



People's Democratic Republic of Algeria
Ministry of Higher Education and Scientific
Research Ibn Khaldoun University of Tiaret
Faculty of Letters and Languages
Department of English

**Examining Linguistic Toxicity in the Online
Digital World: A Case Study on PUBG Mobile**

**Dissertation Submitted in Partial Fulfillment of the Requirements
for Master's Degree in Linguistics**

Submitted by:

- Dahmane Mohamed Mokhtar
- Oussama Meghit

Supervised by:

Dr : Yacine Moulai Hacene

Board of examiners

Dr. Amina Bouguessa

President

Ibn Khaldoun University of Tiaret

Dr. Yacine Moulai Hacene

Supervisor

Ibn Khaldoun University of Tiaret

Dr. Benamor Youcef

Examiner

Ibn Khaldoun University of Tiaret

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Dedication

This work is dedicated to my dear parents. Without their support, I would not have reached this point.

I also want to dedicate this work to my dear siblings: my older brother Ismail, and each of Fatima, Ouadhah, and Bochra. And I also dedicate this work to myself for what I have achieved. Additionally, I would like to thank only my friends who support me.

Dahman

This study is dedicated to my beloved parents, who have been my source of inspiration and give me strength when felt like of giving up. They continually provide moral, spiritual, emotional, and financial support.

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Abstract

The present study aims to explore the nature, extent, and effects of linguistic toxicity in PUBG's online community. This is done by identifying the mechanisms through which toxic language impacts player experience and community dynamics. In other words, it seeks to study how language contributes to the study of toxic behaviours, potentially detracting from the game's enjoyment and inclusivity. In order to solve the aforementioned problematic, a textual linguistic analysis conducted whereby a corpus of twenty different expressions, which contain offensive and toxic language, extracted from real-time recording from the PUBG Mobile game, YouTube channels, and TIKTOK reels. The collected data were subjected to a literal and contextual interpretation. Then, the toxic part of the language is extracted and explained in a way that aligns with the Algerian cultural and linguistic background. The findings indicate that the game PUBG is loaded with extremely toxic language among players, regardless of their age, ethnicity, and cultural background. This showed that these behaviors affect the psychological side of players in a negative way, making the experience of the game less enjoyable and full of hate and anger.

Keywords: Linguistic toxicity, toxic language, PUBG, online community, textual analysis.

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GENERAL INTRODUCTION

Toxic language is considered the darker side of communication and encompasses hate speech, harassment, and derogatory language. Historical texts and journals clarify that this phenomenon has existed for centuries. Its origins can be traced back to ancient civilizations

Due to the spread of these behaviors, linguistics began its studies in the late 20th century on how they influence individuals and communities. The objective is to understand the structure, function, and impact of toxic language. Technology is the primary reason for the spread of toxicity, especially in online gaming communities, as they provide people with global platforms for interactions.

PUBG Mobile is a striking example of how online gaming has enabled the proliferation of toxic language. The anonymity and competitive nature of this game contribute to the creation of a hostile environment where players engage in hateful behaviors. This highlights the issue of increasing linguistic interactions and how toxicity affects players' experiences within the online gaming community. Our behaviours, and whether it makes gaming enjoyable fun or increases the inclusivity of the game. Our study aims at Analyzing and understanding the nature , the prevalence and the impact of linguistic toxicity in the online gaming community with a specific focuce on PUBG mobile

The core of the research is triggered by the following question:

- How do different forms of linguistic toxicity manifest in the online community of the PUBG game, and what impact do they have on player interaction?

In order to address the aforementioned research question, a set of sub-research questions is taken into consideration to investigate the broader scope of our inquiry. The sub-research questions are as follows:

- 1: What are the types of linguistic toxicity present in PUBG?

2: How does exposure to linguistic toxicity affect individual player interaction within PUBG?

3: What are the broader implications of linguistic toxicity for community engagement within the PUBG gaming community?

In light of the previous questions, we have formulated the following hypotheses:

Hypothesis 01: Different types of linguistic toxicity in PUBG include abusive language, insults, discriminatory remarks, and harassment. These types of toxicity are more prevalent during high-stress moments in the game, such as intense combat situations or losses.

Hypothesis 02: Exposure to linguistic toxicity negatively impacts individual player interaction by increasing instances of retaliatory toxic behavior, reducing cooperative gameplay, and leading to higher rates of player disengagement or leaving matches prematurely.

Hypothesis 03: Linguistic toxicity undermines community engagement by fostering a hostile environment that hinders new player retention and reduces overall community cohesion. This toxic atmosphere leads to lower levels of player satisfaction and reduced participation in community events and forums.

In order to validate or invalidate the aforementioned hypotheses, the present dissertation is divided into three chapters: investigating linguistic toxicity and emphasizing the types and factors that contribute to it. Analytical frameworks: This framework includes speech act theory, sociolinguistics, pragmatics, and other forms. After that, investigate the role of technology and platforms in spreading toxic language and the challenges in analyzing toxicity through social media. Additionally, the last chapter discusses the scope and methodology, focusing on our investigation of the PUBG Mobile game as a case study. In addition, data collection tools include screen recordings, YouTube videos, and TikTok reels.

The data is analyzed by examining the expressions, followed by a discussion on ethical considerations.

The first chapters provide a fundamental understanding of linguistic toxicity, starting with an introduction to linguistic toxicity and its types including hate speech, threats, harassment, derogatory and insult. Following this, focus on the negative attitudes and behaviors towards the individuals. In addition to highlighting its impacts, such as societal and cultural consequences, on communication dynamics, and also on language evaluation, Furthermore, we explore the factors contributing to linguistic toxicity, focusing on anonymity, technology, platforms, and the influence of media and popular culture.

The second chapter examines toxic language in online spaces by using analytical frameworks like speech act theory, sociolinguistics, and pragmatics. Furthermore, we explore the role of technology in spreading toxicity and address the challenges of analyzing social media data. Additionally, we outline future research directions, as well as the legal and ethical considerations in managing online toxicity and promoting responsible digital citizenship.

In the third chapter, we explore the scope and methodology. The scope of our investigation includes describing PUBG Mobile as an online game. In the methodology section, we discussed the research approach, focusing on textual qualitative analysis. The tools used for data collection include screen recorders and videos sourced from platforms like YouTube and TikTok. Our data collection includes 20 expressions, followed by data analysis using the linguistic model, where we give each expression its literal and contextual meaning. After extracting the literal and contextual meaning of each expression, the researchers will move on to the linguistic analysis, where the word is highlighted and interpreted according to the Algerian cultural context, providing its pragmatic reference.

CHAPTER ONE: FUNDAMENTAL UNDERSTANDING OF LINGUISTIC TOXICITY

Introduction

Toxicity can be considered a phenomenon that represents or refers to the harmful effects of various elements. It includes a wide range of types such as culture, chemicals, religion, behaviors, and language." The aim of this chapter is to explore the concept of linguistic toxicity and its various types, rather than focusing on its impacts. Instead, the chapter will focus on the factors that contribute to linguistic toxicity.

I. INTRODUCTION TO LINGUISTIC TOXICITY

Linguistic toxicity is a concept that represents the dark side of language, where people tend to use disrespectful or harmful language. On the other hand, it is important to address this phenomenon because it can create a disrespectful or negative environment and impact the targeted individuals and communities.

1. Defining and Explaining Linguistic Toxicity

According to Madhyastha, Founta, & Specia (2023, p.1549) said "toxicity is a broad concept that can include threats, racial slurs, extremist views, sexism, insults, hateful, and derogatory comments, which can be both directed at specific users or at communities." The statement emphasizes the concept of toxicity, which includes a wide range of negative behaviors, such as threats, racial slurs, insults, hateful comments, and derogatory remarks.

These types of toxic behaviors can be directed towards specific individuals or communities, creating a negative and disrespectful environment. This statement emphasizes the significance of acknowledging and dealing with the different forms of toxicity that can arise in gaming and social media environments. By pointing out that toxic behavior can have a negative impact on the experiences of individuals and communities, researchers suggested

that it is important to understand these various forms while trying to mitigate and combat these harmful and disrespectful behaviors in order to create a positive and suitable environment for individuals.

In another study with Souza, Costa, Pegorini, & Souza (2021, p.03) noted that "toxic behavior, also known as griefing, happens when players break co-existence rules, acting in antisocial and disrespectful ways. It brings forth anger or frustration in other players." This study argued that toxic behavior includes players who violate co-existence rules and also act with harmful expressions, are disrespectful, and act in antisocial ways, which can lead to anger or harm to other players. Otherwise, this behavior can influence or impact in negative ways the gaming experience for others, which can lead to creating a toxic environment. These behaviors can take multiple forms, for instance, harassment, insults, and bad and harmful comments.

Blackburn (2014,p.01) argued that "toxic behavior, also known as cyberbullying [1], griefing [4], or online disinhibition [7], is bad behavior that violates social norms and inflicts misery." Jeremy (2014) emphasizes the importance of understanding the negative effects of the concept of toxic behavior in online gaming, he argues that toxic behaviors also refer to cyber bullying, grieving, and online disinhibition. While such behavior violates social norms, it inflicts misery by causing unhappiness to others and harming them. Blackburn's research aims to develop or explore the role of communication and highlights the consequences of toxic behaviors and their impact on daily life.

Ine, Markovllia, Daelemans, & Walter (2022,p.35) considered toxicity "to be an inclusive term, stretching over subfields such as abusive and offensive language, hate speech, and cyberbullying." In his study, he emphasizes the comprehensive concept of toxicity, which includes a wide range of forms such as cyber bullying, abusive language, and hate speech. From this perspective, he highlights the complexity of these negative and harmful behaviors

in online environments. Therefore, he recognizes the concept of toxicity as an inclusive term. However, it highlights the need to understand multiple aspects of negative and harmful behavior, including social norms and individual attitudes, in order to create a respectful and inclusive online community.

2. The Importance of Studying Linguistic Toxicity

Linguistic toxicity has become the biggest problem that the user in general or the player in particular can face when he opens the voice chat in multiplayer games. Studying this problem is important now due to its impact and its dangerous effects on the players.

When we analyze language toxicity, we can identify harmful communication patterns such as threats, discrimination, harassment, hate speech, and cyber bullying. When we understand these patterns, we can avoid and reduce them, create plans to address these harmful communication patterns, and develop new strategies to combat the negative aspects of language use, especially in multiplayer games. Gourdeau and Khoury (2019,p.01) noted that

We consider an alternative strategy for toxic message filtering. Our intuition is that, while high-risk keywords can easily be disguised, the negative emotional tone of the message cannot. Consequently, we will study the correlation between sentiment and toxicity and its usefulness for toxic message detection both in subversive and non-subversive contexts.

And when we fight this language, it's encouraging people to use respectful and empathetic language.

Linguistic toxicity often tends to target vulnerable groups, like black people and women. When we study linguistic toxicity, we can better understand the impact of harmful language on these groups and develop interventions to protect them. Souza et al. (2021, p. 01) noted that "studies [3] have shown that when female players use the voice channel, they receive three times more toxic comments than masculine players".

In the meantime, with the undeniable development of our digital world, online communication has a profound effect on the development of public discourse. Analyzing linguistic toxicity can facilitate promoting positive online interaction by identifying ways to encourage respectful dialogue and fight toxic behavior. In addition, the creators of the game know that they are in need of addressing linguistic toxicity and its type to create safer online environments. Research in this way can inform the development of policies and regulations aimed at mitigating harmful speech and bad words while protecting freedom of expression.

Gourdeau and Khoury (2019,p.01) suggested that "this study had two main objectives: to determine what behaviors are considered to be toxic by players of online video games and to use knowledge of those behaviors to inform game developers about more effective procedures and systems to address them".

Linguistic toxicity has a lot of negative effects on mental health, such as anxiety, increased stress, and depression. When we study linguistic toxicity, we can better understand its effects on mental health and create or develop strategies to protect individuals who are affected by it. As Blackburn (2014,p.01) said "Toxic behavior, also known as grieving, happens when players break co-existence rules by acting in antisocial and disrespectful ways. It brings forth anger or frustration in other players".

Studying linguistic toxicity is important for protecting our children, creating safer online spaces, and making games more enjoyable without exposure to cyber bullying or threats.

3. The Effect of Linguistic Toxicity on Speakers

In the meantime, communication plays a big role in shaping our relationships and our interactions, but there is a bad side to this communication that can hurt people's feelings. like harassment, hate speech, and threats, and it can affect people in many ways.

Exposure to linguistic toxicity like harassment or threats can lead to fear, sadness, and depression because these bad behaviors attack people's sense of self-worth, security, and belonging, and they affect their mental health negatively. Bames (2023) claimed that one from the important factors is that the deep emotional response to a personal attack prevent people to speak . An attack produces an instinctive, defensive psychological reaction. Fear, rage, shock, and flight all interfere with any reasoned response. Linguistic toxicity has other effects, like generating violence between people, because when we hear bad words or threats, we might think it's okay to act aggressively.

Bames (2023, p.180) again said that "the polarization that hate speech generates bleeds into further political polarization and social disharmony, correlating with higher rates of violence." It means that Hate speech aims to incite strong fights and conflicts among people.

Bames (2023,p.176) noted that " it is about words that not only incite hatred, fear, and distrust, but also spark civil unrest, violence, and even genocide, so as a result, toxicity leads to a breach of peace between peoples " , so when violence increases in any country, peace disappears. Linguistic toxicity makes people distrust themselves and feel less valuable than others, such as black people feeling inferior to whites or Muslims in the United States.

