

Code Mixing and Slang as The Effect The Development of Technology in Gameplay

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Abstract—This study focuses on analyzing code mixing and slang word as the Effect The Development of Technology in Gameplay. It is chosen because code switching and code mixing is very important for everyone, especially for modern era. Sometimes they need some languages to speak with other people around them. Some of them switch or mix their native language with foreign language or their second language. This research shows that structural elements of code mixing and slang word in gameplay.

Keyword—Code Mixing, Slang Word, Gameplay

I. INTRODUCTION

Language is a media used by humans to communicate in verbally and non-verbally as a symbol of sound to convey a speaker ideas to others and to interact by a society. When someone master or learn 2 or more languages, usually do code mixing or code mixing while speaking.

Code mixing is a mixture of one language in another language used by the speaker in communicating. Code-mixing as the placing or mixing of various linguistic units (affixes, words, phrases, clauses) from two different grammatical systems within the same sentence and speech context. While code-switching is the placing or mixing of units (words, phrases, sentences) from two codes within the same speech context.

The development of technology is currently developing very rapidly among the people. There have been many activities that use technology such as the internet. Even early childhood are already clever in using internet and cellphone technology. Technological advances allow interaction between game players. Brings up new the terms that are only used by players in the form of slang and loanwords from English. These terms are used only when appropriate. Slang is a type of language that consists of words and phrases that are regarded as very informal, are more common in speech than writing, and are typically restricted to a particular context or group of people. Now, it is no longer thing if technology is very easy to find in various aspects. Game is one of the real manifestations of the use of technology. The development of the game from year to year has a very significant impact on society.

Games are device programmed that can be run offline or online. In other words, games are not only played by the device, but can also be played traditionally. In game, there is also a goal or target that determines the player's achievement. Although at first this game was intended as a form of entertainment and refreshing for tiring activities, it is not uncommon for certain games to increase the burden on players.

II. METHODS

To get accurate data, a researcher must make observations of the object under study, one of which is the document research method, namely indirect data collection techniques aimed at research subjects, but through document techniques. The documents obtained by researchers during the study were in the form of biodata of famous gamers in Indonesia.

Here some backgrounds of the popular gamers :

1. Afif Yulistian or known as Apip is a gaming youtubers born in Jakarta. He is known to have studied at SMP Negeri 107 Jakarta and Gunadarma University. Because he was born in Jakarta, Indonesian is the first language used by Apip, but in making game content he often says English words such as "lol" "noob" and "savage".
2. Moektito - Bayu Skak
Better known by his stage name Bayu Skak, he is one of the gaming YouTubers who has successfully penetrated the world of film. There have been two films starring this man who studied at the State University of Malang, and his status has changed to become an actor. On his YouTube channel, Bayu Skak uses Javanese to interact with his audience, making him one of the unique and distinctive creators that Indonesia has today.

Analysis of Code Mixing in Gameplay Language

There are many unique languages or Slang often used by gamers in communicating, which is sometimes very confusing for ordinary people who don't really know the world of gaming.

Here are some examples of languages used by gamers:

1. Noob or commonly written as n00b is a slang on the web which stands for newbie (new and inexperienced person).
2. Pwn comes from the word own (expressing ownership) and is usually referred to when a player has succeeded in dominating and controlling his opponent. The word pwn itself comes from 'own', which is a typo because the letter 'o' is close to 'p'.
3. Teabagging (tea bag) is the term for picking up items at the slain player or monster. It is called teabagging because of the movement of the player picking up items such as tea bags that are dipped repeatedly.
4. AFK, Away From Keyboard, usually used when gamers, leave the game. Or it could be when the gamer is online, but doing something else.
5. Savage is if you kill five opposing heroes at once. However, another term is when a player manages to beat an opponent with unusual trick.
6. GG (Good Game), GGWP (Good Game Well Played) often said when the game is over.

7. Ganking, Ganking itself comes from the word gank, to kill one or two enemies that are not guarded by the opponent's support / tank.
8. Farming, Farming is the process of looking for gold, either from the jungle or kidnapping an enemy who made a mistake.
9. Pushing, Pushing means in another sense you push agro minions on the lane to destroy the enemy's last stronghold.
10. Bait, Bait means luring the enemy out of their chosen strategy. Like when they were defending, the opposing team attacked Lord to lure the enemy and fight and finish the match.
11. Carry, Carry is the way or position when one or two heroes raise the performance of the entire team. With the appropriate term it means "carrying" the team to the point of victory.

Here are some other examples of languages used by gamers:

NT: nice try

EZ: easy

by1: A term designating a 1 by 1 match.

Buff = Strength in the game, which has a beneficial effect. Lag = Connection problems that affect the running of the game.

Kill = Kill

Killer = The player or character who is in charge of giving severe damage.

Newbie = New player.

Hit = Attack.

Hitter = In-game attacker.

Hunting = The activity of hunting or defeating monsters in the game.

III. CONCLUSION

The development of technology giving the opportunity to people around the world to interact with each other in every possible way.

Language as the tools of the human interaction in some cases has been following the development of technology.

In this case, gamers has developed their own language to communicate with each other.

For that language is being affected by the development of technology since both used by human to socialize.

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