

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

THESIS

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**STUDY PROGRAM OF ENGLISH
DEPARTMENT OF LANGUAGES AND LITERATURE
FACULTY OF CULTURAL STUDIES
UNIVERSITAS BRAWIJAYA**

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**A STUDY OF WORD-FORMATION PROCESS IN JARGONS
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THESIS

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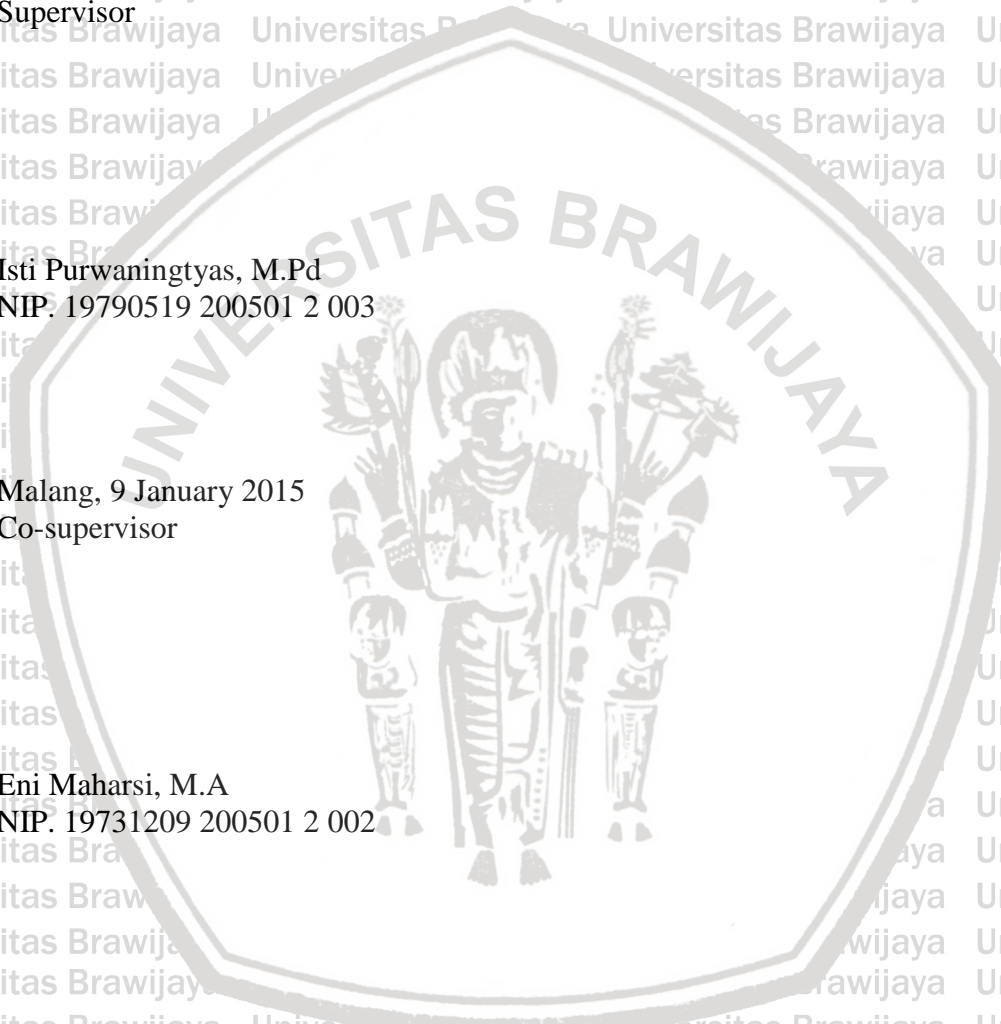
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ABSTRACT

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

Keywords: Jargon, Chatting, DotA

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

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

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

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

ABSTRAK

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

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

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

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

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

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

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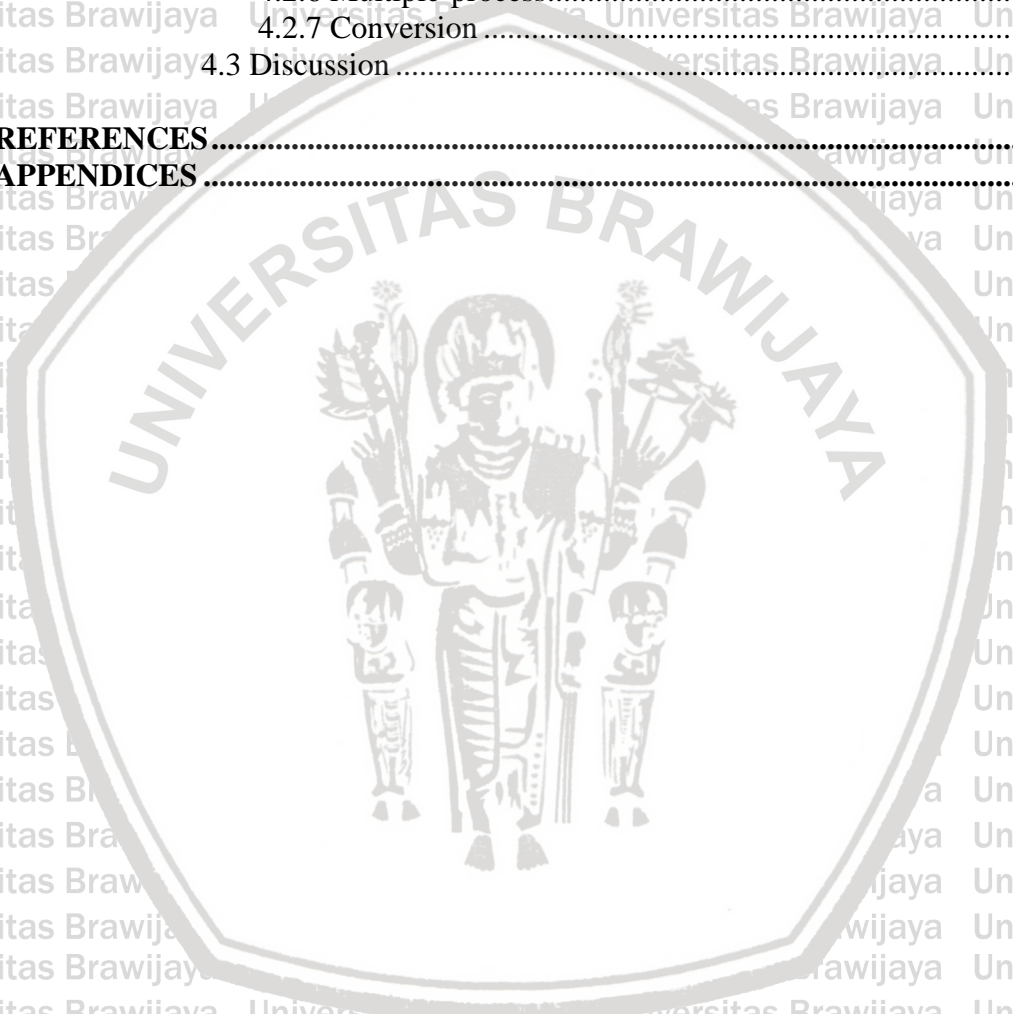
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The writer

TABLE OF CONTENTS

TITLTE PAGE.....	i
DECLARATION OF AUTHORSHIP	ii
SUPERFISORS' APPROVAL.....	iii
BOARD EXAMINERS' CERTIFICATE OF APPROVAL.....	iv
ABSTRACT.....	v
ABSTRAK.....	vi
ACKNOWLEDGEMENTS.....	vii
TABLE OF CONTENTS.....	viii
LIST OF TABLES	x
LIST OF APPENDICES	xi
CHAPTER I INTRODUCTION.....	1
1.1 Background of the Study.....	1
1.2 Problems of the Study	5
1.3 Objectives of the Study	5
1.4 Definition of key Terms	6
CHAPTER II REVIEW OF RELATED LITERATURE	7
2.1 Sociolinguistics	7
2.2 Morphology.....	8
2.3 Root, Stem, and Base	8
2.4 Word Formation Process.....	9
2.4.1 Coinage	9
2.4.2 Borrowing	9
2.5.3 Compounding.....	9
2.4.4 Blending.....	10
2.4.5 Clipping.....	10
2.4.6 Back Formation.....	11
2.4.7 Conversion	11
2.4.8 Acronym.....	11
2.4.9 Derivation.....	12
2.4.10 Multiple Processes	12
2.5 Jargon	13
2.6 DotA (<i>Defense of the Ancient</i>).....	14
2.7 Previous Studies.....	15
CHAPTER III RESEARCH METHOD	19
3.1 Type of Research.....	19
3.2 Data Sources.....	19
3.3 Data Collection.....	20
3.4 Data Analysis	21

CHAPTER IV FINDING AND DISCUSSION	22
4.1 Findings	22
4.2 Analysis	25
4.2.1 Acronym	25
4.2.2 Clipping	31
4.2.3 Coinage	38
4.2.4 Blending	40
4.2.5 Borrowing	41
4.2.6 Multiple-process	44
4.2.7 Conversion	45
4.3 Discussion	46
REFERENCES	51
APPENDICES	53



LIST OF TABLES

Table 4.1 Transcription of chatting conversation and jargons.....	23
Table 4.2.1 Jargon formed by acronyms.....	26
Table 4.2.2 Jargon formed by clipping.....	31
Table 4.2.3 Jargon formed by coinage.....	38
Table 4.2.4 Jargon formed by blending.....	40
Table 4.2.5 Jargon formed by borrowing.....	41
Table 4.2.6 Jargon formed by multiple-processes.....	44
Table 4.2.7 Jargon formed by conversion.....	46



LIST OF APPENDICES

Appendix 1: Transcription obtained from the chat log 54
Appendix 2: *Berita Acara Bimbingan Skripsi* 61



CHAPTER I

INTRODUCTION

The chapter presents introduction consisting of background of the study, problem of the study, objectives of study, significance of the study and definition of key terms.

1.1 Background of the Study

Communication is very important in human life, both for people as individuals and as a group. One thing that cannot be separated from their communication process is language. Language is not simply a tool. It is a multi-purpose tool for people to communicate with others. Language allows people to say things to teach others and express their communicative needs (Wardough, 1978, p.7).

These needs are very strong because language is a tool to communicate general attitudes towards human, society, life and others. As a tool of communication, it is constantly in the process of change.

Language change appears to take place gradually, with innovation being used at different parts of speech community and in different linguistic or social context, and with an innovation's overall rate of use rising gradually, often over centuries (Bod, Hay, Jannedy, 2003). The fact that language change for instance can be seen in the new expression such as Pic (Picture), Cr8 (Create), Mid (Middle) and many more.

