



## **Verbal Bullying and game: A religious and ethical dilemma**

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**Abstract.** Technology is currently developing at a very quick pace. Communication and information are vital to both people and groups. Communication and information are easily accessible because to the internet. The internet can be used for a variety of purposes, including entertainment. Games are a common kind of entertainment these days. However, in addition to the benefits, there are drawbacks. The effect of cyberbullying is one. In games, bullying often occurs verbally in the chat feature. The existence of verbal bullying in valorant games is relevant to the increasing growth of online game players. The chat feature in the game becomes a place where bullying, mockery, and harsh words occur. Verbal aggression in the game is closely related to anonymity. This study aims to analyze the dynamics of verbal bullying in the valorant game, analyze anonymity and frustration-aggression theory. A qualitative method approach with a phenomenological approach to provide depth to the experiences of players who experienced acts of bullying, taunting, and abusive words in the game. Participants were drawn from the official forums of a game to authentically provide their experiences. Players tend to freely engage in verbal bullying because anonymity tends to make aggressive actions. This study also found a strong correlation between in-game frustration and verbal aggression, supporting the frustration-aggression hypothesis. Hence addressing verbal bullying in online games requires a multifaceted approach, including increased moderation, player education, and mental health support. So as to provide a more comfortable, safe and more inclusive environment.

**Keywords:** verbal bullying, cyberbullying, valorant



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