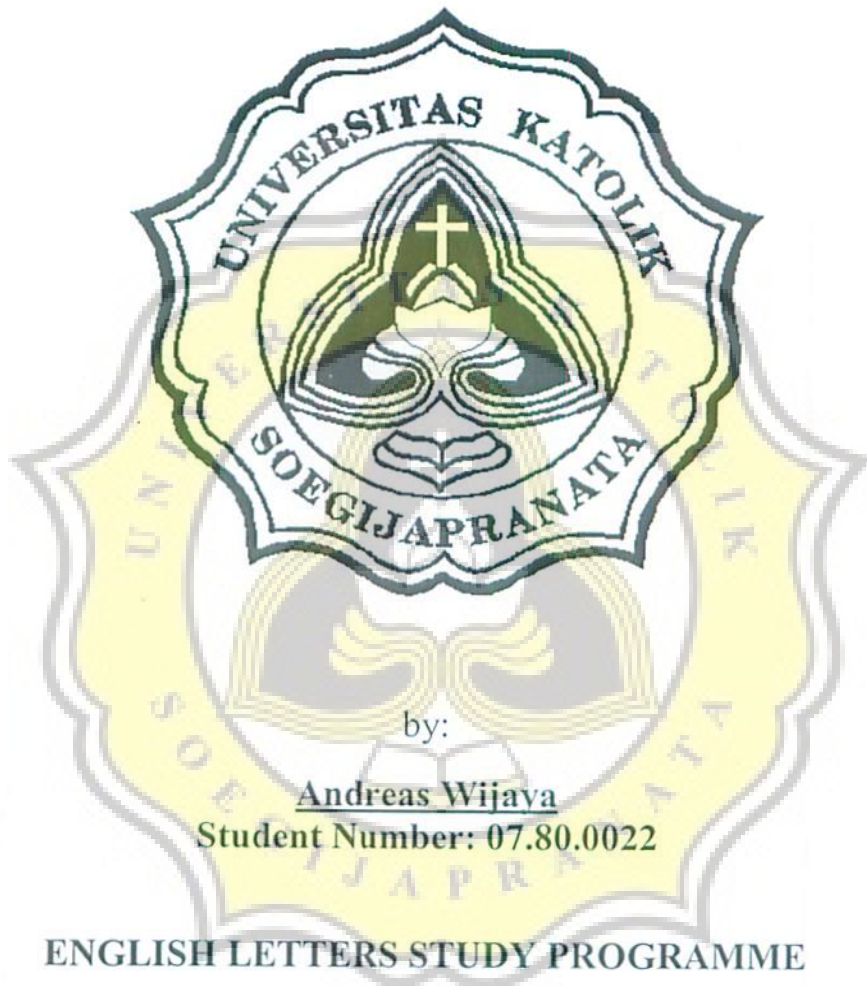


An Analysis of the Jargon Used In Online Games

A THESIS



by:

Andreas Wijaya

Student Number: 07.80.0022


ENGLISH LETTERS STUDY PROGRAMME

FACULTY OF LETTERS

SOEGIJAPRANATA CATHOLIC UNIVERSITY

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Sarjana Sastra Degree in the English Letters Study Programme**