The emergence of new expression may occur because several developing technologies, such as radio, television and internet. Internet is one of the latest

technologies in the world. It is the term for the worldwide network of computer and users. By the invention of the internet, people start to use and create new, simple, short and meaningful language. In reality there are many new uncommon written expressions that are used. The form of the new expression is called Word-Formation Processed. Yule (2006, p. 53-59) has listed the major word formation processes as coinage, borrowing, compounding, blending, clipping, backformation, conversion, acronyms, derivation.

Every group in a society may use their own languages. They may have their own style which is defined as situational dialects (Fromkin et al.1990, p.264). In choosing the styles or the varieties of the language, speakers are influenced by their attitude to the hearer, the subject matter or the purpose of their communication. The special terms that refer to the activity of occupational varieties is called jargon (Brown and Attardo, 2000). It means that jargons is more specific and functions as an exclusive restricted language for certain group of people. It can be said that the jargon is classified as the technical vocabulary of particular profession. Moreover, it may not be intended to exclude non group members from the conversation, but rather deals with technical particularities of a given from a field requiring a specialized vocabulary. Therefore, the use of jargon in speech community can take very different forms. Hartman and Stork (1990), states the jargon that they have created are various and difficult to be understood by people outside their community. It means jargons are secretly and closely used. In addition, jargon is a set of special vocabulary items used by members of some professions or specialized social groups.

Jargon is commonly used by groups that have similar interest, like trades or professions. However, it can also be used by people in sports or other casual groups.

Most people associate jargon with particular society such as the medical or law professions rather than everyday conversations. It makes jargon become secret language that is only understood by particular group in society. Therefore, it is possible for jargon to appear in the internet world because there are many people who have the same hobbies in the online word such as on game online.

There are many online games in Indonesia that played. The player or gamer always talks in chatting language that is used in the online game, sometimes use it in daily conversation. Most of the online game players are young people or adolescences. Many people who play online together like to communicate others by using game's language. Moreover, every gamers may add or enhance vocabulary of chatting language since jargon has characteristic depends on the situations of the user.

It makes the word-formation become complicated. The writer usually finds the use of the jargons that the players use. The jargons are created for chatting, in order to make chats easier and faster in expressing their feeling and communicating with each other.

According to Hoijer (1969), human language has property which is called productivity or creativity that enables human to produce any new words. Therefore, gamers will create a new language to communicate and to create the identity of the player is very important to communicate each other effectively. One of the most popular games online is DotA (*Defend of the Ancient*) because the game uses strategic point if the player wants to defeat the other which can control one hero with a powerful unit with unique abilities.

Kevin (2013, para.2) states that *Defense of the Ancients* (DotA) is a multiplayer online battle arena mod for the video game *Warcraft III: Reign of Chaos* and its expansion, *Warcraft III: The Frozen Throne*, based on the "Aeon of Strife" map for *StarCraft*. The objective of the scenario is for each team to destroy the opponents Ancient, heavily guarded structures at opposing corners of the map.

Players use powerful units known as heroes, and are assisted by allied heroes and AI-controlled fighters. As in role-playing games, players level up their heroes and use gold to buy equipment during the mission.

DotA pits two teams of players against each other: the Sentinel and the Scourge. Players on the Sentinel team are based at the southwest corner of the map, and those on the Scourge team are based at the northeast corner. Each base is defended by towers and waves of units which guard the main paths leading to their base. In the center of each base is the "Ancient", a building that must be destroyed to win the game. Each human player controls one hero, a powerful unit with unique abilities. In *DotA*, players on each side choose one of 112 heroes, each with different abilities and tactical advantages over other heroes. The scenario is highly team-oriented; it is difficult for one player to carry the team to victory alone. *Defense of the Ancients* allows up to ten players in a five-versus-five format and an additional two slots for referees or observers, often with an equal number of players on each side.

The differences between The Sentinel base (top) and the Scourge base (bottom).

In the DotA, the writer usually finds the use of the jargon that the players use.

The jargon are created for chatting, in order to make chatter easier and faster in expressing their feeling and communicating with each other. Although, the jargon is

an unpredictable word as secret language. They assume by their own jargon they realize have their own world and existence.

Therefore, the writer is interested in conducting this study in order to explore the jargon used on chatting as function in DotA. Moreover, it will help the new gamers who never play the games to easily know the meaning of the chatting language. It can also help people who will join DotA games. The writer hopes this study will give contribution for the student of English study program to broaden their knowledge about the function of jargons used on chatting in DotA and also to guide and become the reference for students who are interested studying in jargons.

1.2 Problems of the Study

Related to the background of the study, the problems to be solved are formulated as below:

1. What are the jargons used on chatting in DotA online game?
2. What is the word formation-processes of the jargons used in DotA online game?

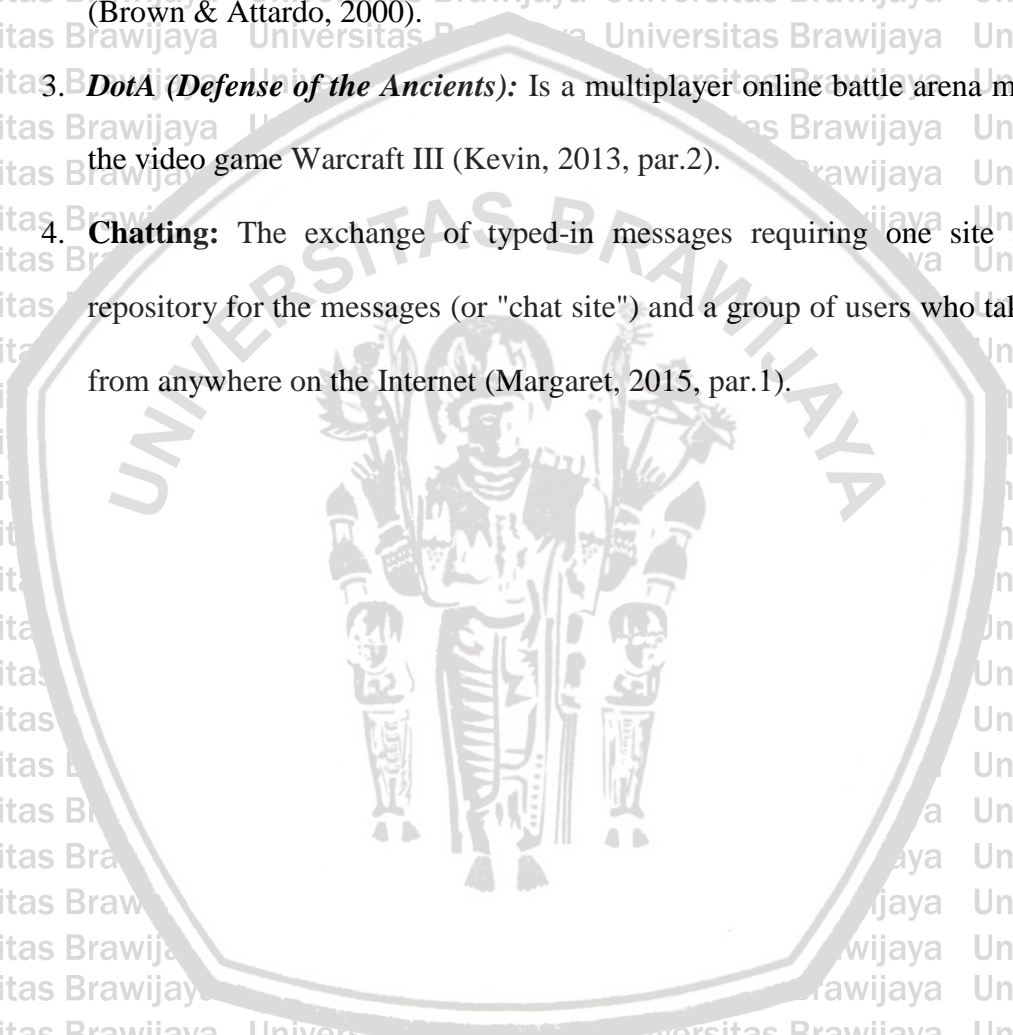
1.3 Objectives of the Study

Related to the problem of the study above, the objectives of the study are:

1. To find jargons used on chatting in DotA online game.
2. To identify the word formation-processes of the jargons used in DotA online game.

1.4 Definition of key Terms

1. **Word Formation Process:** Word formation process as a way of forming and creating new words from the use of old words. Yule (2006, p.53-69).
2. **Jargon :** A special terms that refer to the activity of occupational varieties (Brown & Attardo, 2000).
3. **Dota (*Defense of the Ancients*):** Is a multiplayer online battle arena mod for the video game Warcraft III (Kevin, 2013, par.2).
4. **Chatting:** The exchange of typed-in messages requiring one site as the repository for the messages (or "chat site") and a group of users who take part from anywhere on the Internet (Margaret, 2015, par.1).



CHAPTER II

REVIEW OF RELATED LITERATURE

According to Poerwodarminta (1976, p.1054), theory is as similar as an argumentation that underlies a science and a way to do something. Therefore, in this chapter the writer explained more related and relevant theories applied in this research.

2.1 Sociolinguistics

Sociolinguistics is generally regarded as an interdisciplinary science which is derived from two elements, socio and language. Socio means social, which related to people in the society, while language means verbal communication that cannot appear without society. According to Spolsky (1998, par.3), sociolinguistics is the field that studies the relationship between language and society, between the uses of the 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 behavior, some of which are linguistics. Language and society cannot be separated from one to another because they need each other and both of them also are significant to create good communication in group speakers. In addition, sociolinguistics helps us to understand the society from language perspective. Moreover, sociolinguistic is the study of the relationship between languages is used to establish a social context.

2.2 Morphology

Morphology as a part of linguistic study which has a lot of definitions from some experts. According to Katamba, morphology is the study of the internal structure of words (1993:2). Another definition comes from Nida (1962:1), who explains that morphology is the study of morphemes and their arrangements in forming words. Some definitions above have the same point that is morphology is a sub discipline study from linguistics that concerns in the process of word formation.

The main point of studying morphology is on how to identify morphemes and their distributions and combinations in forming words.

2.3 Root, Stem, and Base

As we know, morphology is the study of word, it is necessary to know the internal structures of them. To create the structure, there are some elements used. They are root, stem, and base.

According to Katamba, root as the irreducible core of a word, with completely nothing else embedded to it (1993, p.41). Still in Katamba's, he notes that root is a significant part in all lexeme forms and root can be in various structures. This scholar mentions that if we remove the inflectional affixes from a word, the rest existing is labeled a Stem (Katamba, 1993, p.45). Then, he states whenever there is a unit no matter its types, to which affixes can be attached is named base (1993, p.45).

2.4 Word Formation Process

Word formation process as a way of forming and creating new words from the use of old words (2006, p. 53-59), and has listed the major word formation processes as coinage, borrowing, compounding, blending, clipping, backformation, conversion, acronyms, and derivation, multiple processes.

2.4.1 Coinage

Coinage is the invention of totally new terms (Yule, 2006, p.53). It is one of the least common processes of word formation in English. The most typical sources are invented trade names for commercial products that become general terms (usually without capital letters) for any version of that product. Older examples are *aspirin*, *nylon*, *Vaseline* and *zipper*; more recent examples are *kleenex*, *teflon*, *tylenol* and *Xerox*.

