



Exploring Speech Acts in Online Discourse: A Study of Beta Squad Youtube Content

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Abstract. *This research explores the use of speech acts in online discourse by analyzing Beta Squad YouTube content. The research aims to identify the types of speech acts used by Beta Squad members and examine how these speech acts function within digital interaction. This research applies Searle's speech act theory, which classifies speech acts into five categories: assertives, directives, commissives, expressives, and declarations. A qualitative descriptive method with a discourse analysis approach was employed to analyze the utterances produced by Beta Squad members in a selected YouTube video. The data were collected through observation and documentation by transcribing relevant utterances and classifying them based on their communicative functions. The findings reveal that all five types of speech acts appear in the analyzed content. From 23 identified utterances, assertive speech acts are the most dominant category with 8 occurrences (34.7%), followed by directive and commissive speech acts with 5 occurrences each (21.7%). Expressive speech acts appear 3 times (13.0%), while declaration speech acts appear the least with 2 occurrences (8.6%). The results indicate that Beta Squad members mainly use assertive acts to provide information, express opinions, and describe situations during interaction. Directive and commissive acts are used to control the flow of communication, give instructions, and express future intentions, while expressive acts contribute to humor and social bonding among participants. This research demonstrates that speech acts in online discourse function not only as communication tools but also as social actions that create interaction, entertainment, and relationships. The findings highlight the importance of analyzing digital content to understand how language operates in contemporary online communication.*

Keywords: *Discourse Analysis; Online Discourse; Pragmatics; Speech Acts; Youtube Content.*

1. INTRODUCTION

Meaning is not based on lexical meaning but is accumulated and can be interpreted through a person's expressions and emotions such as a discourse analysis perspective is not confined to isolated words or sentences, but is shaped by context, interaction, and social factors. As argued by (Wardhaugh, 2015), discourse refers to language that extends beyond the level of individual sentences, focusing on how sequences of sentences are organized to create meaning in the context. It involves how coherence, cohesion, and contextual factors contribute to the interpretation of spoken or written communication. Therefore, discourse analysis examines not only the structural aspects of language but also relationship between utterances, the intentions of speakers, and the social contexts in which language is used.

This view is supported by (Renkema & Schubert, 2018), who explain that discourse research focuses on the relationship between linguistic forms and their functions within communication. Discourse cannot be understood only through grammatical structures, but also through the intentions of speakers, the interpretation of listeners, and the context in which communication takes place. Therefore, discourse analysis examines how meaning is

constructed through interaction and how language functions as a tool for achieving communicative purposes.

Language does not only carry meaning through its literal form but also through the way it is used in particular contexts. (Griffiths, 2006) explains that pragmatics concerns how linguistic resources are used in communication by considering contextual factors and the interaction between speakers and hearers. Therefore, understanding meaning requires attention not only to linguistic structures but also to how speakers convey intentions through language use. Within pragmatics, speech acts represent one of the ways speakers use language to perform actions. Rather than simply transferring information, utterances can function as requests, promises, apologies, commands, or other communicative actions depending on the speaker's intention and the context interaction.

Therefore, the concept of discourse can also be extended into the cognitive domain, particularly in understanding how language operates within the human mind. Discourse, in the mind, often associated with the concept of inner speech, refers to the internal process in which individuals “communicate” with things in themselves through language. In this process, individuals not only form words or sentences mentally but also organize thoughts, emotions, and perceptions of a given situation. This suggests that language functions not only as a tool for external communication but also a cognitive instrument that shapes how individuals perceive and interpret the world.

Seeing discourse as an internal phenomenon, research of discourse is no longer limited to observable texts or conversations but also includes the mental processes underlying language production and comprehension. Consequently, it is important to examine how discourse in the mind contributes to meaning and decision. In line with this perspective, (Vine, 2023) highlights that discourse analysis investigates how people use language to perform actions and achieve different communicative goals. The analysis of discourse involves examining linguistic choices, interactional patterns, and the relationship between language and social context.

