CHAPTER III

DATA ANALYSIS OF BULLYING IN VALORANT GAMING

The results of the descriptive quantitative of cyberbullying among Valorant players are covered in this chapter. Finding and classifying cyberbullying behaviors that are displayed during gameplay encounters is the goal of this study. Various Valorant in-game chat logs and exchanges are examined to determine the kinds of cyberbullying that are occurring in order to look into this. To do this, Willard's Taxonomy of Cyberbullying (2007) is used to analyze the text.

Flaming, harassment, denigration, cyberthreats, impersonation, outing and trickery, exclusion, and cyberstalking are the eight categories of cyberbullying behaviors according to Willard's Taxonomy. The paradigm for comprehending the dynamics of cyberbullying in digital communication is based on these categories. In order to provide a thorough classification and description of the various forms of cyberbullying that exist inside Valorant's gaming community, this study investigates and detects these behaviors within the examined chat logs.

The four forms of cyberbullying have a simmilair asspcts. To avoid an overlaping similarity in their category there are key differences between flaming, Denigration, Harassment and Cyberhtreats.

Aspect	Flaming	Harrasment	Denigration	Cybertrheats
Duratiom	Short lived, Situational	Sustained and Repetitive	Occasional and Impactful	Sporadic but alarming
Target	General or anyone in	A specific individual	A specific individual or group	A specific group or individual

	the game			
Focus	Immidiate frustration or conflict	Intimidation and exclusion	Reputation and social perception	Instilling fear or causing harm
Personalization	Often Impersonal	Highly Personal and Targeted	Can be personal or personal	Explicitly personal
Example intent	Trigger their reaction	Break their confidence	"Damage their Reputation"	Instill fear or threaten safety

Four different forms of cyberbullying that are seen in Valorant gameplay—flaming, harassment, denigration, and cyberthreats—are thoroughly compared in the table. Flaming is defined as brief, situational aggressiveness meant to cause instant annoyance or conflict. It frequently involves impolite comments meant to elicit a response from general players. Contrarily, harassment is persistent, recurring, and targeted at particular people with the intention of intimidating or excluding them; it is therefore very personal. Denigration is different in that it focuses on harming a particular person or group's reputation or social perception, usually through sporadic but significant episodes that can be either personal or impersonal. In contrast, denigration focuses on harming a particular person or group's reputation or social image, usually through sporadic but significant events that might be either personal or impersonal. Last but not least, cyberthreats are irregular but concerning actions meant to frighten or injure others, frequently using overtly threatening and intimate language. The diverse and complex nature of toxic behaviors within the online gaming environment is

highlighted by the many purposes that each of these categories serves, such as inciting reactions, undermining confidence, harming reputations, or endangering safety.

3.1. Descriptive Quantitative

The date of games, information about the offenders, photos showing incidents of cyberbullying, and descriptions of these photos classified in accordance with Willard's Taxonomy of Cyberbullying are all included in this quantitative descriptive analysis. According to this taxonomy, there are eight different categories of cyberbullying: exclusion, defamation, cyberthreats, impersonation, flaming, harassment, exclusion, and cyberstalking.

Players converse in a variety of languages, including English, Indonesian, Hindi, and Filipino, in the interactions examined in this study. To ensure consistency in analysis, these language variances are translated into English. In order to give a systematic and thorough explanation of the trends and frequency of cyberbullying in the examined gaming sessions, each incidence of cyberbullying is then methodically coded and categorized using Willard's taxonomy. This systematic methodology guarantees uniformity and clarity in identifiying and recognizing cyberbullying.

3.2. Frequency of Cyberbullying in Valorant Gaming

Table 3.1 Frequency of cyberbullying in valorant gameplay in 21 days

Frequency and Total of Cyberbullying Occurrences		
No	Cyberbullying type	Total
1	Flaming (F1)	89
2	Harassment (H2)	19

3	Denigration (D3)	108
4	Cyberthreats (T4)	6
5	Impersonation (I5)	-
6	Outing and Trickery (O6)	-
7	Exclusion (E7)	-
8	Cyberstalking (C8)	-
	Total Cyberbullying that occurs	222

