CHAPTER III

RESEARCH METHOD

This chapter deals with the methods that are applied in this study. It comprises four sub-chapters, namely research design, data source, data collection and data analysis.

3.1 Research Design

This study used qualitative approach and the type of research is document analysis. The writer used qualitative research because the writer describes the word from jargons of chatting language that gamers are used. According to Ary et al. (2002, p.422), "the qualitative approach utilizes words to answer the questions or problems and tries to understand human and social behavior". By analyzing the data qualitatively, the writer described jargon that occurred in virtual community based on the problems by using online game especially *Audition Ayo Dance*.

The writer used document analysis approach as Ary et al. (2002, p.27) mention, "content analysis focuses on analyzing and interpreting recorded material within its own content. The materials may be public records, textbooks, letters, films, tapes, diaries themes, and reports". This study analyzed recording chatting materials containing jargon.

3.2 Data Source

The writer used the chatting language as her data source. In line with the limitation of this study, the writer focused only on words or phrases containing jargon that only relate with *Audition Ayo Dance* itself. The writer obtained the jargon which were found in chatting language are produced by six gamers. The biodata of six gamers as shown in Appendix 6.

3.3 Data Collection

Data collection method is the method that is used to gather or collect the data. A clear explanation in data collection method is necessary to make the readers understand how the writer can reach the result and conclusion. The instrument of this study is the writer herself. The writer has been playing and getting involved in the game since 4 years ago.

The steps of collecting data are presented as follows:

1. Playing *Audition Ayo Dance* online game.

   One of the requirements to get the data, the writer should get into the game. In this case, she played *Audition Ayo Dance* as an active participant, just as other gamers. There are six servers in *Audition Ayo Dance*, they are *love, creative, cute, gossip, friendship,* and *honeymoon*. In here, the writer targeted *love* server because it is the busiest server that has 20 channels where the gamers usually gather. After getting in *love* server, the writer would find *game lobby* where gamers gathering with crowded conversation. *Game lobby*

itself had many rooms that can be filled by 1-6 gamers. So to make it clearly, the writer took a room which is filled by 6 gamers to collect the data, because the most gamers will make jargons as possible as appear in their chatting.

2. Collecting chatting conversation.

Firstly, the writer has collected the chatting conversation for a week when the six gamers gather to find the jargons. However the jargons are found always same with the previous one. So, at this point the writer used data saturation as collecting this data. Hamidi (2004) states data saturation is data that has been reached in saturation point because respondent or subject is no longer giving new information, so the data is found becomes repetitive. Therefore, the writer can be reasonably confident that the data are enough to be analyzed. The chatting conversation is produced by six gamers that usually play in *love* server in *Audition Ayo Dance*. The procedure for choosing six gamers are determined from the writer's involment in game. The writer has been played and get involved to the game for about 4 years ago. So the writer targeted six gamers that were known by their high level and nickname during play *Audition Ayo Dance*. The six gamers also have level thirty upward are shown that gamers have been played for 3 years at least. Their chatting is the transcription as the source of data are shown in Appendix 6.

3. Copying and printing out chatting screenshot.

Later on, the writer copied the screenshot containing the jargons. Then she printed it out to get the written version and made it easier to find the chatting containing jargon.

4. Reading the whole transcriptions.

5. Identifying data containing word or phrase jargon.

The writer used some categorized to identify the jargons. The jargons are only word or phrase that only relate to its function in *Audition Ayo Dance.*

Therefore, the selected jargon would be hard to understood by outside of *Audition Ayo Dance* online game.

3.4 Data Analysis

The writer analyzed the data through several steps as follows:

1. Listing jargons.

   After reading, the writer selected the jargons in whole transcription are collected. The writer listed the jargons on table based on chronological order. It is because the order can relate with the jargon's function in game that would help the writer to analysis jargons. The jargons are identified in refer to theory of Palmer (1962), Brown & Attardo (2000) as well as Fromkin (2007). Then, the writer marked the jargons that were found by bolding the text. Next the table covered the jargon itself, morphological process, and its function in game.

Table 4.1 Description of Jargons, Morphological Processes, and Function of jargons

No.	Chatting conversation	Jargons	Morphological processes	Function of Jargons

2. Analyzing the jargons related to morphological process as well as their function.

In this case, the writer displayed all jargons based on types of morphological processes from Yule (2006) as main theory and Chaer (2007) as supporting theory. The selected jargons are only relate to its function in *Audition Ayo Dance*.

3. Intrepreting and explaining the function of jargons in *Audition Ayo Dance* online game.

Firstly the writer interpreted the function of jargon based on her involment as gamers in *Audition Ayo Dance*. Then the writer explained more by cross checking to the versed gamers.

4. Cross checking the function of jargons to the versed gamers

To make sure that selecting word can be defined as jargon with its function, the writer had cross checked to the versed gamers. The versed gamers are gamers who have been playing *Audition Ayo Dance* for 5 years at least and have known as expert gamers in *Audition Ayo Dance*. In order to make data valid, so the writer mentioned five versed gamers to cross check the jargon as well as their function. It is because the jargons itself only be understood by them as gamers and the number of gamers make the data are assured enough to be analyzed.

5. Drawing a conclusion

The writer drew a conclusion based on the result and the analysis of data which show the jargons, how they formed and what their function in *Audition Ayo Dance*.