Language is a tool for conveying information but also a means of performing action in social interactions. This idea is central to the theory of speech acts, first introduced by (Austin, 1962) in his seminal work *How to Do Things with Words*. Austin argues that utterances are not merely statements but actions that can influence situations and participants within communication. He further distinguishes three levels of speech acts: locutionary acts (the act of saying something), illocutionary acts (the intended meaning), and perlocutionary acts (the effect on the listener).

Moreover, building on Austin's foundation, (Searle, 1969) develops the theory in *Speech Acts: An Essay in the Philosophy of Language* by classifying speech acts into five categories: assertive, directive, expressive, commissive, and declaration. Searle emphasizes that communication is fundamentally action-oriented, where speakers perform functions such as requesting, apologizing, promising, or informing through language. This classification provides a systematic framework for analyzing how meaning is constructed and interpreted in discourse.

Speech act theory has undergone significant reconceptualization, moving beyond its original philosophical orientation toward a discourse-based and interactional paradigm. As argued by (Jucker, 2024) in *Speech Acts: Discursive, Multimodal, Diachronic* speech acts should be understood not as isolated units of analysis but as dynamically constructed within ongoing interaction. Jucker emphasizes that meaning emerges through sequences of discourse, shaped by contextual factors such as participant roles, communicative goals, and the affordances of the medium. This shift reflects a broader trend in discourse analysis, where language is examined as situated practice rather than decontextualized structure.

Therefore, digital communication platforms have further intensified the need to revisit speech act theory within new communicative environments. Platforms such as YouTube facilitate multimodal, interactive, and often unscripted discourse, where verbal language is intertwined with visual cues, humor, and group dynamics. In this context, channels like Beta Squad provide a rich site for investigating how speech acts performed in naturally occurring interaction. The spontaneous and collaborative nature of such content challenges traditional assumptions about speech acts, particularly regarding intentionality, formality, and linear turn-taking.

Thus, the extensive body of research on speech acts, much of the existing literature has focused on controlled settings, such as elicited data, written texts, or institutional discourse. Consequently, there remains a gap in understanding how speech acts operate within informal, digital, and highly interactive environments. Addressing this gap, the present research aims to explore the realization of speech acts in online discourse by analyzing utterances in Beta Squad YouTube content. By integrating the classical frameworks of Austin and Searle with the contemporary discourse-oriented perspective of Jucker, this research seeks to provide a more comprehensive account of how communicative actions are constructed, negotiated, and interpreted in modern digital interaction.

Previous research on speech acts has evolved from theoretical discussions to more grounded and context-sensitive investigations. As discussed by (Dylgjeri, 2017) draws on the Cross-Cultural Speech Act Realization Project to examine how speech acts such as requests and apologies are performed across different linguistic and cultural contexts. The research demonstrates speech act realization is deeply shaped by sociocultural variables, including power relations, social distance, and contextual norms. This finding reinforces the notion that speech acts cannot be fully understood without considering the broader social and cultural frameworks in which they occur.

The research by (Olshtain & Cohen, 1990) investigated the learning of complex speech act behaviour among English learners, focusing on how learners develop appropriate strategies in performing apology speech acts. Their research examines how second language learners acquire the ability to express apologies effectively by considering factors such as the seriousness of the situation, the relationship between speakers, and the social context of interaction. The researchers found that producing appropriate speech acts requires more than grammatical competence because learners also need pragmatic knowledge to understand when and how certain expressions should be used. Their findings highlight that speech act realization is influenced not only by linguistic knowledge but also by awareness of contextual and situational factors. Therefore, the research emphasizes that successful communication depends on the ability of speakers to adjust their language choices according to communicative purposes and social expectations.