Bames (2023,p.180) argued that all hate speech implies that the attacked group is inferior in some way, and through the speech, it creates the conditions for the gradual dehumanization of said group. This is the root of the polarizing effects of hate speech". When linguistic toxicity spreads in any country, it can scar people into staying quiet about their ideas, afraid of being attacked or bullied, and to avoid arguments or getting into trouble.

I. TYPES OF LINGUISTIC TOXICITY

Linguistic toxicity includes many types, like harassment, discrimination, threats, and hate speech. This types can cause emotional pain, sadness, and depression and can negatively affect other people's lives.

1. Insults and Derogatory Language

Insults are groups of words or actions that can cause emotional pain, hurt someone's feelings, or make him sad. It is evidence that whoever is doing this act is rude and not respectful to other people.

Some scholars, such as Djouhra., Ulman, Marcus, and Andrew, defined insults in books in thier own way like this. In this respect, Ousidhoum (2021, p.62) asserts that:

A generated insulting statement can consist of a direct insult regardless of the context, such as names of animals associated with social (X is a dog). Other indirect insulting statements depend on the context of the statement, such as saying that someone received a job offer because of their ethnicity, religion, or gender and not due to their abilities.

Based on the research results, Ousidhoum (2021) in her work on toxic content detection highlights the ambiguity and complexities of the concept of insulting language and shows the importance of understanding this, while the insulting statements are different in the manner in which they are made. She pointed out that insulting statements can be direct, such as linking someone with animals; however, they can be indirect, depending on the context, like suggesting that someone received a job offer based on ethnicity, religion, or gender rather than saying this due to or because of his skills. This shows the nature of insulting language

and helps understand the impact of these statements.

Ullmann and Tomalin (2024,pp.27-28) emphasize "Whether an utterance is classified as legitimate criticism, a joke, or an insult or violence depends on many factors, including the discursive meaning of certain words and phrases, the expressive rights of the participants, the context of the invective, and the political implications involved." They suggest that whether speech or a statement is considered a criticism, a joke, an insult, or even if an act of violence, which depends on such factors, and those factors are including due to understanding the meaning in which the words and phrases are used, however, people have their rights to express themselves depend on the context or the situation, in which the statement is made. This means that understanding the impact and intention of a statement requires considering multiple aspects. Therefore, the authors emphasize the impact of these statements and the complexity of this utterance, which means the need to understand these various factors.

Brindle (2016) Write: "Men used more violent words, profanities, and insults and made more sexual references or evaluative judgments than women." He confirmed that men tend to use more insulting language and violent words in online communication than women.

Mühlebach (2023,p.495) noted that "Use of derogatory language is omnipresent in our everyday lives. While hardly anyone refrains from using derogatory or pejorative terms altogether, their use is sometimes highly problematic both morally and politically". Deborah Mühlebach pointing out in her introduction the use and the widespread nature of derogatory language in society as a phenomenon in our daily interactions and is everywhere. However, she highlights that is common for most of people who sometimes used these harmful words and without avoiding the use of these derogatory and negative terms, otherwise the use of these language can lead to many problems, both from moral or other perspectives, behind this also can have a serious consequences and the effects on society.

Brindle (2016) emphasizes that "The use of such derogatory stereotypical referencing explicitly attributes negative traits to the out-group members and performs insults without any other attributive qualification." This focus of this study includes the use of derogatory language and stereotypes by white supremacist communities as Storm front, which this way is due to make white, heterosexual men feel superior. The use of this language such as mean words and stereotypes helps these groups feel superior, united and powerful, while, this behaviours putting down the other groups, hurt them and make them seem bad.

this study emphasizes the use of derogatory language by focusing on the use of harmful or disrespectful words and stereotypes. This emphasizes the differences between in-group and out-group, which this leads to negative characteristics through people outside or a different group, due to insulting this group without any reason.

2. Threats and Harassment

In their work Ullmann and Tomalin (2024) explain the impact of online speech. While this was seen as a precondition for pluralist societies, on the other hand, democratization and virality of online speech in open societies were seen as threats, in which this harmful content can be a problem and will spread online or lead to increased harassment and hate speech. Ullmann and Tomalin (2024,p.101) Argued that "Even in opening societies, the democratization and virality of online speech are increasingly seen as a threat rather than a precondition for pluralist societies".

In the other hand scholars define harassment like Citron (2014,p.03) said "Cyber harassment involves threats of violence, privacy invasions, reputation-harming lies, calls for strangers to physically harm victims, and technological attacks" Citron (2014) explains that cyber harassment is a concept and that this harmful behavior can be a problem on the internet. While this includes things such as threatening to hurt someone and searching for or looking

into the details of private information for people without telling them or getting permission from them, besides lying about people in order to make others understand and think about bad things about them.

He highlights the impacts of these harmful behaviors and how they can lead to or affect people in harmful and negative ways, especially if the victims are women. This concept is considered a form of discrimination; however, she thinks it is necessary to make or change these harmful behaviors, such as social norms and online cultures, in order to create a safer online environment for individuals and the community.

Citron (2014,p.03) noted that "Cyber harassment is often understood to involve the intentional infliction of substantial emotional distress accomplished by online speech that is persistent enough to amount to a "course of conduct" rather than an isolated incident." Citron explained the concept of cyber harassment, which causes harm and emotional distress to the targeted individuals or special groups.

These consequences or harmful behaviors harm the victims through online hate speech. While this manifests as threats, this type of behavior has a negative impact on the targeted individuals. Harassing people can include social media platforms by using this online hate speech. Cyber harassment happens a lot on social media platforms, and it is when someone keeps bullying, bothering, and annoying someone else. It can really make people feel bad and psychologically broken.

Citron (2014, p.12) add "Harassing people online is far cheaper and less person-ally risky than confronting them in real space." In her work, she argues that harassing people online is cheaper than confronting them in real life. While harassing people online is a harmful behavior that can be used without physical interaction, it can also be done from a distance.

Online harassment is a phenomenon that can take a wide range of forms, for instance, threats and hate speech, including the spread of harmful content. This can have effects and

consequences on individuals or victims, such as emotional distress; however, it leads to some people stopping interaction and exchanging ideas in the community due to the cause of this online harassment.

Ullmann and Tomalin (2024,p.04) noted that "Groups targeted with hate speech are already often vulnerable to mental health problems and are prone to depression, which is only exacerbated by hate and harassment experienced online". Her explanation underscores the issue of hate speech and how this phenomenon impacts individuals or specific groups, while this can lead to consequences for the targeted individuals, such as mental health problems or depression, causing harm and distress for some people or the victims.

3. Discrimination and Hate Speech

Ousidhoum (2021, p.10) noted "Hate speech is one form of toxic or abusive language since the latter involves direct and indirect insults, as well as stereotypes and micro-aggressions." According to Ousidhoum in her explanation, she defines the concept as a form of toxic language that can harm or target individuals and also specific groups in a direct way.

Nieto (2023, p.21) explained in her study that "hate speech, a type of negative social behavior, is likely to harm the dignity and equality of the target groups, keep them marginalized from mainstream society, and ultimately destroy social cohesion and peace." This means that hate speech is a phenomenon that encompasses a lot of harmful expressions of discriminatory hate towards individuals or specific groups, which can lead to violence and create toxic environments. As long as it can lead to psychological harm through individuals and broader societal divisions, or even impact human rights and democracy.

Ousidhoum (2021) emphasized that hate speech is a phenomenon that includes any toxic remarks and is used to describe any harmful comments that target individuals or specific groups through and based on the speeding of stereotypes or direct attacks. However, this highlights how the inflict and impact in a negative way on individuals and communities based

on using harmful comments and information. Ousidhoum (2021,p.11) said "We use the term hate speech to refer to any toxic comment that attacks or propagates stereotypes or falsehoods about an individual or a group of people with respect to various degrees of toxicity."

Ullmann and Tomalin (2024,p.03) said "Despite being different concepts with different challenges, hate speech and misinformation are often connected and form complementary parts of a complex problem.". Their study explained that the concepts of hate speech and misinformation/disinformation, while different concepts, often work together as complementary components of a complex issue; otherwise, how they are connected, the wide-ranging effects that they have on how people communicate, and their impact on society's health.

In the other hand, discrimination is a type of toxic language, and it is a behavior or act that can hurt someone's feelings. In other words, it is unfairly treated based on some characteristics, such as color, age, gender, and its results will be injustice and inequality. Some scholars have defined discrimination in their own way, like this:

Lynette (2008,p.03) argued that "discrimination is treating people badly or unfairly because they are different. It is never okay to treat people badly just because they are different from you. Discrimination can hurt people's feelings." She means that when people treat other people unfairly just because they are different, it is bad behavior and can hurt their feelings.

Fisanic (2011,p.11) noted in her definition that "discrimination remains a problem in societies around the world. People can be discriminated against based on their age, race, ethnicity, gender, sexual orientation, ability, class, religion, and many other characteristics." She means that discrimination is an issue that affects all people in the world, and it affects individuals based on age, race, and gender .

Hodson (1995, p.01) said in his book Theories of Discrimination that "Title VII of the Civil Rights Act of 1964 prohibits discrimination on the basis of race, color, religion, sex, or

national origin". in the same context Hellman (2011,p.07) in his book, "When is discrimination wrong?" he said that "it is important to emphasize here the conventional and social nature of wrongful discrimination. We all have many traits: race, age, sex, appearance, abilities, height, weight, voice tone, our names, religion, and so on." They imply that discrimination is a global issue impacting individuals across age, race, and gender.

Hellman (2011, p. 02) argued in his book "To call something "discrimination" is to criticize it, to assert that it is wrong." After that, he gave a lot of examples of discrimination when he (2011, p.13) said, "That state laws that required separate seating for black and white passengers on buses and trains." This unfair behavior hurts black people because they will feel like they are different from other people, and that can lead to depression.

4. Negative Attitudes and Behaviors Towards Other

Players Online games are a context that contains online multiplayer gaming, which can include negative attitudes and behaviors towards other players, such as using harmful and insulting language, hate speech, and mean words. However, they tend to use things like racism, sexism, or discrimination. Ayushi (2021, p.4448) claimed in his introduction,

The video game culture resulting from the massive consumption of games has built various gaming communities online. The controversies in these groups, especially the infamous Gamergate controversy, indicate that sexist behavior is prevalent in this circle. The social dynamics of these communities are closely examined in this research. In particular, posts from Twitter and Reddit are analyzed to determine the racism, sexism, and political affiliation persisting in these groups.

In this study, the researcher looks at and focuses on online multiplayer gaming and how people tend to use their behaviors, focusing on their negative experiences in online gaming communities. As mentioned, it takes a wide range of forms, especially sexism, racism, and political affiliation. This study tends to examine posts from social media sites such as Twitter and so on in order to see how these issues and these problems are. The aim of this study is to determine the importance of understanding the impact of gender, race, and other factors on the experiences of online multiplayer gaming.

Kordyaka et al (2023,p.03) noted that "For the purposes of our study, we understand victimhood. of toxicity as a negative situation during a game in which a player becomes the victim of toxic behaviors of others, such as criticism, harassment, responsibility diffusion, flaming, trolling, or cheating." The researchers explained and see the concept of "victimhood of toxicity" as a situation of being a victim of toxic behaviors during the game, where refers to the targeted players in online gaming who are caused by others with negative behaviors such as blaming, criticism, harassment, provoking, and so on.

These toxic behaviors or the concept of victimhood are important to understanding the experiences of the targeted players or the victims. They wanted to mitigate and try to reduce these toxic behaviors by informing those players how to avoid negatives and be more confident.

III. THE IMPACT OF LINGUISTIC TOXICITY

Linguistic toxicity can have a negative impact on both individuals and communities. This includes various forms such as psychological harm, social and cultural consequences, and its influence on language. Following this, such forms lead to the creation of a hostile environment.

1. Psychological Ramifications on Individuals

As scholars focused on the realm of communication, they found two sides of languages used in this realm: beneficial language and dark language, which we can define as toxic language. It affects and harms people from a psychological perspective. And many students confirmed that.

Ullmann and Tomalin (2024,p.03) said "It should be noted that hate speech always affects and harms people. "Violent abuse is a form of violence, and its targets inevitably suffer psychological and potentially even physical consequences." Stefanie, in her book "Counterspeech," argues that the concept of hate speech is a phenomenon that can take the form of online harm, online violence, and such techniques; however, this can impact individuals or communities. On the other hand, Stefanie explained and suggested that the phenomenon of hate speech can lead to a wide range of negative or harmful effects, such as psychological harm and physical consequences to the targeted individuals or victims and to society.

Words have the power to destroy any person from the inside. We can reduce his self-confidence, make him sad, or make him feel depressed. as Souza, Costa, Pegorini, and Souza (2021, p.03) noted that "toxic behavior, also known as griefing".

Ullmann and Marcus Tomalin (2024, p.04) claimed that "groups targeted with hate speech are already often vulnerable to mental health problems and prone to depression, which is only exacerbated by hate and harassment experienced online." Stefanie Ullmann and Marcus Tomalin argued in this statement that hate speech is a phenomenon that often harms the targeted individuals and causes negative or harmful effects such as mental health problems and being prone to depression. Hate speech and harassment have various issues, which are leading to psychological violence, mental health problems, and depression. Their study

focused on the concept of hate speech, especially the impacts due to the targeted individuals and communities.

