony though because if you're playing DOTA game you are not mature. It's just game, at the end of the day when you get home; you don't bring DOTA with you. It's like when you're playing dota you're in another world but once if you leave out with it, you don't bring DOTA with you. You're a different person.

TADP_KI9_FDP

Dili man siya sir, kay way of strategy lang siya namo ba. Para malingaw mi. Pero huna-hunaon nmo, bad dyud sya. Kung huna-hunaon, ang

trash talk namo, dili man gud ing-ana ang among pasabot sir. Lahi dyud ang among pasabot. Kanang, ingnon na imong mama ing-ana, dili man ang pasabot na ing-ana dyud na siya. Ang pasabot lang namo na madistract lang ka ba. Distrakon lang ka gud. Murag dili na siya ang mga words na malain ba, murag natural na siya.... Mabad lang siya, kung imong ginagamit sa laing tao na, ginapoint na dyud nmo na mao na dyud na ang imong point. Sa mga taong walay labot (It is not. It is a strategy. It entertains us but if you think about it. It is bad. We do not really mean what we say in trash talk it is entirely different. If we say your mother is like that it not literal. It is to distract the person. It is not meant to offend but it comes out natural. It only becomes bad if you use it to other people. The people who are not included).

TADP_KI6_DP

Within the DOTA. Dili siya bad sir. Kay strategic, murag part of the game dyud sya. Mao na, DOTA trash talk, murag ana rana sir, part na dyud na siya sa DOTA sir. Normal na gani na siya, dili na siya bad. Kuntahay sa gawas, trash talk, murag di sya maayo. Pero ug sa DOTA, kay murag, dili pud sa maka-ingon nga dili siya maayo, pero dili pud siya maayo (Within DOTA it is not bad. It is strategic, it is part of the game. When you speak of DOTA trash talk comes to mind. It is part of DOTA. It is normal and it is not bad. If you trash talk outside then that comes out inappropriate. But in DOTA, people say that it is not good).

TADP_KI2_DP

Trash Talks in the DOTA culture is more intense and frequent compared to other On-Line games.
 In this part, I asked the key informants to compare the trash talks or trash talking in the DOTA game or culture to the other online games they know in terms of frequency and intensity, and other differences they have in the utterances. And all of them responded that truly, trash talking in the DOTA gaming is more frequent and more intense compare to the other online games because DOTA is a team game, and your opponent is just found in inside the internet café. And this makes them easy to trash talk because it is personal and direct to whomever you want to attack with your words compare to the other games which are on-line and you cannot see or determine the presence of your opponent.

Since ano, it's more ano man lang sir, sa lain game, ang DOTA. Kay mas dali man gud mag trash talk pag kaharap or sa shop lang imong mga kalaban...There are other online games, you can trash talk but it will take time coz you will type pa. But if naa ra sa environment you can orally trash talk your opponents or friends. (It is easier to trash talk in DOTA compared to other online games most especially if you are in front or if the opponent is playing in the same place. There are other online games that allow trash talk but it takes time because you have to type the words contrary to the person in the area, you just say it to your opponents).

TADP_KI8_FDP

Naa raman gud sa duol imong kalaban, so dali ra dyud sila ma intimidate, dali ra sila mawala ug focus. But sa online games man gud sir, dili ka katrash talk ug maayo kay, kanang ganahan paka mag type kapoyan naman ka kay syempre daghan man kag gusto ipagawas sa gibati nimo pero dili na nimo ipagawas kay kapoyan naman ka mag type (Since your opponent is close by it is easier to intimidate them and easier to distract them. But in online games you cannot trash talk effectively, even though you want to trash talk but typing the words is very tiring because you have so many words to let out but you cannot do it because you get tired of typing).

TADP_KI5_DP

Compare nato ang DOTA 1 and 2. DOTA 1 is network game, so within the network lang not the internet. DOTA 2 is international maski kinsa imong kalaban. Sa Dota 1 frequent jud ang trash talk, grabe ang trash talk ana (Comparing DOTA 1 and DOTA 2. DOTA 1 is a network game so you play with people inside the internet cafe while in DOTA 2 is international and you get to play with almost anyone. DOTA 1 has frequent trash talks, the trash talks are very severe).

