CHAPTER IV

FINDINGS AND DISCUSSIONS

This chapter presents the findings, the analysis, and the discussion. In the findings, the writer presents the table containing description of jargons. The analysis describes the jargon based on the morphology processes and explains the function of jargon by gamers in *Audition Ayo Dance* online game. In the discussion, the writer would like to discuss the general finding in relation with the theoritical framework and the previous studies.

4.1 Findings

In this part, the writer presents the finding derived from research problems concerning jargons which are found, the morphological processes, and their function in *Audition Ayo Dance* online game. In this study, the writer found 47 jargons from whole transcription. The jargons are identified based on theories stated by Palmer (1962), Brown & Attardo (2000) and Fromkin (2007), and then the jargons are also categorized based on morphology processes by Yule (2006) and Chaer (2007). Then the writer explained the function of jargon based on versed gamers who have cross checked the jargons are found. There are 5 columns in Table 4.1 which are number, chatting conversation, jargons, morphological processes, and function of jargons. The writer presented the findings in Table 4.1 as the following:

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

No.	Chatting conversation	Jargons	Morphological processes	Function of Jargons
1.	*Hiro : ola bay* *Kaeru : gus* *Hiro : tumben dah ol aj pagi2* *Kaeru : main OTP ae guk,masih lemes normal pagi"*	OTP	Acronym → One Two Party	Dance mode*[1]
2.	*Hiro : g mslah sih, yg ptng jgn SPP, bosen ntr pagi2 ==* *Kaeru : ok bos, ayo*	SPP	Acronym →Space Pang Pang	Dance mode*[1]
3.	*Kaeru : umi mana gus?* *Hiro : nnti bntr lg jg ol* *Kaeru : kalian ga wedd? G mau cin" apa?*	Wedd	Back-Formation → Wedding	Wedding party (dance mode)*[1]
4.	*Hiro : udh bosen audian bay, g musim udah* *Kaeru: sama ae, ak jg bosen,tp cin"nya bagus*			
5.	*Hiro : mnurutku cmn straw, tira, edel yg apik*	Straw	Clipping → Strawberry	Game ring*[2]
6.		Tira	Clipping → Tiramishu	Game ring*[2]
7.	*Kaeru : ho o, tp susah k edel*	Edel	Clipping → Edelweis	Game ring*[2]
8.	*Line : bntr BRB*	BRB	Acronym → Be Right Back	Taking a break while play
	Kaeru : zz datang" AFK dia –a mau kmn woi	AFK	Acronym → Away From Keyboard	Notifying that gamers are not in front of computer
	Line : mu beli rokok *Kaeru : pagi" ngerokok –a srpan yg bner* *Hiro : ak aj kbiasaan ngrokok pagi2*			
9.	*Kaeru : sama ae klian brdua* *Line : BGGG dunk...*	BGGG	Acronym → Bad Girl Good Girl	Mentioning special song*[3]
10.	*Kaeru : wb cal* *Line : tq tq* *Line : lah pdhl plink enak ndiri ini BGGG bwat OTP* *Kaeru : beatnya pas gus, pelan" rasain beatna*	Wb	Acronym → Welcome Back	Replaying for gamers who are back from a break
11.	*Hiro : msih mding main BB BR BU kl BGGG, OTP bnran cup dah*	BB	Acronym → Beat Block	Dance mode*[1]
12.		BR	Acronym → Beat Rush	Dance mode*[1]
13.	*Kaeru : pdahal BB , BR , BU y sama ae main beat.* *Kaeru : apa bedanya ma OTP* *Hiro : mboh*	BU	Acronym → Beat Up	Dance mode*[1]

Table countinue..

No.	Chatting conversation	Jargons	Morphological processes	Function of Jargons
	Kaeru : gus, knalin itu recal , cal itu agus (telat)			
14.	*Hiro : ola **kk** cal* *Line : lam knl kk* *Hiro : drtd kta dah main stu puteran br dknlin* *Kaeru : ahh itu rumi, couplena agus* *Babybee : ola kk*	Kk	Clipping → *Kakak*	Mentioning all male gamers
15.	*Line : ola **cc*** *Baby : berasa kaya kenduren kita wkwk* *Hiro : LOL*	Cc	Clipping → *Cici*	Mentioning all female gamers
16.	*Baby : eh yank, lyat bajux **NPC**, itu dlu aq pgn bl it*	NPC	Acronym → Non Player Character	As a character that is not controlled by gamer
17.	*Hiro : emng brp **micash** itu? Bkn **den** ya?*	Micash	Blending → premium Cashing	Mentioning of *rupiah* in *audition ayo dance*
18.	*Kaeru : baju jelek gitu, mhal bgt.. mndng wat beli **premi***	Den	Coinage → Den	As money of *audition ayo dance*
19.	*Baby : hhhh, kn premi udah ad jthx* *Hiro : LMAO cieee yg brsa bnyk uang* *Baby : hhhh*	Premi	Blending → Premium Messenger	As a virtual item that use for messaging
20.	*Baby : req **dumay** dunk bay..* *Kaeru : olo lagumu mi* *Line : ini si candy kekna dr dl kl buat lagu , lirinya pada kajol* *Hiro : wkwk ioo, ddnger2 tmbh ga jelas bner* *Baby : hush! ksian dy,, udh nyanyi2 lagux gk d denger*	Dumay	Blending → Dunia Maya	Mentioning special song*[3] ; or as world namely Audition Ayo dance
21.	*Baby : bygin lagu ini lgu **LP**.. mbul Dah*	LP	Acronym → Love Party	Love party (dance mode)*[1]
22.	*Hiro : **gebe** hati aja dah mbuk* *Baby : bosen neh.. ayuh maen normal aj* *Hiro : km kn bru main OTP udh bosen dluan swt* *Kaeru : swt ribet emg kl ma cew* *Line : wkwk ayo normal aja dah bosen juga ini*	Gebe	Coinage → Gebe	Useful for gamers who want to gain their mission game

Table countinue..