Bames (2023, p.182) claimed that "the first factor is that the visceral emotional response to a personal attack precludes speech. An attack produces an instinctive, defensive psychological reaction. Fear, rage, shock, and flight all interfere with any reasoned response". It means that when a person is personally attacked, the immediate emotional reaction can make it hard for him to respond in a calm and logical way, he may feel things like fear, anger, or he can't even speak in that minute.

2. Societal and Cultural Consequences

Linguistic toxicity refers to the harm that one person can cause to another person or to the whole society. This language can create negative effects in society and culture, it can be so dire. Fisanic (2011,p.14) noted that "discrimination remains a problem in societies around the world." It Supports harmful stereotypes in society,

fisanik (2011,p.16) Argued "Although the plight of women has improved in the last fifty years, a gap remains between the way men and women are treated, including in terms of pay, employment opportunities, and other workplace issues." She confirmed that linguistic toxicity supports harmful stereotypes in our society. There are people who still believe that men are more powerful than women, and we have to pay them better in their workplace, while others still believe that white people are better than black people. Here in Algeria, in some brick buildings in Blida, black people get paid half what white people get paid.

Linguistic toxicity Normalize the discriminatory behaviors in society, and it can create division and conflict within communities. Fisanic (2011,p.16) claimed that "Unfortunately, no matter how far a culture evolves, it seems that groups of people are always pushed to the bottom of the social hierarchy." Like what we see in the meantime, people appreciate the rich and humiliate the poor. This can create conflicts between people in society, and there will be

no trust, empathy, or solidarity between individuals. This linguistic branch also aims to marginalize some groups.

barnes (2023,p.185) said "Jeremy Waldron also points to the social harm that hate speech can produce; it becomes an affront to the inherent dignity of a human. So in effect, these words become an existential threat as well". it can prevent their participation in social and cultural life. Additionally, it normalizes abusive language and toxic communication patterns, which can have long-term effects on societal norms and values.

3. Impact on Communication Dynamics

Linguistic toxicity is a dangerous term that can harm peoples and affect negatively on communication dynamics. Toxic speech reduces trust between peoples. When we use abusive or disrespectful language, we are creating a hostile society that makes it so hard for the others to feel free and safe to express themselves openly.

Will (2023,p.187) argued that "hate speech effectively serves to undermine the free speech of the degraded group because it has the effect of diminishing the salience, credibility, and even opportunities for a platform of the defiled group's future acts of speech". Toxic language also includes insults , bad words , sarcasm which can lead to misunderstanding the others and create confusing or cause emotional harm for some of them this causes to blocking effective communication and reduce collaboration between peoples . in PUBG when someone receive insults from his teammates he will less likely to replay the game with them .

Instead of giving solutions for violence problems in the environment , aggressive or disrespectful communication leads to increase them and lead to dire consequences , Barnes (2023, p.180) claimed that " the polarization that hate speech generates, bleeds into further political polarization and societal disharmony, correlating with higher rates of violence" , when toxic communication , insults and violence it can contribute to a negative organizational culture. This will decrease morale rates, and a loss of talent because people

always look for a good environment free of insults, in the supermarket when the boss treats the employers with good communication without sarcasm and insults so he will not lose them.

4. Influence on Language Evolution

Toxicity refers to the bad side of using language; it harms people's feelings and causes emotional pain for them. And its impact on language evolution is so complex. and many scholars attempted to deal with this, such as Abusive language or negative language, which developed from just verbal expressions into deeply societal behaviors.

When derogatory language or insults are always used to talk about groups or individuals, it supports and encourages normalizing discriminatory practices against them. And this can cause systemic inequalities, exclusionary behaviors, and even violence targeted at those groups.

Barnes (2023,p.228) noted that "over time, the pejorative language being used shifts from being “just talk” and becomes more deeply embedded socially and is increasingly “intertwined with discriminatory and exclusionary practices.”

Barnes (2023,p.237) adds that "language itself is not the culprit. The problem arises. in relation to the way in which pejorative terms are available in or added to the language gauge and the motivations for such uses," he suggests, suggesting that language itself is not the problem. However, the problem is how people use this language and add pejorative words to it, like insults and humiliating words, that cause issues between people. It implies that the misuse or addition of negative terms to language, and the intentions behind using them, are where problems arise. Essentially, it's not the language itself that's to blame, but rather the way people wield it and the motives behind their usage of it. It means that the addition of negative terms to language and their intentions when they use them are the problem. So, it's not the language itself that we have to blame, but the way people use it and the motives and objectives behind their usage of it.

IV. FACTORS CONTRIBUTING TO LINGUISTIC TOXICITY

Linguistic toxicity encompasses various factors that facilitate the spread of this phenomenon, such as anonymity, the influence of media and popular culture, as well as technology and platforms.

1. Anonymity and Deindividuation Online

Hate speech is a phenomenon that makes a big deal of its spread around the world by affecting individuals and communities. However, in this study, we will explore the wide range of factors that have contributed to and led to the spreading of toxicity and harmful behaviors.

Citron (2014,p.57) writes "Anonymity can bring out our worst behavior, just as this poster admitted. It can nudge us to do terrible things. Not surprisingly, most Cyber harassment is accomplished under the cloak of anonymity." Her explanation shows the negative impact of the concept of anonymity on behavior, including in the context of cyber harassment. However, she suggests that when people or individuals are anonymous, they become more encouraged and tend to use more harmful and terrible things or their worst behaviors toward others and do disrespectful actions. Being anonymous, it seems to be hiding behind a mask of anonymity.

So they tend to act in disrespectful ways, such as cyber bullying or harassing individuals online, without fear or feeling threatened by their harmful and negative behaviors or actions towards individuals and communities. Citron (2014,p.58) argued

Anonymity frees people to defy social norms.

When individuals believe, rightly or wrongly, that their acts won't be attributed to them per se. Consequently, they become less concerned about social conventions. Research has shown that people tend to ignore social norms when

they are hidden in a group or behind a mask. Social psychologists call this condition deindividuation.

Deindividuation is a phenomenon that can be influenced by many factors, such as "anonymity." It refers to people who act towards individuals by engaging in harmful behaviors and do terrible things that lead them to become against the social rules. While they feel less responsible or think that they did not do any bad things or actions towards individuals, they will directly engage in doing their worst behaviors. In addition, this will create a bad environment and increase it.

2. Socio-Cultural and Economic Precursors

Busser (2023,p.130) noted that "it has become clear in linguistic theory that people do not only speak to transfer information or do things with words but also to achieve a social goal: to relate to other people in a given socio-cultural context. An extreme example of how language can be used to fustigate or assault other people is hate speech" Busser (2023) in his explanation argued that the social and cultural factors has an important role in influence the language . However, the researcher tend to discuss and to explore how are the cultural or societal norms and the interactions In the context of hate speech and how the language are used as harmful behaviour and hatred the individuals or specific groups. He highlights the importance of understanding the issue of this factors, also he focused on the language in societies and the the disrespectful and harmful behaviours.

3. Influence of Media and Popular Culture

Ullmann and Tomalin (2024,p.92) said that "Social media provides the affordances by which those holding minority views, such as hating others based on immutable qualities, could become the majority within specific online spaces and thus feel emboldened to share their prejudiced views without concern for

backlash" Those researchers argues in this explanation that the social media platforms is one from the most factors that can lead to spread and increase the phenomenon of hate speech, in which this means people tend to use online harm , say bad things and lead to such consequences towards targeted individuals in order to hurt them , while these due to their personal characteristics .

4. Psychological and Personality Factors

Linguistic toxicity or using harmful language like insulting and derogatory language , can be changed by how we feel about ourselves and how we treat other peoples , many scholars attempted to deal with the psychology and personality factors that Contribute to Linguistic toxicity

Rozsa (2023,p.01) in his introduction of his article "What constitutes victims of toxicity - identifying drivers of toxic victimhood in multiplayer online battle arena games" argued that "Toxic behavior is a pervasive problem in online gaming communities such as League of Legends. This issue arises from factors such as frustrating and stressful in-game experiences and online disinhibition" he maintains that the stress frustrating is one from the important factors which can lead to contribute toxic language especially when we play online games like League of Legends. People sometimes act worse online than they would in person. There are other psychological and personality factors that can contribute to linguistic toxicity, such as insecurity,

The person who feels unsafe about himself or his life may use toxic language as a way to feel better or to defend himself. Another factor is looking for being attractive like some people use toxic speech to find validation or attention from others like what we see in university, even if it's negative attention in other word Impulsivity can lead to it .The importance of studying these factors is to give information about this factors and help scholars to find solutions for all this factors contribute to the phenomenon of linguistic toxicity.

5. Technological and Platform-Specific Drivers

Ayushi (2021,p.4448) noted that "Now, with technological advances in online multiplayer games and video gaming's increased prevalence worldwide, a growing percentage of the population is becoming unwittingly exposed to a slew of abusive acts that are only becoming more visible" Ayushi (2021) in his work highlighted the impacts of the technological advances in content of online multiplayer games and how the popularity becomes in increase including video gaming , Otherwise, online multiplayer games considered can take form of culture or expression and social interactions .

Due to this rise of population can led to growing up and spreading of abusive acts or behaviours including the hate speech or harassment. On the other hand, these forms can lead to consequences and problems for individuals.

Madhyastha et al (2023,p.1538) said "these platforms can suffer from a variety of toxic conversational behaviours, including abusive, hateful, antisocial attitudes, which result in adverse effects ranging from conversation derailment and disengagement to life-threatening consequences." Madhyastha (2023) in his study focused on the complexity of toxicity and argued that online platforms can be affect and suffer from such toxic conversational behaviors, these can take many forms such as abusive, hate and so on , which this can causes effects and consequences.

Conclusion

In conclusion, this chapter provides a fundamental understanding of linguistic toxicity, including its types, impact, and influencing factors. Highlighting the importance of studying linguistic toxicity and its effects on individuals and society, addressing psychological

ramifications and cultural consequences. Following this is an examination of insults, threats, discrimination, and harmful behaviors. Furthermore, this study focuses on the role of factors such as anonymity, social media, technology, and cultural influences in facilitating the spread of linguistic toxicity.

CHAPTER TWO: ANALYTICAL FRAMEWORKS OF LINGUISTIC TOXICITY IN DIGITAL ENVIRONMENTS

Introduction

Toxic language is considered a form of harmful communication in online spaces, such as social media platforms like Facebook or online gaming communities like PUBG. This chapter delves into the analytical frameworks essential for understanding the phenomenon that occurs in digital environments. These approaches or frameworks includes speech act theory, sociolinguistics, pragmatics, Subsequently, we investigate the crucial role of technology and platforms in dissemination of toxic language and aim to elucidate their Influence.

We aim to explore the complexities of analyzing toxicity using social media data and address the challenges encountered in researching linguistic toxicity by overcoming obstacles and limitations. Furthermore, we are contemplating future research directions, seeking effective and innovative methodologies. We aim to address the essential legal and ethical considerations in managing online toxicity and promoting responsible digital citizenship. Finally, we discuss the roles of conduct to reduce toxic language.

I. INTRODUCTION TO ONLINE LINGUISTIC TOXICITY

We can define online linguistic toxicity as the harmful use of language in online platforms and video games like Pubgee and Free Fire. Online toxicity has many types, such as threats, insults, harassment, and hate speech. This behavior in online spaces like Facebook, for example what happens between Moroccan and Algerian people. We can also see it in forums and online gaming communities. This behavior can affect people negatively on their experience on platforms or in their mental health. Many scholars have defined online linguistic toxicity as:

Salminen, sengu, jung, bernard and jansen (2020,p.01) in their first page in their online research article the defined toxicity as " hateful communication that is likely to cause an individual userleave a discussion [1], can manifest itself in various ways, including cyberbullying [2], trolling[3], and the creation of online firestorms" They explain that toxicity causes harm to the user and makes him leave the game. In other words, Salminen et al (2020,p.03) add

In online environments, toxic behavior is often seen as enhanced by the fact that participants can typically comment anonymously and are not held accountable for their behavior in the same way as in offline interactions [3]. Online communities for marginalized or vulnerable groups are particularly exposed to online toxicity because discriminatory patterns, including sexism and racism, tend to be perpetuated and exacerbated online [26].

Salminen explained that the concept of online toxicity is considered a big problem in online environments, and this issue can include online gaming communities and so on. However, those researchers have suggested or found that more toxic comments are included in certain topics, which is a big deal. These toxic behaviors can lead to negative consequences for targeted individuals, communities, and society. Leavitte (2017,p.05) argued that

There are also many communities on the Internet that have a very toxic reputation. Their goal is to spew hatred, prejudice, and violence online. These groups use the argument that speech should be free, especially online

speech, and that they should be able to say whatever they want to whomever they want whenever they want.

He explains that whoever did these behaviors can do everything in any place. Furthermore, Dessì et al. (2021,p.01) said that "increasing numbers of people are interacting online, and a lot of textual comments are being produced due to the explosion of online communication." In this study, Danilo and his co-authors (2021) explained and talked about the increase or growth in online interactions or communication, which is leading to many textual comments due to the rise of this phenomenon. However, they suggested or pointed out that these online comments can lead to danger and include a wide range of forms, such as incorrect information, offensive language, and saying hurtful words.