TADP_KI3_DP

Madunggan lang man nimo. The reason is that pwede nimo i-pin point or i-curse ang tao, face to face. Tapos lahi iyahang, emotion, mas bug.at ang emotion nga makuha sa imong kalaban. Especially coz it's personal tas face to face pa dyud. Kaysa sa DOTA 2. I've been playing DOTA 2 since 2012 yata na. So, wala man kaayoy trash talk didto. Tapos kung ma trash talk ka, chat lang. Nya dili pagyud sya nga kanang, in word, lahion pajud nimo ang word, butangan pajud nimog number-number, kay it's because kung mag trash talk man gud kag ing.ana, ka yang imong word dili mo gawas sa chatbox kay bawal man sya... O, naa syay filter. So kinahanglan i-change pa nimo ang mga letters, pwede nimo himuon ug mga numbers...naa syay filter mao na. Dili pud kayo sya intense. Gawas lang ug initon kag ulo (You can just hear it. The reason is that you can point or curse a person in the face. But he had a different emotion, You feel bad especially if it is personal and done face to face. In LOL there is less trash talk. If there is it is in chat only. It is not even done in words, it is changed by adding numbers. Because if you trash talk using the exact words it is filtered out by the game. So you had to resort to changing some letters into numbers. Thus it is not that intense unless you easily get angry).

TADP_KI3_DP

Because DOTA is a game that made to kill another player, if that is the case, the complexity of the game really induce you to trash talk. While in other games, you were tasked to kill some random monster, so it's really pointless to trash talk a computer. If you're playing against another player, then situation forces you to trash talk.

TADP_KI9_FDP

Naa dyud sa DOTA ang grabe sir... Ang uban man gud single lang siya ba, kinsa may trash talk-an nimo wala man kay kauban, single man lang parehas sa dula na CABAL, ang cabal kanang hero na sya na pagahion nimo, pero daghan mo ana pagahion nimo. Butangan nimo ug armor pagwapohay lang, pahambog lang nimo na ing-ani akong hero, gahi akong hero. Walay clash-clash ba, pagahiay langg. PvP, Player versus Player away-away, skill-skill walay trash talk na nahitabo sir ba. Maayo na siya, pero dili parehas sa DOTA na daghan, na maistorya dyud nimo imong feeling sir ba (Trash talks is very intense in DOTA game. Other games are in single player. Who are you going to trash talk if you don't have anyone to play with. Like in CABAL, the game that allows you to create your own character and make it stronger. You equip it with the best armor and show it off. That is my hero. A strong character. There is no clash just showing off on who has the best looking gear. PVP, player vs player, skills and no trash talk happens. Unlike in DOTA that there is a lot to say about your feelings).

TADP_KI6_DP

Hmmmm karon man gud akong ginadula kay LOL dili dyud siya DOTA pero same lang gud na sila sa DOTA... kung sa online man gud, online game sya dili nimo makita imong kaaway. Ang DOTA na lang DOTA 1 ug DOTA 2 diri raman na siya sa isa ka café ra siya. Lahi lang ang NP kay apil na ang Panabo dira lang games dili gihapon nimo makita ang imong kaaway. Pero kung diri lang... mas grabe sa DOTA kay mas harsh man gud mas lisod siya feel nako. Naa siyay mga item item man gud basta... Dili pud dependi dyud sya sa game. Mas lala lang ang DOTA 1 kay harap-harapan sakit na kaayo (I play LOL and it is not the same with DOTA. If it is online you cannot see your opponent personally. In DOTA 1 and DOTA 2, you are playing with people in the same room. It is different with NP because Panabo players get to join in but you still cannot see the opponent personally. But when you see the opponent personally, the trash are very severe and harsh and I think it is difficult. Because it has the better items and it depends on the game. It is even more severe in DOTA 1 because you get to face the opponent personally and it hurts a lot).

TADP_KI10_ICO

Pirmi sir. Halos pirminti dyud sya sir. Ug motan.aw dyud kag dula sir, DOTA 1 o DOTA 2 sir. Present dyud na sir.... Ang league of legends sir, parehas raman sila sa DOTA sir pero dili sila mo salig ba. Kay ang league of legends dula dula raman ni, pero ang DOTA kay dili dyud pwede nga dula dula lang, dapat madaug dyud ni (Everytime and when I see people playing DOTA 1 and 2, it is always present. In League of legends it is similar to DOTA however it is different. In league of legends it is for fun while in DOTA you cannot play it for the sake of fun. You should win).