No.	Chatting conversation	Jargons	Morphological processes	Function of Jargons
23.	Hiro : io wes itung2 cr **BM** di normal Kaeru : kmu yg buat rum y gus Hiro : ok Els : kk leh req? Hiro : req ap cc?	BM	Acronym → Big Mission	Mentioning of mission that gamers must do
24.	Els : hmmmmm.. haru2 126 **BPM** Hiro : ok, lgu nya bigbang y cc? Els : yup,,hehehe.. apal BPMx aja saia..	BPM	Acronym → Beat Per Minute	Measuring speed of beat song
25.	Line : wew BM **CP** tuh., smngad"	CP	Acronym → Club Point	As a point for increasing value club game
26.	Kaeru : CP apa **BP** ?	BP	Acronym → Bulletin Point	As a point for broadcasting in game
27.	Hiro : ak pkek **DD** in kl g den g gerak Baby : Cp kykx.. tp deh aj deh Baby : CPin .. gk ush grak km yank Hiro : hu u Hiro : nice cc Line : nice Els : yutu all Baby : good Baby : eh eh.. aq brhsil BMx.. klian kalah!!! Hiro : untng ak g gerak, syng DD ak Kaeru : loh kmu make DD? grak pas BM den aj Hiro : ho o biar dpt den bnyk Baby : si bayu lelet y... ckckck Hiro : ak bntr lg mw lvling == bru nydar ak Baby : wew.. mau 53 dy ,, ngebut aj cari **exp** km yank	DD	Acronym → Double Den	Useful for gamers who are looking for *den**[4]
28.		Exp	Clipping → Experience	Useful for gamers that want to increase their level
	Line : cc Els ngalah dulu buat gebe hiro Els : klhin saya ajdlu kk			
29.	Kaeru : udah **f-one** nya diinjek	F-one	Coinage → F-one	Notifying the gamers who yet ready to play
30.	Baby : **emo** mu low bay.. jan kajol	Emo	Clipping → Emoticon	Mentioning of emoticon that displayed in game
31.	Kaeru : **kdip**	Kdip	Clipping → *Kedip*	As a cute character expression

Table countinue…

No.	Chatting conversation	Jargons	Morphological processes	Function of Jargons
32.	*Baby : **mumu** yank* *Hiro : mumu* *Kaeru : mumu ikutan*	Mumu	Coinage → Mumu	As kissing act during play in game
33.	*Baby : zzz diam km **badi*** *Kaeru : zz ak bkan pembokat mu*	Badi	Coinage → Badi	As a buddy or best friend
34.	*Kaeru : aaaaaaa zz **ngelag** kmpternya delay move nya* *Baby : sokooor.. kualat km jahad ma Aq* *Line : nice again cc ^^* *Els : whaaah tq tq* *Hiro : haha* *Els : out dlu y kk mw main nubi saya* *Hiro : silahkan ^^*	Ngelag	Coinage → Ngelag	Mentioning when internet connection got crash
35.	*Baby : **deho** ituuu..*	Deho	Coinage → Deho	As a character with the opposites gender
36.	*Kaeru : z ko deho kl char cew **hode*** *Baby : eh iy.. klo char co bru deho,, hode itu* *Hiro : jago bgt mainnya ==. Msk y cew yg main* *Line : tp tadi blg nubi, kan lvl 1-5 masa jago* *Hiro : mw nubi kek mw novis kek, dia itu hode laknat*	Hode	Coinage → Hode	As a character with the opposites gender
37.	*Line : kalo ak c pntg g **maho** wkwkwk* *Hiro : soalna km maho bay*	Maho	Blending → Manusia Homo	As mocking act during the game
38.	*Baby : lyat **CL**x si bayu pgn ketawa aq.. wkwkwk* *Kaeru : apa lagi* *Baby : hmmm gpp bay.. wkwkwk,,*	CL	Acronym → Couple License	Mentioning information about dating in game
39.	***CI** mu bagus og bay* *Hiro : kyknya CI y isinya gitu2 aj, kl g point love cin2* *Baby : wkwkkwkw* *Hiro : trus apa bgusna* *Kaeru : swt, bini mu sarap gus* *Baby : emank g bleh ktawa lyat*	CI	Acronym → Couple Information	Mentioning information about dating in game
40.	***Colins**mu* *Kaeru : g bole*	Colins	Blending → Couple license	Mentioning information about dating in game
41.	*Line : ak dnger ada **gm** hari ini* *Baby : iya tuh quw jg dnger..*	GM	Acronym → Game Master	As a Game Master*[5] in game

Table countinue…

No.	Chatting conversation	Jargons	Morphological processes	Function of Jargons
	Hiro : trus mw apa kl ad gm?			
42.	*Kaeru : paling ya* **WS AM** *yg ngumpul di rum*	WS	Acronym → World Star	As a gamer who has high level
43.	*Baby : km gk iktan yank ?? hehehe.. km kan WS*	AM	Acronym → Audition Master	As a gamer who has high level
	Hiro : ak bkn WS yg eksis			
	Line : wkwkwk biar dikasih gift kali y ama GM			
	Line : udah mau jam 10 pamit opp abis ini			
	Kaeru : mau kmna cal ?			
	Line : kampus			
	Kaeru : == rajinnya mau kkmpus knet dolo			
	Line : wkwkkw biar, tadi niatnya mau gebe tapi g jadi			
	Kaeru : hooooooooo			
	Jongielz : rede plis			
	Baby : bntr kk sabar			
44.	*Kaeru : bau" **cheat** nih kayanya*	Cheat	Back Formation → Cheater	Mentioning gamer who use illegal programs
	Jongielz : sy g ngechit kk sumpaah			
	Kaeru : awas y kalo chit, tak sumpahin gigi mu ompong			
	Baby : jiah.. sumpahmu gk jlas ah..			
	Kaeru : suka" ak lah			
	Line : dah ya ak opp dolo thaa			
	Kaeru : thaaaa			
	Hiro : yank ayuh wedd mw ?			
	Baby : gampank wedd, tp mlez gebe aq			
45.	*Hiro : gpp nti mlm ak yg **ngebug** hati Deh*	Ngebug	Coinage → Ngebug	Useful for mission when game got error connection
46.	*Baby : y udh tp nti biz wedd **pensi** ya.. wkwk*	Pensi	Clipping → *Pensiun*	As retirement gamers
	Hiro : zz trz ap gunanya z zz			
	Kaeru : aslinya ak kgn maen couple dance			
	Hiro : g prnh ngrasain			
	Kaeru : itu yg fourfour apa istilahnya 4-4 itu yg catch			
	Hiro : owh stahuku yg mainnya seri itu kan			
	Baby : o iya.. ktax tania itu seru.. kudu kompak smua			

Table countinue…

No.	Chatting conversation	Jargons	Morphological processes	Function of Jargons
47.	*Hiro : ayuh ynk main itu kpn2 kdip* *Baby : tp percuma kl **fps**x jongkok aq* *kan main d lepi*	fps	Acronym → Frame per Second	Mentioning speed of connection in game.