II. LINGUISTIC FRAMEWORKS FOR ANALYSING TOXICITY

To examine linguistic toxicity, a group of scholars takes several approaches, including semantics, critical discourse analysis, pragmatics, discourse analysis, and sociolinguistics . Their goal is to understand the complexities of toxic language. Many scholars confirmed that :

Analyzing linguistic toxicity with pragmatics is so important because it helps us focus on how language is used in context, including the intentions and meaning behind words and know the effects of their types on listeners. Toxic language includes nuances, such as sarcasm, which we can only understand through pragmatics. Nieto (2023,p.01) argued that "hate speech has not yet received sufficient attention as a scientific object of study in linguistics. 2 Only over the last few years can one see a marked turn in linguistics, especially in pragmatics".

We use speech act theory to analyze toxic language because it helps us understand the intentions of the words and their impact on other people. Not just the general meaning of the words. When we examine the speech acts in toxic communication like herassement, derogatory language, threats, etc., we can discover the hidden motives, energy dynamics, and

the effect of the words on the receiver, uncovering the social and psychological aspects of toxic language. Nieto (2023,p.06) noted that "Speech act theory investigates the types of speech acts that give expression to hate speech. Although the application of Speech act theory to the analysis of hate speech is problematic, due to the inherent complexity of hate speech as an empirical object of study"

Critical Discourse analysis is so crucial for analyzing toxicity because he goes deeper into the social structures and the uncovering power dynamics, toxicity appears the unequal power relations between people such as racism, discrimination between black and weight. Critical discourse analysis helps linguists to know how these powers are unequal and imbalanced and helps us to know how they shape norms and perceptions. Nieto (2023,p.06) said that "critical discourse analysis reviews some central theories in CDA that are deemed useful for an improved understanding of hate speech."

Semantics is so important to analyze linguistic toxicity because it looks deeper into the meanings of words and how they contribute to the whole message transferred. Toxic language includes nuances and layers of meaning that can lead to harmful behaviors or stereotypes. When scholars examine the semantic linguistic toxicity, linguists can discover hidden biases, stereotypes, or derogatory connotations that are hidden within specific words or phrases. Nieto (2023,p.01) claimed that "looking at the semantics of its constituent parts—that is, hate and speech—one may think that the term describes a subcategory of speech associated with the expression of hate or hatred towards people in general."

We utilize sociolinguistics because it helps us understand how social factors such as culture and identity help in shaping language. When we analyze linguistic toxicity with sociolinguistics, we can clarify the hidden societal and cultural problems and how language reflects and perpetuates harmful attitudes or behaviors. It can also give us ideas about how we use language to mitigate and fight toxicity in communication. Ullman and Tomalin (2023,

p.202) said that "sociolinguists and computer scientists are inclined to analyze the effective use of counterspeech in very different ways "

We use discourse analysis to analyze linguistic toxicity because it helps us to clarify the role of language in constructing and conveying meaning, energy dynamics, and social identities. When we examine the structure and context of language, discourse analysis can discover or find the hidden ideologies and energy imbalances that can lead people to engage in toxic communication. In this way, it allows scholars to understand not only what the others said but also how and why they chose this language. Clarifying the complexities of toxic discourse and how it can affect individuals and communities. Nieto (2023,p.02) claimed that "in this issue, hate speech was analyzed from different linguistic perspectives, such as pragmatics (Technau 2018: 25–43) and discourse analysis (Strani & Szczepaniak-Kozak 2018: 163–179)"

III. THE ROLE OF TECHNOLOGY AND PLATFORMS

Technology and platforms have become an essential part of communication. They are beneficial for facilitating interactions among people. However, alongside their benefits, they also contribute to the spread of linguistic toxicity, as confirmed by many authors.

Dessi et al (2021,p.01) Noted that "a paramount inconvenience within online environments is that text spread by digital platforms can hide hazards, such as fake news, insults, harassment, and, more in general, comments that may hurt someone's feelings." In online environments, sharing text on digital platforms can be a significant problem that poses potential dangers.

Danilo et al (2021) argued that sharing text on online platforms can include various harmful elements like fake news, incorrect information, abusive language, bullying, hate speech, insults, and harassment. Such actions can be detrimental to targeted individuals. In other words, he points out that digital platforms, such as social media, have negatively impacted individuals targeted because they contain a wide range of harmful content that

affects their well-being by spreading fake information and harmful comments. Nowadays, we see the influence of individuals like this on social media. However, their content is not valuable; they use social networks to spread negative and disrespectful behaviors.

Mouhoub and Langlais (2017,p.45) "A user with a greater social influence is one whose opinions will reach and affect more other users, and thus is a target for political and marketing campaigns". According to Mouhoub and Langlais (2017), in their study, the one who has a greater social influence is the one who, with their content or opinions, can affect or impact other users on social networks.

Lapolla (2020,p19) argued that "The internet contains many spaces where racism can flourish" According to the study Lapolla (2020), the internet can be viewed as a space that encompasses various online platforms where individuals engage in harmful behaviors and racism, which can manifest in diverse forms. However, this can spread across various digital platforms.

IV. ANALYSING TOXICITY THROUGH SOCIAL MEDIA DATA

Analyzing linguistic toxicity in social media includes the examination of the use of language in the digital world, especially social media like Facebook, which helps us understand toxic speech and comments or harmful behaviors. Mouhoub, Langlais (2017,p.16) noted that "With the rapid advancement of online social media (OSN), aesthetic data is becoming available to researchers for analysis ". According to a research study they explained the rise and rapid advancement of online social media, where aesthetic data can be more easily accessible to researchers for analysis. In this research, they demonstrated the importance of utilizing such data, as it can provide insights into human behaviors.

Ayushi (2021,p.4448) noted that "In particular, posts from Twitter and Reddit are analyzed to determine the racism, sexism, and political affiliation persisting in these groups." In this explanation, the research focused on the concept of social dynamics in online gaming communities, where the environment is rife with toxic and harmful behaviors. However, the

researcher aimed to examine this by analyzing posts from Twitter and Reddit that discuss video games. This study aims to utilize tools for detecting levels of racism, hate speech, and other related issues within communities.

V. CHALLENGES IN RESEARCHING LINGUISTIC TOXICITY

While the researchers attempted to analyze linguistic toxicity, they encountered numerous challenges, particularly due to the limitations of current linguistic methodologies. They needed to differentiate between strongly expressed opinions and toxicity. Nieto (2023,p.39) said

This chapter aims to elaborate on four significant issues that, in my view, are at the core of hate speech as a legal problem. These are: (a) the uneasy balance between freedom of expression and prohibition of incitement to hatred, (b) the lack of an agreed-upon technical legal definition (c) the difficult of determining which speech acts can be defined as incitement to hatred and (d) the legal challenges posed by online hate speech.

The first challenge is that there are different ideas or perspectives about what we call toxicity, for example, in Algeria. What one person from Setif considers toxic language may not be viewed the same way by another person from another city; this is called the subjective nature of toxicity.

The second point is that toxicity often depends on factors such as tone, intent, and the relationship between communicators. For example, my friend added me to his university group chat, and during the conversation, he said to me, "This is the dumbest idea I have ever heard," so it's challenging to determine if it's a joke or a true insult because they can't hear the tone of voice and they don't know the relationship between us.

The third challenge is that we can see toxicity in non-toxic communication, such as when the father said to his son, "I swear that I will kill you if you don't pass to the next level." It's not a true threat, so it's a challenge to distinguish whether it is strongly expressed opinions or genuine toxicity.

The fourth issue is that the language is constantly evolving, and new toxic words emerge from time to time, making it challenging for researchers to analyze them.

VI. FUTURE DIRECTIONS IN RESEARCH

In the past, toxic language was primarily verbal, consisting of insults, derogatory remarks, and discrimination. Over time, it has evolved in parallel with societal and cultural changes as well as technological advancements. With the undeniable spread of the internet and social media in our lives, toxic language finds its way into online spaces. We can argue that the level of harm caused by people in the past was lower than it is now because nowadays, everyone can see our comments or when we are bullying someone on Facebook. Today, researchers are still making significant efforts to combat toxic language through awareness meetings, supervision tools, and other strategies.

Das, et al (2023,p.229) noted that " hence, it is imperative to explore alternative research methodologies in the future to augment the outcomes of this study. Future research is recommended to understand the impact of several other demographic factors ".So the researchers have to create alternative strategies in the future to combat this problem. Researchers like Lapolla (2020,p.68) in his claimed that " the researcher was initially planning on performing interviews instead of observations. This remains an interesting potential methodology for collecting data, as interviewing gamers would yield more nuanced and in-depth opinions about what toxicity entails." For us, it's a great idea. In the same context,

Sheng (2022,p.53) gave some recommendations for the future when he said "Design the questionnaire to be easier to understand in order to reduce the number of "Neutral"

responses. • Provide more varieties of language options in the questionnaire so that more Respondents from different ethnicities can be collected. "

Blackburn (2014,p.08) suggested in his way "The main challenge here is to build a dictionary of words that are signs of toxic playing As we have seen a list of discriminatory uni- and bi-grams of toxic and typical players, some bad words are also used by typical players as well" He means that the objective is creation a dictionary of words that indicate toxic behaviours or derogatory language in a game. The big challenge is that both toxic and typical (non-toxic) players sometimes use the same bad words. So, we need to carefully identify which words are strong signs of toxic behavior, despite being used by both groups.

VII. LEGAL AND ETHICAL CONSIDERATIONS IN MANAGING ONLINE TOXICITY

In our digital world, online platforms have facilitated interaction and communication among us, such as Facebook or video games like PUBG. However, this rapid rise has also provided an opportunity for the negative aspects of the internet to emerge, such as toxic speech. Online toxicity has become a significant issue that harms users, and it is our responsibility to avoid it both online and in real life. It becomes a challenge for communities and platforms. There is a significant demand for legal and ethical considerations to effectively combat and manage online toxicity.

Allison (2020,p.03) argued that it is "therefore important for researchers to consider and implement strategies to address potential harms to participants, balancing the need to investigate serious forms of online negativity in an ecologically valid way with the need to preserve participants' psychosocial wellbeing." We must first address legal considerations, so platform developers must establish regulations that combat hate speech or discrimination related to race, religion, ethnicity, gender, and sexual orientation. This implies that they must

remove the inappropriate content that violates these laws; failure to do so will lead to negative consequences. The laws regarding harassment and cyberbullying differ, but platform developers have a significant responsibility to safeguard users from such behavior. Responding promptly to reports and swiftly taking action against individuals engaging in these behaviors are crucial for fulfilling legal obligations.

Allison (2020,p.03) noted "it is prudent for researchers (particularly those working more closely with participants) to be aware of means by which participants can access longer-term psychosocial support". Making strict procedures to deal with defamation complaints and potentially remove toxic content is essential to reducing legal risks.

The safety of the user is the first priority, and protecting his data from unauthorized access helps the user avoid online toxicity that can be the result of privacy violations. Allison (2020,p.03) said that "(e.g., in instruments assessing involvement in our attitudes towards cyberbullying), these measures should be regularly reviewed to ensure newly emergent forms of negativity are represented; ideally, these should be developed with input from those involved in or impacted by these behaviors"

Secondly, Ethical Considerations: The creators of the platforms have an ethical obligation to prioritize user safety and well-being over engagement and profits. Warnings and educating users about game laws contribute to creating a safe environment. Supporting respectful and non-toxic dialogue contributes to a healthy online community. Online spaces can support civil discourse by implementing community guidelines that aim to prevent hate speech, threats, and personal attacks. Being transparent about game regulations and decisions can help build trust with users and prevent them from abandoning the game. Platforms must balance the pressure of protecting the user's perspective while also preventing harm. While gamers have the right to express themselves and respect other gamers and their experiences,

the supervisors of the game have the responsibility to intervene when a user engages in toxic behaviors such as discrimination, threats, etc.

VIII. ROLES OF CONDUCT TO DIMINISH TOXIC LANGUAGE

Instagram is a social media platform that was acquired in 2012 and is a fast way to share and interact with people. However, the use of Instagram is subject to conditions, and you must agree to the privacy policy in order to be part of the Instagram community. Some restrictions read "You can't violate (or help or encourage others to violate) these terms or our policies, including in particular the Instagram Community Guidelines, Meta Platform Terms and Developer Policies, and Music Guidelines." And they said "You can't impersonate others or provide inaccurate information."

YouTube is a social media platform that enables users to discover, watch, and share videos and other content, while also connecting with viewers globally. However, the use of this service is subject to conditions, and it is prohibited to encourage violence against individuals or groups based on their protected group status. "We do not allow threats on YouTube, and we consider implied calls for violence as real threats." Penalties such as violating this policy will result in the removal of the content, and you will receive an email notification. If we cannot verify that a link you post is safe, we may remove the link. "If you receive three strikes within 90 days, your channel will be terminated." Learn more about our strike system. Examples of hate speech that are not allowed on YouTube are provided below. "I'm glad this violent event happened." Text: ### "They got what they deserved" [referring to people with protected group status]. "[People with protected group status] are dogs" or "[people with protected group status] are like animals."