TADP_KI1_DP

Sa DOTA man gud sir. Isa pud sa maka apekto sa trash talk kay team play man gud siya sir. So team nimo ma trash talkan, mobalos imong ka team mate ug trash talk, syempre mo support pud kag trash talk pud. So mas dako dyud ug chance nga naay trash talk sa DOTA. Dili parehas sa online game nga kuan, isa raman gud ka ana sir naa lang kay isa ka character, against sa daghang player nya mag trash talk ka nga dili baya na parehas sa DOTA nga kapareha lang nimo sa internet cafe. Nya pag online game kay sa lahi-lahi baya na nga lugar. So mag trash talk ka, mag type-type lang ka didto, murag nonsense ra gani imong ginabuhay sir. Mas frequent jud sa DOTA sir kay madunggan dyud sa imong kalaban, kauban, o si kinsa ba imong gusto trash talkan (In DOTA, one factor that can affect the teamplay is trash talking. If the your team gets trash talked, your teammate retaliates by trash talking back. You also join in the trash talk. There is a likely chance to trash talk in DOTA. Unlike in online games that you are only playing as a solo character against a lot of players and you trash talk which is not the same environment offered by DOTA. And if you play online games the players are coming from different places and if you trash talk you have to type the words and it comes out as nonsense. Trash talking is more frequent in DOTA because you can hear your opponent, teammate or whoever you are trash talking).

TADP_KI2_DP

Ang DOTA II ug LOL sir. Ma define nako sir, parehas ra sila kay team play.5 vs. 5. Ma differentiate nako siya sir sa other online game like Cabal, or an online café sir, it's more on, Character, serious sya sir, kanang, paga-hiay ra mog character. Unlike sa DOTA sir, nay suspense, nay excitement, katong Cabal sir, more on leveling, tas ano, lahi ra dyud sya sa DOTAsir, Kay single player ra ang uban. Mao nana sir... Kay ano man sir, nakuan nako siya sir. Lima-lima man gud siya sir, five vs. five nya team play, paramaay, mao daghan sya makuan, daghan mo mag ininsultohay ug trash talk, unlike atong solo, atong

other online games, solo raman gud siya sir (DOTA II and LOL are very similar. It is a team game made of 5 players against 5 players. It is different with other online games like Cabal or an online cafe because the focus on online games is more on making your character stronger. Online DOTA that there is an element of suspense and excitement, In cabal, it is more on leveling and DOTA is very different. DOTA is five on five team play game and it involves a lot of insulting and trash talking online solo games).

TADP_KI4_DP

DOTA Culture and gaming would be boring or less exciting without Trash Talks. In this part, I also asked the key informants on the query if trash talks are not present in the DOTA culture, and majority of them responded that if these utterances are not present the game and the culture in general are boring, for trash talks add something to the game to become more exciting and interesting. Without trash talks, it would just become as ordinary game like the others.

Boring sir. Boring dyud. Kay murag, mao man gyud nay purpose sa mga nagadula. Mostly sa mga naga dula ang purpose nila is para malabwan ang isa. Kuntahay malabwan na nimo ang isa, hilom lang ka ana, so ang gusto jud nimo ma kuan nga, "ah wa kay kaya sako; Mas hawod ko sa imo," kay mao man dyud nay mostly purpose sa naga dula sir, para nay malamangan ba. Kay mas hawod ka sa iyaha, para ma show dyud nimo sa iyaha ba. Ug walay trash talk, wala, pindot pindot lang mo ana. Ma boring na ang DOTA sir (Boring sir. Very boring. It's as if, it's the purpose of the gamers. Most of the players want to be better than the other. For instance, you played better than the other gamer, you wouldn't want to be silent, but you'd rather say, "you can't beat me! I play better than you" because that is what gaming is all about sir, to be the better one. Because you are superior, to show it to the other players. If there's no trash talk, you just press the keys. DOTA would be boring).

TADP_KI2_DP

Ano sir, boring na murag, ang essence man gud sa DOTA sir. For me lang sir, kay trash talk. Kay without sir, I found the game boring sir. Kay kung sa ako lang sir, it's more about fun lang sir (Well sir, it's quite boring, for me, the essence of DOTA is trash talk. Without it, I find the game boring. If it were about me, it DOTA or trash talking, it's only more about fun sir).

TADP_KI4_DP

It's bored, very bored.

TADP_KI9_FDP

Boring!

TADP_KI6_DP

Much more... ganahan siguro ko pag walay trash talk...okay lang sa akoa pero kung player dyud ka boringan dyud kay walay trash talk. "Dula ni?" Mura ra kag nag Farmville (Much more... I think I'd be pleased if there's no trash talk...for me it's okay but if you really are a player, you'd really be bored if there's no trash talk. It's like you're just playing Farmville).

TADP_KI10_ICO

Kay ug wala sir, kay boring sir. Ang kalaban dili ganahan, or usahay ikaw, di ka ganahan. Compare nimo sa naga trash talk sir, kay maganahan, kay ing-ani, ang determination nimo sir kay dili lang modula, kay gusto nimo modaog sir, ang pikas kalaban mao raman pud sir, so murag mabalance pud ang game sir nya sa sugod way lingaw (If there's no (trash talk) sir, it's boring sir. Your opponent would not be enjoying, then you wouldn't be enjoying too. Compared to those who trash talk sir, you will have fun, it would seem like you'll have the determination to not just play, but you also would want to win

sir, it would also be the same for the other player, so the game would be a balance sir, but at the start it's not fun).