Note*)

[1] a term that gamers usually mention when they want play in several type dance, such as d-4 mode (four arrow keyboard) or d-8 mode (eight arrows keyboard).

[2] a kind of *avatar* (graphical image) of ring that show up in gamer's character.

[3] a song that gamers prefer to play than other song

[4] a term called as money in *Audition Ayo Dance*

[5] a person who acts as an organizer, officiant for questions regarding rules, arbitrator, and moderator for online game, especially *Audition Ayo Dance*

4.2 Analysis

In order to provide an easy and comprehensive picture of jargons, the writer used morphological procceses to arrange the jargons found. This classification is related with jargons that the writer previously displayed. Then the writer categorized jargons based on their morphological procceses, while the function of jargon will be explained based on its classification. The following table would help the writer to arrange jargons based on their word formation.

Table 4.2 The Classification of Jargon in the Form of the Morphological Processes.

No.	Jargon	The form of the jargons
1.	BRB AFK BGGG WB OTP BR BU BB SPP NPC LP	Acronym

Table countinue...

No.	Jargon	The form of the jargons
	BPM BM CP BP DD CL CI GM WS AM Fps	
2.	Wedd Cheat	Back formation
3.	Straw Tira Edel Kk Cc Exp Emo Kdip Pensi	Clipping
4.	Micash Premi Dumay Maho Colins	Blending
5.	Den Gebe F-one Mumu Badi Ngelag Deho Hode Ngebug	Coinage

According to Brown and Attardo (2000) jargon has two function, they are to provide speakers of specialized domains with clear, unambiguous terms to refer to their activities and to provide speakers of a sub-group with a means of marking in-group membership and excluding outsiders. The findings are found as well as determine to the those two function. Therefore jargons are used on chatting in *Audition Ayo Dance* is a way to express their feeling through communicating in

society and also to set their own specific language as marking in-group membership. Below the discussion of jargons are found and categorized on their word formation processes:

4.2.1 Acronym

Based on the finding, the writer found 22 jargons in the form of acronym. Acronym is the process of forming new words from the initial letter of a word. These acronyms often consist of capital letters. The jargons used by gamers come from the words which are unfamiliar for those outside their community. The following are jargons formed by the acronyms.

Table 4.3 Jargons formed by Acronym

No.	Jargon	Function of jargon
1.	BRB	Taking a break while play
2.	AFK	Notifying that gamers are not in front of computer
3.	BGGG	Mentioning a special song
4.	WB	Replaying for gamers who are back from a break
5.	OTP	Dance mode
6.	BR	Dance mode
7.	BU	Dance mode
8.	BB	Dance mode
9.	SPP	Dance mode
10.	NPC	As a character that is not controlled by gamer
11.	LP	Love party (dance mode)
12.	BPM	Measuring speed of beat song
13.	BM	Mentioning of mission that gamers must do
14.	CP	As a point for increasing value club game
15.	BP	As a point for broadcasting in game
16.	DD	Useful for gamers who are looking for *den*
17.	CL	Mentioning information about dating in game
18.	CI	As a Game Master in game
19.	GM	As a gamer who has high level
20.	WS	As a gamer who has high level
21.	AM	Mentioning speed of connection in game
22.	Fps	As a point for increasing value club game

4.2.1.1 *BRB* and *AFK*

The jargon "BRB" comes from the word "Be Right Back". The process is very commonly used by taking the initial letter of the words itself. The first initial letter [B] is taken from the word "be", the second initial is taken from the word "right", and the third initial is taken from the word "back". Then, those initials are combined as "BRB" and become a jargon. It is almost same with "AFK", the jargon is derived from the initials of the words "Away From Keyboard" which is taken also from the initial of word.

In terms of their function, the jargons "Be Right Back" and "Away From Keyboard" are created for gamer's situation. Those jargons are used when the gamers want go away from computer. Although the gamers like to play in front of computer, but it is impossible for staying all the time. For those reasons, gamers create this words for helping them to handle the situation. It is often used by the gamers when they want do something aside playing the game. The word "Be Right Back" means *will return soon* while "Away From Keyboard" means *are not in front of computer*. So, the gamers can leave message to other gamers with acronym "BRB" or "AFK" to tell them that they are leaving in computer for a while.

4.2.1.2 *BGGG*

The jargon "BGGG" is derived from the initials of "Bad Girl Good Girl" which is taken only from the initial words. The first initial letter [B] is taken from the word "bad" and the second initial letter [G] is taken from the word "girl", the third initial letter [G] is taken from the word "good" and the last initial letter [G]

is taken from the word "girl". Then, those initials are combined as "BGGG" which becomes a jargon for song in *Audition Ayo Dance*.

In *Audition Ayo Dance*, the gamers can choose the song which they want to play. The song can be asked to *DJ* room. *DJ* room is a player who selects and plays music for one single dance mode room in *Audition Ayo Dance*. The gamers usually start the new conversation in room by requesting a song. This acronym is often used by the gamers when they want to request. Although there are many lists of songs in *Audition Ayo Dance,* but "BGGG" song is widely known by the gamers because of its rhythm. As the special song, the rhythm of "BGGG" is suitable for beat mode playing in *Audition Ayo Dance*, so the gamers prefer play this than other songs. Then the gamers create "BGGG" that means the gamers request one song entitled "Bad Girl Good Girl" song by *Miss A* and *Dj* room will accept request for playing "BGGG" song as special song in *Audition Ayo Dance*.

4.2.1.3 *WB*

The jargon "WB" comes from the words "Welcome Back". The jargon is derived from taking the first initial letter [W] from "welcome" and the second initial letter [B] from "back". Then all of the initial letters are combined into "WB" which become the jargon. "WB" or "Welcome Back" is written when the gamers know other gamers return from *AFK* or *BRB*. This acronym is created by the gamer for replying situation. Moreover, there is nobody knows who start to write *WB*. The gamers just admit those acronym and the new gamers usually follow the uses of *WB*.

4.2.1.4 *OTP, BR* and *BU*

There are many dance modes playing in *Audition Ayo Dance*; some of them are *OTP (One Two Party)*, *BB (Block Beat)*, *BU (Beat Up)*, *BR (Beat Rush)*, *SPP (Space Pang Pang)* and *LP (love party)*. The acronym "OTP" comes from the word "One Two Party". The acronym is formed by taking the initial letter of word. The first initial letter [O] is taken from the word "one" and the second initial letter letter [T] is taken from the word "two", and the last initial letter [P] is taken from the word "party". Then all of the initial letters are combined into "OTP" which become the jargon. It is similar with "BR" that comes from the words "Beat Rush", the word is derived from the initials of word. The last is "BU" that comes from the words "Beat Up" which is taken only from the initial of word.

