

SLANG WORDS IN GAME ONLINE ARENA OF VALOR



**Submitted as a Partial Fulfillment of the Requirements for Getting Bachelor
Degree of Education in English Department**

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FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITAS MUHAMMADIYAH SURAKARTA**

2019

APPROVAL

SLANG WORDS IN GAME ONLINE ARENA OF VALOR

PUBLICATION ARTICLE

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Abstrak

Penelitian ini bertujuan untuk mengetahui jenis kata dan alasan penggunaan kata-kata slang yang digunakan para pemain di dalam *game online Arena of Valor*. Penelitian ini adalah deskriptif kualitatif. Tujuan penelitian ini adalah untuk mengkaji : pertama jenis kata slang yang digunakan dan yang kedua adalah alasan penggunaan kata-kata slang tersebut dalam *game online Arena of Valor*. Data dari penelitian ini berupa kata dan kalimat yang mengandung kata-kata slang dalam percakapan yang terjadi oleh para pemain dalam permainan tersebut. Sumber dalam penelitian ini adalah dokumentasi percakapan yang dilakukan para pemain dalam permainan menggunakan bahasa yang mereka gunakan dalam *game Arena of Valor*. Penulis menggunakan teori Yule (1985) dalam menganalisis jenis dari kata-kata slang. Peneliti juga menggunakan teori dari Pettridge (1979) untuk menganalisis alasan penggunaan kata-kata slang tersebut. Penulis menggunakan metode dokumentasi dalam pengumpulan data. Dalam penelitian ini terdapat dua analisa yaitu tentang tipe dari kata- kata slang dan alasan penggunaan kata-kata slang. Analisis yang pertama adalah jenis kata-kata slang, dalam penelitian ini telah ditemukan 6 jenis kata-kata slang dengan urutan jenis kata- kata slang yang tertinggi yakni, pertama Borrowing dengan 60 kata-kata (40%), kedua Acronym dengan 31 kata-kata (20.6%), ketiga Coinage dengan 20 kata (13.4%), keempat Compounding dengan 17 kata (11.4%), kelima Multiple Process dengan 12 kata (8%), dan yang terakhir adalah Clipping dengan 10 kata (6.6%). Kemudian analisis yang kedua adalah alasan penggunaan kata-kata slang. Dalam penelitian ini telah ditemukan 4 alasan penggunaan kata-kata slang. Pertama adalah Easy to Understand Reason dengan 69 kata-kata (46%). Kedua adalah Brief Reason dengan 34 kata-kata (22.6%). Ketiga adalah Innovative Reason dengan 29 kata-kata (19.4%). Dan yang terakhir adalah Mocking Reason dengan 18 kata-kata (12%)..

Kata Kunci: game online AOV, slang, sociolinguistics.

Abstract

The objective in this research is to know types and reasons slang words that use by the players in game online Arena of Valor. This research is descriptive qualitative. The purpose of this research is to describe types of slang words and the reason of the slang words used in game online Arena of Valor. Data in this research is form in words, phrase or sentences which was contained slang words in the conversation happened between players. The source in this research is documentation of the conversation that happened between the players used their own words in game online Arena of Valor. The writer used Yule's theory (1985) in analyze the types of slang words. The researcher also used Pettridge (1979) for analyze the reasons of slang words. The writer used documentation method to collecting the data. In this research contained two analysis namely types of slang

words and reason of using slang words. The first for analysis is type of slang in this research has been found six types slang words. According to the analysis the highest data types of slang were First Borrowing Type with 60 words (40%). Second Acronym Type with 31 words (20.6%). Third Coinage Type with 20 words (13.4%). Fourth Compounding Type with 17 words (11.4%). Fifth Multiple Process Type with 12 words (8%). And the last is Clipping Type with 10 words (6.6%). The second analysis is reason of using slang words in this analysis has been found four reason of using slang words. First is Easy to Understand Reason with 69 words (46%). Second is Brief Reason with 34 words (22.6%). Third is Innovative Reason with 29 words (19.4%). And the last is Mocking Reason with 18 words (12%).

Keyword: game online AOV, slang, Sociolinguistic.