TADP_KII_DP

Table 5
Trash Talks in Shaping the Culture of Dota Players

Essential themes	Thematic Statements
<p><i>Trash talk is a feature of DOTA Gaming</i></p>	<ul style="list-style-type: none"> • Trash talking is just a strategy for a game. • It is not part of the game but in the battle only, it is mainly about the perspectives of the players they have adopted. • Actually it is not part, the game doesn't give any chance to the player even in their chat box. • It becomes a culture or part of the culture because the player who is in the state of verge has the level of excitement, he has mixed emotions. • It's not really necessary to talk in specific of the DOTA game because when you play the game it's not really encouraging to trash talk but because people being competitive, because DOTA is a team game, it becomes a habit. • It is already part of the culture in gaming but not in the game itself because it seems that you could not hear a player who tends to be silent in the battle, they are really noisy and shouting • Since it is used in the game, it makes the later becomes exciting. That is why it appears to part of the gaming. • You could actually play without the presence of trash talks. However, in most cases, it is really boring without trash talks in their own perceptions.
<p><i>Trash Talks serve a purpose or function in the culture of DOTA players.</i></p>	<ul style="list-style-type: none"> • It is a strategy to make the opponents lose their concentration. • DOTA is a team game. Other teams are trying to bring my team down. • Sometimes, even though they sit near each other or they sit beside each other, they would try to tease and trash talk their opponents just to distract them from the game. • You trash talk to disturb the enemy from performing their strategy. • Trash talking is used to disturb the opponent at the very beginning of the game. • You trash talk to prevent others from having a good game. • Opponents often call you moron to distract; you feel bad about it. Later on, you realized, it was intended for you to be distracted from the game. • Instead of playing the game well, you already enrage with my emotions, specifically anger. • You don't know how to play the game anymore; you lost your focus and sometimes you get confuse on what item to buy to defeat my enemies. • When you started playing DOTA, you have learned to provoke others just to lose their concentration. You always want my enemies to be defeated. • It is a way to attack or lower down the pride and confidence of the opponents. • You trash talk your enemies whenever they have a higher level than you. This is intended to make them lose your self-esteem in the game. • They gain more pride whenever they are able to defeat them with trash talks. • Players utter trash talks to insult their opponents. • You will have a different kind of emotion whenever you play DOTA. • It has an emotional and mental effect on the players. • Usually it feels bad bad because the harsh words instantly affect mentally and emotionally.

	<ul style="list-style-type: none"> • You would live more on expressing disappointment because you were beaten out of the game and because of that you will retaliate to trash talking. • You express your disbelief, your sadness, you anger through trash talking and then same time because of that you want to hurt your opponent so because it's a game you can't really punch your opponent. • Losing the game give them a bad feeling of receiving trash talk from the winning team. They play to win. • To revenge or defend oneself through using trash talks. • Trash talking is like a self-defense. If they trash talk, you will trash talk too. • When your opponent is air headed, it is hard to control yourself from hating him. Your opponent would start trash talking and you can't help yourself to do the same. • To express disappointment with the teammate. • If you will be the leader of the game, you always want your members to follow you. This game needs practice, strategy and teamwork. So you trash talk if they are incompetent. • To express Disappointment when they lose or a player's character dies. • For one thing if they lose the game they trash talk, if the character they are controlling in the game died they trash talk. • To boost one's confidence, pride, Dominance. • Playing DOTA and trash talks give more confidence • Sometimes, players trash talk as a product of their happiness. • It develops confidence and pride. It feels great. The thrill is immeasurable. • Playing DOTA is a way to establish dominance. It feels good to trash talk. • To make the game more exciting and fun. • The fun you experience when playing DOTA is unexplainable. • This usually happens when players have a higher number of kills compared to the opponent. They enjoy trash talking because they have a higher score and it feels like they are about to win the game soon.
<p><i>Trash Talks contribute to the kind of Environment DOTA Culture has</i></p>	<ul style="list-style-type: none"> • Noisy and Earsplitting because of trash talks but that makes the culture fun and exciting • DOTA Gaming is exciting, there's full of excitement • Disordered in term of noises; but it's really exciting. • You'll be entertained of the condition it's because you are also enjoying while watching the game. • Aside from bad words, they are shouting and there are even times that it gets to a point that they are hurting each other. • It is harsh because you are going to express your emotions • Of course when you express, you will be eager to trash talks, like in an instance when somebody is going to utter trash talks on you, you will of course revenge. • When you are in DOTA, you will utter words which are different and harsh like, -It is very harsh and bad. • It is not polite at all but when you are playing the game you can't help it that you just trash talk. • In the DOTA culture, the players are disrespectful in their words. It seems that you do not matter if you unconsciously hurt someone. • You just want to say whatever you want. • It is not formal. It seems that it's nothing, you become disrespectful
<p><i>Trash Talks can change</i></p>	<ul style="list-style-type: none"> • Behavior changes when players are playing DOTA. -They really have to