"OTP", "BR*"* and "BU*"* are dances which play the beats of the song. In addition, all of them are more difficult dance mode than "BB" or "Block Beat". The uses of "OTP" is used when the gamers have to follow *non-player character* movement. *Non player character* is controlled by the computer through artificial intelligence. So, "OTP" can be completed, if the gamers can catch every beat that *non player character* does. It is similar with "BR", but in this dance mode, there is not *non player character*. "BR" is used when the gamers have to catch beat using amount of arrow keyboard. So, the gamers who can guess the right arrow with its beat, will be succesful play this mode. As beat mode, "BU" also has difference, the gamers have to catch beat using their speed. The fatest gamer who catchs beat be able to win this dance mode completely. Those three dance modes are relate with beat playing mode, that is very difficult to be played. So, the gamers play

"OTP", "BR" or "BU" when they want to show their ability during playing *Audition Ayo Dance*. Therefore, if there are gamers who want to measure their skills, they prefer to choose "OTP", "BR" or "BU" for dance mode playing. Although they are difficult, the gamers assume that the dance mode is more interesting than other dance modes.

4.2.1.5 *BB*

The jargon "BB" comes from the words "block beat". The first initial letter [B] is from "block" and the second initial letter [B] is from "beat". Then all of the initial letters are combined into "BB" which becomes the acronym.

"BB" or "Block Beat" is one kind of couple dance modes in *Audition Ayo Dance*. It is similar with "OTP", "BR" or "BU" which plays the beat of song, the difference is the players must be in pair while playing it. This acronym is used when the gamers want to catch the *love point*. *Love point* is the point that the gamers can collect by pairing dance mode. *Love point* is used for measuring the value of love couple player. On other hand, the gamers do not only play for leveling their character but also for increasing their love point in *Audition Ayo Dance*. It is because the gamers need love points which can help them to wed their couple in *Audition Ayo Dance*. Moreover, they always play "BB" for solution to increase their love point.

4.2.1.6 *SPP*

The jargon "SPP" is derived from the initials of "Space Pang Pang" which is taken only from the initial of word. Moreover, the writer found word "Pang Pang" that is not include term of language but it becomes a jargon for *Audition Ayo*

Dance. "SPP" or "Space Pang Pang" is one of dance modes that the gamers always play for the last choice. It means the gamers do not really like to play this dance mode because the rule of "SPP" is just pushing the key and matching the beat. The gamers who play this game will hear "pang pang" sound while matching the beat, so they assume to use "Space Pang Pang" for mentioning this game.

4.2.1.7 *NPC*

The Jargon "NPC" comes from the word "Non Player Character". The first initial letter [N] is taken from the word "non" and the second initial letter [P] is taken from the word "player", and the last initial letter [C] is taken from the word "character". Then, those initials are combined as "NPC" which becomes a jargon for song in *Audition Ayo Dance*.

In terms of its function, "NPC" means a fictional character that is not controlled by a gamer. This also means a character that is controlled by the computer through artificial intelligence. In *Audition Ayo Dance* online game, the gamers know "NPC" usually appear in certain dance mode. *OTP* or *One Two Party* is one of dance modes which needs "NPC". The gamers must follow the NPC's movement to play the dance in *OTP*. For example: when "NPC" raise the hands, so the character player should raise hand too. The gamers will push top bottom in keyboard to follow "NPC" movement, so the gamer who success will get the point. In addition, if there is a new gamer who does not know how to play *OTP,* the gamers will help them by giving instruction to follow "NPC" movement. So, the gamers use this acronym to show the "Non Player Character" during playing when they chat about instruction.

4.2.1.8 *LP*

The jargon "LP" comes from the word "Love Party". The process is used by taking the initial of word. The first initial lettter [L] is taken from the word "love" and the last initial letter [P] is taken from the word "party". Then, those initials are combined as "LP" which becomes a jargon.

"Love Party" is one kind of couple dance modes in *Audition Ayo Dance*. It is different from dance mode in general. This dance mode is only played by the gamers who have couple. In other words, "Love Party" can not be played by all gamers. The steps how the gamers can play "Love Party" are as follows : The first is a pair of gamers must catch 5 *love points* and play wedding party in *Audition Ayo Dance*. The last is a pair of gamers must increase their *love point* in specific amount. For example: The first "Love Party" can be played by couple player that have to catch 300 *love points* and they can play again in amount 900, 1200, 2400, etc. This dance mode is played by intimate gamers and show their solidarity during playing *Audition Ayo Dance*. The gamers usually write those acronyms when they want to play this dance mode. The gamers usually mention this acronym before they want to play couple dance mode. So the gamers know what type of dance mode that they want to play.

4.2.1.9 *BPM*

The jargon "BPM" is derived from the initials of the words "beat per minute" which is taken only from the initial of word. Therefore, it becomes a acronym for *Audition Ayo Dance*.

Audition Ayo Dance online game is dance online game that plays with the music. The gamers can request a song that they want to listen. There are many lists of song which can be played in *Audition Ayo Dance* online game. Every song has "BPM" or "Beat per Minute" to make it easy in choosing the song. So, BPM in *audition ayo dance* is very influential, because it relates with the difficulties of every song. "BPM" with high number is more difficult than "BPM" with low number. The gamers use "BPM" when they want to request the song and it is usually written along "BPM". In addition, the gamers usually memorize "BPM" of the song as long as it is their favorite song.

4.2.1.10 *BM*

The jargon "BM" is derived from the initials of the words "Big Mission" which is taken only from the initial of letter. Therefore, it becomes a jargon for the gamers in *Audition Ayo Dance*.

In *Audition Ayo Dance* online game, there are also acronyms which are related with gamer's quest. They are *BM, DD, CP* and *BP*. Generally, the acronym *BM* means *Black Market*, but when it is used by the gamers in *Audition Ayo Dance* it is changed into *Big Mission*. *Big Mission* is used by the gamers when they show quest during play the game as the secret mission. So the gamers have to complete 100 quests during playing *Audition Ayodance* online game individually. Then the gamers who complete the quest will get bonus from the game.