1. INTRODUCTION

Language is a tool used to communicate between humans. Without language people cannot understand each other this make Language is very important in daily life communication. The example of how language is important daily life communication such as for exchanging information, forming a relationship, discussion or even trading. Language also can become an identity of people that showing where they come from. As we know language is happened in the whole world ad they have their own different characteristics in every area. This make language can be study to add general knowledge. The study that learning about language is called Linguistics.

Linguistics had two two branches studies namely *macrolinguistics* and *microlinguistics*. *Microlingusitics* is refers to study about how small changes in language evolved and affect the sound and look of language. On the other hand *Macrolinguistics* refers to how language and society interact, specifically how social factors can influence the use of language in larger society. And this research focusing one of linguistics studies in *macrolinguistics* branches namely sociolinguistics.

Sociolinguistics is study of language that focusing on connection between language and society. As we know in societies throughout the world there were a lot of kinds of languages that used in communication of every region. In every region their have own characteristics in the language that used in each region.

This phenomenon is inescapable from the individual that have their own ways to convey their language to communicate in the society. From the individual they created language that can understand with each other, so it can make an interaction communication and understand each other. This make there were a lot of languages developed in every area. Suffice to say language is created from some individual in particular area to communicate and understand each other. And also language has many varieties that become one of the knowledge in the sociolinguistics study. The study that learned into the varieties of language is named Language Varieties study.

Language varieties studies is study that learn about the variation of language that happened in the society. People used language in many different way, depends on the individual that used the language to communication. So the language that they use in the daily conversation is has many varieties. And the example of phenomenon that happened in language varieties is slang words in society communication.

Slang words refers to very informal words that used in the communication without tied with language rule. In the society slang words usually used in community of groups or groups of people in the society who have the same background or purpose in society relationship. In speaking, the use of the slang words is more flexible than formal and in formal language. On the other hand the uses of slang words it would be limited on the people who know each other well or have more inmate relationship in particular area. But in present day because of the development of internet technology made we can easily connected with other people in far area and even make social group in the virtual society and interact on it. One of the results from the using technology of internet and the people used slang words to communicate is gamer.

Gamer is the nickname for the people who interested in game especially video game. Video game divided into two game namely game offline and game online. Game offline is the video game that does not need internet connection to process the game. Meanwhile, Game online is video game which is need internet connection to processing the game. Because of the game online need internet

connection, the player of game online usually can do interaction or communicate with other player from far area in the same server of the game.

In communicate between players in an online game. Developer of the game has been provided system the can use by the player to interact or communicate with other players namely system chat. In the game system chat is form such as voice chat system, quick chat system, whisper, team chat, manual chat system, and message. All the chat system above allowed players to interact or communicate with other players in the game. The players usually used slang words in their communication such as word **Noob** or usually written n00b is a download from newb which stands for newbie (new and inexperienced people) or **AFK** Away From Keyboard is interpreted to be far from the keyboard, a term that has been very popular even not only in online games but in the world of chat as well. This term certainly has a meaning where the player is away from the keyboard, so the character of the game he is playing is certainly in a state of silence.

From some examples of slang words that have been shown above, we know that these words are formed from several ways. Slang in the game can be formed from several ways, but more than that the slang words in the game can be formed from a number of certain conditions as well. From the description above, researchers are interested in conducting research on slang words used in the particular game online with the title **SLANG WORDS IN GAME ONLINE ARENA OF VALOR.**

2. METHOD

The research took issues of slang words that happened in the game online conversation between players on game online Arena of Valor. This research is used the documentation method. The researcher collected the data through the following procedures:

- 1) Downloading game application AOV in smartphone.
- 2) Installing game AOV
- 3) Created user name in game

- 4) Play game AOV with some random players
- 5) Screen shooting the chat while play game
- 6) Take data screenshot in storage data in smart phone
- 7) Typing data slang words found in game online AOV as data source
- 8) Coding the data

3. FINDING AND DISCUSSION

3.1 Finding

In this research has been found two findings from the problem statement namely the type of slang words and the reason of using slang words in game online Arena of Valor.