2.4.2 Borrowing

Borrowing is one of the most common sources of new words in English. It is defined as the taking over of words from other languages (Yule, 2006, p.54), for examples: Hausa *sipirin* < English [ear] *spring*; Japanese *puraibashii* < *privacy*, *suripa* < *slippers*, *terebi* < *television*; Melbourne Greek *fense* < *fence*, *karo*, *car*, *sampania* < *champagne*, *tsek* < *cheque*.

2.5.3 Compounding

Compounding is a word-formation process in which there is a joining of two separate words to produce a single form. It is common in languages such as English

and German. Common English compounds are *bookcase*, *doorknob*, *fingerprint*, *sunburn*, *textbook*, *wallpaper*, *wastebasket* and *waterbed*. All these examples are nouns, but we can also create compound adjectives (*good-looking*, *low-paid*) and compounds of adjective (*fast*) plus noun (*food*) as in *a fast-food restaurant* or *a full-time job* (Yule, 2006, p.54).

2.4.4 Blending

Similar to compounding, blending also involves the combination of 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 (Yule, 2006, p.55). In places where they have a lot of this stuff, they can jokingly make a distinction between *smog*, *smaze* (smoke + haze) and *smurk* (smoke + murk). Some other commonly used examples of blending are *bit* (binary/digit), *brunch* (breakfast/lunch), *motel* (motor/hotel), *telecast* (television/broadcast) and the *Chunnel* (Channel/tunnel).

2.4.5 Clipping

Clipping occurs when a word of more than one syllable (e.g. *facsimile*) is reduced to a shorter form (*fax*), usually beginning in casual speech (Yule, 2006, p.55). In this process, a longer word is reduced to a single syllable, then *-y* or *-ie* is added to the end. This is the process that results in *movie* (moving pictures) and *telly* (television). It has also produced *Aussie* (Australia), *barbie* (barbecue), *bookie* (bookmaker), *brekky* (breakfast) and *hankie* (handkerchief).

2.4.6 Back Formation

Typically, a word of one type (usually a noun) is reduced to form a word of another type (usually a verb). The reduction process is known as 'backformation' (Yule, 2006, p.56). A good example of backformation is the process whereby the noun *television* first came into use and then the verb *televise* was created from it.

Other examples of words created by this process are: *donate* from donation, *emote* from emotion, *enthuse* from enthusiasm, *liaise* from liaison and *babysit* from babysitter.

2.4.7 Conversion

A change in the function of a word, as for example when a noun comes to be used as a verb (without any reduction), is generally known as conversion (Yule, 2006, p.56). The conversion process is particularly productive in modern English, with new uses occurring frequently. The conversion can involve verbs becoming nouns, with *guess*, *must* and *spy* as the sources of *a guess*, *a must* and *a spy*. Phrasal verbs (*to print out*, *to take over*) also become nouns (*a printout*, *a takeover*).

2.4.8 Acronym

Acronyms are new words formed from the initial letters of a set of other words (Yule, 2006, p.57). These can be forms such as *CD* (compact disk) or *VCR* (video cassette recorder) where the pronunciation consists of saying each separate letter. More typically, acronyms are pronounced as new single words, as in *NATO*, *NASA* or *UNESCO*. These examples have kept their capital letters, but many

acronyms simply become everyday terms such as *laser* (light amplification by stimulated emission of radiation), *radar* (radio detecting and ranging), *scuba* (self-contained underwater breathing apparatus) and *zip* (zone improvement plan) code.

You might even hear talk of a *snafu*, which is reputed to have its origins in situation normal, all fouled up, though there is some dispute about the appropriate f-word in there.

2.4.9 Derivation

The most common word-formation process to be found in the production of new English words is derivation. It is accomplished by means of a large number of small 'bits' of the English language which are generally terms as affixes. Some familiar examples are the elements *un-*, *mis-*, *pre-*, *-ful*, *-less*, *-ish*, *-ism* and *-ness* which appear in words like *unhappy*, *misrepresent*, *prejudge*, *joyful*, *careless*, *boyish*, *terrorism* and *sadness* (Yule, 2006, p.57).

2.4.10 Multiple Processes

Yule (2006) emphasizes that "although each of these word formation is learned in isolation, it is possible to trace the operation of more than one process at work in the creation of 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. If someone says that *problems with the project have snowballed*, the final word can be analyzed as an example of compounding in which *snow* and *ball* were combined to form the noun

snowball, which was then turned into a verb through conversion. An acronym that never seems to have had capital letters comes from young urban professional, plus the *-ie* suffix, as in hypocorism, to produce the word *yuppie*.

2.5 Jargon

Different groups in a society may use their own languages. They may have their own style which is defined as situation dialects (Fromkin et al, 1990, p.264). In choosing the styles or the varieties of the language, speakers are influenced by their attitude to the hearer, the subject matter or the purpose of their communication.

The terms of jargon often used almost interchangeably to refer to obscure or secret language or language of a particular occupational group (O’Grady et al, 1996: 557). Thus, what someone may call as jargon maybe slang for some other people, for example the word “melon” in discotheque is jargon as people who like going to discotheque know that what is meant by “melon” is Chinese hooker. However, other people may think that melon is just a name of fruit. Thus, “melon” is a particular word that is used by discotheque visitors.

Another example is given by Yule (2006, p.191). He gives examples of jargon used by waiter’s call of bucket of mud, draws one, hold the cows. This is a variation on the customer’s order for a chocolate ice cream and a coffee without cream. These variations of special terms used in a lunch counter reflect that certain occupation may create and have a certain number of jargon words. These words are understood only by a certain group of people.

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

1. Jargon provides speakers of specialized domains with clear, ambiguous terms to refer to their activities.
2. Jargon provides speakers of sub-group with means of marking in-group membership and excluding outsiders.

2.6 DotA (*Defense of the Ancient*)

Kevin (2013, para.2) states that *Defense of the Ancients* (DotA) is a multiplayer online battle arena mod for the video game *Warcraft III: Reign of Chaos* and its expansion, *Warcraft III: The Frozen Throne*, based on the "Aeon of Strife" map for *StarCraft*. The objective of the scenario is for each team to destroy the opponents Ancient, heavily guarded structures at opposing corners of the map. Players use powerful units known as heroes, and are assisted by allied heroes and AI-controlled fighters. As in role-playing games, players level up their heroes and use gold to buy equipment during the mission.

Henley (2009.par.3) states that DotA entered a new period in its history. New versions of DotA were officially called "DotAAllstars". A couple of modders called Meian and Ragnor compiled particularly fun-to-play heroes from these different versions of DotA and put it all together calling it DotAAllstars. This is the historical reason why the term "Allstars" was added to the name. After releasing an official version of DotA that pitted Human against Orc, these talented modders stopped making new versions. The first version of the Allstars series was "DotAAllstars Beta v0.95" released on February 3, 2004. This was a milestone in the history of DotA. In the development of later versions, the "Allstars" series was accepted as the best DotA series. The Allstars series gradually became more balanced and refined. Once the 4.xx series was reached, DotA already carried a certain amount of influence.

In addition, the activity of player in DotA online games actually needs conversation. Whether players conduct the conversation in order to set coordination or simply as social media to talk with each other, the conversation occur as one of the social necessities. According to Margaret (2015.par.1), chatting is talking to other people who are using the internet at the same time you are. Therefore, the gamers use chatting as media that used to perform the conversation. Chatting refers to the activity during the game by using the computer keyboard to type any kind words or expression that they need to deliver.

2.7 Previous Studies

In doing research, the writer also reviews the study of writers who have already done in similar study. A similar study was conducted by Wardhani "A study

of Jargons used on chatting in Auditor Ayo Dance Online Game” In this similar qualitative study, her objective of the study is identifying jargon appears on chatting box of Auditor Ayo Dance game. She describes the jargons she found in the table and analyzes the morphological form and the meaning of the jargons. As it has explained, the data source of the study is the chatting language in the game. In the line with the limitation of this study, the writer focused only on words or phrases containing jargon that only relate with Auditor Ayo Dance itself. The writer obtained the jargon which were found in chatting language are produced by six gamers. The six gamers are chosen because of their long experience playing the game so the writer decides that the chat they have been enough to reach saturation of data.

The writer collected the data by playing the game as well as the six players as the active participants. She captured every screenshot containing jargons as the data then copy and prints the data. The total jargons she found are forty seven.

The data analysis of the study begins with listing the jargons into a table. Then the writer displayed all jargons based on types of morphological processes from Yule (2006) as the main theory and Chaer (2007) as supporting theory. After that in order to describe the function of the jargons, the writer crosses checking the function of jargons to the versed gamers.

The conclusion of the study is the writer found 22 jargons formed by acronyms, 2 jargons formed by back formation, 9 jargons formed by clipping, five jargons formed by blending, and 9 jargons formed by coinage. The most word formation processes of jargon used by the gamers are acronym due to their need to

communicate faster in the chat. Based on this previous study, the writer takes the similar method but different data.

The second previous study is conducted by Yuliana “The Word Formation Processes of Traveling Terms in “Black Meeting & Tourism” Magazine. The theoretical framework she used same as the first previous study. She uses Yule (2006) theory to shape her study. The data she used are taken from “Black Meeting & Tourism” magazine in November/December 2012 edition. The data is words of traveling terms.

Once the data collected, she grouping the words into tables of terms based on Yule (2006) theory. The writer presents the finding of traveling terms that refer to word formation processes in 20 short articles and then she found 30 word formations of travelling terms which later she interpret the meaning using traveling dictionary.

The conclusion of this study is the most dominating type of word formation in the articles is compounding with the total of 19 words. Then she states that word formation processes play significant role in traveling terms such as compounding, derivation, borrowing, clipping and acronyms. She also states that there are some new words created through word formation processes which have the meaning.

The writer reviews the study was done by Sari (2010), in *Word Formation processes in Jargon found in Bola Tabloid Published on April 8th, 2010*. This study can be used as a reference and a comparison to the writer’s since it has similar topic, this study aimed to investigate jargon of Bola Tabloid that only focus on the word formation processes. As the conclusion this study shows that borrowing is the

dominant part of the word formation processes.

There are several differences between the writer's study and Sari's study. The first is that the writer has different subject of the study from Sari. Sari analyzed the word formation processed of Football's jargon in Bola Tabloid while the writer analyzed the word formation processes of Online Game Terms on Chat among DotA Players. The second, Sari used Yule and William Guzman's types of word formation processes to conduct her study while the writer use classification of word formation processes proposes by Yule (2006) and O'Grady et al (1996).

Different from the second previous study, this study does not take any from printed document as the data due to the source of the data is same as the first previous study, digital log. The data source of this study is chat log in DotA gameplay. The writer gets benefit after reading the previous studies. The benefit is that the result of both studies match with the theory used. The writer used Yule's theory as the main theory and O'Grady et al's theory as the supporting theory. The reason why the writer applies the former in analyzing the data is because it is much simpler and more comprehensive.

