4. FINDINGS AND DISCUSSION

In this chapter, the writer discusses the data analysis and findings of the study. The writer analyzes the data based on the figurative language theory proposed by Harris (2018), as stated in Chapter 2. The writer presents this chapter in four sections based on the study's research questions. Section 4.1 discusses the figurative language used in *Genshin Impact's Special Program* videos. Section 4.2 discusses the figurative language used in *Honkai: Star Rail's Special Program* videos. Section 4.3 discusses the combinations of figurative language found in *Genshin Impact's Special Program* videos. Finally, in section 4.4, the writer discusses the similarities and differences between the figurative language used in *Genshin Impact's and Honkai: Star Rail's Special Program videos*.

4.1 Figurative Languages Used in *Genshin Impact's Special Program* Videos

In this section, the writer analyzes the types of figurative language used in Genshin Impact's Special Program videos. Harris (2018) categorizes figurative language into 11 categories. The types of figurative language used in *Genshin Impact's Special Program* videos are simile, analogy, metaphor, metonymy, synecdoche, personification, and allusion. Further explanations on each figurative language are given below.

4.1.1 Simile

A simile, according to Harris (2018), is a figurative language that compares two very distinct things by highlighting at least one similarity. Harris (2018) explains that this figurative language is a tool that can be used to enrich writing and clarify the unknown. There are some examples of similes used in *Genshin Impact's Special Program* videos, and below are two of them,

    a. Utterance 1.1.1

"If the sweetness of one glass of Sweet Flower Milk ranks 10, then <u>Barbara is as sweet as 10 glasses</u>!"

For context, *Version 1.3 Special Program* starts with an interactive video of one of *Genshin Impact*'s characters, Barbara, a famous idol in Mondstadt. The video was set as if the audience were conversing normally with Barbara. The utterance above came up because, as an idol, Barbara always has a positive attitude, and she explained to the audience that the compliments she received from her fans helped her to keep going.

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The utterance above is considered as a simile because, first of all, the utterance uses as…as to compare the subject and object. Using as…as is a common way to create a simile. Second, the utterance compares the subject with an object that is distinctly different, but they have one similar characteristic. Barbara, a human, is compared with the sweetness of Sweet Flower Milk, a sweet drink, because Barbara is seen as a sweet person by her fans. Finally, the image of Sweet Flower Milk, although it is not a real drink, is still familiar to the audience as the name already implies that it is a sweet drink.

b. Utterance 1.1.5

"So that way I could <u>come crashing down from the sky like lightning</u>,"

The context for this utterance is that one of the speakers, Zach, explained the fighting style of the new character, Xiao. Xiao's fighting style allowed him to plunge from a high area without taking any damage. Another speaker, Corina, expressed her interest by uttering the above.

The utterance above is considered as a simile because, first of all, the utterance uses the word like to compare the subject, a commonly used word to create a simile. Next, the utterance compares Xiao's unique fighting style to a natural phenomenon, lightning. There are significant differences between a fighting style and lightning. The former is done by a person, while the latter is done by nature. Second, the similarity between the two is that Xiao's fighting style includes jumping from a high area and striking the enemy below him, similar to how humans perceive a flash of lightning. Lastly, the image of lightning is far more familiar to the audience than Xiao's fighting style.

4.1.2 Analogy

Similar to simile, according to Harris (2018), an analogy is figurative language that compares two objects by highlighting anything they have in common. There are several characteristics of analogy. Analogy highlights multiple similarities, designed to provide clarity of concept and a useful tool to help readers understand complex concepts. Below is an example of an analogy found in *Genshin Impact's Special Program* videos,

a. Utterance 1.2.4

"So <u>it's like we'll have a ticket back</u> if we don't want to stay in the harder world then"

The context of the utterance above is that the word *it's* refers to one of *Genshin Impact's* features where players can lower their world difficulty. This is because when players reach a certain level, they can upgrade their world difficulty to gain better rewards, but the enemies also become more dangerous. Through this feature, the developer gives the players a choice to go back to the easier world if they are struggling and want to do more preparation before they retry the higher difficulty.