Facebook is a social networking website that is popular and allows users to connect with family, friends, and so on. It was created in 2004 by Zuckerberg, however. This

application is used under conditions, and users should not do things such as: "That violates these Terms, the Community Standards, or other terms and policies that apply to your use of our products." And "That is unlawful, misleading, discriminatory, or fraudulent (or assists someone else in using our products in such a way)." Finally, we observed that there are no specific rules aimed at combating linguistic toxicity in the PUBG Mobile game. The only rule is to refrain from cheating or hacking.

Conclusion

In conclusion, this chapter of our study delves into exploring toxic language within online spaces, including online gaming communities and social media. These phenomena reflect the need for focused attention and an analytical framework. However, by utilizing theories such as speech act theory or pragmatics, we can gain insight into and comprehend the dynamics of online toxic communication. Following this, we focused on the role of technology and platforms in facilitating the spread of toxic language. In our research, we encountered complexities in analyzing this phenomenon. In addition, we explore future directions that must develop methodologies to address these challenges.

CHAPTER THREE: SCOPE AND METHODOLOGY

Introduction

In the world of online gaming, Player Unknown's Battlegrounds, also known as PUBG Mobile, is one of the most known online games in the world. However, what's hidden behind the entertainment is a darker side that shows behaviours such toxic language. The latter takes such forms as derogatory language, hate speech, harassment, and so on. Consequently, creates a hostile gaming environment.

According to the previous explanation and our study, in our investigation in the current chapter, we will delve into the part where our experience takes place and our methodology is conducted. This is done, first, by introducing the scope of our investigation which includes a brief introduction/description of the online game (PUBG Mobile).

Moving to the section of methodology, we discussed our research approach, and in order to explore the nature and effects of linguistic toxicity, we dealt with a textual analysis. Following this, the tools that are used in data collection. Therefore, to examine this linguistic toxicity, we dealt with the platform of PUBG Mobile as a case study. Then, go to the data collection that contains "20expressions and do the analysis procedures. According to the data analysis, we do the linguistic analysis and divide these expressions. After this, the discussion focuses on the darker side or the offensive language that is in the expressions.

Finally, dealing with the ethical considerations that we faced and the conclusion of the chapter.

I. SCOPE OF RESEARCH

Making PUBG Mobile a scoop for analysing toxicity is important for the player's safety, creating a healthy community, complying with legal standards, and fulfilling ethical responsibilities.

1. A Brief Description about PUBG

PlayerUnknown's Battlegrounds, or as we can call it PUBG, is an online multiplayer game or the last survivor game that was created on March 23, 2018. Players can play this game on pc, Xbox One, and mobiles. It was developed by Tencent "gaming company", which started its cooperation with Bluehole to make people play this game on mobile phones. We can also play it on PlayStation 4, and there were two versions created in 2018 for iOS platforms.

All The number of players in the game reaches 100 player, the objective of each one is to be the last one alive in the game and to take booyah. We can choose between servers of the game; it means that we can play alone and not be a part of a friend's team, or servers that make us play with another friend ("it means group of two players") or play with another three friends to participate in the team ("fourit means group of four people"),

The last person or team to stay alive in the map wins the game. At the beginning of each match, players gathered in the lobby, waiting to complete the number of players in the match and other organisations by the game.

At the start, the players jumped from a plane to a deferent parachute into a different map. Includes several diverse maps like Erangel, Miramar, Sanhok, and Vikendi; each one has unique terrains and strategies" without any weapon or anything else in their possession. Once they land, players can search for weapons. "The developers of PUBG mobile the game

frequently updates the public with new content, including events, skins, weapons, and gameplay improvements." vehicles, and other equipment in buildings and other locations, which are randomly distributed throughout the map at the start of the match.

II. METHODOLOGY

Due to the undeniable progress of our digital world, multiplayer games have become a social space where linguistic interactions play an essential role in shaping player's experiences. PUBG, known for its vast player base, presents a rich environment for studying how language contributes to toxic behaviours, potentially detracting from the game's enjoyment and inclusivity. Therefore, what triggers the gist of the research at hand is the following research question which goes as follows:

- ❖ How does linguistic toxicity manifest in PUBG, and what are its implications for player interaction and community engagement?

To answer the main question at hand, a set of corpus needs to be collected from the game. This corpus is collected using appropriate data collection tools as explained in the subsequent section.

2. Data Collection Tools

The data collection tools that we have used to collect data include: First, the screen recorders show how the players interact or communicate and what happens on the screen during the PUBG game. Secondly, YouTube channels and TikTok reels: such videos and reels show and give examples of these interactions, which affect the online gaming environment and contain any toxic behaviours such as insults or hate speech. Here are the expressions that we took from such platforms:

The expressions that were taken from screen recorders are:

Expression05: ياخو اهبط فالحاويات والله غير راسك تديه في صاشي:

Expression: نداء الى جميع راكبي الطائرة "سوف ا***** واحد واحد

figure3.1

Call for Everyone in the Plane



Note: Screenshot taken by the researchers on (June, 1st 2024). Retrieved from PUBG Mobile Game (2024)

This figure 3.1 is a screenshot from the PUBG Mobile The scene is in the beginning of the game, where players are preparing themselves to jump out from the plane to a different location on the map of the game .

Figure 3.2: Sky Diving From the Plane to Start the Game



Note: Screenshot taken by the researchers on (June, 1st 2024). Retrieved from PUBG Mobile Game (2024)

The figure 3.2 illustrates a screenshot from PUBG Mobile. The scene depicts the beginning of the game, where players are jumping to the containers. The speaker invites his enemies to go there.

_Expression 10: فنشني بمقلة ولد الحرام"

Figure 3.3:

The Enemy Killing the Speaker Using a Pan



Note: Screenshot taken by the researchers on (June, 1st 2024). Retrieved from PUBG Mobile Game (2024)

This figure 3.3 is a screenshot from PUBG Mobile. In this scene, the speaker is eliminated, he was killed by Pan. The enemy is holding a frying pan, which is considered a weapon in the game.

_The Expression: أكبر نقطة ضعف السكواد هي أنت

This expression: تسما الكوزينة ولات شباح الكوزينة بلاصنكم

The expression: "هيا نبوشوا عليهم ولاد" *** راهم في بوشينكي:

The expression: تالمون راسك كبير راه قريب يخرجلنا من التلفون

The expressions that were taken from reels of Tik Tok are:

The expression: "وشبيه الزين حزين"

The expression: هاذو المراكه مخدومين غير لل**** نضلو *** و ميشبعوش

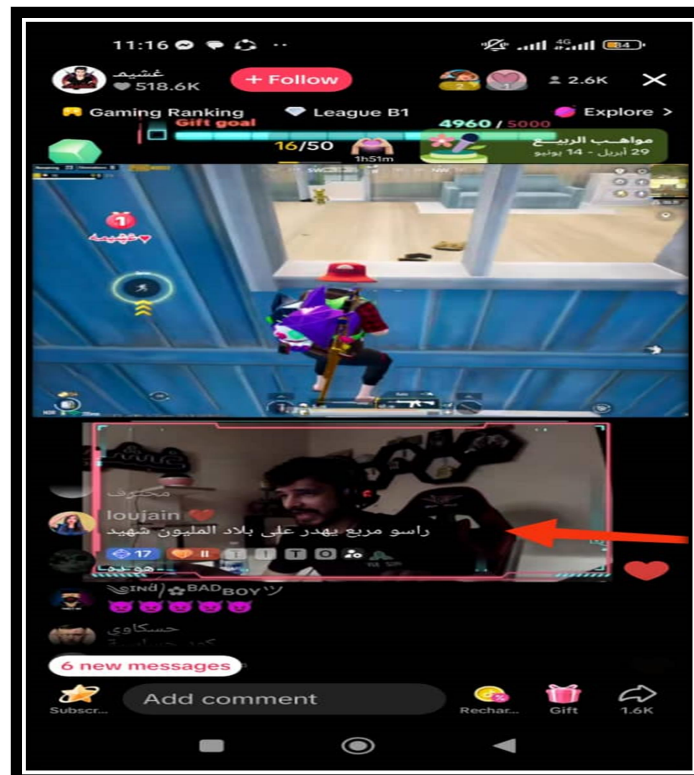
The expression: _مندبروش عليكم نتوما المراكه تيغو ****

The expression: تالمون راسك كبير راه قريب يخرجلنا من التلفون

The expression: راسو مربع يهدر على بلاد" المليون شهيد

Figure3.4:

Commenting with Derogatory Language During Live Streaming



Note: Screenshot taken by the researchers on (June, 3rd 2024). Retrieved from PUBG Mobile Game (2024)

The figure 3.4 is a screenshot from a TikTok live stream of a PUBG Mobile game. The lower part of the screen displays the gamer's face and the live chat where viewers are commenting. One of the public comments, marked with an orange arrow, reads: "راسو مربع يهدد", "على بلاد المليون شهيد", which translates to His square head threatens the land of a million martyrs.

The expression: شبي **** متعرفش تسوق؟ حمار

Figure 3.5:

Car Driving in Pubg



Note: Screenshot taken by the researchers on (June, 11, 2024). Retrieved from PUBG Mobile Game (2024)

Figure 3.5 represents a screenshot from a TikTok live stream of a PUBG Mobile game. It shows that the driver cannot crush the enemy. And this friend blames him.

The expression يا **** لقيتو مكمبر فالدرج الله يلعنك ان كنت رجلا

Figure3.6

Finding the Enemy Lying in the Stairs



Note: Screenshot taken by the researchers on (June, 10, 2024). Retrieved from PUBG Mobile Game (2024)

Figure 3.6 shows the surprise that happens to the speaker. As he approached the building in search of weapons, he was surprised to find an enemy lying on the stairs. He killed him, as depicted in the picture now.

The Expression: أكبر نقطة ضعف السكواد هي أنت

The expression الراس يطير اليوم

The expression:: متنت***راك كاتل غير لبيوت يا حمار

The expressions from YouTube reels and channels:

Expression:عندك عقل ناع وحدة زايدة فال 2005

The expression: انا نموت عالسعوديات سيرتوا نتوما لي جاينن تلعبو ببجي

Expression: يا ابن سوريا احبس يا ر لابيوت

Expression: اسكت بلع نتا باين قهوي جاي من مناطق الظل مننتنن الجلفة

The expression: نتي شابة وتعرفي تلعبى خاصك غير نيمبرويا

3. Case of Study

We have chosen PUBG as a case study due to its popularity among other games in the digital world and its impact on individuals and society. It has a diverse player base with an age range from 12 to 40 or older, consisting of both males and females.

Analyzing the toxic language in this popular game can provide us with important ideas and insights into the pervasive issue of online toxicity in gaming communities. It can also provide us with a large amount of user interaction data. PUBG Mobile can reflect various aspects of online social interactions. In this game, we have observed numerous toxic behaviors that can have real-world impacts on players' psychological and mental health. These actions can diminish enjoyment.

We have chosen this game to understand these behaviors because it can help us create strategies to reduce these issues. Enhance moderation tools to create a safer and more enjoyable gaming environment. While there is a vast amount of research on toxic language across various online platforms, concentrating on PUBG Mobile enables us to conduct a more detailed and specific analysis. This approach may assist us in gaining a deeper understanding of the issue.

4. Data collection and Analysis Procedures

Data collection that we have used in our investigation or study includes twenty expressions that were taken from platforms or different sources, such as Tik Tok reels and YouTube videos. Following this, here are the expressions that are used for the data collection:

Expression 01: وشبيه الزين حزين"

"Wesh bīh ez-zīn ḥazīn"

Expression 02: "عندك عقل تاع وحدة زايده فال 2005"

"‘andak ‘aql tā‘ waḥda zayda fal 2005"

Expression 03: "أكبر نقطة ضعف السكود هي أنتِ"

Akbar noqṭat ḍa‘f es-skoad hīya antī"

Expression 04: "تسما الكوزينة ولات شباح الكوزينة بلاصتكم"

"Tsama el-kouzina walat shebah el-kouzina blasatkom"

Expression 05: "ياخو اهبط فالحاويات والله غير راسك تديه في صاشي"

Yākho aḥbat fel-ḥāwiyāt wallah gīr rāsk tedīh fī sāshī"

Expression 06: "نداء الى جميع راكبي الطائرة سوف ا** واحد واحد"

Nidā‘ ilā jamī‘ rākībī eṭ-ṭayāra sawfa akhs waḥad waḥad"

Expression 07: "يا ابن سوريا احبس يا ر لابلوبال"

Ya ibn Sūriyā ḥbis ya r lābūbāl"

Expression 08: "انا نموت عالسعوديات سيرتوا نتوما لي جاينن تلعبو ببجي"

"Ana nmūt ‘as-sa‘ūdiyāt sirto ntūma lī jāyīn tla‘bū bubjī"

Expression 09: "اسكت بلع نتا باين قهوي جاي من مناطق الظل مننننن الجلفة"

Iskut bla‘nta bāyn qahwī jāy mn manāṭiq aḏ-ḏill mn jalḑā"

Expression 10: "فنشني بمقلة ولد الحرام"

Fanashinī b-muqlā wuld el-ḥarām"

Expression 11: "راسو مربع يهدر على بلاد" المليون شهيد

Rāsu murabba‘ yahdar ‘alā bilād el-milyūn shahīd"

Expression 12: هاذو المراكمة مخدومين غير "ال**** نضلو *** و ميشبعوش

"Hādhū el-marārka makhdūmīn gīr lil**** ṇḍallu *** w mīshba‘ūsh"

Expression 13: "**** منديروش عليكم نتوما المراكمة" تبغو

"Mandīrūsh ‘alīkūm ntūma el-marārka tbughū ****"

Expression 14: "شبي **** متعرفش تسوق ؟" حمار

"Shbīh **** ma ta‘rafsh tsūq? ḥmār"

Expression 15: يا **** لقيتو مكمبر فالدرج "الله يلعنك ان كنت رجلا

"Yā **** lqītū mukambir faddarj allah yil‘anak in kunt rajul"

Expression 16: "نتي شابة وتعرفي تلعي" خاصك غير نيميرويا

"Ntī shāba w ta‘rfī t-l‘abī khāṣk gīr nīmīrū"

Expression 17: "تالمون راسك كبير راه قريب" يخرجنا من التلفون

"Tālmun rāsk kbir rāh qrīb ykharjlinā mn eṭ-ṭilfūn"

Expression 18: "الراس يطير اليوم"

"Er-rās yiṭīr el-yūm"

Expression 19: "متت **** راك كاتل غير" لبيوت يا حمار

"Matet**** rāhk kātil gīr l-būt yā ḥmār"

Expression 20: "هيا نبوشوا عليهم ولاد ****" راهم في بوشينكي

Hayya nbūshū 'alīhūm wlād ***** rāhūm fī būshīnki"

This is the statement regarding data collection. However, in the next section about analysis procedures, we dealt with and divided these expressions in two ways: the literal meaning - what this expression literally means, and the contextual meaning - what this expression means in the context of online gaming (specifically the PUBG mobile game). Following this, we addressed the breakdown of the expressions and conducted qualitative textual analysis.