CHAPTER III

RESEARCH METHOD

3.1 Type of Research

This study is a case of study. Ary et al (2002, p.442) say that a case of study is a study which observes a single phenomenon occur in society. For example, one individual, one group, one organization and one program, then the appropriate type of research in this study was descriptive qualitative. Moleong, (2000, p.89) describes that qualitative research is a research conducted to know the whole phenomenon of words and language in detail in a scientific context using a certain scientific methods.

So, in this research, the writer used qualitative research because the aim of this research is to describe and understand the process of codification used by DotA gamers as the particular community.

3.2 Data Sources

This study is conducted to analyze the word formation processes in the scope of DotA game. Therefore the data has been taken from transcription of the word formation processes appears in the gameplay. The writer actually is an online game player, the writer has actively participated playing the game as one of the players, so the writer also getting involve during the game in chat log as one of the players. The writer has play the game on GOGS (Go Gamers) server because the server categorized as one of the most crowded server since it contains 2000 players in a day.

3.3 Data Collection

This study was qualitative research, and thus the writer, as the key human instrument, has important role to this research. Before the writer analyzed furthermore data collection should obtained. In order to get the intended data, the writer conducted several steps in collecting data as follows:

1. Document collecting

The writer has been actively participated in several DotA games in order to get as many as possible data to be analyzed. The writer stopped collecting the data once he reaches a point of saturation. Merriam (2002, p.26) identifies saturation as beginning to see or hear the same things over and over again, and no new information surfaces as you collect more data. Therefore, the writer can be reasonably confident that the data are enough to be analyzed.

2. Transcription

The most common method of recording data collected during observation is transcripts. The transcription is obtained from the chat log of the game which can be digitally saved. The transcription contains full of the conversation the gamer have typed including any word or expression they intent to deliver during the game.

3.4 Data Analysis

Patton (1980) as quoted by Moleong (2000, p.103) says that data analysis is the process of managing and organizing the data to be analyzed. In this study the writer analyzed the data through following steps:

1. The writer put the data into a table; the data are put into the table below.

Table 3.1 Transcription of chatting conversations and jargons

NO	Chatting Conversations	Jargons

2. The writer analyzed the data based from the jargon found in chatting conversation and the writer categorized jargon based their morphological processes, the following tables help the writer to arrange jargons based on their word formation.

Table 3.2 The classification of Jargon in the form of morphological processes

NO	Jargon	Word Formation Process

3. The writer draws conclusion based on the jargons found. In drawing the conclusion the writer has identified the reason of how the jargons formed.

CHAPTER IV

FINDING AND DISCUSSION

This chapter presents the findings, the analysis, and data discussion. In the findings, the writer presents the table containing description of word formation processes. The analysis describes the jargons based on theoretical framework and explains the equivalent meaning of the word formation processes by players in DotA (Defend of the Ancient) game. In the discussion the writer would like to discuss the general finding in relation with the theoretical framework and the previous studies.

4.1 Findings

In this part, the writer presents the finding delivered from research problems concerning the jargons which are found in DotA (Defend of the Ancient) game. In this study the writer found (59) jargon from whole transcriptions when observing directly by playing DotA online. The jargons are identified based on theory stated by Yule (2006) as the main theory and O'Grady et al (1996) as the supporting theory. The collected data are put into a table to describe the amount of the jargons found during the game play. There are 3 columns in Table 4.1 which are number, chatting conversation, and jargons also categorize it into form below:

Table 4.1 Transcription of chatting conversations and jargons

NO	Chatting Conversations	Jargons
1.	[MyM]~PhoeniX Dwarven Sniper : remek	remek
2.	[omoTh Stone Giant : cr8 lg aja om	Cr8
3.	-[fox]-odysus Bloodseeker : mid bro	mid
4.	-[fox]-odysus Bloodseeker : Ap men	Ap
	-[fox]-odysus Bloodseeker : uang ilang	
5.	-[fox]-odysus Bloodseeker : lol	lol
6.	Lebron_Kobe Butcher [E]Thermal~ has lost the connection (timed out).	
7.	-[fox]-odysus Bloodseeker : dust pakde	dust
8.	-[fox]-odysus Bloodseeker : swt hutan	swt hutan
9.		Ar
10.	-INSURGENT- Windrunner : untung ga Ar masbro	Ar
11.	omoTh Stone Giant : lawannya jangan di GB om	GB
12.	-[fox]-odysus Bloodseeker : ty	ty
13.	[MyM]~PhoeniX Dwarven Sniper: ngelag?	ngelag
14.	-[fox]-odysus Bloodseeker : fb bisa	fb
	-[fox]-odysus Bloodseeker : b coii	
15.	-[fox]-odysus Bloodseeker : WW dia	WW
	-[fox]-odysus Bloodseeker : rup ada	
	-[fox]-odysus Bloodseeker : b coii	
	[GB]-tAhu Netherdrake : bukannya diiket	
	punklove Shadow Shaman : ;v	
	-[fox]-odysus Bloodseeker : nice	
16.	-[fox]-odysus Bloodseeker : gg	gg
	punklove Shadow Shaman : main culik	
	-[fox]-odysus Bloodseeker : okok	
17.	-[fox]-odysus Bloodseeker : obs	obs
18.	[GB]-tAhu Netherdrake : b	b
	-[fox]-odysus Bloodseeker : b	
19.	[GB]-tAhu Netherdrake : nm	nm
	-[fox]-odysus Bloodseeker : okok	
	-[fox]-odysus Bloodseeker : napsu td	
	punklove Shadow Shaman : wah dah dager	
	-[fox]-odysus Bloodseeker : pasang obs tin	
20.	-[fox]-odysus Bloodseeker : sori abis brb	brb
	-[fox]-odysus Bloodseeker : bwh apa mid?	
	-[fox]-odysus Bloodseeker : telat avanya tin	
21.	omoTh Stone Giant : cd soulring	cd
22.	punklove Shadow Shaman : pudgenya mh	mh
23.	-[fox]-odysus Bloodseeker: dl kah soul nya?	dl
24.	omoTh Stone Giant : iya buat creeping	creeping
	punklove Shadow Shaman : da abis	
25.	MAYP~ Drow Ranger : Cc	cc
26.	-[fox]-odysus Bloodseeker : lat 80 aja	lat
	Lebron_Kobe Butcher Setting game latency to 80 ms.	
	-[fox]-odysus Bloodseeker : terimakasih	

	-[fox]-odysus Bloodseeker : awas	
	punklove Shadow Shaman : wah	
26.	-[fox]-odysus Bloodseeker : mob knapa	mob
27.	punklove Shadow Shaman : ada yg afk	afk
28.	-[fox]-odysus Bloodseeker : maenin kk	kk
29.	-[fox]-odysus Bloodseeker : radi apa taras ini?	radi taras
30.	omoTh Stone Giant : radi	
31.	-[fox]-odysus Bloodseeker : sladnya bkb pula	bkb
	-[fox]-odysus Bloodseeker : ciec	
32.	[MyM]~PhoeniXDwarven Sniper : cie bb	bb
33.	punklove Shadow Shaman : krit nya 1k	krit
34.	Margareth Angel Soul Keeper : untung gak bm	bm
35.	[D]evilfox Grand Magus : agi sukses aja y	agi
36.	-[fox]-odysus Slithereen Guard : ini saya mo jadi tb	tb
37.	-[fox]-odysus Slithereen Guard : lim mas	lim
38.	MargarethAngel Soul Keeper : otw men	otw
39.	nDut_8000h Invoker : swap	swap
40.	-[fox]-odysus Dwarven Sniper: ada yg ngebug xin?	ngebug
41.	kaskus12 Skeleton King : bunk, kemaren dewo OL ga ?	OL
42.	-[fox]-odysus Phoenix : tele di denid	denid
43.		tele
44.	BERSABAR_ Bloodseeker : si imba datang	imba
45.	musafir.dota` Doom Bringer: ocan gan?	ocan
46.	I~ Earthshaker : cari exp dulu	exp
47.	musafir.dota` Doom Bringer : sabar kk pros	pros
48.	kaskus12 Skeleton King : deso	deso
49.	_IVIE_SPARTA_ Shadow Fiend : SR	SR
50.	SONJi] Dragon Knight : atk mid	atk
51.	-[fox]-odysus Ogre Magi : arc	arc
52.	_Apu_ Faerie Dragon : farm2	farm
53.	GOGS-ERGO Vengeful Spirit : str	str
54.	_IVIE_SPARTA_ Earthshaker : LH	LH
	_IVIE_SPARTA_ Earthshaker : !votekick yeo	
	_IVIE_SPARTA_ Earthshaker : -CLEAR	
	-[fox]-odysus Death Prophet : wlwalwa	
	GOGS-ERGO Vengeful Spirit : lag ck bo	
	-[fox]-odysus Death Prophet : int opo agi?	
	IVIE SPARTA_ Earthshaker : itn	
55.	yeong-infinite Priestess of the Moon : int ae	Int
	GOGS-ERGO Vengeful Spirit :streng	
	_IVIE_SPARTA_ Earthshaker : int	
	_IVIE_SPARTA_ Earthshaker : -CLEAR	
56.	-[fox]-odysus Death Prophet : yo iku komp i 12 gausah streamingan	Komp
57.	_IVIE_SPARTA_ Earthshaker : kongkon reskom ae	Reskom
58.	SONJi] Dragon Knight : kita push	Push
59.	SONJi] Dragon Knight : def	def

4.2 Analysis

In order to provide an easy and comprehensive picture of word formation processes, the writer use morphological processes to arrange the jargon founds. This classification is related with jargons based that the writer previously displayed. Then the writer categorized jargon based on their morphological processes, 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.

According 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 sub-group with a means of marking in-group membership and excluding outsiders. The findings are found as well as determine to those two functions. Therefore jargons are used on chatting in DotA is 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 categorized on their word formation processes and based from DotA 2 game pedia, DotA wiki and the writer itself:

4.2.1 Acronym

Based on the finding, the writer found 19 jargons in the form 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 4.2.1 Jargons formed by acronyms

NO	Jargon	Word Formation Process
1	LOL	Acronyms
2	SWT	
3	AFK	
4	BRB	
5	NM	
6	MH	
7	BB	
8	BKB	
9	BM	
10	OTW	
11	SR	
12	LH	
13	OL	
14	FB	
15	Ty	
17	AP	
18	AR	
19	WW	

4.2.1.1 LOL

LOL (also written lol) is the acronym in English, usually for "laugh out loud".

Terms of LOL comes from Usenet and become a common element of Internet slang.

LOL is also used in the form of computer-mediated communication. In DotA, the word is usually used by the player to express something that related to the action of the player, such as joke or something funny.