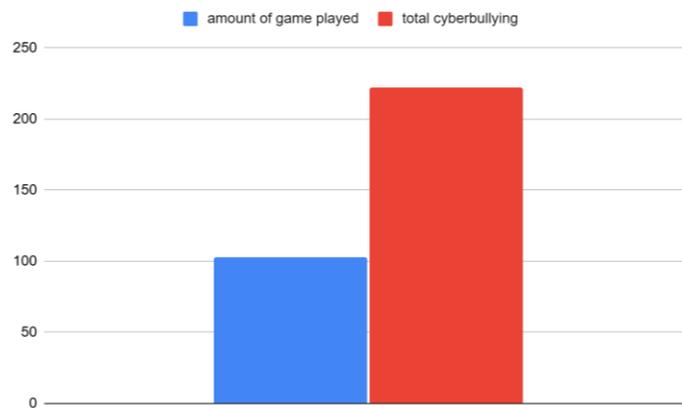### 3.2.1. Frequency of Cyberbullying in Valorant Gaming

Diagram 3.1 Comparison of amount of games played in Valorant and total cyberbullying in Valorant gameplay

Based on the findings Gathered There are a total of 222 occurrences of cyberbullying in 103 Valorant gameplay. From the categorization of Willard's Taxonomy of Cyberbullying 4 of 8 cyberbullying types were found in the gameplays. This means that at least 2 cyberbullying occurrences happen in 1 valorant gameplay.
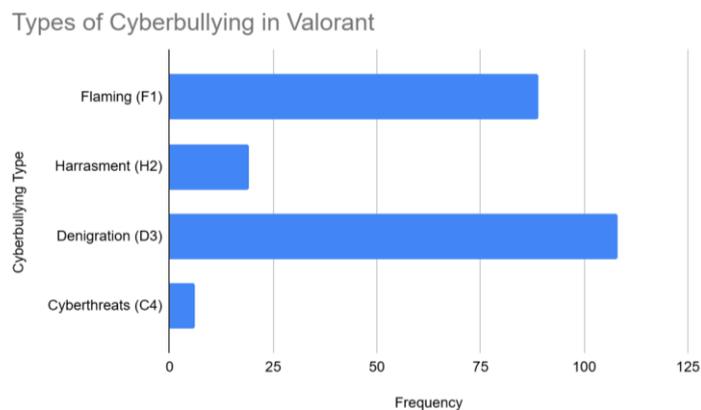

Diagram 3.2 Types of Cyberbullying in Valorant

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The 4 types of cyberbullying are Denigration (108), Flaming (89), Harassment (19) and last but not least Cyberthreats for (6).

3.2.2. Flaming in Valorant Gameplay

Table 3.2 Examples of Flaming in Valorant Gameplay

	Flaming			
No	Date and perpetrator	Chat log	Explanation	Flaming Category
1	Date: 11 October 2024 Perpetrator: Me	(All) Me: THIS BITCH NEED TO DIE (Broadcast) Reyna (Reyna): spotted an ENEMY in B (All) Me: KILL THIS BITCH (All) Me: IDAMNNNN (All) Me: YALL SUCKS ASS (Team) Reyna: yo whos 3rd place gang (Team) Reyna: damn (Broadcast) Oct0ber19 (Vyse): spotted an ENEMY in B	The violent words used in the chat, such as "THIS BITCH NEED TO DIE" and "KILL THIS BITCH," which elicit strong emotions and increase tension, qualifies it as flaming. According to Willard's Taxonomy of Cyberbullying, the insult "YALL SUCKS ASS" targets gamers collectively, potentially interfering with their gaming experience.	Provocative flaming, Mocking flaming
2	Date: 10 October 2024 Perpetrator: Dayriuz, Tokki, 0ct0ber19, meetduggy.	(All) dayriuz: EZ (All) Tokki: CHOKE (All) dayriuz: EZ (All) BebanHidup: PAPAMU HOMO (All) Phoenix: HAHAHA (All) 0ct0ber19: PROSTAT LEBAR (All) Phoenix: LOL (Party) meetduggy: JOMOK	This chat is classified as flaming due to its use of provocative language, such as "EZ" and "CHOKE" to provoke reactions and escalating hostility. The comments, such as "PAPAMU HOMO" and "PROSTAT LEBAR," are intentionally antagonistic and personal insults. The laughter responses, like "HAHAHA" and "LOL," further	Provocative flaming, Mocking flaming

