

**A STUDY OF WORD-FORMATION PROCESS IN JARGONS
USED ON CHATTING IN *DotA***

THESIS

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ABSTRACT

Setiawan, Achmad Fauzy. 2015. **A Study of Word-Formation Process in Jargons Used on Chatting in *DotA***. Study Program of English, Department of Languages and Literature, Faculty of Cultural Studies. Universitas Brawijaya. Supervisor: Isti Purwaningtyas; Co-Supervisor: Eni Maharsi

Keywords: Jargon, Chatting, DotA

Jargon is commonly used by groups that have similar interest, like trades or profession. In internet world, such as online game, gamers do not communicate directly, but they use chatting language for communication. Through chatting, gamers have their own language that only can be understood by them. This language is considered as unique and very useful to communicate effectively while they playing the game. Therefore, the writer is interested to conduct a study on jargon used in DotA. By taking chatting from online game named, DotA, the writer proposed two problems: (1) What jargons are used on chatting in DotA online game and (2) What are the word processes formed the jargon of DotA online game.

This study used qualitative approach regard the writer described language phenomenon comprehensively through the words and language. The writer performed document collection in order to obtain data. In collecting document the writer actively participated in several games of DotA. The document refers to any word or expression occurred in the conversation in this case known as chatting during the gameplay which is available to be saved into chat log. The writer stopped collecting the data once it had reached point of saturation

The finding revealed that there are 59 jargons found in chatting. The writer found seven types of word formation processes; acronym, clipping, coinage, blending, borrowing, multiple processes, and conversion. Acronym is found to be the most word formation processes used due to particular reasons. Generally, acronym is frequently found due to its usage could ease gamers in chatting with keyboard as typing media.

It is suggested for the future researchers to have research using other media, such as movie, newspaper, magazines, etc. The result of the research is to attest, that internet world also has its own language for communication that cannot be separated form society.

ABSTRAK

Setiawan, Achmad Fauzy.2015. **Studi Mengenai Proses Pembentukan Kata Dalam Jargon yang Digunakan dan Chatting di *DotA***. Program Studi Sastra Inggris, Jurusan Bahasa dan Sastra, Fakultas Ilmu Budaya. Universitas Brawijaya. Pembimbing I: Isti Purwaningtyas: Pembimbing II: Eni Maharsi

Kata kunci: Jargon, *Chatting*, *DotA*

Jargon digunakan oleh kelompok – kelompok yang memiliki minat yang serupa, seperti perdagangan atau profesi. Dalam dunia internet, seperti game online, mereka tidak berkomunikasi secara langsung tetapi menggunakan bahasa *chatting* untuk komunikasi. Melalui *chatting*, para pemain menggunakan bahasa tersendiri yang sangat berguna untuk berkomunikasi secara efektif saat mereka bermain. Berlatar belakang fenomena tersebut penulis mengadakan sebuah studi mengenai jargon yang ada di *DotA*. Penulis menyusun dua rumusan masalah: (1) Jargon apa yang ditemukan dalam *chatting* di permainan *DotA* online, (2) Proses apa sajakah yang membentuk jargon di permainan *DotA* online.

Penelitian ini menggunakan pendekatan kualitatif kerana penulis bermaksud untuk menggambarkan fenomena bahasa secara komprehensif melalui pengembangan teoritikal dan perspektif dalam kata-kata. Penulis melakukan pengumpulan dokumen untuk mendapatkan data. Pengumpulan tersebut dilakukan ketika sang penulis ikut serta sebagai pemain dari beberapa permainan *DotA*. Dokumen yang dimaksud adalah semua perkataan dan ekspresi pemain di *chatting* saat bermain. Dokumen tersebut tersimpan sebagai *chat log*. Penulis berhenti mengumpulkan data ketika data tersebut mencapai titik jenuh.

Dalam studi ini ditemukan 59 jargon. Dalam jargon tersebut ditemukan tujuh jenis proses pembentukan yaitu; *acronym*, *clipping*, *coinage*, *blending*, *borrowing*, *multiple-processes*, dan *conversion*. *Clipping* merupakan pembentukan yang paling banyak ditemukan kerana alasan tertentu. Secara umum alasan tersebut dipicu oleh media berkomunikasi yang menggunakan ketikan dari *keyboard*.

Disarankan bagi para peneliti selanjutnya untuk meneliti menggunakan media lain, seperti; film, surat kabar, majalah, atau objek serupa lainnya. Hasil penelitian ini adalah untuk membuktikan bahwa dunia internet juga memiliki bahasa tersendiri untuk berkomunikasi, dua hal itu yang tidak dapat terpisahkan dengan penggunanya.

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