<p><i>behavior or gamers manifest dual personalities</i></p>	<p>focus just to kill a hero so that their character won't be weakened.</p> <ul style="list-style-type: none"> • When other players arrive, you think that these people are not rowdy but when they play they are very talkative and you can't even believe that these people could actually speak such words • It really changes the impression that you have on someone. It somewhat comes out as negative or as if the other side of the person comes out. • There is a change, inside the game you focus on your character as if you are the one character. • DOTA players have dual personality but it comes out only when the person plays DOTA and it changes him • It is like having a beast coming-out when one in the café is playing dota. • Being polite is removed, but it dissipates when you play with the other team. • One player is kind, he is kind to other people but when he gets angry he shouts; most especially when he is with his close friends, he punches. • Maybe it is like that, you acquire a split personality, once you start playing you are a different person. • When you play DOTA you become a different person, different when you are in school, house and the church. It's like personality in DOTA only emerges in DOTA. • They tend to be violent and judgmental person; when they do not start trash talking its nothing but when they start it is like they are outrageous. • Like they're wary. In the game they're not educated ones
<p><i>Trash Talking is an Acceptable Habit in the DOTA Culture</i></p>	<ul style="list-style-type: none"> • Not a bad habit, because it's natural. • Not a bad habit, if you're mature enough • It's just game, at the end of the day when you get home; you don't bring DOTA with you • It is not a bad habit for it is just a strategy, it entertains DOTA players • If we say ,“your mother is like that,” it is not literal. It is used to distract the person; it is not meant to offend but it comes out natural. • It only becomes bad if you use it to other people, the people who are not included • Within DOTA it is not bad; It is strategic, it is part of the game. When you speak of DOTA trash talks, it is part of DOTA. • It is normal and it is not bad; Ff you trash talk outside then that comes out inappropriate.
<p><i>Trasht talk among players in the DOTA culture is more intense and frequent compared to other online games</i></p>	<ul style="list-style-type: none"> • It is easier to trash talk in DOTA compared to other online games most especially if you are in front or if the opponent is playing in the same place. • There are other online games that allows trash talk but it takes time because you have to type the words contrary to the person in the area, you just say it to your opponent • You can just hear it, the reason is that you can point or curse a person in the face. If he had a different emotion, you feel bad especially if it is personal and done face to face. • In LOL there is less trash talk; If there is it is in chat only. It is not even done in words, it is changed by adding numbers. Because if you trash talk using the exact words it is filtered out by the game. So you had to resort to changing some letters into numbers. Thus, it is not that intense unless you easily get angry. • In other games, you are tasked to kill some random monster, so it's really pointless to trash talk a computer • If you're playing against another player, then situation forces you to

	<p>trash talk.</p> <ul style="list-style-type: none"> • Trash talks is very intense in DOTA game. Other games are in single player. You are you going to trash talk if you do not have anyone to play with. • When you see the opponent personally, the trash are very severe and harsh. • Every time, when you see people playing DOTA, trash talks is always present. • In DOTA, one factor that can affect the team play is trash talking. If the your team got trash talked, your teammate retaliates by trashtalking back. • There is a likely chance to trash talk in DOTA. Unlike in other online games that you are only playing as a solo character against a lot of players and your trash talk is not the same environment offered by DOTA. • If you play other online games, the players are coming from different places and if you trash talk you have to type the words and it comes out as nonsense.
<p><i>DOTA Culture and gaming would be boring or less exciting without trash talks.</i></p>	<ul style="list-style-type: none"> • Very boring. Trash talks have purpose in the DOTA gaming. • If you want to play better than the other gamer, you wouldn't want to be silent, but you'd rather say, "You can't beat me! I play better than you" because that is what gaming is all about • Well it's quite boring, the essence of DOTA is trash talk without it, the game would be boring. Trash talking is only more about fun. • It's okay but if you really are a player, you'd really be bored if there is no trash talk. • Boring, it's like you're just playing Farmville. • If there are no trash talks, it's boring, your opponent would not be enjoying, then you wouldn't be enjoying too. • Compared to those who trash talk , you will have fun, it would seem like you'll have the determination to play.