3.1.1 Type of Slang Words

The researcher has been found six types of slang words used in the game AOV namely Acronym, Borrowing, Clipping, Coinage, Compounding, and Multiple Process. According to the analysis the highest data types of slang were First Borrowing Type with 60 words (40%). Second Acronym Type with 31 words (20.6%). Third Coinage Type with 20 words (13.4%). Fourth Compounding Type with 17 words (11.4%). Fifth Multiple Process Type with 12 words (8%). And the last is Clipping Type with 10 words (6.6%).

3.1.2 Reason of Using Slang Words

The researcher has been found four Reason of using slang in the game Online Arena of Valor they were Brief Reason, Innovative Reason, Mocking Reason, and Easy to Understand Reason. The table showed the highest until the lowest reason of using slang words in game arena of Valor. The highest Reason of Using Slang First is Easy to Understand Reason with 69 words (46%). Second is Brief Reason with 34 words (22.6%). Third is Innovative Reason with 29 words (19.4%). And the last is Mocking Reason with 18 words (12%).

3.2 Discussion

This Finding of the study is supported by theory of George Yule (1985) in analyzing type of the slang words, while in analyzing reason of the using slang

words used theory of Eric Pettridge (1998). This result of the study showed the behavior of the players using slang words in their communication with another player in game online AOV. Based on the behavior players using the slang word in almost in every communication happened. They use the slang words without paying attention to the words form or even grammar rules. Sometimes it makes inconvenient to understand the meaning of the conversation when you are not wonted. Furthermore, they were contain swear words almost in every conversation between the players.

Comparing with several previous studies there were some differences and similarities with this study. The differences between this study with some previous study for example is comparing with study of slang words proposed by Ratna P (2010). In Ratna P (2010) she using Eric Pettridge theory's for analysis the type of slang on his research. Meanwhile, in this study used the theory of George Yule for analysis of type of slang. For reason of using slang words this research different from Wijayanto C. A (2013) that states there were nine reason of the slang words. In the other hand in this research, the researcher only states four reason of using slang words.

The research has also similarity with several previous studies. Example in Novianti D. (2017) and in Winda P (2013) both of these studies were analyzed the type of slang words that using same theory which was George Yule Theory's, even though the theory was same but actually the result has showing the different in the Novanti D. (2017) has found ten types of slang meanwhile in the Winda P. (2013) has found eleven types of slang word but in this study there were found only six types of slang words.

3.3 Table of Analysis

Table 1. Table Analysis Types of Slang Words

No.	Types	Words	Frequency	Percentage
1.	Acronym	1. AI (2) 2. AD (2) 3. AFK (4) 4. By1 (2) 5. Dmg (3)	31	20.6%

No.	Types	Words	Frequency	Percentage
		<ul style="list-style-type: none"> 6. DS (2) 7. Gank (2) 8. GG (2) 9. HP (2) 10. LOL (3) 11. Obs (4) 12. OP (1) 13. EZ (2) 		
2.	Borrowing	<ul style="list-style-type: none"> 1. Abyssal (2) 2. Assassin (1) 3. Archer (3) 4. Buff (2) 5. Bully (2) 6. Carry (2) 7. Cover (2) 8. Farming (2) 9. Feed (1) 10. Gold (2) 11. Hero (1) 12. Item (1) 13. Jungle (2) 14. Kill (1) 15. Lag (4) 16. Map (2) 17. Report (3) 18. Rush (2) 19. Skill (2) 20. Skin (2) 21. Solo (3) 22. Stun (2) 23. Support (1) 24. Tank (5) 25. Top (1) 26. Tower (4) 27. Trolling (2) 28. War (2) 29. Warrior (1) 	60	40%
3.	Clipping	<ul style="list-style-type: none"> 1. Bot (3) 2. Crit (1) 3. Def (2) 4. Lev (1) 5. Mid (2) 6. Ulti (1) 	10	6.6%
4.	Coinage	<ul style="list-style-type: none"> 1. Creeps (2) 2. Jungler (5) 	20	13.4%