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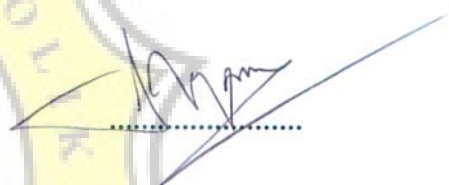
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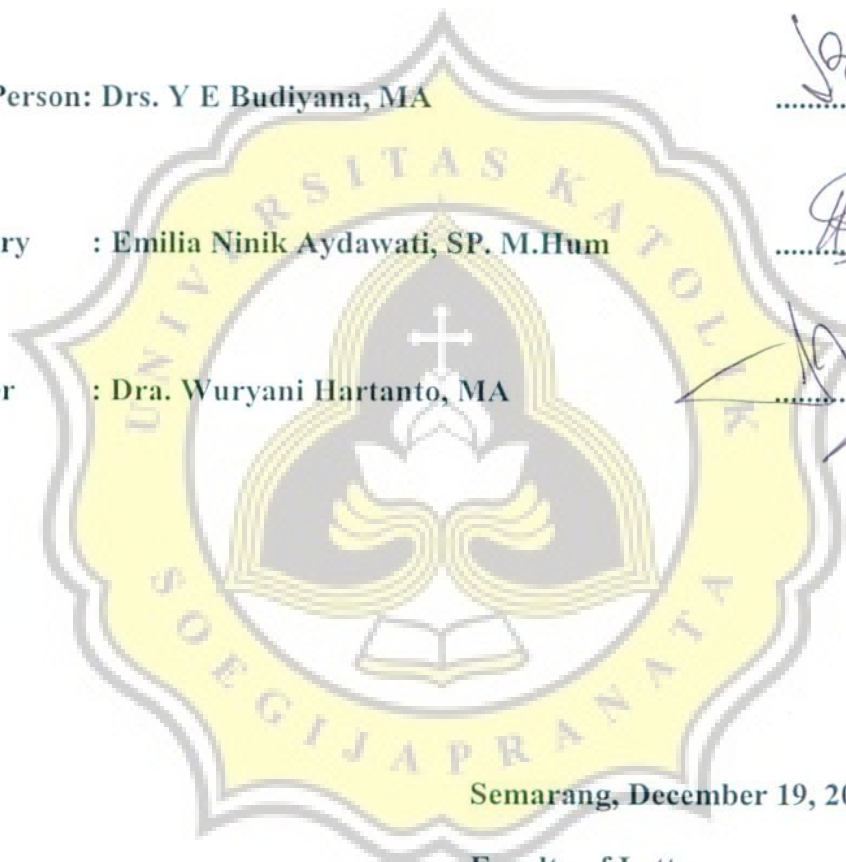


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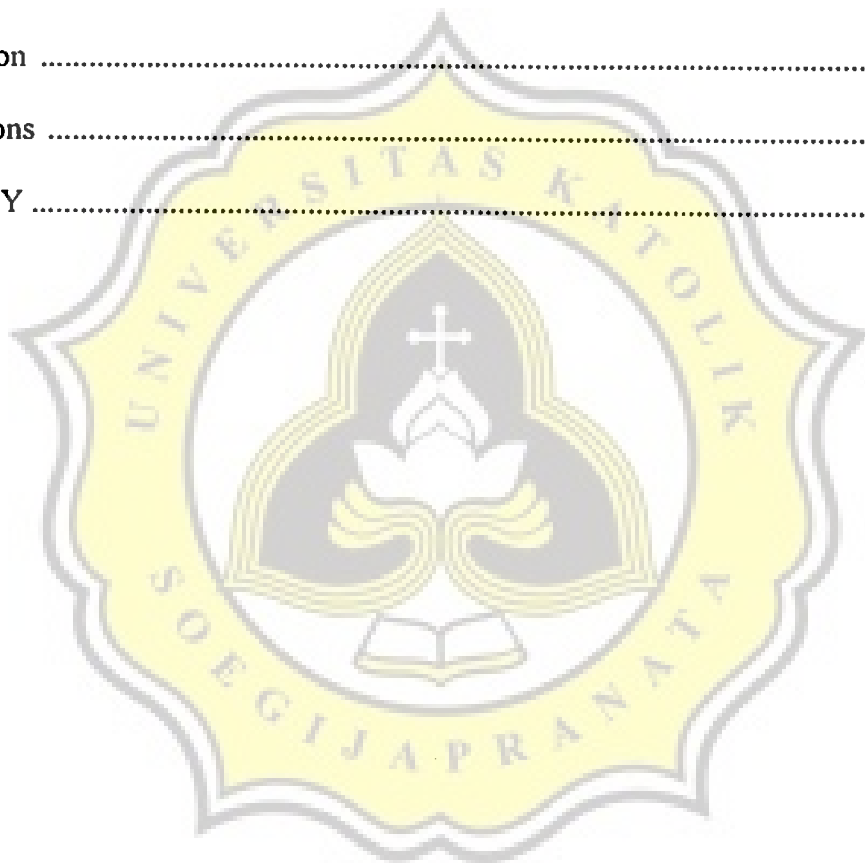
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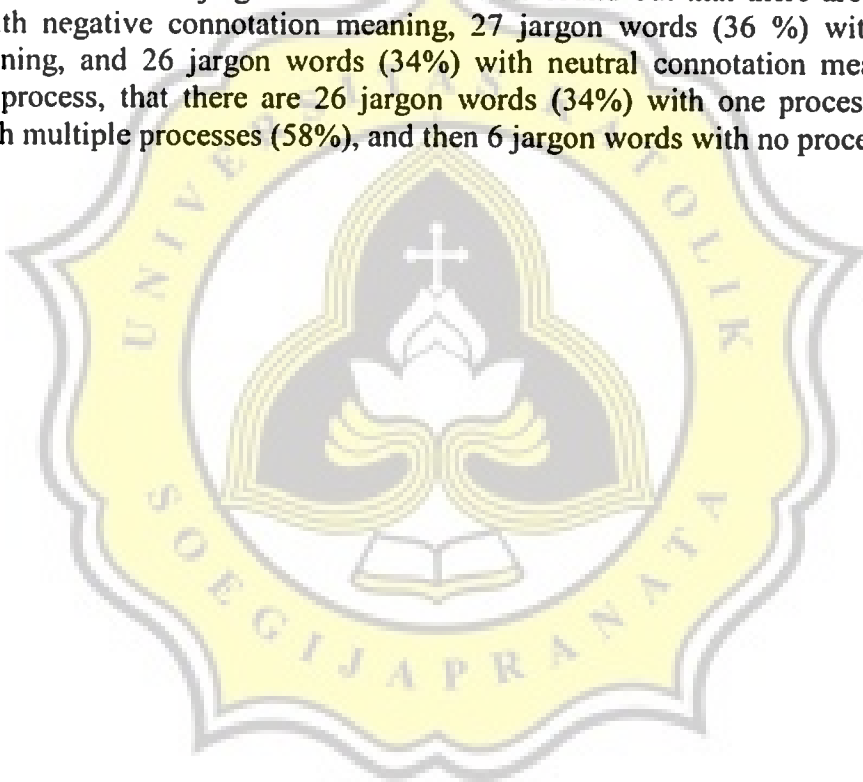
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ABSTRACT

