CHAPTER II
REVIEW OF RELATED LITERATURE

In this chapter, the writer discusses about sociolinguistics, speech community, language variation, register, jargon, the characteristics of jargon, virtual community, *Audition Ayo Dance* online game and the word-formation processes.

2.1 Sociolinguistics

Sociolinguistics is generally regarded as an interdisciplinary science which is derived from two basic elements, socio and language. Socio means social, which is related to people in the society, while language means verbal communication that cannot appear without society. So, sociolinguistics can be described as the study of language that deals with the speaker as the member of society. In addition, Trask (1999) states sociolinguistics is the branch of linguistics which studies the relation between language and society. Sociolinguistics covers a wide variety of sub disciplines. It can involve the study of linguistic variation, language attitudes, pragmatics, discourse analysis, multilingualism, applied linguistic, language planning, literacy studies and language and gender. It also overlaps with other fields such as communication studies, sociology, social anthropology and media studies.

Meanwhile, Spolsky (1998, p.3) in his book, *Sociolinguistics,* says that;

> Sociolinguistics is the field that studies the relationship between language and society, between the uses of language and the social structures in which the users of language live that assumes that human society is made up of many related patterns and behaviors, some of which are linguistic.

From the statement above, language and society cannot be separated from one another because they need each other and both of them also are significant to create a good communication in groups of speakers. In addition, sociolinguistics helps us to understand the society from language perspective. Moreover, Sociolinguistics is the study of the relationship between language and society and the study about how language is used to establish a social context.

2.2 Speech Communities

Labov (1973) states that speech community is not defined by any marked agreement in the use of language elements so much as by participation in a set of shared norms. It can be assumed that speech community is communities for studying on features of shared and use, such as shared geographical and political boundaries, shared contexts of interaction, shared attitudes and of values regarding language forms, such as shared socio cultural or even shared physical characteristics.

In addition, Gumperz (1971) adds that speech can be characterized by frequent interaction by significant of differences language usage. It means that community is some significant dimension of experiences be shared that is defined by members of the group use, value, or interpret language. Speech community is very close to the society like social norms, the use of language in society, and

social structure. It is because language and society cannot be separated to each other.

Further Gumperz (1971) states there are not only must members of speech community share a set of grammatical rules, but there must also be regular relationships between language use and social structure. It means that every community has their own language that then people can communicate to each other by using their language. Speech community is through a process of language and the collective of agreement. The language becomes the scope of their community. In addition, the language cannot be spread out and cannot be understood by other people and communities.

2.3 Language Variation

Pursuing the same kind of argument, language variation is an important part of social factor, to the extent that it requires reference to community. Languages vary from one place to another, from one social group to another, and from one situation to another, it can be defined by people and its communities.

Wardhaugh (2000) cited in Iragiliati (2007, p.16) says that;

> The meaning of language variation is that in reality the language we use in everyday living is remarkably is varied. Variety is a specific set of "linguistics items" or "human speech pattern" (presumably sounds, words, grammatical features, etc) which we can uniquely associate with some external factors (presumably, a geographical area or socio groups).

It can be assumed that language variation is a language which we use in everyday living with many varieties. The variety itself is a specific set of linguistics items which make our language unique. There are many kinds of

language varieties, such as: dialect, accent, slang, colloquial, pidgin, creole, diglossia, register and jargon. However the writer only mention register and jargon to be explained more in this chapter. There are many of understanding about jargon and register. Both of them have same relationship with language in a group. Although there are similar, but jargon and register have differences.

2.3.1 Register

The language used among members of a professional field is usually different from the ones used in other field. The term register is sometimes used by some linguistic to describe the specific vocabulary associated with different occupational groups. Moreover register is known by language variation that relate with its functions. Alwasilah (1985) states register is one of particular variety that is used for a particular purpose. So, register is associated with language that only used in particular field such as military, literary, journalistic, or other fields.