Discussion

This academic endeavor tackles on discovering the speech acts and the culture of trash talks among DOTA players in their culture of Gaming. This study is ethnographic by nature which means, that my task as a researcher was to immerse in the field and observed in order to get the necessary data or information. Furthermore, in order to have detailed information in describing the culture of trash talks and the DOTA gaming itself, I conducted an In-Depth Interview (IDI) to individuals who are directly part of the culture of the DOTA gaming.

The research took place in one of the popular internet cafés in Tagum City, Davao Del Norte, Philippines. Since this is ethnographic by nature, it is a requirement that I must have my observation or immersion. During, the said immersion, I took the role of being an observer where I accounted the trash talks uttered by the DOTA player.

For two weeks, I immersed myself in the location and observed their culture bringing with me my field notes. Specifically, I stayed there from 7 PM to 2 AM because during these night hours, more players played. The study started from December 12, 2015 to December 21, 2015. I believed that these days and hours were enough to gather the data I needed for the study.

Trash Talks among DOTA Players

From the data gathered I was able to classify 12 categories of trash talks among DOTA players. In this study, it is observed that trash talks are highly derogatory and offensive. However, in the DOTA culture this becomes acceptable and normal because most players normally use trash talks as a strategy to intimidate their opponents who could make the latter lose their concentration in the game.

As supported by Smith (2001), in the sports arena trash talk is utilized in an effort to gain any and every competitive edge through verbal motivation and intimidation while others would even resort to it to get an opponent's mind off of the game. Trash Talk is closely linked to Sport, as well as consisting an offensive

behavior which does not follow the ideal of mutual respect in sport between competitors. In short terms, insults, taunts directed towards an opponent's skills, and personal attacks are what define "trash talking" (Dixon, 2007). And the following classifications of trash talks are undoubtedly offensive:

Trash Talks Associated with Devil. "Yawa" which means "Devil" was considered to be the most frequent word that was observed during my immersion from the Internet café. It may be uttered or shouted or embedded in an expression or statement. It is considered as the most highlighted or stressed word. Other words which mean devil were "panuway" and "demonyo".

Trash Talks Associated With Mother. Mother is considered as the most important person in the lives of DOTA players. Hence, it is considered as one of the most highlighted subjects in trash talking. The trash talks or statements in which the term "mama" which literally means 'mother' is actually common in the culture of DOTA gaming. The term is embedded and highlighted in statements which tend to be derogatory and highly offensive to mothers and to the players themselves.

Trash talks Associated to Sex and Sex Organs. Mentioning things and words associated with sex and genitals is quiet taboo. These words are common trash talks. Another common trash talks uttered by the players are statements or words related to sex or usage of sex organs in the gaming. Some of the terms about sex and genitals are used. Terms such as 'fuck', 'asshole', 'penis' and the likes are dominant.

Trash Talks Associated with Mythological Creatures/Animals/Beasts. One of the most offensive instances is when someone compares him or her to animals, beasts and or even monstrous myth creatures. Trash talks related to insects, animals, myth creatures and beasts are common in the DOTA culture.

Trash Talks Associated with Command/Challenge /Threat. Some of the behavior observed from the DOTA players when they play was that, they tend to be masculine, boastful and too confident in the game. They tend to taunt their opponents through giving commands or challenge. They even threat their opponents with foul languages.

Trash Talks Associated with Intimidation/Teasing. To intimidate and to make fun of the opponents are also common in the culture. Based on my own observation, players utter languages or words to intimidate their opponent, strategically to make them out of the games. Especially, when players know that they are leading they tend to tease their opponents with their mistakes or wrong moves in the battle.

Trash Talks Associated with Degradation of Intellect or Capacity. For other DOTA players, insulting their intellectual capabilities or intelligence quotients is very offensive and degrading. That is why another form or category of trash talks are the statements or foul words degrading or hitting the intellectual capacity and even including the motor skills of the opponents. Words which literally translate as 'incompetent', 'stupid', or 'dull' and the likes are also highly observed in the DOTA culture or gaming.

Trash Talks Associated with Sanity/Psychological State. Another classification of trash talks are statements or foul languages hitting or degrading the sanity or psychological states of the DOTA players' opponents. Some of the common words that are also observed which literally means, 'Insane' and 'idiot' are also stressed and are offensive.

Trash Talks Associated with Death or Killing. Death or killing as a topic in a conversation is somehow serious. However in the DOTA culture it seems that words related to death are just natural. That is why, another classification of trash talks which tend to be highly foul or offensive is the inclusion of statements associated with the terms, 'death', 'murder' or 'killing'.