4.2.1.2 SWT

The word SWT is derived from the word 'sweat', which means tired, sweaty.

In DotA, the word is usually used for work in vain, seeing lazy people at work or not correct what is done.

4.2.1.3 AFK and BRB

AFK was first popularized by the users of a chat application. AFK stands for ‘Away From the Keyboard’ of the term. Most people use the term AFK when they're not in front of the computer to do some other things, like eating for example. Similar is the case with SWT, AFK too often used and has become the trend of everyday language. You can also use the BRB (be right back) when you will be back in a short time.

4.2.1.4 NM

NM is derived from ‘No Mana’ and the meaning is not having the energy (a kind of energy to use the skill). They created the word is intended to aid in the communication against the enemy, it is used to shorten the time to talk with the team in the war.

4.2.1.5 MH

MH comes from the word ‘Map hack’ is an illegal activity in the game, where players play using a map that has been edited, making it easy to determine the position of his opponents, and also know the position of the opponents. All players do not advise you to use the MH.

4.2.1.6 BB

BB is an abbreviation of 'buy back', buying a dead hero, this jargon is used when a player has been killed by other players and trying to buy the life of a hero who owned, bought a hero himself only can be used using the gold owned by the player.

4.2.1.7 BKB

BKB is derived from the 'Black King Bar'. BKB itself is one of the items used in DotA as Magic immunity, whose function is to make the hero immune to magic, and cannot be targeted by some skills that has duration of times.

4.2.1.8 BM

BM derived from the word 'Blademail' is one of DotA item whose function is the return of the damage you take (after reductions) to the unit that dealt the damage (you still take the damage as well). Damage is returned as pure damage. This item is used by a particular hero to return the enemy's attack.

4.2.1.9 OTW

OTW is an acronym from 'On the Way'. In DotA, OTW is usually used when a player towards a place to be determined by the other players, and the jargon are usually used to help other players to achieve the team's objectives, such as killing other players.

4.2.1.10 SR

SR is delivered from word 'Save Replay', this jargon normally used to store the game in DotA when you finish playing the game, the players are free to hold and be able to see how to play yourself and the enemy, Save Replay can also be used to look at a player who is considered cheating in a play, or do not follow the rules, such as using MH or out of the game by deliberately.

4.2.1.11 LH

LH is delivered from word 'Last hit', this jargon used by dota player to earn gold for buy the item. The meaning from Last hit itself is Basic techniques that must be mastered by the player dota, which is looking for gold that can be used to buy items by killing creeps whose blood has been very little or dying.

4.2.1.12 OL

OL is an acronym from 'Online'. Online means connected, active and ready for operation, it can communicate with or controlled by a computer. In DotA, online is intended to player who was playing or connected to the game, because in DotA players are not connected directly (face to face), so they use the help of the internet to play together.

4.2.1.13 FB

Fb is delivered from word 'First Blood', this jargon used when player in a team want to kill the enemy player in the early game or the first murder, and that

doing so will get 250 gold bonuses. Fb is influential to a team, because affect the style, mentality of the player when killed or kill.

4.2.1.14 Ty

Ty is acronym from 'thank you'. Thank you is defined as an expression of gratitude used to show appreciation for something. In DotA, this jargon used when some player does you a favor and you want to express your gratitude for what they have done or the games that have been played will end.

4.2.1.15 AP and AR

Game modes are a set of restrictions within which the game of DotA can be played. Most game modes alter how heroes are picked by players. There are also some novelty modes that allow 1 versus 1 play, or give a player a new hero every time they die, for example. Game modes are unlocked by increasing your profile level, with all modes being unlocked at level 10.

Ap is one of DotA game modes, all players can choose hero of all tavern, so the player can pick or choose the heroes that they want. While Ar is a game mode in DotA which causes the player cannot choose their chosen hero, because this mode requires players get random hero.

4.2.1.16 B

B is taken from the word 'back' that is command for other player in a team to back to their base or their lane. The jargon usually use by the leader because of

something that could have been the enemy disappeared from the lane or retreat after war with the enemy.

4.2.1.17 WW

WW is initials from DotA, which are abilities that grant mobile invisibility, and is sometimes generalized for enemies who gained invisibility overall (through runes, items, or buffs). This jargon used when player using heroes who has this ability, such as Gondar or Bone Clinkz, it make the hero disappear from the line.

4.2.2 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 24 jargons in the form of slipping found in the chat. The following are jargons formed by the Clipping.

Table 4.2.2 Jargons formed by clipping

NO	Jargon	Word Formation Process
1	Mob	Clipping
2	Obs	
3	CD	
4	DL	
5	Cc	
6	Kk	
7	Lim	
8	Lat	
9	Exp	
10	Radi	
11	Taras	
12	Deso	
13	Arc	
14	Agi	

15	Int
16	Str
17	Ocan
18	Def
19	Atk
20	Tele
21	Krit
22	Imba
23	Kompi
24	Mid

4.2.2.1 Mob

Mob is taken from the word ‘mobile’, it has the function and meaning to petrified with team members around the map, mobile sometimes done by a hero who is in the middle position to kill the enemy, the mobile is also very important to maintain a balance of strategies that the enemy will not destroy the team.

4.2.2.2 Obs

Obs is taken from word “observer ward” that is an invisible ward to spy on an area, but does not have True Sight. Absolutely essential to victory, Observer Wards allow you to keep watch over areas and spy on your enemies while keeping you and other heroes safe. It is important to keep wards up in key locations, and destroy enemy wards.

4.2.2.3 Cd and Dl

Cd and Dl has same meaning that is a period of time to wait before a spell, ability, or power of items that can be used anymore. The jargon use when the player

gives the info to the team because of that interval. Therefore, they can not ready to involve for the war. Cd comes from the word "cool down" and dl from the word 'delay'.

4.2.2.4 Cc and Kk

Cc and Kk are used to call the persons when play in the game. KK is derived from the word 'gege' in Mandarin, and the language is the pronunciation koko, abbreviated as kk, which means 'brother'. While CC is derived from the word 'Jiejie' in mandarin and the pronunciation is cici, which means 'sister'. It can be used to call an older age, higher level, or it could be to call the character a more respected.

Sometime, the jargon cc and kk also used to call an unknown character.

4.2.2.5 Limit and Lat

Limit taken from word "synclimit" is serves to limit how long the client sends a packet before the packet is considered loss or lag. The server will send a packet continuously while waiting packet from the client in accordance with the contents of Synclimit. While lat taken from word 'latency' is the period of the server to send a packet. So, the smaller the latency will send more automated packet consuming greater bandwidth. Both of them is use by player for ask the server to fixing the internet connection because of it the game also is not able to play by adding or decrease the synclimit and latency.

4.2.2.6 Exp

Exp stands for 'experience'. Exp is a point that affects the level of the character. Exp gained from hunting monsters or doing quests. To level up, needed XP to a certain extent. The higher the character level, the exp needed to be increased.

4.2.2.7 Radi, Taras, Deso, and Arc

Radi stands for 'radiance'. Radiace is a divine weapon that causes damage and a bright burning effect that lays waste to nearby enemies, this item deals damage per second in a 700 radius to the enemy.

The word taras is originally from the word 'The Heart of Tarrasque', that is an item restores a percentage of max health per second. This ability is disabled if damage is taken from an enemy hero within the last 4 seconds if your hero is melee or 6 seconds if your hero is ranged.

The word Deso is originally from the word 'desolator', this item makes tour attack reduce target's armor. Desolator is a unique attack modifier and does not stack with other unique attack modifiers.

Arc originally from the word 'arcane boot', this item used to replenish mana every time it is off cool down is equivalent to 2.45 mana per second for your allies, and 1.82 for yourself (since 35 mana is used to activate the boots), and restores mana in an area around the hero.

4.2.2.8 Agi, int, and str

Agi is originally from the word ‘agility’ is one of the three attributes in dota which adds 1/7 Armor, 1% IAS, and +1 damage for hero agi, agi hero is a hero who has a primary attribute is Agility, this hero usually have little hit point and great damage in late game.

Int is one of the three attributes, each INT gives +13 to maximum mana and +0.04 for which regeneration and +1 damage to heroes with the primary attribute INT, INT hero with a primary attribute is originally from "Intelligence", in general this hero have little hit point, resulting in greater damage from a spell, and very dangerous in early game.

Str is the attribute that grants health and health regeneration, str hero with a primary attribute is originally from word ‘Strength’. Every point of str a hero has increases their maximum hit points by 19, and their health regeneration increases by 0.03 hit point per second, meaning heroes gain 1 health per second for every 33 points of Strength. For str heroes, every point of Strength increases their damage.

Strength heroes tend to have more health and health regeneration than heroes of other classes, making them more resilient to both physical attacks and spells. Strength heroes have the greatest variety in their roles, including that of carry, ganker, and support, but almost all of them have some form of strong initiation and are supposed to act as tanks to some degree.

4.2.2.9 Ocean

Ocean refers to 'roshan' is the most powerful neutral creep in DotA. It easily outmatches most heroes in one versus one combat. A team generally waits until later in the game where the damage dealers have better items, or tries to take it on with the entire team. Every 4 minutes (starting at first lane creep spawn) Roshan gets stronger, gaining 20 extra Slam damage, +500 hit point, +10 damage and +0.5 armor (given by an aura).

4.2.2.10 Def and Atk

Def is originally from word 'defend' is to attempt to prevent the opposition from scoring while playing in or near (a goal or area of a field and to be responsible for guarding (an opposing player). In DotA, this jargon usually used when the territory attacked by the enemy, so the team must defend the territory such as, the tower, barrack or fountain. While atk is originally from word 'attack', attack is the opposite from defend, this jargon used by the leader of a team to win the game by attacking the enemy, or the territory.

4.2.2.11 Krit

Krit is originally from word 'critical' or 'critical strikes', critical is defined by two values: the critical chance and the critical damage multiplier. Critical damage is physical damage and is reduced by various types of armor. The red number shown by critical strike is displayed before reductions (this is why illusions don't show very low

red numbers). Critical strike does not work against buildings. Because critical strike multiplies the attack damage of a unit, after damage modifiers, it is a scaling ability.

4.2.2.12 Tele

Tele taken from word 'teleportation' is a form of movement in Dota that instantly moves a target from one point to another. Teleport tends to refer to spells that have a global range. A teleportation moves a unit from one point to another instantly and at unlimited range. There is normally a delay associated with a teleport as well as a restriction of where units may teleport to.

4.2.2.13. Imba

Imba is the abbreviation of the word that means unbalanced imbalance. In the world of gaming, gamers will say imba if the game is not balanced state. But now it has a different meaning, for example in DotA, if there are people who are experts or good at playing games definitely called imba. So, imba has different meanings in general to those used by the DotA player.

4.2.2.14 Kompi

Konpi is taken from word 'komputer', in DotA kompi has a meaning as a computer used by the player to play, so the language generally used only understood by a particular community, and one of them is used by DotA player.