Based on the gaps identified in previous research, particularly the limited attention given to authentic and digitally mediated interaction, this research seeks to investigate the realization of speech acts in online discourse. Specifically, it aims to examine the types of speech acts used in the YouTube content of Beta Squad and how these speech acts are performed within spontaneous and interactive communication. This research explores the communicative functions of these speech acts and considers how the informal and multimodal nature of digital platforms influences their use and interpretation in contemporary discourse.

In line with the research questions above, this research aims to explore the realization of speech acts in online discourse by analyzing utterances in Beta Squad YouTube content. Specifically, it seeks to identify and classify the types of speech acts employed by speakers, examine how these speech acts are performed within spontaneous and interactive communication, and analyze their communicative functions in a digital context. This research provides a deeper understanding of how meaning is constructed through speech acts in

contemporary online environments, thereby contributing to the development of discourse-based approaches to speech act theory.

2. LITERATURE REVIEW

Discourse Analysis

Discourse analysis is an approach that examines language use beyond individual words and sentences by focusing on how meaning is constructed through communication, interaction, and context. Unlike traditional linguistic analysis that mainly focuses on grammatical structures, discourse analysis studies language as it occurs in real situations. (Al Arief, 2019) explains that discourse analysis examines language use by members of a speech community by considering both language form and language function. It includes the analysis of spoken interactions and written texts, as well as social and cultural factors that influence interpretation. Therefore, discourse analysis views language as a form of social interaction rather than only a collection of linguistic structures.

(Renkema & Schubert, 2018) stated that discourse research focuses on the relationship between linguistic forms and their functions, emphasizing that language should be understood through its use in particular communicative situations. Therefore, discourse analysis does not only investigate what speakers say but also examines the purpose, intentions, and social meanings behind language use. In this perspective, discourse becomes a process where speakers create meaning and perform actions through interaction.

On the other hand, (Taylor, 2013) examines that discourse analysis is not a single method but consists of various approaches that examine language use and its connection with social practices. She explains that discourse analysis studies language materials, such as spoken interaction and written texts, as evidence of broader social phenomena. This means that discourse analysis allows researchers to explore how language reflects relationships, identities, and communicative purposes within society.

Furthermore, Al Arief explains that discourse is interactive because it involves participants, purposes, and the medium of communication. Unlike text, which mainly focuses on written information, discourse involves social interaction where speakers and listeners participate in creating meaning. Discourse can appear in various forms, including verbal, written, visual, and audio communication. This concept is relevant to online platforms such as YouTube because digital content combines spoken language, visual elements, and interaction between relationships.

Another important perspective in discourse studies comes from (Mills, 1997) who views discourse as closely related to social practices, power relations, and the construction of meaning. According to Mills, discourse does not simply represent reality but also shapes how people understand certain ideas, identities, and social relationships. Discourse is influenced by the difference between knowledge and power, where certain meanings become dominant through social practices. This approach highlights that language use is connected to broader social context and the way individuals position themselves through communication.

In addition, discourse analysis examines what speakers do through their utterances, not only the form of their language. AI Arief explains that speech act analysis focuses on the function of an utterance and the action performed through language. For example, an utterance can function as a request, compliment, command, or other social action depending on the context and purpose of communication. This connection between discourse and speech acts shows that language functions as a tool for performing actions in interaction.

Based on these perspectives, discourse analysis provides an appropriate framework for examining speech acts in online communication. In Beta Squad YouTube content, interactions between members involve spontaneous conversations, jokes, responses, and reactions. Therefore, analyzing discourse allows this research to investigate not only the types of speech acts produced but also how those speech acts function within the social and interactional context of digital communication.

Online Discourse

Online discourse refers to language use that occurs through digital platforms where communication is shaped by technological environment, interaction patterns, and social contexts. Unlike traditional forms of discourse, online discourse involves communication that may combine spoken language, written text, visual elements, and audience interaction. Therefore, meaning in online discourse is not only created through linguistic expressions but also through the relationship between participants and the digital context in which communication occurs.