The utterance above is considered an analogy because it compares two different things that still have points of similarity. The things being compared are the game's feature, lower world difficulty, and an item, a ticket, which are very different. The similarity between the two is that they can be used to go back while giving the user the option to use them or not.

4.1.3 Metaphor

According to Harris (2018), metaphor compares two distinct things while defining the subject as the picture. In contrast to the first two figurative languages mentioned above, Harris (2018) explains how a metaphor considers the subject as the picture rather than just how it is similar to the subject. An example of a metaphor used in the *Genshin Impact's Special Program* videos is listed below.

a. Utterance 1.1.3

"<u>Time flies</u> when you're farming Dragonspine"

The context for the utterance above is that the speakers, Corina, Zach, and Jen, were commenting on the previous version. During the last version, a new snowy area, Dragonspine, was introduced. The utterance above came up because one of the speakers, Jen, commented on how fast time had passed and that it was already time for them to explain another update.

The utterance above can be considered a metaphor because it compares time with the act of flying. This is because although time cannot fly, it can pass by similar to the act of flying. The two are distinct enough to be compared, as one is a process or sequence while the other is an action.

4.1.4 Catachresis

A catachresis "is a striking, even extreme, implied metaphor that often makes use of a grammatical misconstruction" (Harris, 2018, p. 95). According to Harris (2018), there are many ways to create catachresis, but one of the most common ways is to replace the intended idea with related objects. However, no catachresis are found in the *Genshin Impact's Special Program* videos.

It is possible that since the speakers need to relay information clearly to a more general and broader audience, they avoid using catachresis. Although using catachresis may provoke the audience's interest, it should also be noted that many of *Genshin Impact's* global audiences come from different parts of the world. The audience's first language might not be English, and it is possible that they will get confused if the speaker uses catachresis.

4.1.5 Metonymy

In his book, Harris (2018) explains that when something strongly associated with the subject is used instead of the subject, it is called metonymy. In short, it uses an associated word or image to refer to the subject. Below is an example of metonymy used in the *Genshin Impact's Special Program* videos,

a. Utterance 1.2.1

"Okay, so is it just me or is she starting to sound less like a <u>woman of the cloth</u> and more like an assassin of the blade?"

The context for the utterance above is that the speaker, Zach, was explaining about the new character, Rosaria, who looks like a nun and is part of the Church of Favonius. The utterance above came up because one of the speakers, Corina, commented on how Rosaria herself looks more like an assassin than a nun.

The utterance can be considered a metonymy because it substitutes the subject, clergywomen, with an associated idea, women of the cloth. The substitution is used in the utterance possibly to directly highlight how Rosaria looks similar to a nun but still have the characteristics of an assassin.

4.1.6 Synecdoche

Harris (2018) explains that synecdoche is also a metaphor category, similar to metonymy. However, instead of substituting the association with the subject like metonymy, synecdoche substitutes something partly or fully. Below is an example of synecdoche found in *Genshin Impact's Special Program* videos,

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a. Utterance 1.1.3

"Time flies when you're <u>farming Dragonspine</u>"

The context for the utterance above is that the speakers, Corina, Zach, and Jen, were commenting on the previous version. During the last version, a new snowy area, Dragonspine, was introduced. The utterance above came up because one of the speakers, Jen, commented on how fast time had passed and that it was already time for them to explain another update.

The utterance can be considered a synecdoche because it is a whole-for-part substitution. The whole Dragonspine is used to substitute the idea of part of it, that is, farming specific things in the mountains of Dragonspine. The utterance also shows how there are many things that can be done in Dragonspine, such as farming materials or finishing quests and puzzles.