4.2.2.15 Mid

Mid is refers to 'middle' is one of three paths connecting the two Ancients. Lane creeps will push along these lanes after spawning. Middle position usually manned by one person on the line, the middle position is also used by a person who normally plays an important role in the game as a support or as a leader on the team.

4.2.3 Coinage

Coinage is the intention of totally new words. The typical process of coinage usually adopts the brand names as common. Based on finding, the writer found 4 jargons in the form coinage produced by gamers in DotA. All of these jargons are totally new words which have arbitrary relationship with the object they used to indicate. The jargons are created in different way to make other people outside common misunderstood. The meaning of those jargons is based on agreement of the gamers in DotA.

When playing online games, especially DotA, 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 gamers. The 4 jargons are shown as follows.

Table 4.2.3 Jargons formed by Coinage

NO	Jargon	Word Formation Process
1	TB	Coinage
2	CR8	
3	GB	
4	GG	

4.2.3.1 Tb

The jargon 'Tb' has related meaning with 'tanker'. This jargon is created by their own community and other people outside the community do not know and do not understand the meaning.

Tb refers to hero has the ability to survive the longest in time of war. This hero is becomes defensive when you battle or as well as tanks, hard and difficult in the conquered. In the team, this hero serves as a barrier attacks from monsters or bosses, while the characters in the other team's attacking monster.

4.2.3.2 CR8

The jargon 'CR8' is only known by the people who play DotA. The meaning of CR8 is making a game room where you have a role to host the game. When become a host, the player must include the rule that must be obeyed by all players, and while giving the name of the game are prohibited from making bad name like bringing religion, ethnicity, race, and class, if it violates the rule that has been determined will be punished, such as banned ID (for: 18-28 days) or banned ID permanently.

4.2.3.3 GB

The jargon 'GB' is formed as new terms in gamer's community, this term is usually found in the online game. GB has different meanings according to the origin of a gamer. In Indonesia, although no clear idea what it actually stands for GB, the term is often used by those who have recourse to high-level players to help leveling

character. In contrast to other countries, GB means grinding buddy, or a term roughly hunting friends.

4.2.3.4 GG

GG is term usually found in Dota is usually pronounced at the end of the game. Often followed by WP GG, GGWP, which means Good Game Well Played. However, GG can also be addressed to the player who has great character with items and are good at playing.

4.2.4 Blending

Blending is 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 combining of both of words. The gamers use blending word to make chatting easier. They also create the blend jargon based on agreement of the whole gamer. The writer found only one jargon in the form of blending.

Table 4.2.4 Jargons formed by blending

NO	Jargon	Word Formation Process
1	Reskom	Blending

4.2.4.1 Reskom

The meaning of 'reskom' is 'reset komputer'. This jargon comes from the combination of the first part [res-] of 'reset' and the last part [-komp] of 'komputer'.

In general, this jargon usually used when there players out of the game or leave the game when the game is running because the computer of the player is trouble. In Dota, reskom has become a mandatory regulation that obeyed by all players, it makes the game cannot playable because one of the team is out of the game, so team or the game becomes unbalanced.

4.2.5 Borrowing

Borrowing is the word formation process in which a word from one language is borrowed directly into another language; the borrowed words are called loan words. A loan word is a word directly taken into one language form another with little or no translation. By contrast, a loan translation is related concept whereby is the meaning or idiom that is borrowed rather than the lexical item itself. There are 8 jargons in the form of borrowing found in the chat. The following are jargon formed by borrowing.

Table 4.2.5 Jargons formed by borrowing

NO	Jargon	Word Formation Process
1	Farm	Borrowing
2	Creeping	
3	Remek	
4	Pros	
5	Denid	
6	Dust	
7	Push	
8	Swap	

4.2.5.1 Farm

Farm is a word derived from English language and borrowed as a language in DotA. In general, farm is an area of land that is devoted primarily to agricultural processes or an area of water that is devoted primarily to aquacultural processes, in order to produce and manage such commodities as fibres, grains, livestock, or fuel. It is the basic production facility in food production. But in DotA, farm has a different meaning that the process of slowly gain gold and experience by killing enemy creeps.

This tactic is usually slow and boring, but it is often necessary to take to achieve their maximum potential.

4.2.5.2 Creeping

The jargon ‘creeping’ is also borrowing of English as game language. In English creeping is crawling or moving close to the ground, but in DotA creeping is used by gamers to look for experience and gold. So, the hero can raise the level of play time with getting experience. Experience and gold can be obtained by killing creeps, who is known as creeping, and by killing other players who resulted in the hero get more gold and experience points.

4.2.5.3 Remek

The jargon ‘remek’ which means ‘ask for the game to be repeated’, this jargon also borrowed from word ‘remake’ In DotA, the gamers used this jargon can be due for several things, such as disruption of internet connectivity, leave the game deliberately or has another activity.

4.2.5.4 Pros

Not only in the game, the term pros also often encountered in everyday life. Pros which mean that professionals usually addressed to those who are experts in a particular field, but in the game world, the term of the pros are people who are experts in everything. In DotA, pros player is very adept at playing all the hero of the characters that are used, they can be a hunter, be balancer in a team, could also be the key to the team's victory.

4.2.5.5 Denid

The jargon 'denid' is also categorized borrowing; because denid is derived from word denied which has different meanings that are used by gamers and in daily activity or life.

This jargon is only known by the people who play DotA. Denid is killing creeps friends who have some residual hp (50% or below). Creep Denied would give 66% exp to melee heroes and 33% to range heroes. Tower also can deny to avoid an enemy gets a lot of gold, the tower can deny with 10% HP.

4.2.5.6 Dust

In English, dust is dry dirt in the form of powder that covers surfaces inside a building, or very small dry pieces of soil, sand, or other substances, but in DotA dust is an item purchasable at the Main Shop, under Consumables. The dust in this pouch will cling to units, preventing them from hiding through invisibility.

4.2.5.7 Push

The jargon ‘push’ is classified borrowing of English. The meaning in DotA is the process of clearing enemy creep waves and building up large allied creep waves in order to take down enemy buildings rapidly. Ultimately, pushing is necessary to win the game. Deciding when to push is a crucial part of the team's individual strategy, as some lineups reach their peak in the late game, while some lineups have the capability to finish the game very early.

4.2.5.8 Swap

The jargon ‘swap’ is also classified borrowing of English. Swap is the process of exchanging hero with another player. So if you're a team, you can exchange your hero with your friends. Swapping may normally occur when the hero who cannot be played. It serves to choose another hero that we mastered.

4.2.6 Multiple-process

Although each of these word formations is learned in isolation, it is possible to trace the operation of more than one process at work in creation of particular word.

There are 2 jargons in the form of multiple-process found in the chat. The following are jargons formed by multiple-process.

Table 4.2.6 Jargons formed by Multiple-process

NO	Jargon	Word Formation Process
1	Ngelag	Multiple-process
2	Ngebug	

4.2.6.1 Ngelag

The jargon 'ngelag' is derived from nge (prefix in Javanese) + (lag which borrowed from English. Generally, the word lag means delay or slow down, but if it used by gamers word lag refers to 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 this condition.

4.2.6.2 Ngebug

The jargon 'ngebug' is derived from nge (prefix in Javanese) + (bug which borrowed from English. In English, bug has many meanings; it can be insects or stumble. In DotA, the meaning of bug is not both of them, the meaning of are a kind of error on certain heroes that have not been fixed, there is an error in the use of the hero and the error itself usually exist on the use of skills.

4.2.7 Conversion

A change in the function of a word, as for example when a noun comes to be used as a verb (without any reduction), is generally known as conversion. The conversion process is particularly productive in modern English, with new uses occurring frequently. The writer found only one jargon in the form of conversion.

Table 4.2.7 Jargons formed by conversion

NO	Jargon	Word Formation Process
1	Hutan	Conversion

4.2.7.1 Hutan

The jargon ‘hutan’ is one way to seek or obtain gold by killing Neutral Creeps. This is often done in the game in order to gain experience / gold quickly. Neutral Creeps appear every single minute / fulfillment time.

4.3 Discussion

In the line with theory of jargon refer to the function of the jargon in community by Brown and Attardo (2000); this study also noticed that jargon is a way to express feeling for group in society and also have their own specific language. The DotA community is one of examples of the communities which are formed by social need based on development of technologies. People gathered together as unique group regardless they are conscious or unconscious due some particular reason. In this study they are united by same interest in playing online games, DotA. Once their social activity is performed, they need their very own tool to communicate in sociolinguistic aspect know as jargon. Jargon helps them to understand particular social communication easier and more over as the most effective communication tool for the activity in their community. Here the process of the jargon are found which resulted by particular language, such as changing the meaning of word ‘farm’ into new meaning. The gamers usually use farm to ask to other player farm for gain gold and experience by killing enemy creeps. 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.

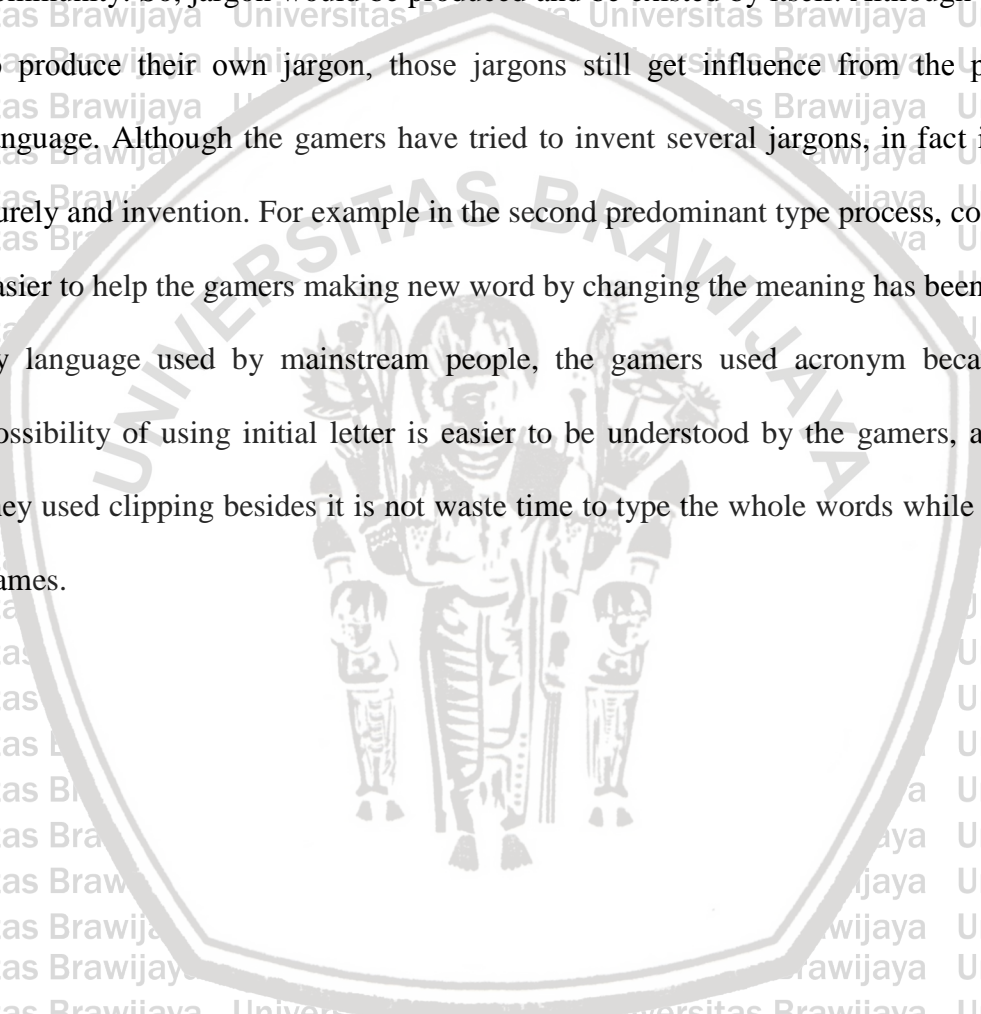
Moreover, the terms of jargon often used almost interchangeably to refer to obscure or secret language or language of particular occupational group (O'grady et al, 1996) means that these jargons are only understood by people who become the members of the community. As the gamers, the writer realized that jargon also use for easier communication related to the technology used. For example, the gamers used jargon 'ty' to express of gratitude used to show appreciation for something. Another example is the use of jargon 'AFK' from 'Away From Keyboard', which refers to the gamer's condition because they always in front of the computer while playing game.