For example, in English for instance, the words such as *epidemics, prescription, contagion* are found used by the medical professional, whereas *brigade, radar, commander*, are used in military fields. Sometimes the same words can indeed express different meaning when they are used in different fields. The word *operation* for instance, means 'soldier's attack to a targeted area of war' in military, but in the medical domains the word is used to mean 'a certain act by hospital surgeons of helping a sick person'. Furthermore in the computer and internet world some common words have been also given specific meanings, such as; the words *mouse, surfing, virus* will refer to different things when in the

computer and internet business than when they are used in general. As suggested above, register can be derived from language that is used by whom, where and when. In other words, register can be restricted narrowly based on reference to the subject.

In addition, there are sometimes people who arrange a group and use a special code when community among the members. The special code is a variety of an ordinary language and because the purpose of its creation, it is classified as a secret language variety which is also called jargon.

2.3.2 Jargon

Pursuing the same kind of argument, Fromkin *et al*, in *an Introduction to Language* (2007) emphasizes jargon is used by different professional and social groups is so extensive and so obscure in meaning. People who use jargon can show some their expertise, to put others as 'outsider', or even to confuse laypeople. Therefore jargon may be used as a barrier to keep outsiders from understanding something.

According to Hartman and Stork (1990) state the jargons that have created are various and difficult to be understood by people outside their community. It means that jargon create terms and expressions used by various society in the particular group. However society itself has to understand their speech community as a whole as word that they are created. It explains that each field has its own jargon and an outsider may not understand at it all.

In addition, Zeigher (1984) cited in Alwasilah (1985, p.51) says that;

The jargon or secret language of thieves also employed to the technical or special vocabulary of any trade, profession, or other activity. As such, it is a synonym for jargon……..in the sense of "secret language", cant is regarded as a synonym.

Jargon as special or technical vocabulary has a relationship with standard language which provide new items to be transformed by jargon. The vocabulary items results from morpheme and transformation of lexical items borrowed from a particular language. It means that the original form of the old item is hidden by the transformation. In addition, a form of jargon is known as cant which is associated with marginalized communities, such as thefts, tramps, pickpockets, robber and other secret groups. But the variety may be also found among gypsies, gays, prostitutes, gamers, and other sociality marginalized communities. So jargon or cant is commonly used to identify whether someone is one of the members of such circles or outsiders, as well as to promote feelings of security, isolation, and camouflage of the members.

According to Brown and Attardo (2000) jargon is special terms that refer to the activity of occupational varieties. It is used for purpose of not letting the meaning of others understand, to show the identity of the group that become a special characteristic of the group itself, and to establish the relationship between in-group membership. In conclusion, it means that jargon is a way to express the feeling for groups in society and also to have their own specific language. They also state that jargon has two main functions as follows:

1. Jargon provides speakers of specialized domains with clear, unambiguous terms to refer to their activities.

2. Jargon provides speakers of a sub-group with a means of marking in-group membership and excluding outsiders.

Ibrahim (1993) states a jargon is used by the minority groups that try to create jargon as identity of their groups, therefore the minority groups who have been abandoned exists because they have created their own terms. Special terms of jargon are limited in informal situation. Meanwhile, in formal situations the use of jargon is to communicate with each other by using some terms that are only understood by common people. It means that in formal situation they use standard language. Thus speakers and writers should be aware of deciding how to use jargon appropriately to communicate with. In other words, jargon is created by new word that becomes a secret language for the outsider.

2.4 The Characteristics of Jargon

On his book *Element of General Linguistics*, Palmer (1962) states that jargon is a set of special vocabulary items used by members of some professions or specialized social groups, for example doctors, and prostitutes. Generally, jargon cannot be understood by common people outside these communities. There are two characteristics of jargon (Palmer, 1962):

1. Jargons are only understood by those who are in the "in-group"

Jargons exist because of the desire of certain group or profession to show the identity of them. This group tries to remain exist in different characteristics

with others by creating some special terms called "jargon". Palmer (1962, p. 158) 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, thus people who do not belong to a member of a community will have some difficulties to catch the meaning of the jargons. It means that is impossible for people who are not in the "in-group" to understand the jargon.