5. Data Analysis Using the Linguistic Model

Expression 01: وشبيهه الزين حزين

Literal meaning

The word "وشبيهه" is considered as an Algerian dialectal Arabic (ADA), which indicates and used to ask about someone.

The word "زين" means beauty and it: refers to "a combination of qualities, such as shape, color, or form that pleases the aesthetic senses, especially the sight."

The word "حزين" means sad and: حزين it: defined as "feeling or showing sorrow; unhappy." Is a bad feeling that someone feels.

Contextual Meaning: This expression "الزين حزين" is used by the player of the PUBG game; however, he used the word "الزين" not to mean beauty, but his intention is to refer to a girl who plays with him in the game. On the other hand, he used the word "حزين" to refer to something bad that happened to the girl in the game, such as losing the game.

Expression 02:2005 عندك عقل تاع وحدة زايدة فال

Literal Meaning: The word "عندك" is the second preposition that means (used to refer to any person in general) Or (used to refer to the person or people that the speaker is addressing.) "you have " it refers to ownership that means (the act, state, or right of possessing) something.

_The word "عقل" refers to mind and means: (the element of a person that enables them to be aware of the world and their experiences, to think, and to feel; the faculty of consciousness and thought.)

_The word "وحدة" means units such as the united of groups of people or states or other things.

The word "زايدة" means she was given birth at the end of her mother's pregnancy, and she gave birth

2005: are numbers that indicate time or years, which used in counting.

Contextual meaning: The expression "عندك عقل ناع وحدة زايدة فال 2005" here, the speaker (the player) tends to use this word in order to refer to and indicate the weakness of the player and the lack of his experience and knowledge about the game.

Expression 03: أكبر نقطة ضعف السكواد هي أنت

Literal meaning:

The word "أكبر" means considerable importance or seriousness. Also, considerable size, extent, or intensity.

_The word "نقطة" (point) refers to a particular spot, place, or position in an area or on a map, object, or surface. Or the tapered, sharp end of a tool, weapon, or other object.

The word "ضعف" means: the state or condition of lacking strength.(weakness, loss of the ability to be active, against strength, weakness of health).

The word "سكواد" literally means a small group of people having a particular task.

the word " هي " is A separate pronoun for the third person singular

The word "أنت" is used to refer to the person or people that the speaker is addressing.

Contextual meaning The expression "أكبر نقطة ضعف السكواد هي أنت" means (The group's biggest weakness is you).means that the player in the game refers to the girl that belongs to his team, and he insulted her by using "نقطة ضعف سكواد هي أنت" which means she is weak and doesn't have the experience, and it is not suitable for his team, and because of her actions and decisions, it negatively affects the squad.

Expression 04: تسما الكوزينة ولات شباح ، الكوزينة بلاصتكم

Literal meaning

The word "تسما" means (so) and used as a conjunction in many forms such as comparing or describing something.

The word: "كوزينة" is borrowed from the French language and it means the kitchen.

The word "ولات" is considered as an Algerian dialectal Arabic , and it refers to the word (becomes).

The word "شباح" means: an apparition of a dead person which is believed to appear or become manifest to the living, typically as a nebulous image.

The word " بلاصتكم " refers to identifying or classifying a specified type, holding a specified position, or indicating the position of someone.

The word: "فالكوزينة" is borrowed from the French language and it means the kitchen.

Contextual meaning: The player used the sentence "تسما الكوزينة ولات شباح ، الكوزينة بلاصتكم" to refer to the girls in the game by telling them that the kitchen is the suitable place for them rather than coming and playing PUBG mobile.

Expression 05: "ياخو اهبط فالحاويات والله غير راسك تديه في صاشي"

Literal meaning

The word " ياخو " is an Algerian dialectal Arabic used to indicate someone, it is used in conversation and daily life. and it means (brother).

The word "اهبط" is a verb means to let or make (something) fall vertically, or , set down or unload (a passenger or goods), especially on the way to somewhere else.

The word "فالحاويات" means (containers) and it has many forms such as plastic containers to store foods and is used for storing or transporting other things .

The word "الله" (God) means the creator and ruler of the universe and source of all moral authority, and therefore must not for anyone to be called by it , and it is the first and greatest of his names.

The word "راسك" The upper part of the body that contains eyes, mouth, nose, and ears, and inside it is the brain. Or "the front, forward, or upper part or end of something."

The word "تديه" means (accept or receive (someone or something).or remove (someone or something) from a particular place.)

The word "صاشي" means a container made from plastic, which is used for storing foods or other things .

Contextual meaning The use of the expression " ياخو اهبط فالحاويات والله غير راسك تديه في " صاشي" The word "حاويات" refers to the name of the place existed on the map in the PUBG

mobile game, which contains loot and can cover the players. However, the expression of والله "غير راسك تديه في" صاشي targets the player because he mentioned his head in the meaning of making a murder, and it is considered a threat, typically in an online game environment, of which the targeted player will always be afraid.

Expression 06: نداء الى جميع راكبي الطائرة سوف ا**** واحد واحد

Literal meaning

The word "نداء" means to tend to make notice or announcement, such as in a public medium, including promoting a product, service, or event.

The word "إلى" is a preposition and is a lower case letter, or used to express motion in the direction of (a particular location).

The word "جميع" is from the words of emphasis which used to indicate the whole quantity or extent of a particular group or thing.

The word "راكبي" means the passengers on the car , plane , train or other things.

The word "طيارة" is a machine that can fly in the air used for traveling and so on.

The word "سوف" used for expressing the future tense and expressing probability or expectation about something in the present.

The word **** is a bad word and forbidden from our religion "islam " and it means i will rape you

The word "واحد" is the first number (one) in counting.

Contextual meaning: The expression "نداء الى جميع راكبي الطائرة سوف ا**** واحد واحد" (calling for all plane passengers, I will **** one by one).The represented expression of " **** سوف

واحد واحد is considered a threat, which can indicate the intention of the player to kill and finish the players during the game. While the specific word (*) is a highly offensive word within the online game environment,

Expression 07: "يا ابن سوريا احبس يار *** لاوبال"

Literal meaning

The word "يا" used to attract attention, to express surprise, interest, or annoyance, or to elicit agreement.

The word "ابن" means a : boy from both of his parents.

The word "سوريا" is the name of an Arabic country called Syria.

The word "احبس" is a verb which used to indicate that someone is impatient for doing something or for something to happen.

The word "يا ****" is a bad word that is forbidden by the Islamic religion and leads to disbelief in Allah

The word "لاوبال" is borrowed from the French language(Poubelle) which means rubbish or garbage .

Contextual meaning: "يا ابن سوريا احبس يار *** لاوبال"

These words are likely to be used to insult or provoke other players. The sentence "يا ابن سوريا" could be an attempt to degrade a player's nationality. "Stop" might be telling the player to finish their actions, while "go to the trash" when he killed "يا ابن سوريا" he tried to demean him.

Expression08: انا نموت عالسعوديات سيرتوا نتوما لي جاينن تلعبو ببجي

Literal meaning

The word "أنا" is a person's perception of himself or his identity.

The word "نموت" means death it indicates that someone expresses their feelings about death.

The word "السعوديات" Saudi Arabia is an Arabic country; this word indicates the nationality of women who are from Saudi Arabia.

The word "سيرتو" means (specially); this word is borrowed from the French language (surtout).

The word "نتوما" means when talking to a group of people and indicating them by using (you)

the word " لتلعبو " means He had fun and did whatever distracted him

The word "ببجي" refers to a popular game.

Contextual meaning The expression: "انا نموت عالسعوديات سيرتوا نتوما لي جاينن تلعبو ببجي" (we are crazy about Saudi women, especially you who play PUBG). The phrase " انا نموت عالسعوديات" "expresses the strong feelings and the attraction towards the Saudi women. However, the sentence "سيرتوا نتوما لي جاينن تلعبو ببجي" directly addresses the Saudi women who play PUBG games.

Expression 09: اسكت بلع ننا باين قهوي جاي من مناطق الظل مننننن الجلفة

Literal meaning

The word "اسكت، بلع" the first one "اسكت" is a request to someone to shut up. The second "بلع" is an Algerian dialectal Arabic which has the same meaning of the word (shut up).

The word "نتا باين" refers and is used when the speaker addresses a person or people , secondly "باين" means something clear .

The word "قهوي" is an Algerian dialect that refers to a kind of colour (brown).

The word "مناطق الظل" means a region that lives out of development , which means also the lack of services.

The word "الجلفة" is a name that refers to an Algerian state.

Contextual meaning The expression: "اسكت بلع نتا باين قهوي جاي من مناطق الظل مننتنن الجلفة" (silent, shut up, you seem to be coming from shady areas from Djelfa). The word "بلع" is Algerian dialect and means a direct address to the player to be quiet, while this is typically considered an insult in an online gaming environment. "باين قهوي" is used in gaming metaphorically to refer to the weakness and lack of skills of the player. "مناطق الظل" is used to show that the players come from rural areas and also to show that they come from a less skilled background. This is considered an insult that focuses on the origin and background of the players.

Expression 10: "فنشني بمقلة ولد الحرام"

Literal meaning

The word "فنشني": means a verb which refers to completing and ending something or activity , and is :(an end or final part or stage of something) .

The word "مقلة" considered as a tool for cooking in the kitchen :(a container made of metal and used for cooking food) .

The word: "ولد" means a boy or man in relation to either or both of his parents. typically indicates the male child from the father and the mother.

The word: "الحرام" means (not allowed; banned). this word refers to something is forbidden or comes against the religion.

Contextual meaning: The expression "فنشني بمقلة ولد الحرام" (He finished on me by pan, son of *****.) In the context of a PUBG mobile game, "فنشني بمقلة" are words used only in gaming because the word "مقلة" is used as a weapon to finish the player during the game. However, the phrase "ولد الحرام," which means a direct address, contains a big insult towards the parents of the player.

Expression 11: راسو مربع يهدر على بلاد المليون شهيد

Literal meaning

راسو The word "head" means the upper part of the human or animal body, which includes the brain and senses such as sight and hearing.

مربع This word in Arabic refers to a geometric shape with four equal sides and four right angles

يهدر This word in Arabic means to speak or talk about a specific topic.

على : This word is a preposition in the Arabic language that is used to indicate superiority or position over something.

بلاد : A limited place inhabited by groups of people

المليون : The word "million" is a numerical term in the Arabic language used to denote the number 1,000,000.

شهيد : Whoever is killed in the name of Allah , he is called "shahid " because on the Day of Resurrection he will be a witness against everyone who wronged him.

بلد المليون شهيد: this word here means Algeria

Contextual meaning A Moroccan person was live and playing PUBG mobile and was showing his face, so one from the public Algeria wrote in the comments راسو مربع يهدر على بلا "المليون شهيد" He was bullying his appearance, "his head," to defend his country.

Expression 12: المراركة هادو غي لل **** نضلو *** فيكم و ميشبعوش

Literal meaning

المراركة who naturalized Moroccan nationality or imitates Moroccans

هادو A compound word from the warning letter "ha" and it is a demonstrative noun for the plural.

غير Seal it and connect it with the word (only), so that nothing is added to it

لل**** A bad word that is forbidden by the Islamic religion It may mean one of the organs of the human body

نضلو Continue with the thing , He went on with it , he continued to work.

ن**** A bad word that is forbidden by the Islamic religion It may mean rape

فيكم A preposition indicating a spatial or temporal situation.

ومتشبعوش The word "yachba3" means being full and complete with food or other such that there is no feeling of hunger or desire for more.

Contextual meaning The Algerian speaker insults the Moroccan players; in this sentence, we can see that the speaker is racist. The word **** means that the Algerian people always defeat the Moroccans in public, but it is still an inappropriate and insulting choice of words.