4.2.1.11 *CP* and *BP*

The jargon "CP" comes from the words "Club Point". The jargon is derived from taking the first initial letter [C] from "club", and the second initial letter [P] from "point". Then all of the initial letters are combined as "CP" which becomes the jargon. It is the same with "BP" that comes from the words "bulletin point".

Generally, the gamers write "CP" and "BP" during play "Big Mission". Every "BM" has some quests that the gamers must do. The gamers who can win "BM" quest will be rewarded "CP" or "BP". "CP" is "Club Point" that means point that the gamers get for increasing value of theirs club game. "BP" is "Bulletin Point" that means point for the gamers broadcast in game. Both are very effective word that gamers usually mention about their mission during playing. So, when the gamers write "CP" or "BP" during "BM", it means they are playing only to gain their big mission.

4.2.1.12 *DD*

The jargon "DD" comes from the words "Double Den". The jargon is derived from taking the first initial letter [D] from "double" and the second initial letter [D] from "den". Then all of the initial letters are combined into "DD" which becomes the jargon.

The gamers in *Audition Ayo Dance* also use acronym "DD". "DD" is used by the gamers to tell others that they are looking for *den* which means the currency of *Audition Ayo Dance*. The gamers will use *double den* to double their *den* during playing. The gamers usually get 100 *den* for one playing, but if they

use "DD" it will double to 200 *den*. Then if a gamer writes "DD" during play, it means other gamers have to succumb for a gamer who uses "DD". So, when everyone admits the uses of "DD", it will become jargon in *Audition Ayo Dance*.

4.2.1.13 *CL* **and** *CI*

The jargon "CL" comes from the words "couple license". The jargon is derived from taking the first initial letter [C] from "couple", and the last initial letter [L] from "license". Then all of the initial letters are combined as "CL" which becomes the jargon. It is the same with "CI" that comes from "couple information".

In *Audition Ayo Dance*, there are some acronyms that related with love theme; they are "CL" and "CI". The uses of "CL" and "CI" is to give some information to the gamers about their dating. "CL" or "Couple Lincense" is about notification written by female gamer about their dating and "CI" or "Couple Information" is about information such as love points, couple number, the rings, etc. This jargon is used by the gamers when they want to know about dating of other gamers.

4.2.1.14 *GM*

The jargon "GM" is derived from the initials of "Game Master". The first initial letter [G] is taken from the word "game" and the last initial letter [M] is taken from the word "master". Then, those initials are combined into "GM" which becomes the jargon.

The function of jargon is when the gamers meet a *gamemaster* in *Audition Ayo Dance*. "GM" or *gamemaster* is title of *gamemaster* player. *Gamemaster* in

this game is a person who acts as an organizer, officiant for questions regarding rules, arbitrator, and moderator for online game, especially *Audition Ayo Dance*.

The jobs of a gamemaster are to weave the player-character stories together, to control the aspects of the game, to create environment which the gamers can interact, and to solve any gamer disputes. So the gamers use acronym "GM" to call gamemaster player who is observing in *Audition Ayo Dance*.

4.2.1.15   *WS* and *AM*

The acronym "WS" comes from the word "world star". The first initial letter [W] is taken from the word "world" and the last initial letter [S] is taken from the word "star". Then all of the initial letters are combined into "WS" which becomes the jargon. It is the same with "AM" that come from the words "audition master", the word is derived from the initials.

"WS" and "AM" are kind of leveling in *Audition Ayo Dance*. Both of them are kind of high leveling as known as expert gamer. "WS" or "World Star" is gamer who involves until 51 level above and "AM" or "Audition Master" is gamer who involves until 61 level above. The gamers write those acronyms when they want to talk about leveling in game. Most gamers want to become "WS" or "AM" because both of leveling can make a very cool character. Moreover, many of them desire to stay up only for getting those leveling.

4.2.1.16   *fps*

The jargon "fps" comes from the words "frame per second". The jargon is derived from taking the first initial letter [F] from "frame", the second initial letter

[P] from "per" and the last initial letter [S] from "second". Then all of the initial letters are combined as "fps" which becomes the jargon.

In *Audition Ayo Dance*, the gamers usually write "fps" in lowercase which means *Frame per Second*. If they write in capital word like *FPS*, the acronym will have different meaning. *FPS* in capital means *First Person Shooter*. It is a kind of game computer genre. While in *Audition Ayo Dance*, "fps" is a unit frame that measures the performance component on a computer graphics or VGA (Video Graphics Adapter). Based on computer graphics, the gamers can know how many graphic frames per second that can be displayed on monitor screen during playing. Therefore, "fps" has important function for gamers. It means if the computer has the high "fps", it will become the best playing for the gamers. It is because the highest one will make performance of graphics on the monitor screen looks smoother. The gamers will use "fps" when they want to know how high the other gamers "fps".

4.2.2 Back-formation

Based on the finding, the writer found 2 jargons in the form of back-formation, produced by the gamers. The jargon used by gamers comes from the words which are created from another word with different type. Then they use it differently by reducing or adding some word. Below are the jargons included into the back-formation word.

Table 4.4. Jargons formed by Back-formation

No.	Jargon	Function of jargon
1.	Wedd (wed)	Wedding party (dance mode)
2.	Cheat	Mentioning gamer who use illegal programs

4.2.2.1 *Wedd*

"Wedd" is taken from the word "wedding". The original word "wedding" is a noun which is reduced into verb "wed, then the gamers use it differently by adding the letter [d] into "wedd".

In *Audition Ayo Dance*, the meaning of "wedd" is different from "wedding" in literal meaning. The gamers must play wedding party to wed with their couple. Wedding party is played when the gamers have couple who gain minimal 5 love points. The couple who can complete the wedding party will get ring couple as the prize. So, wedding can mean the new birth of couple in *Audition Ayo Dance*. They usually use this word when they see the new ring couple.

4.2.2.2 *Cheat*

This word "cheat" is originally from the word "cheater". The original word "cheater" is a noun which is reduced into "cheat" (a verb), then the gamers use it differently.

The meaning of "cheater" in *Audition Ayo Dance* is someone who tries to break into computer systems. It is similar with hacker, but cheater is not as genius as a hacker, so he or she only uses some illegal programs to break the computer systems. The cheater usually does adverse action such as stealing character, cheating the mission, or breaking the password.

4.2.3 Clipping

Clipping is the element of reductions, which occurs when a word of more than one syllable is reduces to a shorter form. There are 9 jargons in the form of clipping found in the chat. They are presented in the following table.