Trash Talks associated with Dirt/ Defecation. Talking feces and defecation is also taboo in social communication. But in DOTA culture it is just natural. Trash talks associated with dirt or defecation includes 'dirt', 'shit' and 'feces'.

Trash Talks associated with Physical Appearance. Saying ugly and defective to someone is also highly offensive. In DOTA culture, it is not only the degradation or pointing of Intellect and Psychological states are being included in the trash talks among Players. Trash talks hitting the physical appearance are also present; saying these words in the culture is highly observed as well.

Trash Talks Associated with Homosexuality. Words or phrases which tend to degrade or include gays in trash talking are highly observed as well in the utterances of the DOTA players. 'Bayot', or 'bading' which means literally as 'gay or homosexual' is common in the trash talking.

Trash Talks Shape the Culture of DOTA players

This study truly proved that trash talks help in shaping the culture of DOTA players. Based on the immersion and interview from the key informants, it is really observed that trash talk is part of the culture. Gamers could really express themselves using trash talks without inhibition for they know that it is acceptable.

As supported by Suler (2004), as well as clinicians and other researchers, stated that people in the cyberspace talk and act differently than what they normally would in real life, face to face situations. They tend to express themselves more freely, feeling less restrained and pretty much “loose”. The phenomenon being universal; it was given the name the “online disinhibition effect”. This disinhibition has two sides to the equation. In some occasions, people can get intimate and close emotionally, sharing secrets and ambitions and wishes, etc. They are even likely to show unusual acts of compassion and sympathy, even generosity. This is called “Benign Disinhibition”. Nevertheless, this type of is not always this constructive and helpful. Sometimes, there are acts of rudeness, harsh criticism, aggressive behavior and even threats, that gamers call trash talks. People may connect to sites leading to crimes, pornography, etc. which are places they would not even consider in the real world; this is called the “Toxic disinhibition”.

Trash talk is a feature of DOTA gaming. Technically, Trash Talking is not part of the game, but is a part already of the gaming or the culture. The game Defense of the Ancients (DOTA) does not encourage trash talking for the creator of the gaming did not intend too. But, trash talks become part of the gaming or culture because this was created by the players themselves.

Trash Talks serve a purpose or function in the culture of DOTA players. Players in the DOTA Culture do use trash talks just for nothing. In their culture, trash talks serve different functions and the players have their individual reasons of using these utterances in the game. The following the reasons or functions of trash talks: (1) *It is a strategy to make the opponents lose their concentration;* (2) *It is a way to attack or lower down the pride and confidence of the opponents;* (3) *To release or express emotions or frustrations;* (4) *To revenge or defend oneself through using trash talks;* (5) *To express disappointment with the teammate;* (6) *To express Disappointment when a player’s character dies.;* (7) *To boost one’s confidence or pride* (8) *To make the game more exciting and fun;* and (9) *To establish Dominance.*

Trash Talks contribute to the kind of environment DOTA Culture has. The environment of DOTA gaming in the internet café is different from the outside world and trash talks contribute to its uniqueness. When the DOTA players are inside the internet café, it seems that they do not care of the world and insensitive to the people or other users around. They just utter trash talks if they want. The environment is full of shouting and uttering bad words. And the players tend to misbehave in the café. Some of the observations one can have in the DOTA culture where trash talks are involved include: (1) *Noisy and Earsplitting because of trash talks but that makes the culture fun and exciting.* (2) *Uttering Harsh Words is normally observed among DOTA players.* (3) *The words in the culture are impolite.*

Trash Talks contribute to the behavioral changes or having dual personalities among players when they are in the DOTA Culture. The key informants were also asked about the behavior they evoked in the battle. When you are going to play DOTA, it seems that your behavior or attitude changes as different from the outside world. At first you could observe guys who tend to be well mannered, but when they started to play they become different person especially when they start trash talking.

Like DOTA, Counter-Strike and Half Life are popular FPS game which Bright, Boria, and Breindenbach (2002) studied for the language and communication between the players. Various conclusions concerning the increasing effects of aggression resulting from games were stated through different former papers. The hostility and negativity of the opponents’ communication was noted. The gaming circles refer to these acts of insulting, harassing and intimidating an opposing player as Trash Talking.

Trash Talking is an Acceptable Habit in the DOTA Culture . The researcher also asked key informants if trash talking is a bad habit in the DOTA Culture. What is Ironic, is that they consider trash talking as acceptable habit in their culture compared to the outside world where it is considered as a bad habit by most individuals.