4.1.7 Personification

According to Harris (2018), personification is another type of metaphor in which inanimate objects, other non-human beings, or even thoughts are given human characteristics. Two examples of personification found in *Genshin Impact's Special Program* videos are listed below,

a. Utterance 1.1.8

"Let's get right to the music and <u>let the notes do the talking</u>"

The context of the utterance above is that, nearing the end of *Version 1.3 Special Program*, the speakers Corina, Zach, and Jen also promoted the release of *Genshin Impact*'s soundtrack album, which consists of the character's soundtrack. The utterance itself is considered as personification because a non-human being, musical notes, is given a human characteristic, talking. The notes itself cannot talk, but the personification is used to give the image that the notes are going to do its job.

b. Utterance 1.2.3

"I feel like <u>it's gonna come after us</u>"

The context of the utterance above is that the speakers, Corina, Zach, and Erika, commented on one of the scenes in the trailer. In the scene, the audience can see a statue hanging upside down, sustained by several chains that omit an unsettling aura. The word, *it's*, in the utterance refers to the chains. The utterance above is considered

personification because a chain is an inanimate object that cannot move on its own. But because of the unsettling aura, the speaker, Erika, gives the chains a human characteristic: chasing. With the personification, the utterance above makes it as if the chains could come alive, move on their own, and chase anyone nearby.

4.1.8 Allusion

Harris (2018) explains that an allusion is a brief reference to something popular, such as famous people or memorable events. Harris (2018) also specifies that the must-have qualities of allusion are familiarity, endurance, and specific attributes. The reference of an allusion must be something that is familiar to the audience and can be something memorable. The allusion, according to Harris (2018), also needs to have a specific attribute if necessary. Below are two examples of allusion used in *Genshin Impact's Special Program* videos,

a. Utterance 1.1.7

"In the Vishaps and Where to Find Them event, Katheryne will post eight different expedition commissions each day, from which Travelers can choose four to complete."

The context for the utterance above is that the speaker, Corina, was explaining one of the new events coming in the next version of the game. The utterance above can be considered an allusion because it refers to J.K. Rowling's popular work, "Fantastic Beasts and Where to Find Them." The use of this allusion is to give the audience a sense of familiarity. The audience may also grasp the idea of the event through the familiar title.

b. Utterance 1.3.4

"I was just thinking, you know, magic lamp, magic teapot"

The context for this utterance is that the speakers, Zach, Sarah, and Keith, were explaining the new feature coming to the game, the Serenitea Pot. The Serenitea Pot is a realm that the players can use as their home, and inside, there is a butler called Tubby. Tubby is a magical being that has his own pot inside our realm and is tasked to take care of the realm.

The utterance above can be considered as allusion because it references the magic lamp from *Arabian Nights*. The magic lamp has a genie that can grant three wishes. Although similar to the genie, Tubby would not be able to grant wishes and is

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only tasked to help players in the Serenitea Pot. The use of the familiar magic lamp here can help players to understand how Tubby works.

4.1.9 Eponym

Following Harris (2018) book, an eponym is a category of allusion where the reference to a popular person or event is used to substitute the attribute. Since it is similar to allusion, Harris (2018) states that eponym also needs the reference to be known but not too well known by the audience. Still, in cases where the reference used is not popular or there is more than one attribute that can be referred to, adding the intention on the description would help.

The writer found no eponym in *Genshin Impact's Special Program* videos. This may be because Genshin Impact's Special Program speakers tend to speak more directly than indirectly. It is also possible that because the speakers focus on relaying information, they do not need to use an indirect eponym approach but a direct and easier-to-understand allusion that could immediately pique the audience's interest.

4.1.10 Apostrophe

According to Harris (2018), an apostrophe is "a direct address to someone, whether present or absent, and whether real, imaginary, or personified" (Harris, 2018, p. 117). The primary function of apostrophes is to give writers a brief topic diversion so a build-up could be slipped in. No apostrophe was found in *Genshin Impact's Special Program* videos.

