

**A SOCIOLINGUISTIC STUDY ON REGISTERS
USED IN CARD GAME
(A CASE STUDY OF REGISTER IN SIDOMULYO)**



Research Paper

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Written By:

Irawan Romli
A.320.040.186

**ENGLISH DEPARTMENT
SCHOOL OF TEACHER TRAINING AND EDUCATION
MUHAMMADIYAH UNIVERSITY OF SURAKARTA
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CHAPTER I

INTRODUCTION

A. Background of the Study

Language is a basic tool in society. It is used to make communication. Language allows some people to say thing to each other and express their communicative needs. Language is the cement of the society, allowing people to live, working and playing together. Sometimes it is used to merely keep communication channels open so that if any need arises to say something of importance a suitable channel is available.

The correlation between language and society is learned in sociolinguistics. Wardhaugh (2000:12) states that sociolinguistics concerns with investigating the relationship between language and society with the goal of being a better understanding of the structure of language and how language functions in communication. From the definition above, it can be inferred that language and society is so closely related.

In society, a lot of people use many kinds of variety in using language, Indonesian or Java language. Many language varieties which describe the changes in situation and factor. Each occupational group or social group has the difference. So, each group has differences in registers. For example in domino card games, especially in card games.

Card game is a game which is usually played by 2 until 4 people. In card game there are many kinds of the games, but the writer just study two kinds of

this game, especially in writers village. There are domino card game and bridge card game. The domino has one game that is *gaple* game, then bridge also has one game that is *poker* game.

Game has a lot of fun, if every one look at and join the games, they will laugh and feel happy because for some players beside they play they also make some joke s. In addition, some players come from various level of community, such as entrepreneur, lecturer, teacher, journalist, etc. All of them feel enjoyable although they have to spend much time. In the games, there are many specific words of registers created. The writer makes some list of them. In *gaple* (domino) there are; *pass, nyiang, point, poldan, etc.* While in *poker* games (bridge) there are; *full house, pair, two, ace, etc.* Although there are many people who understand the meaning of the register, usually they do not know when or how the register is used, because of that the writer is interested in doing this research which is closely related to register in card game in the writer's village.

Beside that, in his village in every year exactly on August 17th, some events of competition are held especially for *gaple* games. Sometimes *poker* game is used by some young men to spend the night in independence day celebration. This is a regular event held once a year.

Beside those games (*Gaple* and *Poker*), in *poker* as well as *gaple*, there are many terms unfamiliar for other people.. The terms are, *qiu-qiu, tek-pok, orok, etc.* Also, in *bridge* games there are *remi, cap-sha, sang-gong, etc.* However he wants to study this subject focused on only two games: *gaple* and

poker games, since these games have many registers which many people do not understand about. Because of that the writer was interested in doing this research.

B. Previous Study

Several researchers have conducted the study of registers. The followings are some of them. The first belongs to Eko Yuniarto's research entitled *A Sociolinguistics Analysis of Register Used by A Group Transsexual in Solo* (2005). In the research, he focused on how the registers are used, and the forms of the registers.

In similar vein, Budhiono (2001) investigated registers used in National Basket Ball Association (NBA) Games in US of America. In his analysis, he found that generally registers used in the NBA games are in form of word or phrase. This means that each register used in representing one event that happens in either the games or the NBA in general.

The first thing that differentiates this research from the previous researches is the data. Considering the above researchers, it is clear that the registers used in caving divisions have not been yet conducted. Besides, the researcher in this research analyzes the form and the meaning of caving register compare to the real meaning. This topic is interesting to study and useful to enrich the previous research about register. Therefore, there is no need to argue about the originality of this research paper.

C. Research Problem

In order to specify the topic discussed, the writer would like to formulate the problem of research as follows:

1. What are the linguistic forms of card game registers?
2. What are the context of meaning and function of card game registers?

D. Limitation of the Study

In order to make this research feasible, the writer here want to limit this problem to the descriptive of the use of register, specified in card game register.

The writer limits this research in card game register only for two games, there are gapple and bridge game. the writer take place for observation in the writers village, Sidomulyo. Because in this village has many various level of community. This research the writer will study about the characteristic and the function of this register.

E. Objective of the Study

In this study, the writer has some objectives to describe to follows:

1. To describe the linguistics form of the registers used in card game.
2. To clarify the context of meaning and function of the card game registers.

F. Benefit of the Study

The writer really hopes that his research on card game registers has some benefits to the readers. They are:

1. Theoretical benefit
 - a. Give a clear description about the meaning of registers used in card games.
 - b. Give some contributions to the enlargement of vocabulary of the readers.
 - c. Support the development of the subject dealing with the language acquisitions.
2. Practical benefit
 - a. Enable the readers to know the registers used in card games.
 - b. Give a clear explanation about the registers to the readers.

G. Research Paper Organization

Research paper organization is given in order that the readers could easily understand about the content. The organization of this research paper is follow:

Chapter I is an introduction which consists of the background of the study, research problem, limitation of the study, objectives of the study, benefits of the study, research paper organization.

Chapter II is underlying theory. It is covers the notion of the registers and approach to analyze real meaning.

Chapter III is research method. It consists of the type of research, data and data source, method of data collection, method of data analysis.

Chapter IV is result of the research. It consists of the data analysis, analysis of meaning, discussion and findings.

Chapter V is conclusion and suggestion.