(Renkema & Schubert, 2018) explain that discourse should be understood as language in use, where meaning is constructed through interaction between speakers and listeners. This perspective is relevant to online communication because digital platforms create new spaces for people to express opinions, share experiences, and interact with others. The context of communication, including platform, participants, and communicative goal, influences how language is produced and interpreted.

From a discourse analysis perspective, (Taylor, 2013) emphasizes that discourse examines how language creates meaning within a particular social context. In online environments, users employ language to represent themselves, build relationships, and participate in social interactions. Thus, online discourse reflects not only what people communicate but also how they construct identities and social connection through language.

Furthermore, (Vine, 2023) highlights that discourse analysis focuses on naturally occurring communication and the relationship between language choices and social practices. Online platforms provide examples of natural discourse because users often communicate spontaneously through conversations, comments, videos, and responses. This makes online discourse an important area for analyzing how speakers use language for different communicative purposes.

In relation to speech acts, online discourse provides a context where speakers perform various actions through language. (Cutting, 2002) explains that the function of an utterance depends on the interactional context in which it occurs. Similarly, Jucker argues that speech acts should be analyzed as part of discourse interaction because their meaning is influenced by participants, relationships, and the situation of communication.

YouTube content represents a form of online discourse where communication occurs through spoken interaction, visual presentation, and audience engagement. In collaborative videos such as Beta Squad content, members use language not only to exchange information but also to make jokes, express opinions, respond to others, and maintain interaction. Therefore, analyzing Beta Squad YouTube videos as online discourse allows this research to explore how speech acts function within digital communication.

Pragmatics

Pragmatics focus on how meaning is created and interpreted in communication. (Thomas, 1995) explains that pragmatics concerns meaning in interaction, where interpretation is not only based on the words produced but also influenced by the speaker's intention, the hearer's understanding, and the context of communication. Meaning is therefore viewed as a dynamic process that is constructed through interaction between participants.

In communication, speakers may convey meanings that go beyond the literal form of their utterances. Thomas emphasizes that understanding an utterance requires attention to both utterance meaning and the force behind the utterance, because speakers often use language to perform particular actions or express certain intentions. This perspective shows that language use cannot be separated from the context and purpose of interaction.

Therefore, pragmatics provides an important connection to speech act theory, which examines how speakers perform actions through language. By considering the relationship between utterances, intention, and context, pragmatics helps explain how speech acts function within discourse. In this research, pragmatic perspective supports the analysis of speech acts found in Beta Squad YouTube interactions as a form of online discourse.

Speech Acts

Speech acts are important concepts in pragmatics because they explain how speakers use language to perform actions in communication. (Austin, 1962) introduced the idea that utterances can function as actions, while (Searle, 1969) developed this concept by classifying speech acts based on their communicative purposes. This classification is useful for analyzing how speakers express intentions and interact with others through language.

According to (Searle, 1969) illocutionary acts can be divided into five categories: assertives, directives, commissives, expressives and declarations. Assertives refer to utterances that express statements, information, or belief from the speaker. Directives are used when speakers attempt to influence the listeners actions, such as making requests, commands, or suggestions. Commissives involve the speaker's commitment to future actions, while expressives show the speaker's feelings, emotions, or attitudes. Declarations refer to utterances that create changes in a situation through the act of speaking.

(Yule, 2006) explains that speech acts should be understood based on the relationship between the utterance, the speaker's intention, and the context of communication. He emphasizes that the same expression may perform different functions depending on the situation in which it occurs. Therefore, identifying speech acts requires examining not only the words produced but also the purpose behind the utterance. This perspective is relevant to online interactions because speakers often use informal language to express opinions, make jokes, respond, and build relationships.