	Flaming			
No	Date and perpetrator	Chat log	Explanation	Flaming Category
			amplify the toxic tone, normalizing and encouraging aggressive behavior. Flaming in this context involves using hostile language to incite hostility in others and create a hostile environment.	
3	Date: 26 October 2024 Perpetrator: Me, CharShaoBao	(All) Me: dog (All) CharShaoBao: ggs (All) CharShaoBao: NOOBS (All) Me: ur ez (All) Halika: GG (All) CharShaoBao: like ur mum	This chat is classified as flaming due to its use of aggressive language, such as "dog" and "NOOBS" to mock other players' skills and create a hostile atmosphere. The personal insult "like ur mum" is also used to escalate hostility. Flaming typically involves using inflammatory remarks to stir up conflict or antagonize others, as evident in the tone and content of this chat.	Dismissive flaming
4	Date: 21 October 2024 Perpetrator: Sage, Iso, Omen	q(All) Sage: ez (All) Iso: hoki sage tolol (All) Omen: tolol (All) Omen: main kaga bener gausah ngomong iso tolol	This chat is classified as flaming due to its use of hostile language, aiming to escalate conflict. The use of "ez" and phrases like "hoki sage tolol" and "main kaga bener gausah ngomong iso tolol" are used to mock opponents, creating a hostile environment and disrupting the collaborative nature of the game. This behavior is characterized by	Provocative flaming

	Flaming			
No	Date and perpetrator	Chat log	Explanation	Flaming Category
			inflammatory and confrontational language.	
5	Date: 23 October 2024 Perpetrator: Iso	(All) Iso: WOI OMEN (All) Iso: KOK DIEM (All) Iso: CACAT (Broadcast) Iso (Iso) spotted multiple ENEMIES in Defender Side (All) Iso: WOI (All) Iso: OMEN (All) Iso: YAAA AFK	The chat is classified as flaming due to the use of aggressive and provocative language, specifically targeting a specific player (Omen), with phrases like "WOI OMEN," "KOK DIEM," and "YAAA AFK" potentially escalating conflict. The use of the derogatory term "CACAT" adds a layer of hostility and disrespect. Flaming typically involves intentionally provocative, disrespectful language aimed at belittling or provoking a reaction.	Provocative flaming
6	Date: 26 October 2024 Perpetrator: Me	(Broadcast) Neon (Neon) spotted multiple ENEMIES in Defender Side (Broadcast) Neon (Neon) spotted an ENEMY in Defender Side (All) Me: cmone india (All) Raze: your noob :V (All) Me: talk some more (All) Clove: ez game	The chat is classified as flaming due to the use of provocative, dismissive, and mocking language to antagonize or belittle other players. The phrase "cmone india" can be interpreted as a targeted remark, while Raze's response is a direct insult aimed at another player's skill level. The subsequent "talk some more" escalates tension, inviting further confrontation. The dismissive comment "ez game" dismisses opponents' efforts, mocking their performance. Flaming typically	Mocking flaming and dismissive flaming

	Flaming			
No	Date and perpetrator	Chat log	Explanation	Flaming Category
			disrupts the gaming environment.	
7	Date: 10 October 2024 Perpetrator: Me	(All) meetduggy: katanya anaknya gatau kemana (Broadcast) Rappen (Omen): spotted an ENEMY in C (All) Yoru: iya (All) Yoru: Abis nikah pergi (Broadcast) meetduggy (Reyna): spotted an ENEMY in C (Broadcast) Me (Sage): spotted an ENEMY in C (Broadcast) BiggusDiccus (Vyse): spotted multiple ENEMIES in C (All) Me: nikah mulu spotted an ENEMY in C (Broadcast) BiggusDiccus (Vyse): spotted multiple ENEMIES in C (All) Me: nikah mulu	The chat is considered flaming due to the mocking tone and context of the remark "nikah mulu." The opponent shares a personal story, but the response trivializes their life circumstances. This dismissive and sarcastic tone suggests a lack of respect and intent to provoke, especially in a competitive gaming environment. Flaming often disrupts social interaction and creates a hostile atmosphere.	Mocking Flaming
8	Date: 6 October 2024 Perpetrator: Asep, Chamber, Rappen, muray	(All) Asep | Lahyadic: ezzz (All) Chamber: MANDI (All) Chamber: BEGO (All) Rappen: EZ (All) BebanHidup: NICE (All) Rappen: EZ (All) Rappen: \ (Party) Rappen: . (Party) muray: goblok	The chat is categorized as flaming due to repeated mocking and insulting language, such as "EZ," "MANDI," "BEGO," and "goblok," which creates a hostile atmosphere. The taunts in the "All" chat amplify the disruptive tone, making the environment toxic for everyone involved.	Provocative flaming