2. Jargon creates new words or new terms.

Jargon appears from new words or new terms. It means that the words and new terms do not exist before. It is normal and regular decoding practices which make it easy to use new stock of vocabulary for new purposes.

2.5 Virtual Community

On his book *The Virtual Community*, Rheingold (2000) states that virtual communities are social aggregations are created by people who carry on public discussions into network with their sufficient human feeling to form personal relationships in cyberspace. It means that virtual community is also created from a group of people with common interest to communicate over time. It is different with community in real world, people in virtual communities only use words on screens as long as they use computer to communicate. However people in virtual communities do just about everything that people do in real life such as exchange pleasantries, conduct commerce, exchange knowledge, make plans, gossip, fall in love, find friends, play games, flirt or idle talk. It is similar with real community, the different is shown that user in virtual only use chat word to communicate.

Virtual online communities also use several advertisements such as topics, themes, to issues people to find the interest that makes they want to explore the site. So, by visiting and seeing what inside, the user can decide whether they want to become a member of the community.

There are many different types of virtual communities such as online chat rooms, newsgroups, shopping malls, and many more, however virtual worlds are the most interactive of all virtual community forms. In this type, people are connected by living as an avatar in a computer-based world. In virtual world, users have the opportunity to build and operate a fantasy life in their virtual world, such as "MMORPG" which stands for "Massively Multiplayer Online Role Playing Game" that is the largest and most common type of virtual world. In here, characters can talk to one another and they have almost do the same interactions as people in reality. (http://www.virtualworldsreview.com/info/whatis.html)

2.6 *Audition Ayo Dance Online Game*

Audition Ayo Dance is a *Massive Multiplayer Online Role Playing Games (MMORPG)* that creates a world of fantasy and adventure which is derived from the story. It is an online game that provides community interaction between players. With its cute character and dance feature, this game is very suitable to be played by all ages and gender. *Audition Ayo Dance* itself started its service in Indonesia that is produced by T3 Entertainment at 18th January 2007. Less than a month, *Audition Ayo Dance* become the most popular dance game in this country and the community keep on setting bigger from time to the time. It currently has

over 300 million players through the world who played this online game. (http://online-games-for-you.com/audition-ayo-dance-online.php/)

This is the several steps how to play *Audition Ayo Dance* where the gamers usually get in together. (http://ayodance.megaxus.com/v1/page/login)

1. Log in

The first step is player must login the game. If player already has a dancer ID, then he or she is able to login *Audition Ayo Dance*. If does not, so he or she must sign up in official website, *http://member.megaxus.com* to get dancer ID. The *screenshot* of login is shown in Appendix 1.

2. Server and Channel

After player login, he or she will arrive at the server and channel selection. There are six servers in *Audition Ayo Dance* online game that the player can enter, they are *love, creative, cute, gossip, friendship,* and *honeymoon. Server* is like certain area game and *channel* is more specific area that inside in *server*. In here, the player has to choose the *server* and *channel* location where he or she wants to play. There is the channel indicator for indicating capacity of *channel*. The colorful channel is *channel* that is filled with players, so player cannot go anymore, thus, player has to choose another *channel* to play. The *screenshot* of server and channel is shown in Appendix 2.

3. Dancing Hall

After player enter *channel*, then he or she has to enter *dancing hall*. In here, the player will be immediately directed to the tutorial that will teach player about basic rule how to play game in *Audition Ayo Dance*.

4. Game Lobby

In this lobby, player will see many rooms with title and different color. Player can also play with other dancers who was playing by double-click *mouse* on the title of the destination room. Each room can be filled by 1 – 6 of players who can play together. Player can also create his or her own room by click *mouse* to the *create* button and create name of titles room that he or she wants. Player can provide the password to make it as a private room. The *screenshot* of game lobby is shown in Appendix 3.

5. Dancer Waiting Room

After player creates the room or joins the existing room, he or she was going to enter into the waiting room. In waiting room, the player who create a room will become the DJ room. Dj room itself is a player who can control the room option such as choosing dance mode, the songs, or maps he or she wants to play. DJ room can also invite the other players who are in the lobby by clicking the invite button. Finally, player can play by clicking *ready* button and start to dance battle. The *screenshot* of game lobby is shown in Appendix 4.