This may be caused by the speakers using other methods to create the diversion or build-up. For example, the speakers can make a diversion by asking other speakers' opinions, which can help them move on to the next topic. Another possible reason is that the speakers choose more direct and shorter methods so the audience can immediately grasp the next topic as well.

4.1.11 Transferred Epithet

Harris (2018) explains that a transferred epithet is an adjective that can alter a noun when it normally cannot modify that noun. The writer found no transferred epithet in the *Genshin Impact's Special Program* videos. It is possible that this was caused by the fact that the speakers focus more on relaying information, hence they might not need to use this figurative language. It is also possible that the speakers chose more direct and explicit figurative language

to ensure that the general audience could understand what they are saying, which has been done by using simile, personification, allusion, etc.

4.2 Figurative Languages Used in *Honkai: Star Rail's Special Program* Videos

In this section, the writer presents the analysis of the types of figurative language used in *Honkai: Star Rail's Special Program* videos. Harris (2018) categorizes figurative language into 11 categories. On the other hand, the types of figurative language used in *Honkai: Star Rail's Special Program* videos are simile, analogy, metaphor, metonymy, and allusion. Further explanation of each figurative language is discussed below.

4.2.1 Simile

A simile, according to Harris (2018), is a figurative language that compares two very distinct things by highlighting at least one similarity. Harris (2018) explains that this figurative language is a tool that can be used to enrich writing and clarify the unknown. Below are two examples of similes used in *Honkai: Star Rail's Special Program* videos,

a. Utterance 2.3.1

"In any case, Jingliu is unpredictable at the best of times, but if you catch her on a good day, <u>she's as calm as moonlight on a silent night</u>"

The context for this utterance is that one of the speakers, March 7th, is explaining about the personality of one of the characters, Jingliu. The word, *she,* in the utterance refers to Jingliu. The underlined utterance is a simile because of the use of as … as, which is commonly used in simile. The difference between the two is also quite distinct, as one is a person, Jingliu, while the other is an idea. The similarity between the two is that when Jingliu is calm, she can be very calm and quiet, just like moonlight that silently shines.

b. Utterance 2.3.3

"Here at the IPC, she has a reputation for being <u>clean as a whistle</u>."

The context of the utterance above is that the host, Owlbert, is explaining the personality of the new character, Topaz, who is known to be a Senior Manager in the organization where she works. The utterance above is considered as a simile because it compares Topaz's reputation to the idea of clean as a whistle, meaning that her

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reputation is extremely clean or that she has never done any crime that could stain her reputation.

4.2.2 Analogy

Similar to simile, according to Harris (2018), an analogy is figurative language that compares two objects by highlighting anything they have in common. There are several characteristics of analogy. Analogy highlights multiple similarities, designed to provide clarity of concept and a useful tool to help readers understand complex concepts. Below is an example of analogy found in *Honkai: Star Rail's Special Program* videos,

a. Utterance 2.1.1

"Kafka's abilities are kind of terrifying, <u>her enemies are like flies trapped in a way of slowly taking damage</u>, until–"

The context for this utterance is that the host, Owlbert, is explaining the abilities of the new character, Kafka, who can deal Damage Over Time (DoT) to enemies. Kafka's abilities are also illustrated in a similar way to spider webs.

First of all, the utterance above compares two distinct living beings: one is her enemies, which include monsters or other human beings, while the other is flies, a type of insect. The similarity between the two is that enemies under Kafka's abilities are trapped; it is the same as trapped flies in a spider's web. Both are helpless and unable to save themselves while slowly dying at the hands of their predator.