According to this study's classification, flaming is defined as brief, situationally hostile speech intended to elicit strong feelings or intensify disputes in a gaming setting. Flameing in Valorant games is frequently defined by aggressive and offensive words aimed at broad or ambiguous targets. In contrast to other types of cyberbullying, such harassment or denigration, flaming is usually momentary and impersonal, and it usually results from annoyance or spontaneous arguments while playing games. Depending on its purpose and setting, flaming can be further classified as follows: **mocking flaming**, in which a player's performance or actions are derided with remarks like "What a stupid fucking play idiot" or "Dumbass strategy"; **dismissive flaming**, in which a player's contributions are minimized with phrases like "You're just holding us back" or "We're better off without you"; and **provocative flaming**, which includes statements like "What are you even doing?" or "Get out of my game" intended to enrage others. Crucially, by concentrating on language that transcends the boundaries of competitive taunts into aggressive and disruptive behavior, this study differentiates flaming from ordinary game banter.

3.2.3. Examples of Harassment in valorant Gameplay

Table 3.3 Examples of Harassment inf Valorant Gameplay

Harrasment				
No	Date and perpetrator	Chat log	Explanation	Harasmment category
1	Date: 6 October 2024 Perpetrator: Akemi, BebanHidup, Rappen	(All) Akemi: LOLLLLLLLLLLLL (All) Rappen: dead like ur family LOL (All) BebanHidup: get a dictionary man (All) Akemi: haha	The chat is classified as harassment due to repeated, offensive, and personal remarks directed at demeaning another player. The comments, such as	Personal Harrasment,

No	Date and perpetrator	Chat log	Explanation	Harrasment category
		(All) Akemi: kub dog (Broadcast) muray (Phoenix): spotted an ENEMY in A (All) Akemi: family you dead too (All) Akemi: LOL (All) Rappen: no LOL	"dead like ur family LOL" and "kub dog" and "get a dictionary man," go beyond playful banter, demonstrating the sustained hostility and intent to harm under Willard's Taxonomy of Cyberbullying.	
2	Date: 6 October 2024 Perpetrator: BiggusDiccus, Rappen	(All) Rappen: Tantangan diterima bang (All) Rappen: -sage (All) Rappen: (Team) BiggusDiccus: bool si jablay itu gua trobos (Broadcast) BiggusDiccus (Sage): spotted an ENEMY in C (Broadcast) Rappen (Phoenix): spotted an ENEMY in C (Broadcast) BebanHidup (Killjoy): spotted an ENEMY in C (Team) Rappen: ****** NIGGER (Team) BebanHidup: Yow	The chat is considered harassment due to its use of offensive language, such as the offensive racial slur "****** NIGGER" and the derogatory term "bool si jablay itu gua trobos". These comments violate community standards and create a hostile environment. They align with Willard's Taxonomy of Cyberbullying, where repeated insults are used to intimidate or demean others in the gaming space.	Personal harrasment, intimidating harrasment, Racial harrasment
3	Date: 8 October 2024 Perpetrator: Rappen, Syed	(Team) meetduggy: hi im also indian (All) Syed: i dont live in india (All) Me: im from pakistan (All) Rappen: shut up paki (All) Me: stop bombing us (Team) meetduggy: i live in israel (All) Syed: i will bomb (Broadcast) Rappen (Phoenix): spotted multiple ENEMIES in A	The chat is considered harassment due to its offensive language, based on national and ethnic identities, and the use of derogatory remarks. The comments, such as "shut up paki" and "stop bombing us," perpetuate stereotypes and hostility. The statement "I will bomb" further exacerbates the tension, creating a hostile environment.	Personal Harrasment

No	Date and perpetrator	Chat log	Explanation	Harassment category
		(Broadcast) meetduggy (Omen): spotted an ENEMY in A	Under Willard's Taxonomy of Cyberbullying, harassment involves repeated actions aimed at intimidating or demeaning others.	
4	Date: 20 October 2024 Perpetrator: Rappen, RCNZANXY.	(All) Rappen: Carried by Jett (All) RCNZANXY: GO TO UR MAMA OPPAI O MEN (All) Rappen: Like a baby	The chat is considered harassment due to repeated and targeted remarks mocking a specific player. The statements like "Carried by Jett" suggest underperformance and reliance on a teammate, while "Like a baby" reinforces mocking tone. The inappropriate comment "GO TO UR MAMA OPPAI O MEN" introduces sexualized language, adding disrespect and discomfort. The repeated nature intensifies the impact, creating a hostile environment for the player.	Personal Harrasment, sexual harrasment
5	Date: 7 October 2024 Perpetrator: Vyse, Me	(All) Me: stfu (All) Vyse: maybe if u spent ur skins money on food instead (All) Me: hey im not poor okay (All) Me: you indog (All) Vyse: okay boy	The chat is considered harassment due to the use of offensive language, starting with "stfu" to silence someone, and then escalating with "maybe if u spent ur skins money on food instead," mocking the player's financial situation. The term "indog" is a racial slur targeting Indonesian individuals, further enhancing the hostile	Personal Harrasment