6. Feature

The feature game is also supported by breathtaking graphics, such as great music and fancy dance moves. However there are also some feature that the gamers usually use as keyterm while playing in the game, such as *Dance mode* and *game ring*. *Dance mode* is a term that gamers usually mention when they want play in several mode dance, such as d-4 (four arrow keyboard) mode and d-8 (eight arrows keyboard) mode. While *game ring* is a kind of *avatar* (graphical

image) of ring that show up in gamer's character. Those term are used by gamers when they play in game. Therefore several jargons also created to mention it based on situation.

In addition, the activity of gamers is not only play the game but also take the conversation there. The gamers can chat to others as many as they want. The chatting rooms are available when the gamers start to login. The game is modified for play the game while communicating to others. So there are not only the boys who are interested play this game, but also the girls have interest to this game. (http://ayodance.megaxus.com/v1/page/game-intro)

2.7 Word-Formation Processes

Moreover, the gamers who use chatting will create new language as their identity that is very important to communicate effectively. They may add or enhance the vocabulary of chatting language since jargon has characteristics depends on the situation. So, it makes the word formation become complicated. Although creativity is most apparent when it comes to sentence formation, but it also manifests lexicon knowledge because of creating new words. The process of a speaker of language to create words in language is called word formation processes.

Yule (2006) mentions that word formation process is a way of forming new words or terms from the use of old words. The processes consist of coinage, borrowing, compounding, blending, clipping, back formation, acronyms, conversion, and derivation. The explanations of these word formation processes are provided as folows:

1. Derivation

Derivation is accomplished by means of a large number of small 'bits' of English language, which are not usually given separate listings in dictionaries. These small 'bits'are called affixes. Some examples are the elements *un-, mis-, pre-, -ful, -less, -ism, -ness* which appear, in words like *unhappy, misrepresent, prejudge, joyful, careless, boyish, terrorism,* and *sadness.*

2. Acronym

Acronym is the process of forming new words from the initial letter of a word. These acronyms often consist of capital letters. The examples of acronyms are *AIDS (Acquired Immune Deficiency Syndrome), LASER (Light Amplification by Stimulated of Radiation)* and *RADAR (Radio Detecting and Ranging).*

3. Conversion

Conversion is a process of changing in the function of a word, for example, when a noun comes to be used as a verb (without any reduction). This assigns an already existing word to a new syntactic category. A number of nouns, such as *butter* comes to be used a verb as *to butter the bread.*

4. Back-formation

Back formation is creating new words through forming a word into another word by reduction due to incorrect morphological analysis. Some examples of English back-formation words are *editor (1649)* become *edit (1791)* and *television (1907)* become *televise (1927).*

The difference between back-formation and conversion is that conversion changes the parts of speech without any reduction, while back-formation has to add or reduce some parts of in the word.

5. Clipping

Clipping is the element of reductions, which is noticeable in blending. This occurs when a word of more than one syllable is reduces to a shorter form. Common examples are *ad* ('advertisement'), *bra* ('brassiere'), *cab* ('cabriolet'), *condo* ('condominium'), *fan* ('fanatic'), *lab* ('laboratory'), *perm phone, plane, pram, pub, sitcom* ('situation comedy'), and *flu* ('influenza').

6. Compounding

Compounding is the combining process of two separate words to produce a single form. Furthermore, new words are also created through the common process of compounding. Some examples of English compounding words are *post office, suitcase* and *cupboard*.

7. Blending

Similar to compounding, this process combines two separate forms to produce a single new term. However, blending is typically accomplished by taking only the beginning of one word and joining it to the end of the other word. Some commonly used examples of blending are *brunch: breakfast + lunch* and *motel: motor + hotel,* and *glimmer: gleam + shimmer*. Sometimes blending combines the begining of both words, as in example from information technology

given by Yule (2006), such as *telex: teleprinter + exchange* and *modem: modulator + demodulator.*

8. Borrowing

Borrowing is the taking over of words from other languages. English language has adopted a vast number of loan words from other languages, including *alcohol* (Arabic), *boss* (Dutch), *croissant* (French), *lilac (*Persian), *piano* (Italian), *pretzel* (German), *robot* (Cezech), *tycoon* (Japanese), *yogurt* (Turkish), and *zebra* (Bantu).