Table 4.5 Jargons formed by Clipping

No.	Jargon	Function of jargon
1.	Straw	Game ring
2.	Tira	Game ring
3.	Edel	Game ring
4.	Kk	Mentioning all male gamers
5.	Cc	Mentioning all female gamers
6.	Exp	Useful for gamers that want to increase their level
7.	Emo	Mentioning of emoticon that displayed in game
8.	Kdip	As a cute character expression
9.	Pensi	As retirement gamers

4.2.3.1 *Straw*, *Tira* and *Edel*

Last two syllables of the words *strawberry, tiramishu,* and *edelweis* are reduced, so they form into "straw", "tira", and "edel" respectively. In daily use, *strawberry* is red berry fruit. The meaning is different in *Audition Ayo Dance*, it is a kind of couple ring. Similar with the quest, the gamers have to gain *love point* in order to get couple rings. *Strawberry* will use when the couple who succeeded in playing the wedding dance mode will get the ring. When they gain 4200 love points and succeed to play love party dance mode, they will get *strawberry* ring. In addition, *strawberry* ring is a kind of favorite couple ring that the gamers want to get.

Tiramishu is a kind of desserts, but in *Audition Ayo Dance* this word is variety of couple rings. The gamers get *tiramishu* ring when they gain 20700 love points and play love party dance mode. While *edelweiss* as people know is a kind of flower. In *Audition Ayo Dance*, the meaning of *edelweiss* is similar with *tiramishu* and *strawberry,* the different is the amount of love point. The gamers have to gain 78760 love points and play uneasy love party to get *edelweiss* ring.

Generally, the gamers can obtain this ring when they play *Audition Ayo Dance* for 3 years at least.

4.2.3.2 Kk and *Cc*

The jargon "kk" has omission of the letter [a] and the last letter [k] that the jargon *Kakak* is changed into "kk". While the jargon "cc" has omission of the letter [i] that jargon *cici* is changed into "cc". The jargon cc and kk are used by gamers in calling to other gamers. It is used a call the older one, the high level character, or a character who is more respected. Sometime, the jargon cc and kk also used to call an unknown character.

4.2.3.3 *Exp*

The word *experience* is reduced into *exp* then becomes the jargon in *Audition Ayo Dance*. The gamers use this jargon when they want to tell about experience during playing. The jargon *exp* is used by the gamers to increase the character level. It means the gamers need to gain their *exp* to get more level point. It can be increased by winning or doing quests during playing.

4.2.3.4 *Emo*

This word "emo" is originally from the word "emoticon". The gamers reduce the original word "emoticon" into "emo". The gamers use this word when they talk about emoticon shortcut in *Audition Ayo Dance*, which will be displayed when the gamers push button ctrl+e on the keyboard. So, they call the shortcut with clipping "emo". This uses to show emoticon which has many expression that gamers can show during in game.

4.2.3.5 *Kdip*

The word kdip has omission of the letter [e] before letter [d] that represents the vowel [e], the original word is kedip. Then form that process it becomes jargon of expression. The gamers usually use this word when they want to show cute expression. It represents wink expression. The jargon is produced because someone wants to try act cute during playing. Therefore, the jargon "kdip" is created and it represent to mock their couple as a jargon for the gamers.

4.2.3.6 *Pensi*

The word *pension* is also formed by clipping into *pensi.* "*Pensiun*" means retirement in English, but in *Audition Ayo Dance,* it refers to the gamers who stop playing one single game. This word is used by the gamers who leave their current online game. Many of them feel bored while playing and they decide to play other games. In addition, there is a jargon that has similar meaning with *pensi*, it is *vakum*, which refers to the gamers who seldom play online game. This jargon is used by the gamers in order to tell the others that they will not play game in a few days. The *vakum* gamer is busy player who have worked in real world, so they seldom play the game every day.

4.2.4 Blending

Blending is the combining of two separate forms to produce a single new term. Moreover, blending is typically accomplished by taking only the beginning of one word and joining it to the end of the word and sometimes blending combines the begining of both words. The gamers use blending word to make

chatting easier. They also create the blend jargon based on agreement of the whole gamer.

Table 4.6 Jargons formed by Blending

No.	Jargon	Function of jargon
1.	Micash	Mentioning of *rupiah* in *audition ayo dance*
2.	Premi	As a virtual item that use for messaging
3.	Dumay	Mentioning special song; or as world namely Audition Ayo dance
4.	Maho	As mocking act during the game
5.	Colins	Mentioning information about dating in game

The writer found five jargons in the form of blending. The jargons used by gamers are unfamiliar for those outside the community. The jargons categorized into blending word are as follows:

4.2.4.1 *Micash*

The meaning of "micash" is "premium cashing". This jargon comes from the combination of the first part [mi-] of "premium" and the last part [-cash] of "cashing". Then the two parts are combined as jargon"micash". In general, the gamers use their money to buy avatar in online game. therefore, there is a spesial currecny of money in *audition ayo dance,* but they prefer call the different name for rupiah in *audition ayo dance.* The jargon that is used by the gamers to mention rupiah, is called *micash.* The jargon is used by the gmaers when they chat about type of money that they spend, it usually use *den* or *micash.*

4.2.4.2 *Premi*

The jargon "premi" comes from the phrase "premium messenger" by cutting the last part [-mium] of the word "premium" and the first part [-ssenger] of the

word "messenger" in the second word. Then the two parts are combined as "premi".

The jargon "premi" is a blend jargon from *premium messenger*. *Premium mesenger* is a kind of item avatar in *Audition Ayo Dance*. The gamers use "premi" when they want to send message in *Audition Ayo Dance*. The cost of "premi" item in *Audition Ayo Dance* is 4700 *micash* per month, 9400 *micash* per 3 months and 28200 *micash* per year. Most gamers prefer to use "premi" per month because it is cheaper than others. The gamers use this jargon when they want to send message via *Audition Ayo Dance.*

4.2.4.3 *Dumay*

This jargon comes from the combination of two separate words "dunia maya" by cutting the last part [-nia] of the word "dunia" and the first part and the last part [-a] of the word "maya". Then, both parts [du] and [may] are combined as jargon which means "dunia maya".

In *Audition Ayo Dance*, the gamers play the game and listen to the music. Each gamer can request a song that he or she wants to listen during playing. There are many song lists in *Audition Ayo Dance* online game. One of them is *dumay*, the blending word of *dunia maya*. So if the gamers write *dumay* in chatting, it means the gamers request a song entitled *dunia maya* song by *candy*. However there are also another function term for dumay, it is as *audition ayo dance* world, when the gamers prefer like call *dumay* as their universe in game.