Some function of the jargons represents the activity that people always do in real life, as the gamers do in internet world.

Moreover, the writer also found various languages on jargons which are found in the chat and become identity of DotA 'Ap → All Pick' which jargon from English and 'reskom → reset komputer' which jargon from Indonesia. 'AP' represents game mode in DotA, so they mention 'All Pick' in the game. While 'reset komputer' is represent people or player who out from the game deliberately and leave while the game still running because the computer is trouble.

In addition, the processes of producing the jargons, there is manifestation of freedom expression from their activities. Jargons are created from very unique color of language base on community. Though it is generally created and use as a substitution of particular communicative signals, it is one of exclusive part of language that is very helpful. This substitution is also possibly to be used in different circumstances. In instance term 'GG' sometimes is used to express any kind of superiority outside game term. Some people who understand this term sometimes

used for substitute to someone really expert of something. For example, chef in culinary, business man in market world, football player or etc. It means people who want be able to exist in particular community have to express their views freely. It is because they need to communicate and make easy activity with other in their community. So, jargon would be produced and be existed by itself. Although they try to produce their own jargon, those jargons still get influence from the people's language. Although the gamers have tried to invent several jargons, in fact it is not purely and invention. For example in the second predominant type process, coinage is easier to help the gamers making new word by changing the meaning has been known by language used by mainstream people, the gamers used acronym because the possibility of using initial letter is easier to be understood by the gamers, and also they used clipping besides it is not waste time to type the whole words while playing games.



CHAPTER V

CONCLUSION AND SUGGESTION

This chapter displays the conclusion dealing with remaining findings of the research problem that have been analyzed in previous chapter and suggestion concerning recommendation for the next researcher in other to enrich the present study.

5.1 Conclusion

It can be concluded that there fifty nine (59) jargons that can represent games used in DotA online game. Then, the analysis of those fifty nine (59) jargons, which are used by the gamers in DotA, there are nineteen (19) jargons formed by acronym, twenty four (24) jargons formed by clipping, four (4) jargons formed by coinage, one (1) jargon formed by blending, eight (8) jargons formed by borrowing, two (2) jargons formed by multiple-processes, one (1) jargon formed by conversion. The most word formation processes of jargon used by gamers in DotA online game is clipping. In order not to waste time in their communication they use clipping to manage time while playing and chatting with another player and also the game play or the version of DotA using English because this game originally from USA so they able to using clipping to make communication for the other player easier, such as mid, obs, CD, DL, cc, kk, etc.

Furthermore, the jargons are focused on jargon in DotA online game, which relates to their activity in their life. Therefore the gamers create the jargons to identify

the meaning about something to convey others with special language as a certain group in society related on their own way.

Moreover, there is possibility of correlation between the processes and the cause, because when they produce the jargons, actually those jargons are influenced by the condition of gamers that reflect to the gaming activity. So, when they start to produce new term as their jargon, the jargon undergo, some processes in producing the jargon. Therefore, jargons become special characteristics for the gamers as part of their communication.

5.2 Suggestion

The writer realizes that this study is far from perfect that still has many things need to be corrected. This study only a starting point under its functions is apart from all from of the gamers inside community. It can be useful to establish further research of sociolinguistics study. Therefore the future researchers are expected to investigate other virtual word user in other object to face differences of the jargons. The writer also suggest to the next researcher to apply other theories and other method.

In addition, the writer in this study only focused to reveal jargons related to its function in the game. So, it suggested to the future writer can relate the jargons to co-text or the contextual meaning as well. It also helps the future writers who are intended in concluding sociolinguistics study, focused in jargon, to know more about the jargon that can also be connected with other study such as in social aspect, economic, or occupational.

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APPENDICES



Transcription obtained from the chat log

1st Games

PRO-AO Lone Druid Setting game latency to 60 ms.

MargarethAngel Soul Keeper : bentar

MargarethAngel Soul Keeper : burung gue pakek

MargarethAngel Soul Keeper : mau utan

MargarethAngel Soul Keeper : eh ocan

-[fox]-odysus Slithereen Guard : piss bal

-[fox]-odysus Slithereen Guard : sama"tb

MargarethAngel Soul Keeper : ya

MargarethAngel Soul Keeper : wew

MargarethAngel Soul Keeper : banyak

[D]evilfox Grand Magus : enak donk

MargarethAngel Soul Keeper : ea lah

-[fox]-odysus Slithereen Guard : anak buahnya cjr

MargarethAngel Soul Keeper : wkwk

-[fox]-odysus Slithereen Guard : oh man

MargarethAngel Soul Keeper : wkwk

[D]evilfox Grand Magus : wow maginanya besar

-[fox]-odysus Slithereen Guard : fast ocan men

MargarethAngel Soul Keeper : otw men

MargarethAngel Soul Keeper : mana bebas - -

-[fox]-odysus Slithereen Guard : fury feasyt

MargarethAngel Soul Keeper : sapa

MargarethAngel Soul Keeper : Allies -sp

opeexuchiha Oblivion : zzz

[Mry]~jean Night Stalker : aw aw wa

[Mry]~jean Night Stalker : hus"

MargarethAngel Soul Keeper : wkwkw

MargarethAngel Soul Keeper : santai

[Mry]~jean Night Stalker : aw aw

[Mry]~jean Night Stalker : 1 lg

-[fox]-odysus Slithereen Guard : asem bb

PRO-AO Lone Druid bangkongluncat: 131ms, PRO-AO: 115ms,

opeexuchiha: 88ms, ajokill: 39ms, [Mry]~jean: 36ms, -[fox]-odysus: 35ms,

PRO-AO Lone Druid aponkGILA: 30ms, MargarethAngel: 9ms,

[D]evilfox: 7ms

MargarethAngel Soul Keeper : essen itu dia

-[fox]-odysus Slithereen Guard : ngecheat maginanya :v

[Mry]~jean Night Stalker : awkddwk

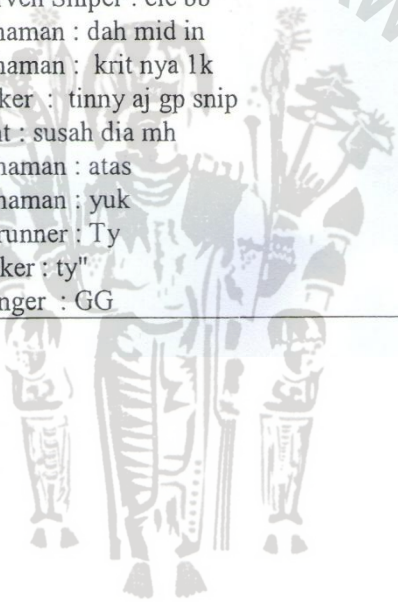
MargarethAngel Soul Keeper : bangsat

MargarethAngel Soul Keeper : awkawkwa

-[fox]-odysus Slithereen Guard : lol



punklove Shadow Shaman : pudge nya mh
-[fox]-odysus Bloodseeker : dl kah soulnya?
omoTh Stone Giant : iya tadi abis pake buat bersihin creep mid
-[fox]-odysus Bloodseeker : okok
-[fox]-odysus Bloodseeker : gue yg salah bro
punklove Shadow Shaman : da abis
-[fox]-odysus Bloodseeker : delay cc
MAYP~ Drow Ranger : Cc
-[fox]-odysus Bloodseeker : lat 80 aja
Lebron_Kobe Butcher Setting game latency to 80 ms.
punklove Shadow Shaman : ada yg afk
punklove Shadow Shaman : @@
-[fox]-odysus Bloodseeker : maenin kk
-[fox]-odysus Bloodseeker : brb
-[fox]-odysus Bloodseeker : radi apa taras ini?
-[fox]-odysus Bloodseeker : kebanyakan brb
-[fox]-odysus Bloodseeker : cie bb
MAYP~ Drow Ranger : cie
[MyM]~PhoeniX Dwarven Sniper : cie bb
punklove Shadow Shaman : dah mid in
punklove Shadow Shaman : krit nya lk
-[fox]-odysus Bloodseeker : tinny aj gp snip
omoTh Stone Giant : susah dia mh
punklove Shadow Shaman : atas
punklove Shadow Shaman : yuk
-INSURGENT- Windrunner : Ty
-[fox]-odysus Bloodseeker : ty"
MAYP~ Drow Ranger : GG