9. Coinage

Coinage is the invention of totally new words. The typical process of coinage usually adopts the brand names as common words. A brand name becomes the name of the items of process associated with the brand name. Some examples of coinage in English words are: *Kleenex, Kodak, Xerox*, and others.

10. Multiple Processes

Yule (2006) emphasizes that "although each of these word formation processes is learned in isolation, it is possible to trace the operation of more than one process at work in the creation of a particular word." For example, the term *deli* seems to have become a common American English expression via a process of first 'borrowing' *delicatessen* (from German) and then 'clipping' that borrowed form. Another example is the verb *lase*, which is the results ofbackfroamtion from *laser.* Meanwhile, *laser* is an acronym from *Linght Amplification by Stimulated Emission of Radition*.

2.7.1 Bahasa Indonesia Word Formation Processes

Like English language, Bahasa Indonesia also has word formation processes. According to his book *Linguistik Umum*, Chaer (2007) states Bahasa Indonesia word formation processes consist of *afiksasi* (affixation), *reduplikasi* (reduplication*)*, *derivatif* (derivation), *komposisi* (compounding), *konversi* (conversion), and *pemendekkan* (clipping). The word formation processes are written below:

1. *Afiksasi* (Affixation)

   Afiksasi (Affiaxtion) is a process of placing affixes to the base or root of a word. For example: the word *bermain* (playing) from [*ber-*] + *main* (play).

   In Indonesia language, affix is classified into:

   a. *Prefiks* (prefixes)

      Prefiks (prefix) is an affix that is added in front of a word.

      For example: [*se-*], [*per-*], [*pe-*], [*ter-*], [*ke-*], [*ber-*], [*di-*], [*me-*]

menghibur (entertaining)	→ [*me-*] + *hibur* (entertain)
bersama (together)	→ [*ber-*] + *sama* (same)

   b. *Infiks* (infixes)

      Infiks (infix) is an affix that is inserted of a free morpheme.

      For example: [*-in-*], [*-em-*], [*-er*], [*-el-*]

telunjuk (index finger)	→ *tunjuk* (point at) + [*-el-*]
semenjak (since)	→ *sejak* (since) + [*-em-*]

   c. Sufiks (suffixes)

      Sufiks (suffixes) is an affix that is added after a word.

For example: [-*I*], [-*kan*], [-*an*]

minuman (beverage) → *minum* (drink) + [-*an*]

tarian (dancing) → *tari* (dance) + [-*an*]

d. Konfiks (confixes)

Konfiks (confixes) is an affix that contains two parts; one is attached in front of a word and the other one is attached after a word.

For example: [*ber-an*], [*pe-an*], [*ke-an*]

permainan (a game) → [per-] + *main* (play) + [-*an*]

kebodohan (stupidity) → [ke-] + *bodoh* (stupid) + [-*an*]

2. *Reduplikasi* (reduplication)

Reduplikasi (reduplication) is a process of reduplicating the base of a word.

There are three kinds of reduplication, they are:

a. Complete reduplication

Complete reduplication is reduplicates all the basic of a word

For example: *meja* (table) → *meja-meja* (tables)

b. Partial reduplication

Partial reduplication is reduplicating a part of the basic of a word

For example: *lelaki* (man)

c. Reduplication by changing vowel

Reduplication by changing the vowel ow word

For exapmple: *bol<u>a</u>k-bal<u>i</u>k* (turn around)

3. *Derivatif* (derivation)

This *derivatif* (derivation) is process that creates new word. For example: the word *makan* (to eat) into *makanan* (food) or *main* (to play) into *permainan* (game).