		Harrasment		
No	Date and perpetrator	Chat log	Explanation	Harasmment category
			atmosphere.	
6	Date: 9 October 2024 Perpetrator: Rappen.	(Broadcast) Me (Yoru): spotted an ENEMY in B (Broadcast) meetduggy (Neon): spotted an ENEMY in B (Broadcast) BebanHidup (Cypher): spotted an ENEMY in A (Broadcast) Rappen (Viper): spotted an ENEMY in Defender Side (Broadcast) BebanHidup (Cypher): spotted multiple ENEMIES in A (Broadcast) meetduggy (Neon): spotted the SPIKE in Attacker Side Spawn (Team) Rappen: ampe bagus lu gua kirimin cum tribute	The chat "ampe bagus lu gua kirimin cum tribute" is considered harassment due to its explicit and inappropriate language. The phrase is vulgar, sexually explicit, and intended to make others uncomfortable. Harassment in gaming environments involves language or behavior that creates a hostile atmosphere, especially when directed at others in a way that intimidates, offends, or demeans.	Sexual harrasment
7	Date: 6 October 2024 Perpetrator: BebanHidup, Akemi.	(All) Akemi: child (All) BebanHidup: how does it feel to live in thai (Broadcast) Rappen (Viper): spotted an ENEMY in A (Broadcast) Rappen (Viper): spotted an ENEMY in A (All) BebanHidup: i think you have a lot of boys there (All) Rappen: im better than you (All) Akemi: hahaha (All) Akemi: i know (All) Akemi: you better than me	The chat is considered harassment due to the use of inappropriate remarks that perpetuate harmful stereotypes about Thailand, implying derogatory assumptions about the player's location or culture. The comments, including "how does it feel to live in Thai" and "i think you have a lot of boys there," create an uncomfortable and hostile environment, further exacerbating the situation with dismissive tone and mocking responses.	Cultural stereotype harrasment
8	Date: 23 October 2024 Perpetrator: Sage	(All) Sage: gw grepek lu (All) Cypher: ?	The chat is considered harassment due to the use of inappropriate	Sexual harrasment

Harrasment				
No	Date and perpetrator	Chat log	Explanation	Harasmment category
		(All) Neon: ?	and threatening language, such as "gw grepek lu," which crosses acceptable communication boundaries. Despite confusion from other players, the initial comment creates discomfort and a hostile environment, causing further harassment.	

According to the study's classification, harassment is defined as persistent, persistently hostile communication intended to threaten, exclude, or undermine a particular person in a gaming environment. Targeted and personal attacks that go beyond situational difficulties and instead concentrate on undermining a certain player's confidence or well-being are frequently what define harassment in the context of Valorant games. In contrast to other types of cyberbullying, such flaming or denigration, harassment is intentional, ongoing, and frequently consists of a pattern of actions intended to make the target feel inferior or unwanted. Depending on its purpose and setting, harassment can be further classified into several categories: **intimidating harassment**, which includes statements like "You'll never win, so just quit now" or "I'll make sure you lose every game," intended to instill fear or pressure. Furthermore, racial stereotype or **cultural harassment** like "Shut up, [racial slur]" or "How does it feel to live in Thai?" perpetuate negative biases by targeting a player's nationality, ethnicity, or cultural identity. Contrarily, **sexual harassment** entails the use of offensive, sexually suggestive, or demeaning language, such as "Go to your mama oppai o men," with

the intention of demeaning and upsetting the target. This study clarifies the various and harmful ways that harassment presents itself by classifying it into several subtypes, highlighting the significance of treatments and more robust community guidelines to lessen its impact.