4.2.4.4 *Maho*

The jargon "maho" comes from the word "manusia homo". [ma] is taken from "manusia" and [ho] is taken from "homo". Then both of the first part [ma] and [ho] are combined become the jargon "maho".

In general, *maho* is taken of two syllables; *ma* means *lah-* particle after the verb and *ho* means *kao* (second person pronoun). So *maho* means *kamu* in Bahasa. However, in *Audition Ayo Dance* the meaning of *maho* is *manusia homo*. *Homo* is taken from *homosexual* that means a sexual attraction between members of same gender. While *manusia* means *human* in English. So, this is only used to mock the others as joke since it has negative meaning.

4.2.4.5 *Colins*

This jargon is originally from the phrase "couple license" in which [co] is taken from "couple" and [lins] is taken from "license". Then both parts [co] and [lins] are combined into "colins".

Couple License is a notification that written by female player about dating with her couple player in game. The gamers use this word when they talk about the couple ring, love point or something related with couple.

4.2.5 Coinage

Coinage is the invention of totally new words. The typical process of coinage usually adopts the brand names as common words. Based on the finding, the writer found nine jargons in the form of coinage produced by the gamers in

Audition Ayo Dance online game. All of these jargons are totally new words which have arbitrary relationship with the object they are used to indicate. The jargons are created in different way to make other people outside the common misunderstood. The meaning of those jargons are based on agreement of the gamers in *Audition Ayo Dance* online game.

When playing online games, especially *Audition Ayo Dance* online games, the gamers may use variety of attractive chatting. This is like the *slang* in real life, the language of this game is also a communication tool for the gamers. The nine jargons are shown as follows.

Table 4.7 Jargons formed by Coinage

No.	Jargon	Function of jargon
1.	Den	As money of *audition ayo dance*
2.	Gebe	Useful for gamers who want to gain their mission game
3.	F-one	Notifying the gamers who yet ready to play
4.	Mumu	As a buddy or best friend
5.	Badi	As kissing act during play in game
6.	Ngelag	Mentioning when internet connection got crash
7.	Deho	As a character with the opposites gender
8.	Hode	As a character with the opposites gender
9.	Ngebug	Useful for mission when game got error connection

4.2.5.1 *Den*

The jargon "den" which means "Currency of *Audition Ayo Dance*" is a totally a new term. Only the players of *Audition Ayo Dance* online game, who understand the meaning of *den*. Therefore, it becomes the jargon that merely understood by the gamers in *Audition Ayo Dance* community as the new term of game itself.

Den is the official currency of *Audition Ayo Dance* online game. This jargon is the invention of totally new words. If people do not play *Audition Ayo Dance*,

they will not know the function of den. The gamers use *den* when they want to buy some avatars in the game. The gamers can get ± 100 den during playing. So, *den* will increase if the gamer plays the game intensively.

4.2.5.2 *Gebe*

The jargon "gebe" is formed as a new term in the gamers community. The meaning of this jargon is "help". *Gebe* is used when the gamers need some help in the game. The gamers write this jargon when they want to finish their quest or raise their level. Completing the mission is not easy for the gamers, so they write *gebe* since they need help from the others. The *gebe* player is deliberate for winning, so the others will help the *gebe* player to win in every game mode. Then *gebe* is used to describe this situation. No one knows how the jargon *gebe* is formed, they only agree on this jargon.

4.2.5.3 *F-one*

The jargon "F-one" comes from the word "ready". This jargon is totally a new term because it is created by the community and other people outside the community do not know and do not understand the meaning. F-one is shortcut of ready key in *Audition Ayo Dance* online game. The gamers usually push key *F1* if they are ready to play. This jargon can exist because most gamers do not use *mouse* to click ready in game, they prefer to push *F1* to show their character is ready. In this situation, this is used when the game mode needs to play fast so the *DJ* room writes *F-one* to ask the other gamer to get ready. *DJ* room will write *F-one* to ask them to push key *F1*. This is very crucial during playing in *Audition*

Ayo Dance. Each gamer has to know what the uses of *F-one*, otherwise, they will be kicked out by *DJ* room.

4.2.5.4 *Mumu*

The jargon "mumu" is a new term which is used by the gamers. In *Audition Ayo Dance*, *mumu* has unique meaning, which is kissing. This is used by the gamers in order to kiss their couple in game. The gamers think when they say *mumu*, their lips seem ready to kiss someone. So, m*umu* is included into love expression that the gamers can show as term of kissing expression. Most of the gamers write *mumu* to express their love to the couple because they are unable to kiss them in reality.

4.2.5.5 *Badi*

The jargon "badi" is also catagorized as a totally new term because it is made by the gamers themselves. The meaning of the jargon is not understandable by other people outside the community. As versed gamers know, the original word *badi* is actually come from *buddy*. However the gamers change it into *badi*, which the meaning is servant. Although the meaning is understandable, but the gamers admit this jargon as their secret word. In *Audition Ayo Dance*, only few of gamers use this jargon to call others. The gamers who have buddy in this game, are the users of this jargon. They usually use to mock one another as a joke during playing

4.2.5.6 *Ngelag*

The jargon "ngelag" is another new term used by the gamers. Generally, the word *lag* means delay or slow down, but if it is used by gamers the word *lag* refers to a condition when the connection players got crash. So, it will cause the movement of graphic players in monitor becomes disconnected or even not responding at all. The gamers use this when they got that condition.

4.2.5.7 *Deho* and *Hode*

The jargon "hode deho" has related meaning with "opposite player". This jargon is created by their own community and other people outside the community do not know and do not understand the meaning.

Hode or *deho* refers to the gamers who use a character with the opposite sex from the original. The gamers use *hode* refer to a male player who uses female character. While, *deho* is refer to a female player who uses male character. The jargon *hode* was brought by the gamers who come from another online game then they use it in *Audition Ayo Dance* online game. It is derived from the name of one monster in *Ragnarok Online*, the monster's name is *hode* which shaped like a worm.

4.2.5.8 *Ngebug*

The jargon "ngebug" is also categorized as a totally new term because it is made by the gamers themselves. The meaning of jargon itself is not understandable for other people outside the community.

In English, *bug* has many meanings; it can be insect or stumble. In *Audition Ayo Dance*, the meaning of *bug* is not both of them. The word *bug* is called when the gamers find an error in the game. Thus, the gamers use *ngebug* to utilize an error for gaining their mission during playing. Most gamers understand how to *ngebug* in this game, so the gamers used *ngebug* as secret language to gain the mission.