No.	Types	Words	Frequency	Percentage
		3. Mana (1) 4. Mage (2) 5. Noob (8) 6. Feeder (2)		
5.	Compounding	1. First Blood (1) 2. Main Tank (1) 3. Off Tank (1) 4. Open war (2) 5. Stun-Lock (1) 6. Split-Push (1) 7. Team Fight (1) 8. Tower Dive (1) 9. Cooldown (2) 10. Offside (2) 11. Recall (2) 12. Restore (2)	17	11.4%
6.	Multiple Process	1. Archernya (1) 2. Critnya (1) 3. Distun (1) 4. Hpnya (1) 5. Ngekill (1) 6. Ngetroll (2) 7. Ngeulti (1) 8. Noobin (1) 9. Skillnya (1) 10. Supportnya (2)	12	8%
		TOTAL	150	100%

Table 2. Table Analysis Reason of Using Slang Words

No.	Reason	Words	Frequency	Percentage
1.	Brief Reason	1. AI (2) 2. AD (2) 3. AFK (4) 4. Buff (2) 5. By1 (2) 6. Bot (1) 7. Dmg (3) 8. DS (2) 9. Crit (1) 10. Feed (1) 11. Gank (2) 12. GG (2) 13. HP (2) 14. Mage (2)	34	22.6%

No.	Reason	Words	Frequency	Percentage
		15. Obs (4) 16. OP (1) 17. Ulti (1)		
2.	Innovative Reason	1. Archernya (1) 2. Carry (2) 3. Cooldown (2) 4. Critnya (1) 5. Creep (2) 6. Distun (1) 7. First Blood (1) 8. Hpnya (1) 9. Main Tank (1) 10. Mana (1) 11. Ngekill (1) 12. Ngetroll (2) 13. Ngeulti (1) 14. Off Tank (1) 15. Open War (2) 16. Recall (2) 17. Skillnya (1) 18. Stun lock (1) 19. Supportnya (2) 20. Split Push (1) 21. Team Fight (1) 22. Tower Dive (1)	29	19.4%
3.	Easy to Understand Reason	1. Abyssal (2) 2. Assassin (1) 3. Archer (3) 4. Bully (2) 5. Cover (2) 6. Def (2) 7. Farming (2) 8. Gold (2) 9. Hero (1) 10. Item (1) 11. Jungle (2) 12. Jungler (5) 13. Kill (1) 14. Lag (4) 15. Lev (1) 16. Map (2) 17. Mid (2) 18. Offside (2) 19. Restore (2) 20. Report (3)	69	46%

No.	Reason	Words	Frequency	Percentage
		21. Rush (2) 22. Skill (2) 23. Skin (2) 24. Solo (3) 25. Stun (2) 26. Support (1) 27. Tank (5) 28. Top (1) 29. Tower (4) 30. Trolling (2) 31. War (2) 32. Warrior (1)		
4.	Mocking Reason	1. Ez (2) 2. LOL (3) 3. Noob (8) 4. Noobin (1) 5. Bot (2) 6. Feeder (2)	18	12%
			150	100%

4. CONCLUSION

The researcher makes the conclusion as follows:

4.1 Type of Slang Used in Game Arena of Valor

The researcher has been found six types of slang words used in the game AOV namely Acronym, Borrowing, Clipping, Coinage, Compounding, and Multiple Process. According to the analysis the highest data types of slang were First Borrowing Type with 60 words (40%). Second Acronym Type with 31 words (20.6%). Third Coinage Type with 20 words (13.4%). Fourth Compounding Type with 17 words (11.4%). Fifth Multiple Process Type with 12 words (8%). And the last is Clipping Type with 10 words (6.6%). From the explanation above the players of game online AOV commonly created their slang words from borrowing another language and become habit used in the game communication.

4.2 The Reason of the Slang Word Use in Game Arena of Valor

The researcher has found four Reason of using slang in the game Online Arena of Valor they were Brief Reason, Innovative Reason, Mocking Reason, and Easy to

Understand Reason. The highest Reason of Using Slang First is Easy to Understand Reason with 69 words (46%). Second is Brief Reason with 34 words (22.6%). Third is Innovative Reason with 29 words (19.4%). And the last is Mocking Reason with 18 words (12%). From the explanation we know that reason of using slang by the players mostly was the players wanted to say words that can easily understand to other players in the game communication.

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