3.2.4. Denigration in Valorant Gameplay

Table 3.4 Denigration in Valorant Gameplay

Denigration				
No	Date and perpetrator	Chat log	Explanation	Denigration Category
1	Date: 8 October 2024 Perpetrator: Me, meetduggy	(Broadcast) meetduggy (Omen): spotted an ENEMY in A (All) Me: btw is it true u guys are mostly rapist? (All) Harbor: guys pls stop (All) Me: stop raping (Team) meetduggy: surren or we wont stop (All) meetduggy: surren then (All) Rappen: ablj (All) sanzz: we are not like ur father (Broadcast) BiggusDiccus (Reyna): spotted an ENEMY in A	Because it spreads damaging preconceptions and slanderous remarks meant to hurt a group's reputation or social perception, this discussion is classified as denigration. Targeting a group based on implied identification, the phrase "btw is it true u guys are mostly rapist?" generalizes and reinforces a harmful and untrue stereotype. Likewise, remarks such as "stop raping" serve to perpetuate the negative stereotype, whereas "we are not like ur father" adds a personal insult intended to denigrate the subject.	Cultural Denigration
2	Date: 8 October 2024 Perpetrator: Me, meetduggy, BiggusDiccus	(Broadcast) Me (KAY/O): spotted an ENEMY in A (All) meetduggy: test (All) meetduggy: are u okay	Because it contains hurtful and insulting stereotypes intended to disparage and criticize a group of people, particularly	Cultural Denigration

Denigration				
No	Date and perpetrator	Chat log	Explanation	Denigration Category
		(All) BiggusDiccus: i love indian (All) BiggusDiccus: hate (Broadcast) Rappen (Phoenix): spotted an ENEMY in Mid (All) Me: i love it too (All) BiggusDiccus: i love street food with a hint of arm pit hair (Team) Rappen: dummyrgro	those of Indian descent, this talk is classified as denigration. In order to denigrate and mock, the remark "I love street food with a hint of arm pit hair" reinforces a negative stereotype about culture and cleanliness.	
3	Date: 9 October 2024 Perpetrator: Harbor, Jett, Me	All) Harbor: you're the chapri (Broadcast) Jett (Jett): spotted an ENEMY in A (All) Jett: EZ (All) Jett: chapri (All) Harbor: india is not that fucking bad (All) Harbor: your probably chinese (All) Me: you smelly shit cock (All) Jett: smelly ass streets (All) Harbor: ?	Because it contains rude and damaging language that attacks people and groups based on preconceived notions and stereotypes, this talk is classified as denigration. Explicitly disparaging and insulting remarks like "you're the chapri," "smelly ass streets," and "you smelly shit cock" are meant to make fun of and offend. Stereotypes about national or ethnic identities are reinforced when the phrases "India is not that fucking bad" and "you're probably Chinese" are used together. (Chapri is a slang term commonly used in South Asian contexts, especially in India and Pakistan, to describe individuals perceived as trying too hard to show off, lacking sophistication, or low-class or	Cultural Denigration

Denigration				
No	Date and perpetrator	Chat log	Explanation	Denigration Category
			attention-seeking. It can also refer to someone considered cheap, flashy, or overly dramatic in their style or behavior).	
4	Date: 9 October 2024 Perpetrator: Harbor	(All) Harbor: You get no bitches stupid chinese (All) Harbor: chutiya (All) Harbor: maa ki chut (All) Harbor: Chut bhai (All) Harbor: stupid chinese	The frequent use of rude and disparaging language intended to denigrate people based on their ethnicity and personal traits qualifies this talk as denigration. Phrases like "stupid Chinese" reinforce negative stereotypes by disparaging and generalizing about a particular ethnic group. The hostility and explicit nature of the remarks are further increased by the use of vulgar Indian slang, such as "chutiya" (a highly offensive term meaning "stupid" or "idiot"), "maa ki chut" (a crude insult translating to "mother's vagina"), and "chut bhai" (a vulgar phrase combining "vagina" and "brother"). It is obvious that the purpose of these insults is to damage the reputation and dignity of others by demeaning and upsetting them.	Cultural Denigration
5	Date: 9 October 2024 Perpetrator: Jett,	(All) Jett: dog shit (Broadcast) Jett (Jett): spotted an	This chat is classified as denigration due to its targeted, harmful,	Skill Denigration, Cultural