Expression 13: *** منديرش عليكم ننوما المراركة تبغو

Literal meaning

منديرش He took care of the matter: he cared about it, took care of it, and is often used in the context of negation.

عليكم This construction is used in many linguistic contexts to indicate a responsibility, duty, or directing an order to someone

نتوما The word "antom " is a plural second person pronoun in the Arabic language, used to refer to a group of people being addressed.

المراكمة who naturalized Moroccan nationality or imitates Moroccans

تبغو It means feeling a strong inclination or affection towards someone or something.

***ء A bad word that is forbidden by the Islamic religion It may mean one of the organs of the human body

Contextual meaning: Here the speaker is mocking his opponent in pubge when he said " منديروش عليكم " and he uses the word "*" it means that they love to be defeated in pubgee mobile or they are always playing for these reasons

Expression 14: وشبي ر** حمار متعرفش تسوق؟

Literal meaning

وشبي؟ It is used to inquire about someone's condition or why they behave in a certain way

ر** : A bad word that is forbidden by the Islamic religion and leads to disbelief in Allah

حمار : A domestic animal of the equine family used for carrying and riding

متعرفش : He perceived something with one of his senses.

تسوق: operate and control the direction and speed of a motor vehicle

Contextual meaning: Someone has his friend playing PUBG mobile. During the game, his friend doesn't know how to drive the car, so the speaker insults his friend and disparages his god, then calls him a donkey.

Expression 15: يا ر*** لقيتو مكمبر فالدرج الله يلعنك اذا نتا راجل

Literal meaning

يا : A call letter for the distant is a fact or a judgment, and the relative may call it as an affirmation

ر*** : A bad word that is forbidden by the Islamic religion and leads to disbelief in Allah

صبتو : discover or perceive by chance or unexpectedly.

مكمبر : A word that was created by gamers , it means lying on the ground

فالدرج : a set of stairs and its surrounding walls or structure.

الله A true knowledge of the deity that is worshiped

يلعنك : He disgraced him and kept him away from goodness

اذا : Surprise letter. on the condition or supposition that; in the event that.

نتا : Used to refer to the person or people being addressed

راجل : The adult male from the sons of Adam

Contextual meaning He was playing PUBG with his friend. While one of the players was climbing the stairs, he came across an enemy lying on the stairs, and this was due to the

reluctance of the enemy. The player expressed surprise or shock, "يا ***** لقيتو مكمبر فالدروج", "Then he began cursing and insulting him with the phrase, "الله يلعنك اذا كنت راجل", "It is an insult that means the wish of harm to the recipient

Expression 16: تعرفي تلعبى خاصك غير نيمىرويا

Literal meaning

نتى : Used to refer to the person or people being addressed.

شابة : It's a young woman; usually in her teens or twenties. In the Algerian dialect, it means beautiful.

تعرفى : He perceived something with one of his senses

تلعبى : Fun and amusement, vanity and absurdity

خاصك : require (something) because it is essential or very important.

غير : Seal it and connect it with the word (only), so that nothing is added to it .

نيمىرويا : It is the symbol used to express one of the simple numbers: the first nine numbers and zero here the speaker means number of phone

Contextual meaning: The boy was playing with a girl and was impressed by her performance inside the game. She killed too many enemies, so he praised her skill when he admitted that the girl was good at playing the game "نتى تعرفى تلعب". And he started flirting with her by suggesting that she needs his number, "خاصك غى نمرويا", which means they should communicate outside of the game.

Expression 17: خويا راسك تالمون كبير راه قريب يخرجلنا من التلفون

Literal meaning

خويا . It is used to refer to a person related to another through one or both parents.

راسك The word "head" means the upper part of the human or animal body, which includes the brain and senses such as sight and hearing

كبير The word “Kabir” in Arabic means huge or great in size, age, or stature.

قريب Which only separates him from others by a short distance or a short time

يخرج He emerged from his place or abode and appeared, as opposed to entering

من A preposition indicating the beginning of a temporal or spatial purpose

التلفون Someone who speaks on the phone or on the telephone: A machine that transmits speech and sounds far away.

Contextual meaning: The gamer was playing PUBG during live TIKTOK. The commenter joked with the gamer about the size of his head when he said " "راسك تلمون كبير" " means it's so large it can't fit on the screen. These comments are intended to draw attention and elicit a reaction from the gamer.

expression 18: الراس يطير اليوم ارواح

Literal meaning

الراس The word "head" means the upper part of the human or animal body, which includes the brain and senses such as sight and hearing.

يطير The movement of a winged being in the air with his wings

اليوم A period of time from sunrise to sunset

ارواح The noun of an imperative verb for the masculine, meaning “come, come.”

Contextual meaning: The speaker had a room against his friend, and he had confidence when he said, "الراس يطير اليوم" and he predicted that he would hit him in the head "headshots" on the game, meaning they intend to defeat them by aiming for their heads. It's a way to make his opponent afraid of him; it means that the speaker is ready and confident in his shooting

Expression 19: مت*** كتلت غي لبيوت يا حمار

Literal meaning

مت*** A bad word that is forbidden by the Islamic religion it means don't make fun

كتلت Kill a person 'put him to death, slaughter him, take his life, kill him.

غي : Seal it and connect it with the word (only), so that nothing is added to it

لبيوت : it's a word borrowed from the English language and it means the computer controlled player and the PUBG put it just to fill the match

اليوم : A period of time from sunrise to sunset

يا : A letter that appeals to the distant person in reality or by definition, and may be called by the relative in emphasis

حمار A domestic animal of the equine family used for carrying and riding

متعرفش : He perceived something with one of his senses

Contextual meaning In PUBG Mobile, when you kill too many players, it means that you are skilled in the game, but when you kill just bots, you don't need to brag or act overly proud because they are only to complete the number of players in the game and are controlled by a computer. The player considered those bots easier and less impressive targets than real

players. So when his friends start to brag, the speaker uses the bad word or insult "*" to stop him.

Expression 20: Literal meaning

ايبا نبوشو ولاد ال***** راهم ف بوشنكي

هيا : The noun of an imperative verb, which means hasten: let us go to work.

نبوشوا is a borrowed word from the English language and it means to push

***** ولاد ال : A bad word that is forbidden by the Islamic religion It means that these boys can be the result of an illegal relationship.

راحو : To move or travel from one place to another and can be To leave a place or depart

لبوشنكي is a place where we can find a PUBG map

Contextual meaning

The speakers see the enemies where they are going and call his friends to take action. هيا نبوشو "عليهم" is an order or suggestion to his team to advance or attack the enemy players. He used the derogatory term "ولاد *****" to refer to the enemy players, expressing violence or frustration. The speaker provides their location as "his enemies" in the sentence "راهم في". Poshinki is placed on the public map.

6. Discussion of Findings

Expression 01: "وشبيه الزين حزين": This expression illustrates the use of language in online gaming communities (PPUBG mobile game). However, it shows how players are taunted and making fun of their performances, which leads to emotional harm. The use of words as "حزين" (sad) refers to something bad that happened to the girl, while the use of the

use of the word "الزين" depending on the context is considered "insult and indicates a cultural provocation and harassment towards the girl. 'This abusive language causes not only a negative gaming environment but also harmful stereotypes and cultural biases, which affect the emotions towards the player from different backgrounds.

Expression 02: "عندك عقل ناع وحدة زايدة فال 2005": He the speaker compared the player by a girl mind "عقل ناع وحدة", which means he (insults) the player because of his lack of intelligence or experience in the (PUBG game). The use of this kind of language is in order to make fun of his weakness or lack of his skills by comparing him to a girl, which this comparison is inherently negative. However, cultural norms support discrimination based on gender, leading to emotional harm, particularly for players from different backgrounds, and creating a hostile gaming environment.

Expression 03: "أكبر نقطة ضعف السكواد هي أنت": the full sentence is considered derogatory language, indicating the weakness of the girl in the team; this can harm her emotions. However, this highlights the asserting dominance and power control in online gaming communities; blaming or attacking the abilities of players creates a toxic gaming environment.

This expression 04, "تسما الكوزينة ولات شباح الكوزينة بلاصتكم", reflects the use of harmful stereotypes in the culture of gaming, typically in PUBG games. The word "الكوزينة بلاصتكم" is considered an insult" It represents that there are roles for specific genders (women) and they belong to the kitchen, not to the online games.

Expression05: "ياخو اهبط فالحاويات والله غير راسك تديه في صاشي": the use of this kind of language creates a hostile gaming environment, such as using threats or intimidating opponents, which makes the players feel unsafe, particularly the targeted player. This expression: "والله غير راسك تديه في صاشي" indicates physical violence towards the player, which

also contains cultural implications; however, this can create and normalise the aggression, leading to emotional harm. Such toxic behaviours lead to a negative gaming environment.

Expression 06: "نداء الى جميع راكبي الطائرة سوف ** واحد واحد": the use of this offensive language makes the players fearful. The expression "سوف ***** واحد واحد" is considered a strong insult and threat against other players. However, this can not only engage violent behaviours but also contain the culture of aggression towards individuals by impacting their emotional well-being.

Expression 07: "يا ابن سوريا احبس يا ر لايوبال": This offensive language reflects racism and insults towards the player, which lead to creating a hostile atmosphere in the gaming community. The word "ابن سوريا" targets the nationality of the player; however, the word "لايوبال" is a derogatory language that reflects discrimination and harmful stereotypes. This behaviour or language can engage in discrimination based on nationality and ethnicity.

Expression 08: "انا نموت عالسعوديات سيرتوا نتوما لي جاين تلعبو ببجي" the word "نموت" This sentence reflects the harassment or provocation in gaming, while the speaker used sexism towards the female players, which can diminish the experience of female players in the game. However, the word "السعوديات" (Saudi women) indicates that the male players should focus on them rather than the game, ignoring their skills as gamers. On the other hand, this supports the harmful gender stereotypes, indicating that the female players have not enough abilities to be in the game, but only for their appearance. Such language leads to a toxic or negative gaming environment by discouraging women from gaming and preventing them from enjoying the game.

Expression 09: In this expression, "اسكت بلع ننا باين قهوي جاي من مناطق الظل منننن الجلفة" we can find a toxic language used by the speaker that leads to harmful stereotypes. The word "بلع" means not only "shut up," but also means an insult and demean the player. Secondly, "قهوي"

is a word often used as a derogatory term towards the player, indicating that the player is not skilled enough and does not have the abilities or capacities to participate in the game, while this can lead to and affect the emotions of the targeted player. Thirdly, mentioning the word "الجلفة" indicates specific region in Algeria; however, this contains prejudice and discrimination towards players based on ethnicity or the place of origin. This toxic language contains and supports the division and animosity between players. This division of players according to their ethnicity or cultural background leads to a toxic gaming environment and less enjoyment.

Expression 10: The expression "فنشني بمقلة ولد الحرام" reflects the use of offensive language by insulting players or demeaning them, which leads to creating a hurtful atmosphere in online gaming communities. However, the expression "ولد الحرام" (son of *****) is considered derogatory and highly insulting towards the targeted players. In addition, this expression, "فنشني بمقلة," can add a threatening sense to the insult. The use of this language not only harms the targeted players but also creates a harmful environment, spreading the idea of normalising aggression by causing emotional distress towards players.

The statement 11 "راسو مربع يهدر على بلاد المليون شهيد" contains harmful language, specifically in the term "راسو مربع" (square head), which is derogatory and aimed at ridiculing an individual's physical appearance, particularly their head shape, during a live broadcast. The commentator uses this insult to degrade the person's appearance in a public setting. Furthermore, the expression "بلاد المليون شهيد" (land of a million martyrs) alludes to Algeria and its significant history of sacrifice during the War of Independence. By incorporating this phrase, the commentator not only targets the individual's physical attributes but also diminishes a crucial aspect of Algerian national pride and cultural heritage. This phrase recalls the profound sacrifices made by Algerians in their quest for independence, rendering the insult particularly severe. The dual impact of this harmful commentary exacerbates its

consequences by undermining personal dignity while simultaneously attacking national identity and cultural pride. Such language can have profound psychological repercussions on the recipient, including feelings of disrespect, fear, and despondency. Additionally, this conduct perpetuates negative stereotypes and normalizes harmful language within the gaming community, fostering a hostile environment.

The statement 12 "هاذو المراركة مخدومين غير لل**** نضلو *** و ميشبعوش" contains toxic language, specifically in its derogatory and racist content. These words "مخدومين غير ****" refer to an insult that not only disrespects Moroccans but also dehumanises them because the use of the word "نضلو ***" reduces the stigma related to sexual violence, leading to a culture of insensitivity and aiming to normalise such behaviours in our environment. Algerian and Moroccan people share a bad history full of fights in many fields like culture, sports, or politics. And these derogatory words lead to tension and violence between them, also they aim to destroy the cultural and historical relationship more and more. These acts by our Algerian multiplayer games reflect their poor respect for the other cultures. The use of these words can affect the recipient negatively, including feelings of anger, depression, and alienation. And it causes a toxic gaming community and normalize negative stereotypes.

The sentence 13 "منديروش عليكم نتوما المراركة تبغو" contains toxic language because it attempts to dehumanise the Moroccan people. The phrase "منديروش عليكم" is a declaration from the speaker and its intention to degrade and reduce the recipient's value. The sentences "تبغو ال" are deep offensive language aiming to dehumanise them and try to paint a false picture about Moroccans in a highly derogatory, especially, in public broadcasts. These behaviours reduce the stigma related to sexual violence and encourage people to behave like them. These words can cause a big divide between Algerian and Moroccan people because they already have a complex history. These words can lead to a divisional game environment. Such acts can affect the recipient psychologically negatively; he can feel humiliation, fear,

anger, and alienation. It leads to a toxic gaming environment. Where we cannot find respect or empathy, and is full of negative stereotypes.