4.2.3 Metaphor

According to Harris (2018), metaphor compares two distinct things while defining the subject as the picture. In contrary to the first two figurative languages mentioned above, Harris (2018) explains how a metaphor takes into account that the subject is the picture rather than just how it is similar to the subject. Below is an example of a metaphor used in the *Honkai: Star Rail's Special Program* videos,

a. Utterance 2.3.2

"Well, as you may know, among the universe's major investors and lenders, the <u>IPC is a big fish</u>"

The context for the utterance above is that the host, Owlbert, is explaining about the Interastral Peace Corporation (IPC), a big and well-known organization in the game. The utterance above can be considered a metaphor because it compares two different things: a corporation, IPC, to an animal, a fish. The utterance also asserts that

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the corporation is like a big fish or, in other words, a big catch, meaning it is a big and significant organization.

b. Utterance 2.1.4

"Well, I said it last time and I'll say it again, <u>time flies</u> when you're having fun"

The context for the utterance above is that the speaker, Owlbert, were commenting on how they are already nearing the end of the *Special Program.* The utterance above can be considered a metaphor because it compares time with the act of flying. The two are distinct enough to be compared, as one is a process or sequence while the other is an action. Both are similar because time can flow by quickly, just like the act of flying. For example, when flying, animals like birds can also be seen as if it is passing by.

4.2.4 Catachresis

Harris (2018) explains that catachresis is an exaggerated yet implicit metaphor that uses grammatical misconstruction to achieve a more dramatic effect. However, there are no catachresis found in the *Honkai: Star Rail's Special Program* videos. Similar to *Genshin Impact's* speakers, it is possible that the speakers in *Honkai: Star Rail's Special Program* also avoid using catachresis because they need to relay information to a general, global audience. The audience whose first language is not English might get confused due to this implied metaphor.

4.2.5 Metonymy

In his book, Harris (2018) explains that when something is strongly associated with the subject is used instead of the subject, it is called metonymy. In short, it is the use of an associated word or image to refer to the subject. Below is an example of metonymy used in the *Honkai: Star Rail's Special Program* videos,

a. Utterance 2.1.2

"Yeah, from <u>HP-sacrificing maniacs and emotionless sociopaths, to the coolest kid on the block</u>"

The context for the utterance above is that the speaker, Owlbert, was about to introduce the new character, Luka, after explaining about the characters Blade and Kafka. The utterance can be considered as a metonymy because it uses the associated image of each character, that is, HP-sacrificing maniacs, emotionless sociopaths, and the coolest kid on the block, instead of the subject, the introduced characters Blade, Kafka, and Luka, respectively.

The ideas are all strongly associated with each character. Blade is known as an HP-sacrificing maniac because his story revolves around his curse, where he wanted to die, but his body kept regenerating. For Kafka, she is associated with being an emotionless sociopath because she cannot feel fear and rarely shows any emotion. However, Kafka herself often manipulates and inflicts fear on her enemies. On the other hand, Luka is known as the coolest kid on the block because he is famous for being a fighting champion and is popular with the children in the town.

4.2.6 Synecdoche

Harris (2018) explains that synecdoche is also a category of metaphor, and it is similar with metonymy. However, instead of creating a substitution of the association with the subject like metonymy, synecdoche substitutes something partly or fully. The writer could not find any synecdoche in the *Honkai: Star Rail's Special Program*. It is possible that, because the speakers need to relay a lot of information, it is difficult for them to slip in figurative language in their comments.

4.2.7 Personification

According to Harris (2018), personification is another type of metaphor in which inanimate objects, other non-human beings, or even thoughts are given human characteristics. No personification was found in *Honkai: Star Rail's Special Program* videos. This may be caused by *Honkai: Star Rail*'s theme, a space fantasy that leans towards realistic aspects. The realistic elements cause the speakers to have less room to slip in personification as there are fewer imaginative aspects.

4.2.8 Allusion

Harris (2018) explains that an allusion is a brief reference to something popular, such as famous people or memorable events. Harris (2018) also specifies that the must-have qualities of allusion are familiarity, endurance, and specific attributes. The reference of an allusion must be something that is familiar to the audience and can be something memorable. The allusion, according to Harris (2018), also needs to have a specific attribute if necessary. Below are two examples of allusion used in *Honkai: Star Rail's Special Program* videos,

a. Utterance 2.2.1

"My trailblazer senses are tingling."