Denigration				
No	Date and perpetrator	Chat log	Explanation	Denigration Category
	Harbor, Me	ENEMY in A (All) Jett: shibai (All) Harbor: apanee bevakoophee bharee (All) Jett: cibay you indian (All) Harbor: fuck chinese (All) Me: speak clearly bro (Team) Jett: idk what ur talking about in ur poor language bro (All) Harbor: stupid covid	and stereotypical remarks. The comments, such as "cibay you Indian" and "fuck Chinese," perpetuate harmful stereotypes and foster hostility. The statement "stupid covid" further stigmatizes a group by associating them with the global pandemic. The insults, such as "idk what ur talking about in ur poor language bro," mock the linguistic and cultural background of others. Derogatory language like "dog shit" and "shibai" further amplifies the demeaning tone. These offensive remarks align with denigration under Willard's Taxonomy.	Denigration, Character Based Denigration
6	Date: 9 October 2024 Perpetrator: Jett, Harbor, Me	(All) Jett: virus comes from america (All) Me: can you even play indian? (All) Jett: they lie to you indian boty (All) Harbor: chinese girl like me (All) Harbor: not like you (All) Harbor: stupid race (All) Jett: u SA chinese girl? (All) Jett: SA country (All) Me: common indian rapist	The chat is classified as denigration due to its repeated offensive statements targeting individuals and groups based on their nationality, ethnicity, and cultural identity. The phrases like "virus comes from America" and "common Indian rapist" perpetuate harmful stereotypes, while remarks like "stupid race" ridicule cultural backgrounds. The use of terms like "Indian boty" and "Indian boty" further	Cultural Denigration

No	Date and perpetrator	Chat log	Explanation	Denigration Category
				Denigration
			escalates the toxic tone of the interaction.	
7	Date: 9 October 2024 Perpetrator: Harbor, Jett	(All) Harbor: ez china (All) Jett: china is best country in asia (All) Jett: in the world (All) Jett: we make india look like africa (All) Jett: lol (All) Harbor: i suck on chinese girl tits LOL (Broadcast) Me (Phoenix): spotted an ENEMY in C (All) Me: DUDE UR WEIRD	The chat is classified as denigration due to its offensive language and stereotypical comparisons, aiming to denote individuals and groups based on nationality and ethnicity. The statements like "China is best country in Asia," "in the world," and "we make India look like Africa" belittle other countries, particularly India. The vulgar comment "i suck on Chinese girl tits LOL" objectifies individuals, adding a layer of disrespect. The repeated use of phrases like "lol" and "ez china" reinforces the mocking and dismissive tone.	Cultural Denigration, Gender based Denigration
8	Date: 12 October 2024 Perpetrator: Reyna, 0ct0ber19	(All) Reyna: CAT EATER COUNTRY (All) Reyna: CHIBAI LA (Broadcast) Me (Viper): spotted an ENEMY in A (All) Oct0ber19: not chinese lol (All) Oct0ber19: moron pinoy (All) Me: you pinoy bobo (All) Oct0ber19: ez pignoy (All) Reyna: shut up indog play	The chat is classified as denigration due to its use of offensive language, stereotypical statements, and derogatory language aimed at dehumanizing individuals and groups based on their nationality and ethnicity. The use of terms like "cat eater country" perpetuates harmful stereotypes, while phrases like "moron pinoy," "ez pignoy," and "shut up	Cultural Denigration

Denigration				
No	Date and perpetrator	Chat log	Explanation	Denigration Category
			indog play" use racial slurs to mock and ridicule Filipinos and Indonesians.	

In the context of gaming, denigration is defined in this study as infrequent but significant communication intended to harm an individual's reputation or social standing. In the context of Valorant games, denigration frequently refers to the dissemination of insulting content, false information, or libelous statements intended to discredit another player. Denigration is a very personal attack since it particularly targets a person's identity or social position, in contrast to other types of cyberbullying like harassment or flaming. Depending on its context and goal, denigration can be divided into a number of kinds. Attacking a player's unique qualities or skills, such as "You're useless, no one wants you here," is known as **character-based denigration**. Critiquing a player's gameplay performance in order to undermine their credibility is known as **skill-based denigration**, and examples include "You're only dragging the team down because you're terrible." Using phrases like "Players from [country] are always this bad," **cultural denigration** attacks a player's nationality or ethnicity, among other facets of their identity. Making negative comments about someone's gender or employing gendered slurs, like "You're bad because you're a girl," are more examples of **gender-based denigration**.