Furthermore, (Cutting, 2002) connects speech acts with discourse by explaining that the function of an utterance depends on the interactional context in which it appears. Speech acts are not isolated expressions but parts of larger conversations where speakers negotiate meaning with others. In digital discourse, such as YouTube videos, speech acts can appear through conversations, reaction, humor, and responses between participants. Therefore, Searle's classification provides an appropriate framework for identifying the communication actions performed by Beta Squad members in their online interactions.

YouTube Content

Youtube has become a digital platform where language is produced and interpreted through online interaction. As a form of online discourse, YouTube communication involves spoken interaction, visual elements, and participants between speakers and audience. The meaning of an utterance is not only determined by the words being produced but also by the context, relationship between participants, and communicative purposes. In this environment, language functions as a social action where speakers can express opinions, respond to others, create humor, and establish relationships through interaction.

Previous research has examined speech acts in YouTube based communication through different forms of digital interaction. (Maiklad & Numtong, 2025) investigated speech acts and politeness strategies in YouTube interview discourse, focusing on how speakers manage communication and maintain politeness in cross cultural interactions. Their research shows that YouTube interviews provide a context where speakers perform various communicative functions through language. However, the interaction analyzed was mainly based on a structural interview setting between hosts and guests.

Another research by (Irawansyah et al., 2024) analyzed expressive speech acts found in YouTube comment sections. The research focused on how audiences express their psychological attitudes through comments, including agreement, disagreement, thanking, and other emotional expressions. This research highlights that YouTube interaction contains various speech acts functions. However, the data was limited to written communication from viewers rather than spoken interaction between content creators.

These previous research indicate that YouTube provides an important space for studying language use in digital communication. Nevertheless, most research has focused on interview discourse or audience responses in comment sections, while informal entertainment content involving spontaneous conversations between creators has received less attention. Collaborative YouTube videos contain unique interaction patterns because speakers communicate naturally through jokes, reactions, disagreements, and casual conversations.

Beta squad YouTube content represents this type of online discourse because the members interact with each other in an informal and spontaneous manner. Their conversations involve various communicative actions, such as giving opinions, making requests, expressing emotions, teasing, and responding to other speakers. This makes Beta Squad content relevant for examining how speech acts function within natural digital interaction. This research lies in exploring speech acts in collaborative entertainment based YouTube content rather than focusing on formal interviews or audience comments. By applying speech act theory within

the framework of online discourse analysis, this research examines how language is used as a social action among content creators and how communicative meanings are constructed through online interaction.

3. METHODOLOGY

This research employs a qualitative descriptive method with a discourse analysis approach to explore speech acts in Beta Squad YouTube content. According to (Creswell & David Creswell, 2023) qualitative research focuses on understanding meanings constructed through social interaction and human experiences. This approach is suitable for this research. The data are in the form of utterances and conversations that require interpretation rather than numerical measurement. This research focuses on analyzing how language functions as a communicative action within online discourse. The data source of this research is selected videos from the Beta Squad members during their interactions, including statements, requests, responses, jokes, and emotional expressions. The selected videos represent natural online interactions where speech acts can be identified and analyzed.

This research was conducted from May 2026 to July 2026. The data were obtained from the Beta Squad Youtube channel, so the research was conducted through digital observation rather than a physical location. The selected videos were accessed and analyzed as forms of online discourse. The data were collected through observation and documentation techniques. The researcher repeatedly watched the selected Beta Squad videos to understand the context, interaction patterns, and communicative purposes of the utterances. After the observation process, relevant conversations were transcribed into written data for analysis. (Creswell & David Creswell, 2023) explain that qualitative research commonly involves observation and audiovisual data because these sources provide detailed information about communication and social interaction. The researcher then selected utterances related to speech acts and organized them based on Searle's classification.

The data analyzed using qualitative content analysis to identify and interpret speech acts in Beta Squad YouTube content. The analysis process involved identifying utterances, classifying them into speech acts categories, and interpreting their functions within the context of online interaction. The researcher applied Searle's classification, including assertives, directives, commissives, expressives, and declarations, to examine how speakers perform actions through language. Each utterance was analyzed by considering the speaker's intention, the relationship between participants, and the situation of communication. The findings were

presented descriptively to explain how speech acts function as social in Beta Squad's online discourse.