Jargon is within the domain of Sociolinguistics. Jargon is an occupational and secret language, so it occurs in the occupational fields and only the people who work in the same field can understand it. The writer has found that it exists in Online Games Chat. The research aims to discover the jargon words are used in Online Games Chat, and then analyze them semantically to deal with denotation and connotation meanings, and morphologically to find out its word formation process. So, the research is conducted within the domain of Sociolinguistics, Semantics, and Morphology.

The research belongs to qualitative research. The data were collected by searching the jargon words on online games chat, and then the writer validated the data with the players of online game. In this case the data were validated with players from MMORPG, RTS, and FPS. The writer discovered 73 jargon words. The writer found out that there are 23 jargon words (30%) with negative connotation meaning, 27 jargon words (36 %) with positive connotation meaning, and 26 jargon words (34%) with neutral connotation meaning. For word formation process, that there are 26 jargon words (34%) with one process, then 41 jargon words with multiple processes (58%), and then 6 jargon words with no process (8%).



Abstrak

Jargon adalah bagian dari ilmu Sociolinguistik. Jargon adalah bahasa yang berhungan dengan pekerjaan dan merupakan bahasa yang rahasia., sehingga bahasa itu hanya ada di dalam lingkungan pekerjaan dan hanya orang yang bekerja dalam bidang yang sama yang dapat memahaminya. Penulis menemukan adanya Jargon di percakapan Game Online. Penelitian ini diarahkan untuk menemukan jargon yang digunakan di percakapan Game Online, lalu menganalisanya dari Semantik untuk menemukan arti denotasi dan konotasi, dan dari segi morfologi untuk menemukan proses pembentukan kata. Jadi, penelitian dilakukan di domain Sociolinguistik, Semantik, dan Morfologi.

Penelitian ini termasuk penelitian kualitatif. Data dikumpulkan dengan mencari di dalam percakapan game online. Dalam hal ini data disahkan oleh para pemain MMORPG, RTS, dan FPS. Penulis menemukan 73 jargon. Penulis menemukan 23 jargon (30%) yang memiliki arti konotasi negatif, 27 (36%) jargon yang memiliki arti konotasi positif, dan 26 (34%) jargon yang memiliki arti netral. For word formation process, there are 30 jargons (40%) with one process, and then 39 jargons (52%) with multiple processes, and finally 6 jargons (8%) with no process. Untuk proses pembentukan kata, ada 26 jargon (34%) dengan satu proses, lalu 41 jargon (58%) dengan proses ganda, dan yang terakhir 6 jargon (8%) dengan tidak melalui proses apapun.