3.2.5. Examples of Cyberthreats in Valorant Gameplay

Table 3.5 Examples of Cyberthreats in Valorant Gameplay

No	Date and perpetrator	Chat log	Explanation	Cyberthreats Category
		Cyberthreats		
1	Date: 17 October 2024 Perpetrator: Viper	(All) Viper: ur mom is a whore (Team) Me: ??? (All) Vyse: ur mom is gay (All) Me: what's that for u idiot (All) Vyse: hahahaha (All) Viper: i eat ur mom alive (All) Viper: i will murder your family (All) Viper: stupid china (All) Me: bro report this viper	The chat is classified as cyberthreats due to explicit language threatening violence and harm to an individual and their family. Statements like "I will murder your family" are direct threats of physical violence, while "I eat ur mom alive" combines vulgarity with implied violence. The racial insult "stupid China" further escalates hostility by targeting personal and cultural identities.	Threatening to Harm
2	Date: 17 October 2024 Perpetrator: Viper	(All) Me: got a problem with gay people? (All) Viper: hang ur self stupid (Broadcast) Vyse (Vyse): spotted an ENEMY in Mid (All) Viper: go die (All) Viper: eat shit and die (Team) Me: why u so toxic bro	The chat is classified as a cyberthreat due to its explicit statements encouraging harm or violence towards an individual. Phrases like "hang ur self stupid," "go die," and "eat shit and die" are serious calls for self-harm or death, creating an intimidating and hostile environment.	Threatening to Harm
3	Date: 14 October 2024 Perpetrator: Reyna	(All) Reyna: I KILL UR FAMILY (All) Reyna: INDOG (Broadcast) Oct0ber19 (Reyna): spotted an ENEMY in Defender Side (All) Reyna: I KILL UR MOTHER (All) Oct0ber19: nice	The chat is classified as cyberthreats due to explicit statements threatening violence and harm towards an individual and their family, such as "I KILL UR FAMILY" and "I KILL UR MOTHER," which	Threatening to Harm

		Cyberthreats		
No	Date and perpetrator	Chat log	Explanation	Cyberthreats Category
		pagpag meal (All) Me: indo is kinda better (All) Reyna: UR FATHER (All) Reyna: UR DAUGHTER	are designed to intimidate and create fear, potentially causing physical harm to the target's loved ones.	
4	Date: 8 October 2024 Perpetrator: Jett	(Team) Jett: FUCKIIKNG ASSHOLE (All) Jett: DIE (All) Harbor: ? (All) Jett: go kill urself (All) Harbor: dude we just started	The chat is classified as cyberthreats due to explicit statements promoting harm and violence towards another player. The phrases "DIE" and "go kill urself" are severe and can cause significant psychological distress, going beyond simple hostility or frustration, suggesting self-harm or harmful violence.	Threatening to inflict self harm
5	Date: 13 October 2024 Perpetrator: Omen	(All) Omen: bundir aja lu goblok (All) Me: eh ngentot bacot bat anjin (All) Omen: ga ada yg kangen (All) BiggusDiccus: LHA NGENTOT (Broadcast) BiggusDiccus (Omen) spotted an ENEMY in B (All) Omen: ez (All) Omen: lonte (All) Omen: apus aja (All) Omen: silver goblok	The chat is classified as a cyberthreat due to its explicit language promoting self-harm. The slang phrase "bundir aja lu goblok" incites self-harm, while comments like "apus aja" suggest self-deletement, further exacerbating the threat.	Threatening to inflict self harm
6	Date: 15 October 2024 Perpetrator: BiggusDiccus	(All) BiggusDiccus: lah hapus idup lo sono (All) BiggusDiccus: d (All) BiggusDiccus: gw bantuin dah (All) Me: EZZZZ	The chat is classified as a cyberthreat due to its explicit language suggesting self-harm and increasing hostility. The phrase "lah hapus idup lo sono"	Threatening to Harm

Cyberthreats				
No	Date and perpetrator	Chat log	Explanation	Cyberthreats Category
		(All) Omen: ? (All) Omen: 1 doang tolol (All) Omen: liat skor lu (All) Omen: dongo	incites self-harm, creating an unsafe environment. The follow-up "gw bantuin dah" implies active involvement in the harmful act, making the comments even more alarming.	

According to the study's classification, explicit and concerning communications meant to arouse fear or elicit strong emotional responses are considered cyberthreats. These threats, which are directed at one's own safety or the safety of others, are distinguished by their directness and capacity to induce psychological anguish. Two different types of cyberthreats can be distinguished in the context of Valorant gameplay. The first is threatening to hurt other people, which includes direct words like "I'll find you and beat you up" or "You'll regret this when I'm done with you" that are meant to hurt someone physically or put another person in danger. These comments are intended to frighten and intimidate, which frequently increases animosity within the game. The second group includes threats of self-harm, such as "If we lose, I'll kill myself" or "This team makes me want to end it all," which are meant to manipulate, guilt-trip, or provoke a reaction in other people. Such remarks contribute to the general toxicity of the gaming culture and make the environment uncomfortable for other gamers. This study highlights the emotional impact of cyberthreats and their involvement in creating a hostile gaming environment by differentiating between these two types.