4. *Konversi* (conversion)

Konversi (conversion) is the process of changing the function of a word, when a noun comes to be used as a verb without any reduction. For example: the word *cangkul* (mattock or hoe) is noun in the sentence *Ayah membeli cangkul baru* (Father buys a new hoe). However, in the sentence *Cangkul dulu tanah itu* (group the soil), cangkul here is a verb that means to grub.

5. *Komposisi* (compund)

Komposisi (compound) is the process of joining two separate words to produce a single form. For example: *rumah sakit* (hospital) or *lalu lintas* (traffic).

6. *Pemendekan* (clipping)

Pemendekan (clipping) is the process of clipping or abbreviation process that takes part of syllable in a word.

For example: *Perpus → Perpustakaan*

7. *Akronim* (Acronyms)

Akronim is an abbreviation process that combines letter or syllable that is written and pronounced as a word.

For example: *PMI → Palang Merah Indonesia*

8. *Penggabungan* (blending)

Penggabungan is an abbreviation process that combines letter or syllable that is writen and pronounced as a word

For example: *Wasbang* → *Wawasan Kebangsaan*

9. *Penyerapan Bahasa Asing* (Borrowing)

Penyerapan bahasa asing is a process of word which is the taking over of from other languages.

For example: *hikmah* → *hikmat* (Arab)

After writing all of two theories about word-formation processes, the writer used a table to show two theories to know the differences of each theory.

Table 2.1 Two Theories of Word Formation Processes

No.	George Yule (2006)	Abdul Chaer (2007)
1.	Derivation	*Derivatif*
2.	Acronym	*Akronim*
3.	Conversion	*Konversi*
4.	Back formation	-
5.	Clipping	*Pemendekan*
6.	Compounding	*Komposisi*
7.	Blending	*Penggabungan*
8.	Borrowing	*Penyerapan B. Asing*
9.	Coinage	-
10.	Multiple processes	-

From those two theories above, there are some similarities and diferences in the processes of word formation. The subject on this data is Indonesian gamers who play *Audition Ayo Dance*, which game is original from Korea. Therefore the game itself used English as the main language. So the writer used Yule (2006) theory on word formation processes as the main theory in this study because the

theory based on English word formation processes that the writer requires. In addition, the writer also used Bahasa Indonesia word formation processes by Chaer (2007) as supporting data because jargons are found not limited in English but also from Bahasa Indonesia. The theory of Bahasa Indonesia word formation is used as a supporting theory and comparison in order to show that Indonesian also create jargons by forming new words or terms from their original language.

2.8 Previous Studies

Research on jargon has been conducted by several writers. Nuralam (2012) in her thesis *Word Formation Processes in the Jargons Used among the members of Kaskus Internet Forum Community*. She analyzed the word formation of jargon in online community. In her study, she analyzed the utterances of *kaskukers* communication, what jargons are used and what word formation processes in the jargon used. In her study, 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. These processes used to know and to understand the process of creating words in the jargons of *Kaskus.*

Another study was conducted by Sari (2012) who studied jargons used in *Food Vaganza* with *Edwin Lau* television program. Her study found 52 jargons related to word-formation in *Food Vaganza* with *Edwin Lau* television program. The jargons that are used involvenot only cookery jargons but also Biologly, Chemistry, and Medical. Related to the meaning, mainly the subject provides information in the co-text. then, the morphology processes of the jargons are direct borrowing, indirect borrowing, alphabetic abbreviation, and compounding.

Although the object is similar, the source of data is different. This study took chatting language that is produced by the gamers, while the previous study took the utterances as the source of data. Futhermore the writer also focused only on jargon which can be difined as function in game as source of data. It would make clearly the data is taken from their own language as gamers, who user of their community. The different is also the writer took word formation processes for categorizing jargons based on two theories, they are Yule (2006) and Bahasa Indonesia word formation processes by Chaer (2007). While those previous studies used theory of Yule (2000) and Akmajian (2001). All the previous study give additional knowledge to the writer. Since there are a lot of jargons employed in daily life, the writer took different community from the jargons occured in virtual world. Therefore, the writer used *Audition Ayo Dance*, because it is one example of virtual community where jargons are commonly used. Through all previous studies, it would help the writer to analyze the data related to the jargon inside community.