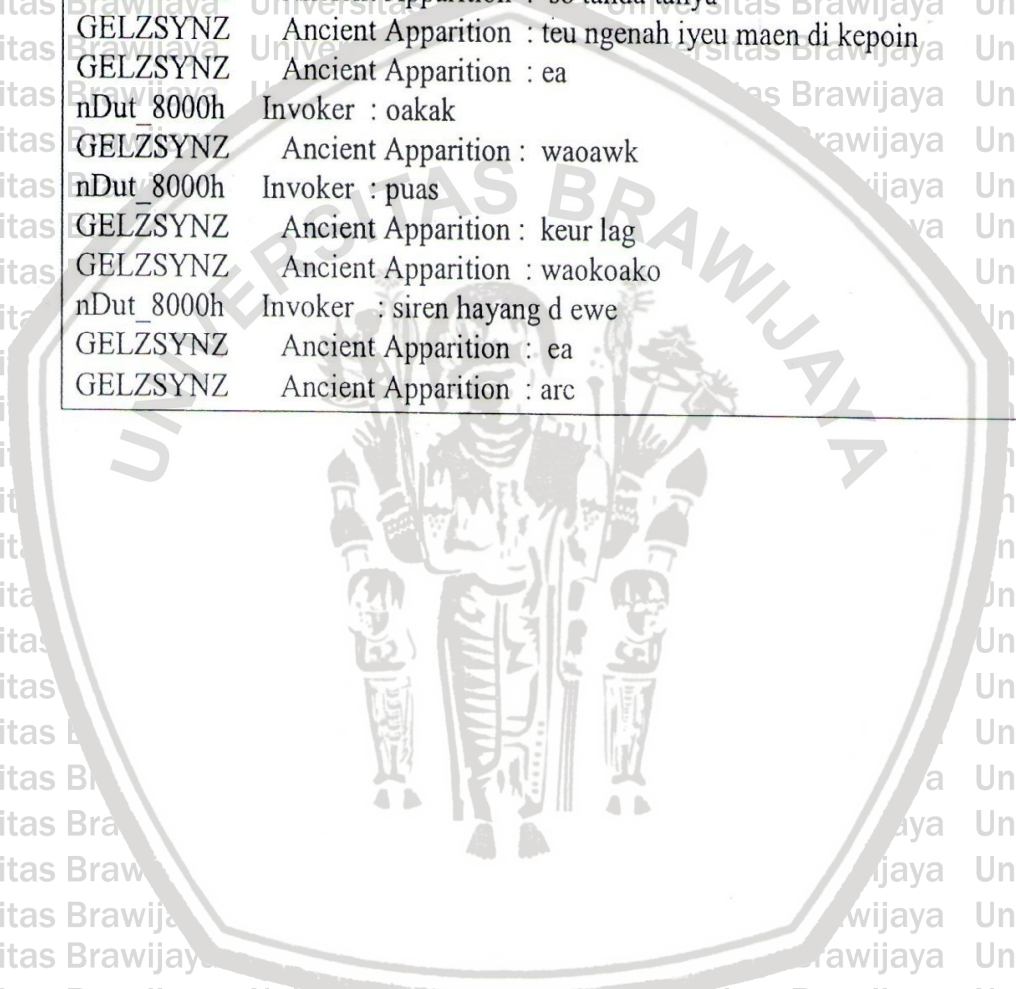


2nd Games

nDut_8000h Invoker : mang aya zeus te
 -[fox]-odysus Dwarven Sniper : yakin mang?
 -[fox]-odysus Dwarven Sniper : ceileh
 -[fox]-odysus Dwarven Sniper : test ream w zeus mang?
 nDut_8000h Invoker : nys
 nDut_8000h Invoker : a
 -[fox]-odysus Dwarven Sniper : ada ngebug xin?
 nDut_8000h Invoker : ada
 nDut_8000h Invoker : gada obsinya males
 -[fox]-odysus Dwarven Sniper : oh
 BBB_888 Naga Siren : ganti timelock void ato sladr
 nDut_8000h Invoker : swap nya
 -[fox]-odysus Dwarven Sniper : hutan atas 1
 -[fox]-odysus Dwarven Sniper : biar isa ngebug
 nDut_8000h Invoker : swap 1
 -[fox]-odysus Dwarven Sniper : -ii
 GELZSYNZ Ancient Apparition : swap 4
 -[fox]-odysus Dwarven Sniper : -si
 nDut_8000h Invoker : -ii
 nDut_8000h Invoker : -si
 nDut_8000h Invoker : lag
 nDut_8000h Invoker : oakak
 nDut_8000h Invoker : mang
 -[fox]-odysus Dwarven Sniper : ini mh pugnae
 4jur Night Stalker : langsung taruh mata
 nDut_8000h Invoker : mang
 GELZSYNZ Ancient Apparition : uy
 nDut_8000h Invoker : mang sehat
 GELZSYNZ Ancient Apparition : iyeu aya nu kepo
 GELZSYNZ Ancient Apparition : indung na si bos
 nDut_8000h Invoker : oakka
 -[fox]-odysus Dwarven Sniper : wew
 GELZSYNZ Ancient Apparition : deuk indit ge meni lalila
 GELZSYNZ Ancient Apparition : nm
 nDut_8000h Invoker : mang mun aya riki kasih fisur
 nDut_8000h Invoker : eh
 nDut_8000h Invoker : berhasil ketang
 -[fox]-odysus Dwarven Sniper : Allies -ms
 Allice~ Oblivion : wah kalo skill swap gw nyarah dah

nDut_8000h Invoker : mang aya zeus te
-[fox]-odysus Dwarven Sniper : yakin mang?
-[fox]-odysus Dwarven Sniper : celeh
-[fox]-odysus Dwarven Sniper : test ream w zeus mang?
nDut_8000h Invoker : nys
nDut_8000h Invoker : a
-[fox]-odysus Dwarven Sniper : ada ngebug xin?
nDut_8000h Invoker : ada
nDut_8000h Invoker : gada obsinya males
-[fox]-odysus Dwarven Sniper : oh
BBB_888 Naga Siren : ganti timelock void ato sladr
nDut_8000h Invoker : swap nya
-[fox]-odysus Dwarven Sniper : hutan atas 1
-[fox]-odysus Dwarven Sniper : biar isa ngebug
nDut_8000h Invoker : swap 1
-[fox]-odysus Dwarven Sniper : -ii
GELZSYNZ Ancient Apparition: swap 4
-[fox]-odysus Dwarven Sniper : -si
nDut_8000h Invoker : -ii
nDut_8000h Invoker : -si
nDut_8000h Invoker : lag
nDut_8000h Invoker : oakak
nDut_8000h Invoker : mang
-[fox]-odysus Dwarven Sniper : ini mh pugnae
4jur Night Stalker : langsung taruh mata
nDut_8000h Invoker : mang
GELZSYNZ Ancient Apparition : uy
nDut_8000h Invoker : mang sehat
GELZSYNZ Ancient Apparition : iyeu aya nu kepo
GELZSYNZ Ancient Apparition : indung na si bos
nDut_8000h Invoker : oakka
-[fox]-odysus Dwarven Sniper : wew
GELZSYNZ Ancient Apparition : deuk indit ge meni lalila
GELZSYNZ Ancient Apparition : nm
nDut_8000h Invoker : mang mun aya riki kasih fisur
nDut_8000h Invoker : ehh
nDut_8000h Invoker : berhasil ketang
-[fox]-odysus Dwarven Sniper Allies -ms
Allice~ Oblivion : wah kalo skill swap gw nyarah dah

-[fox]-odysus Dwarven Sniper : lol
 BBB_888 Naga Siren : jiah..dia curi ulti zeus..rearm sma rubickyah
 BBB_888 Naga Siren : pas deh
 -[fox]-odysus Dwarven Sniper : nda
 BBB_888 Naga Siren Alice~ has left the game voluntarily.
 BBB_888 Naga Siren : ida curi rearm
 GELZSYNZ Ancient Apparition : ha ?
 GELZSYNZ Ancient Apparition : maksudnya ?
 -[fox]-odysus Dwarven Sniper : yg mh itu pugnae
 GELZSYNZ Ancient Apparition : so tanda tanya
 GELZSYNZ Ancient Apparition : teu ngenah iyeu maen di kepoin
 GELZSYNZ Ancient Apparition : ea
 nDut_8000h Invoker : oakak
 GELZSYNZ Ancient Apparition : waoawk
 nDut_8000h Invoker : puas
 GELZSYNZ Ancient Apparition : keur lag
 GELZSYNZ Ancient Apparition : waokoako
 nDut_8000h Invoker : siren hayang d ewe
 GELZSYNZ Ancient Apparition : ea
 GELZSYNZ Ancient Apparition : arc



Appendix 2: Berita Acara Bimbingan Skripsi

**KEMENTERIAN PENDIDIKAN
DAN KEBUDAYAAN**

**UNIVERSITAS BRAWIJAYA
FAKULTAS ILMU BUDAYA**

Jalan Mayjen Haryono No. 169 Malang 65145

Telp. (0354) 551611 Pes. 309

Telex. No. 31873 Fax. (0341) 565420

Telp. (0341) 575822 (direct) Fax. (0341) 575822

BERITA ACARA BIMBINGAN SKRIPSI

1. Nama : Achmad Fauzy Setiawan
2. NIM : 105110100111106
3. Program Studi : Sastra Inggris
4. Judul Skripsi : A Study of Word-Formation Process in Jargons
Used on Chatting in *Dota*
5. Tanggal Pengajuan : 15 November 2013
6. Tanggal Selesai Perbaikan : 2 Februari 2015
7. Nama Pembimbing : I Isti Purwaningtyas, M.Pd
II Eni Maharsi, M.A.
8. Keterangan Konsultasi :

No	Tanggal	Materi	Pembimbing	Paraf
1.	15 November 2013	Pengajuan dan persetujuan judul	I	
2.	9 Desember 2013	Pengajuan bab I dan II	I	
3.	13 Februari 2014	Perbaikan bab I dan II	I	
4.	17 Maret 2014	Pengajuan bab I, II dan III	I	
5.	27 Maret 2014	Perbaikan bab I, II dan III	I	
6.	21 April 2014	Pengajuan bab I, II dan III	II	
7.	12 Mei 2014	Perbaikan bab I, II dan III	II	
8.	5 Juni 2014	Perbaikan bab III	I	
9.	18 Juni 2014	Perbaikan bab III	II	
10.	19 Juni 2014	Acc seminar proposal	I	
11.	19 Juni 2014	Acc seminar proposal	II	
12.	15 September 2014	Seminar proposal	I	
13.	15 September 2014	Seminar proposal	II	
14.	29 September 2014	Perbaikan bab III	I	
15.	2 Oktober 2014	Perbaikan bab III	II	

16.	29 Oktober 2014	Pengajuan bab IV dan V	I	
17.	20 November 2014	Perbaikan bab III dan IV	I	
18.	12 Desember 2014	Pengajuan bab III dan IV	II	
19.	18 Desember 2014	Perbaikan bab III dan IV	II	
20.	29 Desember 2014	Acc Seminar Hasil	I	
21.	29 Desember 2014	Acc Seminar Hasil	II	
22.	9 Januari 2014	Seminar Hasil	I	
23.	9 Januari 2014	Seminar Hasil	II	
24.	12 Januari 2015	Konsultasi hasil skripsi	I	
25.	23 Januari 2015	Ujian Skripsi	I	
26.	23 Januari 2015	Ujian Skripsi	II	

9. Telah dievaluasi dan diuji dengan nilai :

Malang, 2 Februari 2015

Dosen Pembimbing I

Dosen Pembimbing II

Isti Purwaningtyas, M.Pd
NIP. 19790519 200501 2 003

Eni Maharsi, M.A
NIP. 19731209 200501 2 002

Mengetahui,
Ketua Jurusan Bahasa dan Sastra

Ismatul Khasanah, M.Ed., Ph.D
NIP. 19750518 200501 2 001