4. RESULTS AND DISCUSSION

The analysis of Beta Squad YouTube content reveals several types of speech acts used by the participants during their interaction. The speech acts were classified based on (Searle, 1969) classification, which consists of assertives, directives, commissives, expressives, and declarations. The following table presents the identified speech acts found in the selected video "EXTREME HIDE & SEEK IN FOOTBALL STADIUM" uploaded by Beta Squad.

Table 1. Result Speech Acts In Online Discourse Beta Squad YouTube Content

No	Utterances	Speech Acts
1.	"As soon as you hear the noise, you'll be gone."	Assertive
2.	"Get out of here."	Directive
3.	"I got a good game plan here."	Assertive
4.	"They won't be able to touch me."	Assertive
5.	"You guys look like bowling balls."	Expressive
6.	"I'm literally going to vibes this whole thing."	Commissive
7.	"I'm going to get some supplies."	Commissive
8.	"I'll walk around. I'll walk around."	Commissive
9.	"Why are you still here."	Directive
10.	"Oh, brother. You guys friends?"	Expressive
11.	"You think I'm a cheat?"	Expressive
12.	"I know you're cheat."	Assertive
13.	"I spent 11 years in the parachute regiment as an instructor and a soldier. Today is not a game."	Assertive
14.	"We're going to find the Beta Squad. We're going to win this game."	Commissive
	"You're right not to trust me."	
15.	"Come on, hurry up."	Assertive
16.	"We're going inside."/ "Listen, we go inside."	Directive
17.	"What we'll do is we'll do it in sort of like quarters."	Declaration (possible)
18.	"We'll take the first bit, which is the stand."	Declaration (possible)
	"They will take shortcuts."	
19.	"Let's just say they've done it before. They'll do it again."	Commissive
20.	"Come to my stock room."	Assertive
21.	"You want to stay in the dark or...?"	Assertive
22.		Directive
23.		Directive

Based on the table above, the analysis shows that various types of speech acts are found in Beta Squad YouTube content, including assertive, directive, commissive, expressive, and declaration speech acts, which explain that utterances can function as different actions depending on the speaker's intention and the context of communication. According to Searle's, speakers do not only produce utterances to convey information but also perform actions

through language. In this research, the identified speech acts demonstrate how language functions as a social action within online discourse.

Assertive speech acts appear frequently in the data because the interaction contains many statements, explanations, predictions, and opinions from the speakers. According to Searle, assertives are speech acts where speakers commit themselves to the truth of a proposition, such as stating, describing, or expressing beliefs. Utterances such as “I got a good game plan here” and “They won’t be able to touch me” show how speakers express their thoughts and predictions about the situation. These utterances function to build the context of the interaction and help viewers understand the speaker’s perspectives during the activity.

Directive speech acts are also found in several utterances, such as “Get out of here,” “Come on, hurry up,” and “Come to my stock room.” Searle explains that directives are used when speakers attempt to make the hearer perform a particular action. In Beta Squad interaction, directives are used to give instructions, requests, and suggestions between participants. Although these utterances contain commands, they are delivered in a casual way that creates humor and maintains interaction rather than showing serious authority.

Commissive speech acts are identified through utterances such as “I’m literally going to vibes this whole thing” and “We’re going to find the Beta Squad. We’re going to win this game.” Based on Searle’s theory, commissives refer to utterances where speakers commit themselves to future actions. The speakers use these expressions to show intentions, make plans, and express confidence about what they will do. In this online discourse, commissive acts contribute to the competitive atmosphere and strengthen the interaction among participants.