The phrase 14 "شبي **** متعرفش تسوق؟ حمار" refers to a harmful and abusive language, specifically in this sentence "**** شبي" (What's wrong with your God), which is blasphemous and forbidden in our Islamic religion. This question describes the relation between the recipient and Allah in a derogatory way. We as Muslims consider these words to be blasphemous, hateful, and deeply abusive language, especially in Algeria, where respect for our beliefs and religion is highly important. The speaker adds the word "حمار" (donkey) to insult the recipient by reducing his intelligence or his abilities in driving cars. These derogatory acts aim to undermine the honour and respect that are essential for our environment. It can affect the recipient negatively as he feels hurt, anger, spiritual distress, emotional turmoil, and offence. It can encourage people to engage in these behaviours and create a hostile and disrespectful environment.

The phrase 15 "يا *** لقيتو مكمبر فالدرج الله يلعنك ان كنت رجلا" contains toxic and forbidden language for our Islamic religion, specifically the word "يا***" (Your God), which as Muslims we considered it as a high level of inappropriate, abusive, and blasphemous words. According to the phrase "الله يلعنك" (May God curse you), the speaker wishes harm and bad things for the recipient; it's a deep disrespectful and also blasphemous word that aims to violate our essential Islamic sentiments. In addition, the finale words "اذا كنت رجلا" it's a derogatory manner which is challenging and reducing from the masculinity of the recipient especially in PUBG broadcast, these words has severe implications for our culture and religion, Algeria is religious country and respect the other's beliefs is highly important and this behaviours is so harmful as it undermines the values of respect between people and honour and it can lead to anger, the pain and the sense of violation his Islamic religion for the recipient.

The phrase 16 "تعرفي تلعبى خاصك غير نيميرويا" contains harassment and toxic words, especially in an inappropriately suggestive way. The sentence "خصك غير نيميرويا" (you just need my phone number) is not respectful because it means that the girl or the recipient have good gaming skills, specifically in PUBG mobile, and she needs to contact the speaker to be better in this field, which can be considered a form of harassment. The speaker said this sentence during live broadcast in a PUBG Mobile game, these comments can lead the girl to feel anger, disrespect, depression, discomfort, and emotional distress, they create a disrespectful and unsafe community. They also attempt to normalise discrimination and harassment culture. This type of language is so harmful and forbidden in our Islamic religion as it tries to perpetuate gender stereotypes in our community, which we can consider it as sexual harassment. It is essential to create a safe and welcoming environment where all players, regardless of gender, male or females can participate without being afraid of harassment or discrimination and where their dignity is protected.

The sentence 17 "تالمون راسك كبير راه قريب يخرجلنا من التلفون" contains toxic words, especially in these words "تالمون راسك كبير." The aim of these words is to ridiculing and cyber bullying the recipient's physical appearance, exactly his head shape. This type of comment is designed to embarrass the recipient and demean him during live TIKTOK in the PUBG mobile game. Bullying and mocking the recipient's physical head publicly can lead to feelings of humiliation, shame, diminished anger, low self-esteem, feelings of embarrassment, emotional distress, and depression. In our culture as Algerians, respect for others and their personal dignity is highly important, and violating it is forbidden. Insulting anyone based on their physical appearance is considered highly disrespectful and can lead to many social and psychological repercussions. We have to fight these behaviours because they are not only harming the individuals but also aiming for broader bullying everywhere and fostering a toxic

game where personal attack is normal and trying to normalise the negative stereotypes in our community.

The statement 18 "الراس يطير اليوم" contains tonic and threat language, especially "الراس يطير" when the speaker used these words during a live broadcast of a PUBG Mobile game. This phrase can be considered a threat or an aggressive declaration aiming to insult the recipient or make him afraid of him. These types of threats are forbidden in Algeria, even if it is just metaphorically because respect and nonviolence are important in our Algerian culture. This kind of behaviour can lead to evoke fear in people, discomfort, intermediation and insecurity and it violates these values. For the psychological effects on the recipient, it can lead him to feel fear, anxiety, depression, and distress. Fighting these acts is so essential to having a respectful gaming community where all gamers can play without fear of threats and their dignity is saved.

The statement 19 "متت*** راك كاتل غير ليبوت يا حمار" contains toxic and derogatory language, especially when the speaker uses the word "" (a toxic word meaning "don't make fun") and "يا حمار" (donkey), which is a derogatory word intended to insult someone's intelligence or reduce his abilities during live broadcast in a PUBG mobile game. This word "متت***" means speaker moked and belittled the recipient, and he is comparing his intelligence to a donkey. Donkey was created by Allah without a brain, so it is understood culturally and religiously as a direct insult. In the statement "قتلت فقط البوت" (you only killed the bot), aiming to reduce the recipient's gaming skills, the speaker means that he is only capable of killing bots or non-player controlled by compute instead of real enemies. In our society, respect and dignity are the first priorities and these acts are forbidden because they can lead to embarrassment, humiliation, diminished self-esteem, feelings of inadequacy, emotional distress, and depression. They also support a toxic gaming community and create a disrespectful environment.

The statement "هيا نبوشوا عليهم ولاد *** راهم في بوشينكي" contains toxic and abusive language, exactly in the word "ولاد ال". This word is a derogatory insult, which means that the recipient's parents engaged in an illegal relationship, and it aims to demean and provoke them to violence in live broadcasts during a public mobile game. "ولاد ال" is a high level of offensive and disrespectful language that harms not only the victims but also their families. These words are harmful and forbidden in our Islamic religion because they violate our values of respect and dignity. These behaviours can lead to negative psychological impacts like feelings of anger, humiliation, emotional distress, and depression, and they can lead to increasing tension and conflicts in multiplayer games.

According to this analysis, we have to validate all three hypotheses presented in the general introduction:

Hypothesis 01: Different types of linguistic toxicity in PUBG include abusive language, insults, discriminatory remarks, and harassment. These types of toxicity are more prevalent during high-stress moments in the game, such as intense combat situations or losses.

Hypothesis 02: Exposure to linguistic toxicity negatively impacts individual player interaction by increasing instances of retaliatory toxic behavior, reducing cooperative gameplay, and leading to higher rates of player disengagement or leaving matches prematurely.

Hypothesis 03: Linguistic toxicity undermines community engagement by fostering a hostile environment that hinders new player retention and reduces overall community cohesion. This toxic atmosphere leads to lower levels of player satisfaction and reduced participation in community events and forums.

7. Ethical Considerations

In our study, we encountered several ethical challenges. For instance, we were unable

to obtain consent from the players or inform them about the recordings during the game. If we had informed the players, they might have been unwilling to collaborate with us. Spontaneous individuals may change their behavior or opt to exit the game, resulting in fewer genuine responses.

Following this, the problem we have encountered reflects the researcher paradox. Our investigation is ongoing. After collecting the recordings, we inform the players of our progress. Some of them approve of our work and allow us to use their expressions. However, we encountered ethical issues regarding participants who did not consent to the use of their expressions. We value the privacy of our participants and have ensured their anonymity in our research.

Conclusion

In conclusion, this chapter gave us a deep investigation of the toxic behaviours and offensive language in the online gaming world, especially within the most popular game, PUBG Mobile. By following our discussion clarified the widespread spread of offensive language in our environment, giving a clear perspective on the toxic gaming environment. The chapter is finished by dealing with ethical considerations that faced us during the research and summarising the ideas we gained from the analysis. Our outline, which includes scope and methodology, we investigated the game's context and analysed the online linguistic toxicity through a detailed textual analysis of recorded gameplay and TikTok lives and its comments while playing PUBG and online videos in YouTube channels.

GENERAL CONCLUSION

In conclusion our study delves into and focuses on toxic language, particularly in online gaming, with a specific focus on a platform known as PUBG Mobile. Our investigation explored a growing issue in linguistic interactions. Following this, we explored the impact of linguistic toxicity and its manifestation in the game PUBG Mobile, which has often created a hostile environment. The frameworks, including forms such as speech act theory and pragmatics, delve into understanding the various manifestations of toxic language.

The findings in our study indicate that the anonymity of players and the competitive nature of online gaming play a significant role in spreading toxic language. However, this not only affects players' behaviors and interactions but also leads to a reduction in the gaming experience. This negative environment results in less enjoyment for players.

This study sheds light on the role of technology and social media platforms, which can facilitate the spread of toxic language. This poses significant challenges in mitigating such behavior. The research, research the recommendations and include using such and a developed tools, focusing the cultural to address addressing issue, issue conducting make an of for platforms.

It is advisable try create find group that this players in playing play a good friends joining join a community of players. This player help to reduce spread spreading of among between individuals. Secondly, take breaks. This means that when toxicity becomes pervasive, players should take a break and step away from the game. Thirdly, reporting players indicates toxic behavior during the PUBG mobile game.

Most games have their own reporting system used to address toxic behavior. Implementing muting and blocking features allows for setting boundaries or utilizing these tools for players who exhibit toxic behavior during the game. However, this method can help

reduce negative interactions. In addition, skilled players should share their positive experiences and strategies within the content of PUBG Mobile on social media platforms. By employing this method to reduce the toxicity of language in gaming and shape player culture, we can create an enjoyable environment. In conclusion, Our demonstrates provides that research effectively research addressed this issue, thereby for protecting the experience of gaming gamine making make game more game inclusive.

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ملخص

تهدف الدراسة الحالية إلى استكشاف طبيعة ومدى وتأثيرات السمية اللغوية في مجتمع ببجي عبر الإنترنت. ويتم ذلك من خلال تحديد الآليات التي تؤثر من خلالها اللغة السامة على تجربة اللاعب وديناميكيات المجتمع. بمعنى آخر، تسعى إلى دراسة كيفية مساهمة اللغة في دراسة السلوكيات السامة، مما قد ينتقص من متعة اللعبة وشموليتها. ومن أجل حل الإشكالية المذكورة أعلاه، تم إجراء تحليل لغوي نصي، حيث تم إجراء تحليل لغوي نصي لمجموعة مكونة من عشرين تعبيرًا مختلفًا، تحتوي على لغة مسيئة وسامة، مستخرجة من تسجيل فوري من لعبة ببجي موبايل وقنوات اليوتيوب وبكرات تيك توك. وقد خضعت البيانات المجمعة للتفسير الحرفي والسياقي. ومن ثم يتم استخراج الجزء السام من اللغة وشرحه بطريقة تتلاءم مع الخلفية الثقافية واللغوية الجزائرية. توضح النتائج أن لعبة ببجي مليئة باللغة السامة المتطرفة بين اللاعبين الذين يتجاهلون أعمارهم وعرقهم وخلفيتهم الثقافية. مما أظهر أن هذه السلوكيات تؤثر على الجانب النفسي للاعبين بشكل سلبي، مما يجعل تجربة اللعبة أقل متعة مليئة بالكراهية والغضب.

Résumé

La présente étude vise à explorer la nature, l'étendue et les effets de la toxicité linguistique dans la communauté en ligne de PUBG. Cela se fait en identifiant les mécanismes par lesquels le langage toxique a un impact sur l'expérience des joueurs et la dynamique de la communauté. En d'autres termes, il cherche à étudier comment le langage contribue à l'étude des comportements toxiques, nuisant potentiellement au plaisir et à l'inclusivité du jeu. Afin de résoudre la problématique susmentionnée, une analyse linguistique textuelle a été réalisée à partir d'un corpus de vingt expressions différentes, contenant un langage offensant et toxique, extrait de l'enregistrement en temps réel du jeu PUBG Mobile, des chaînes YouTube et des bobines TIKTOK. Les données collectées ont été soumises à une interprétation littérale et contextuelle. Ensuite, la partie toxique de la langue est extraite et expliquée d'une manière qui s'aligne sur le contexte culturel et linguistique algérien. Les résultats montrent que le jeu Pubg est chargé de langages extrêmement toxiques parmi les joueurs qui ne tiennent pas compte de leur âge, de leur origine ethnique et de leur origine culturelle. cela a montré que ces comportements affectent négativement le côté psychologique des joueurs, rendant l'expérience du jeu moins agréable, pleine de haine et de colère.

Summary

The present study aims to explore the nature, extent, and effects of linguistic toxicity in PUBG's online community. This is done by identifying the mechanisms through which toxic language impacts player experience and community dynamics. In other words, it seeks to study how language contributes to the study of toxic behaviors, potentially detracting from the game's enjoyment and inclusivity. In order to solve the aforementioned problem, a textual linguistic analysis was conducted, whereby a corpus of twenty different expressions, which contain offensive and toxic language, was extracted from real-time recordings from the PUBG Mobile game, YouTube channels, and TIKTOK reels. The collected data were subjected to a literal and contextual interpretation. Then, the toxic part of the language is extracted and explained in a way that aligns with the Algerian cultural and linguistic background. The findings indicate that the game PUBG is loaded with extremely toxic language among players, regardless of their age, ethnicity, and cultural background. This showed that these behaviors affect the psychological side of players in a negative way, making the experience of the game less enjoyable and full of hate and anger.