4.3   Discussion

From the results of analysis, the writer is going to discuss it more deeply. This study primarily discusses about jargons on chatting language in *Audition Ayo Dance* online game that were analyzed based on function in the game. The writer found 47 jargons used by the gamers in *Audition Ayo Dance* chatting language during conversation. Based on the types of word formation processes, there are 5 types appear in the chatting, they are acronym, clipping, back formation, coinage and blending. There are 22 jargons formed by acronym, 9 jargons formed by clipping, 9 jargons formed by coinage, 5 jargons formed by blending and 2 jargons formed by back-formation.

Morover, acronym was mostly used, because the possibility of using the initial letter is easier to be understood by the gamers, besides, it is not wasting time to type the whole words while the gamers playing the games. As stated by Yule (2006) that acronym is the process of forming new words from the initial letter of a word which produced a single new term.

In line with the theory of jargon refer to the function of jargon in community by Brown and Attardo (2000), this study also notices that jargon is a

way to express the feeling for groups in society and also to have their own specific language. Here the processes of jargon are found which resulted by a particular language, such as by changing the word *buddy* into *badi*, which means "*buddy →sahabat*" in English. However the meaning of the existed word is changed into new meaning become "*badi → servant*". The gamers usually use *badi* to call their buddy as a joke during playing. They prefer use word than act because the condition is impossible to interact directly. So, although the meaning is understandable, but the gamers admit this jargon as their secret word.

Moreover, the writer also found various language on jargons. Harthman and Stork (1990) state the jargons that they have created are various and difficult to be understood by people outside their community. The findings showed some jargons exist in Bahasa Indonesia and English, however it is still not easy to be understood by common people. Some various jargons which are found in the chat and become the identity of *audition ayo dance* are "*WS → World Star*" which is jargon from English, and "*Dumay → Dunia Maya*" which is jargon from Bahasa Indonesia. *WS* represents high leveling of gamers, so they mention those as *world star* in *audition ayo dance*. While *Dunia Maya* represents gamers world, where they call *audition ayo dance* in game. Although it represents of various languages but only the gamers itself who can understand the meaning as well. So jargons as created to show their identity as the gamers that are very important to communicate with each other effectively.

There is also possible reason why the gamers produce the jargon as their secret language. Five of versed gamers of *audition ayo dance* state that they want to have closed relationship with the community itself. They also want to exist in

their community. It is in line with what has been acknowledged by Gumperz (1971) that speech community is a concept of speaking a language concerning on their own language that must also be regular relationships between language use and social structure. In line with the theory, the association between jargons and the community cannot be separated, since characteristics related to jargon will become a reason for the gamers as community to be existed.

Moreover, each jargon has its own background to represent something in the game community. Palmer (1962) states that "jargons are only understood by those who are in the in-group", means that these jargons are only understood by people who become members of a community. As a gamer, the writer realized that jargons are also the reflection of real life. For example, the uses of jargon "den" means currency of *Audition Ayo Dance* which reflects the gamers purchasing activities while gaming. Another example is the use of jargon "AFK" from "away from keyboard", which refers to the gamer's condition because they are always in front of computer while playing the game. Another example is the jargon "cheat" from "cheater" that has the meaning of someone who is cheating during the play. The jargon represents a person who is hated by the others because of cheating in the game. Some fucntion of jargons represent the activity that people always do in real life, as the gamers do in their virtual world.

In addition, the process of producing the jargon, there is a manifestation of freedom expression from their activities. It means people who want be able to exist in particular community have to express their views freely. It is because they need to comunicate and to make easy activity with the others in their community. So, the jargon would be produced and be existed by itself. Although they try to

produce their own jargons, those jargons are exclusive because in reality, within the process of the production, the jargons still get the influence from the people's language. Although the gamers have tried to invent several jargons, in fact, it is not purely an invention. For example, in the second predominant type process, coinage is easier to help the gamer making the new word by changing the meaning that has been known by the language used by mainstream people. The gamers also use clipping which occurs when a word of more than one syllable is reduced to a shorter form. The words used in the chat are not fully typed, so it helps the gamers communicate effectively.

The result of this study concerning jargon is indeed different from both previous studies conducted by Nuralam (2012) and Sari (2012). One of the previous studies, Nuralam (2012) in her thesis *Word Formation Processes in the Jargons Used among the members of Kaskus Internet Forum Community*, took virtual community in online forum as the object. She found 30 jargons which are in the forms of noun and verb, and the term of acronym, borrowing, blending, coinage, derivation, and multiple processes by Yule (2006). While Sari (2010) who studied jargons used in *Food Vaganza* with *Edwin Lau* on television program. Her study found 52 jargons related with word formation in several term, such as Biology, Chemistry, and Medical.

The previous study showed that several jargons are found based on the utterance as well as their source of data. It is different with this study who took chatting language as source of data. The jargons are found also focused in main topic of the utterance of user, such as in *kaskus* in *jual beli* forum, so it would only produce jargons that relate to the topic. It is because the *kaskuser* like to

explain the item that they want to sell or buy as the topic forum, therefore most jargons are are formed in noun and verb that represent their utterance. It is similar with the previous one that took televesion program that focused in *Cooking* topic. The jargons are founds also related to utterance that containing several term such as Biology, Chemistry, and Medical as part of food. While in this study, chatting that the writer used as the source of data is really used to communicate to others. Moreover, chatting used by gamers is only relate to their function as well in the game. So, there is not topic that limit on their chatting, but they use those jargon for communicating effectively. Therefore, the jargon that they produced is more acceptable, because it comes from their own language that become their identity as the gamers.

Moreover, this study used theory of Chaer (2007) as a supporting theory, in order to show that Indonesian also create jargons by forming new words or terms from their original language, which adapted from virtual community. For example the jargon are found in Bahasa Indonesia "*pensi → pensiun*" as retired gamer used in *audition ayodance*. Another example is "*kk → kakak*" as unknown male character, or "*kdip → kedip*" as jargon cute character in *audition ayo dance*. It showed that the jargon with different language,does not influence the meaning of jargons itself. It means that jargon still has same function as their secret language that useful for communicating effectively. It is still acceptable by the gamers as long as they know when they use those jargons. This study extends the function of the jargon because this study focuses on its used on chatting that the gamers always do when playing the game. It describes more about the influence of the gamer's activites when playing *Audition Ayo Dance* online game.