Trash Talks in the DOTA culture are more intense and frequent compared to other On-Line games Games. The key informants were also asked to compare the trash talks or trash talking in the DOTA game or culture to the other online games they know in terms of frequency and intensity, and other differences they have in the utterances. And all of them responded that truly, trash talking in the DOTA gaming is more frequent and more intense compare to the other online games because DOTA is a team game, and your opponent is just found in inside the internet café. And this makes them easy to trash talk because it is personal and direct to whomever you want to attack with your words compare to the other games which are on-line and you cannot see or determine the presence of your opponent.

DOTA Culture and gaming would be boring or less exciting without trash talks. The key informants were also interviewed on the query what if trash talks is not present in the DOTA culture, and majority of them responded that if these utterances are not present the game and the culture in general is boring, for trash talks

add something to the game to become more exciting and interesting. Without trash talks, it would just become as ordinary game like the others.

Implications for Educational and Social Practice

I believe as the researcher of this academic endeavor can contribute not just in field of education but also in the social concern in general. Based from the results, there are more negative effects that DOTA Gaming and Trash Talks could give particularly to school life and relationship. That is why specific individuals must be in cooperation to solve this problem, not just teachers, parents and students themselves, the government and the religious group leaders must also act to solve this social problem penetrating the behavior and minds of our youth especially those children who are already playing DOTA and uttering trash talks.

Based from the results of my study, specifically, I want to point individuals who must work to address this issue:

For the Student-Online Gamers/DOTA Players, they must realize the value of respect through language. They must bear in mind that using trash talks in the game is still inexcusable and unacceptable. Even in ordinary games, their opponents, parents, teammates, and other individuals must not be the subject of trash talking. They must not be derogated, insulted and degraded. However, if they couldn't stop playing the game, at least they must not utter offensive words.

For the teachers, Parents and Guardians, they must be vigilant and aware of what is going on to their students or children. They must guide their children to the right direction, must constantly check their activities, and must continue updating their progress in school. They must also continue inculcating values and right manners through respectful language and behavior. They may never know that their children were already influenced by the environment and people who use trash talks that could deteriorate the moral values.

For the Internet Café Owners, they must be stewards of goodness. They must not tolerate these kinds of actions and profanities inside their business establishments. They must not only consider the profit they may gain rather they must help in promoting good values and habits even in their Internet Cafes. They must not allow these profane and derogatory words and expressions be uttered.

For the Local Government, leaders must do something about it. They have the power to act. They must implement City Ordinances that would ban trash talking or at least minimize it, for this is plaguing the morale of the society. After all, this could be a great help to promote and maintain social morality and harmony.

For the Church and Religious leaders, they must continue motivate the youth to choose the right path and encourage them to be active in religious and societal activities that could uplift their values rather than spending time in violent games which may deteriorate their holistic individualities. Religious leaders must be more explorative and discover the realities that these negative phenomena in the society already exist. Thus, they may also do immersion for better understanding and could find better solution for this problem.

Recommendations for Future Research

As the researcher of this study, I would recommend that scholars who may wish to continue the study about trash talks shall discover on the contents or features of the online games and analyze if there is something in the game that could affect and influence for the emergence of negative behavior and derogatory language among individuals.

Particularly, I would recommend them to study the children aged from 4 to 8 years old, because in my immersion I could already observing kids who are enculturated to utter bad words and misbehave in the setting. Furthermore, they could also cover differences on playing and trash talking based on the genders, because in my observation I could also see few women playing the DOTA and uttering trash talks.

Concluding Remarks

This research has tackled three main points. First, is the gathering of trash talks among the DOTA players and its classifications; next is the speech acts of trash talks uttered; and lastly is the culture of trash talks and DOTA game. In my endeavor, I was able to discover something beyond and opposite on my culture. I am not into DOTA gaming, profanity and trash talks. I was raised by my family with good moral values and courteous language. But I know things are not all sugarcoated; there are a lot of things about language phenomena that I must be able to discover. With that, I dared to study the culture and language that I am not into. And undoubtedly I learned and discovered a lot.

In this study, I have accounted from the key informants themselves who are DOTA players as well that trash talks are just part of the game and natural language phenomena. And technically in their culture it is not bad; it is acceptable habit. But DOTA players cannot deny the fact that this game and trash talks have caused troubles and miseries to the lives of individuals from misbehaving to murder. So if it is just really a natural habit in the culture; this must not be taken seriously. However, whether we like it or not, some definitely take trash talks seriously which lead them to do something evil. With this, I believe there must be actions to be done by

particular individuals-Parents, Government Officials, Teachers, Internet Café Owners and above players themselves.

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