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The context for the utterance above is that the speaker, Nick, was commenting on the new update. Since it has been done before, he references a popular phrase from the character Spider-Man: "My spider sense is tingling." The use of allusion here indicates that he already knows something is coming, similar to how the character Spider-Man knew when something was coming his way.

b. Utterance 2.4.2

"We think, therefore we are, and memories are proof of existence."

The context for this utterance is that the host, Owlbert, is introducing one of the new characters the player will meet in their next journey, Black Swan. Black Swan is a character that has the ability to dive into other people's memories. The utterance above is considered as allusion because it references the philosophy of Descartes, "Cogito, ergo sum" or "I think, therefore I am".

4.2.9 Eponym

In accordance with Harris (2018) book, an eponym is a category of allusion where the reference to a popular person or event is used to substitute the attribute. Since it is similar to how allusion works, Harris (2018) states that eponym also needs the reference to be known but not too well known by the audience. Still, in cases where the reference used is not popular or there is more than one attribute that can be referred to, adding the intention on the description would help.

The writer found no eponym in the *Honkai: Star Rail's Special Program* videos. Similar to *Genshin Impact's Special Program*, this may be because the speakers in *Honkai: Star Rail* tend to be more direct when speaking, making them use easier-to-understand allusion rather than eponym. It is also possible that the speakers chose allusion more than eponym because *Honkai: Star Rail* often implements direct references to popular culture in the game.

4.2.10 Apostrophe

According to Harris (2018), apostrophe is "a direct address to someone, whether present or absent, and whether real, imaginary, or personified" (Harris, 2018, p. 117). The primary function of apostrophes is to give writers a brief topic diversion so a build-up could be slipped in. There are no apostrophe found in the *Honkai: Star Rail's Special Program* videos.

This may be caused by the speakers using other methods to create the diversion or build-up. For example, one of the speakers, Owlbert, tends to create build-up by pausing, causing tension, and then dropping the information. As the host, Owlbert also tends to call out

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other speakers to create a diversion before continuing to the next topic. Another possible reason is that the speakers choose more direct methods so the audience can immediately grasp the next topic.

4.2.11 Transferred Epithet

Harris (2018) explains that a transferred epithet is an adjective that can alter a noun when it normally cannot modify that noun. The writer could not find any transferred epithet in the *Genshin Impact's Special Program* videos. Similar to *Genshin Impact's Special Program* videos, it is possible that this was caused by the fact that the speakers focused more on relaying information. Hence, they might not need to use this figurative language. It is also possible that the speakers chose a more direct and explicit figurative language to ensure that the general audience could understand what they are saying, which has been done by using simile, allusion, etc.

4.3. Combination of Figurative Language Used in *Genshin Impact's Special Program* Videos

The writer's findings and analysis revealed that the speakers used a combination of figurative language in *Genshin Impact's Special Program* videos. The combination found is the use of metaphor and synecdoche in utterance 1.1.3,

"Time flies when you're farming Dragonspine"

The context for the utterance above is that the speakers, Corina, Zach, and Jen, were commenting on the previous version. During the last version, a new snowy area, Dragonspine, was introduced. The utterance above came up because one of the speakers, Jen, commented on how fast time had passed and that it was already time for them to explain another update. The utterance above uses metaphor and synecdoche. The metaphor compares time to the act of flying, expressing how time passes by so quickly as if it is flying by. The synecdoche substitutes part of the idea of Dragonspine for the whole mountain.

The substitution is possibly used to highlight how there are so many things that can be done in Dragonspine. The speakers' use of these two figurative language in the utterance is possibly intended to show that even though there is a whole new area that needs to be explored, it is so enjoyable that the speakers do not realize that it is already time for a new area.