Expressive speech acts appear in utterances such as “You guys look like bowling balls” and “Oh, brother. You guys friends?” Searle describes expressives as speech acts that express the speaker’s psychological state or attitude toward a situation. These expressions show reactions, humor, and emotions during the interaction. The use of expressive acts indicates that Beta Squad members use language not only to exchange information but also to create entertainment and maintain social relationships.

Meanwhile, declaration speech acts are limited in the data. According to Searle, declarations are speech acts that bring changes to a situation through the performance of the utterance itself, usually involving a speaker with certain authority. The utterances “We’re going inside” and “What we’ll do is we’ll do it in sort of like quarters” can be considered possible declarations because they establish changes in the activity plan. However, these occurrences are limited because the interaction takes place in an informal entertainment context where

speakers mainly communicate, joke, and manage interaction rather than officially changing social conditions.

Overall, the findings show that Beta Squad YouTube content contains various speech acts that represent different communicative purposes. The use of speech acts supports Searle's view that language functions as a form of action performed by speakers. The interaction among Beta Squad members demonstrates that online discourse involves not only delivering messages but also expressing emotions, creating relationships, and influencing other participants through language. Therefore, YouTube content provides a relevant context for examining how speech acts operate in digital communication

Table 2. Speech Acts Frequency

No	Speech Act	Frequency	Percentage%
1.	Assertive	8	34,7%
2.	Directive	5	21,7%
3.	Commissive	5	21,7%
4.	Expressive	3	13,0%
5.	Declaration	2	8,6%
Total		23	100%

Based on the table above, the analysis shows that all five types of speech acts proposed by Searle are found in Beta Squad YouTube content, including assertive, directive, commissive, expressive, and declaration speech acts. From 23 identified utterances, assertive speech acts appear as the most dominant type with 8 occurrences (34.7%), followed by directive and commissive speech acts with 5 occurrences each (21.7%). Meanwhile, expressive speech acts appear 3 times (13.0%), and declaration speech acts appear the least with 2 occurrences (8.6%).

The dominance of assertive speech acts indicates that Beta Squad members frequently use language to give information, explain situations, express opinions, and make predictions. According to Searle's speech act theory, assertives show the speaker's belief or commitment toward the truth of an utterance. In this online discourse, assertive acts help speakers describe the situation, share their strategies, and build the context of the interaction.

Directive and commissive speech acts also appear frequently because the video involves a competitive game that requires interaction between participants. Directive acts are used to give commands, requests, or suggestions, while commissives are used to express intentions and commitments toward future actions. These speech acts show how language is used not only to communicate but also to control interaction and create competition.

The lowest occurrence is found in declaration speech acts because the interaction happens in an informal entertainment context. However, the presence of declarations shows that some utterances can influence the situation within the activity. Overall, the findings support Searle's view that language functions as an action, where speakers use different speech acts to create interaction, humor, and engagement in online discourse.

5. CONCLUSION

This research concludes that speech acts play an important role in constructing interaction within Beta Squad YouTube content as a form of online discourse. Based on Searle's speech act classification, five types of speech act were identified, including assertive, directive, commissive, expressive, and declaration speech acts. Among the identified data, assertive speech acts appeared as the most dominant type because the participants frequently used language to provide information, express opinions, describe situations, and make predictions.

The findings show that Beta Squad members use speech acts not only to deliver messages but also to perform social actions during interaction. Directive and commissive speech acts are used to manage the game, give instructions, and express intentions, while expressive speech acts contribute to humor, emotional expression, and maintaining relationships between participants. Meanwhile, declaration speech acts occur less frequently due to the informal nature of online entertainment discourse, where speakers rarely have the authority to create official changes through language.

Overall, Beta Squad YouTube content demonstrates that online discourse involves various communicative purposes beyond simple conversation. The use of different speech acts reflects how language functions as a tool for creating interaction, entertainment, competition, and social connection. This research highlights that YouTube content can serve as a meaningful source for analyzing pragmatic phenomena and the use of language in digital communication.

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