4.4. Similarities and Differences of the Figurative Language Used in *Genshin Impact's* and *Honkai: Star Rail's Special Program* Videos

From the findings and analysis, the writer found some similarities and differences in the use of figurative language in the videos from *Genshin Impact* and *Honkai: Star Rail*. Table 4.1 below summarizes the use of figurative language in both games's *Special Program* videos.

Table 4.1

Summary of Figurative Language Used in *Genshin Impact's* and *Honkai: Star Rail's Special Program* Videos

Game Title	Figurative Language										
	S	An	Me	Ca	Mo	Syn	Per	Al	Ep	Ap	TE
Genshin Impact	✓	✓	✓		✓	✓	✓	✓			
Honkai: Star Rail	✓	✓	✓		✓			✓			

Descriptions:

S: Simile

An: Analogy

Me: Metaphor

Ca: Catachresis

Mo: Metonymy

Syn: Synecdoche

Per: Personification

Al: Allusion

Ep: Eponym

Ap: Apostrophe

TE: Transferred Epithet

From Table 4.1 above, the writer found that both videos used several types of figurative language. *Genshin Impact's Special Program* videos used seven types: simile, analogy, metaphor, metonymy, synecdoche, personification, and allusion. *Honkai: Star Rail*, on the other hand, used simile, analogy, metaphor, metonymy, and allusion.

From these findings, the first similarity between the two games is the use of simile, analogy, metaphor, metonymy, and allusion. These types of figurative language are commonly used to provoke the audience's interest. Simile, analogy, metaphor, and metonymy can also be employed to ensure the audience can understand the information. This is because these figurative languages use a more familiar idea to clarify difficult subjects. On the other hand, the use of allusion can also help the audience connect and become interested in the information by using something more familiar to them.

The second similarity between the figurative language used in both games' videos is the lack of catachresis, eponym, apostrophe, and transferred epithet. It is possible that several reasons caused this. The lack of catachresis might be from the target audience for both games. The global audience for *Genshin Impact* and *Honkai: Star Rail* comes from many parts of the world, and English might not be their first language. The audience might not fully understand the catachresis used by the speaker, which will distract them from the information given by the speaker.

In the case of eponym, lots of allusion is used instead, especially in *Honkai: Star Rail,* as the game often implements references from popular culture. It is possible that they chose allusion because it is more direct and familiar to the audience. While for apostrophe, the figurative language is commonly used to create a diversion or build-up.

The lack of apostrophe in both games might be caused by the speakers using other methods to do such things. For example, the host of the *Honkai: Star Rail's Special Program*, Owlbert, tends to stop to create tension for build-up. The speakers from both games' *Special* Program videos can also talk to each other or ask each other's opinions to create the necessary diversion.

For transferred epithet, although it can provoke the audience's interest, it is possible that the speakers chose not to use figurative language because they wanted to focus on relaying the necessary information. It is also possible that they chose a more direct figurative language to ensure the clarity of the information they share, which has been done by using other figurative languages.

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While there are two similarities between the two games' videos, there are also two differences found between both games' videos. The first difference between the two is the use of synecdoche and personification. The writer could not find synecdoche and personification in *Honkai: Star Rail's Special Program* videos. This may be caused by the amount of information the speakers needed to relay, giving them less room to slip in any figurative language. It is also possible that *Genshin Impact* has more artistic fantasy themes and elements that can be combined with figurative language. Lots of imagery can also be used freely, unlike in *Honkai: Star Rail*. *Honkai: Star Rail* has a more realistic or known theme, giving less room for the speakers to use figurative language.

Finally, the second difference between the two is the combination of figurative language in one utterance, which appeared in *Genshin Impact's Special Program* videos. The combination found is the use of metaphor and synecdoche. The speakers' use of these two figurative language in the utterance is possibly intended to show that even though there is a whole new area that needs to be explored, it is so enjoyable that the speakers do not realize that it is already time for a new area.