

CHAPTER I

INTRODUCTION

1.1 Background of the Study

Online game is a form of game that is played by using internet. By playing this game many people from all over the world can play together although they are far away. Smed (2002, p.5) says that, “you can play game wherever you are”. There are many kinds of online games, for example, MMORPG. In this game, the players do not only play games but also chat with other players. Besides, the providers of online games offer many interesting features such as, item mall. The story of the game itself makes the online game popular nowadays.

In Indonesia, Online game is also popular because many people from any ages like to play the online game. Along with its popularity, gamers, name of the people who play online game develop a language, which is known only by gamers.

The gamers use the jargon in order to discuss something by using easier words. For example,

A: *eh cupu loe, gitu aja ga bs...*

B: *biarin lah ya...*

In this conversation, it can be seen that *cupu* is related to players who has lower level. The formation of this word is based on the ability of the gamers, the response to other gamer to judge how good he or she is. Thus,

this paper tries to show the meaning of the jargon and how the jargon in online game is formed.

In order to analyze the data list of the jargon, the writer made a qualitative study analyzing the jargon in online game. There are many online game types available to be the object of this study such as MMORPG (Massively Multiplayers Online Role-Playing Games), FPS (First Person Shooter), or RTS (Real Time Strategy). Those games are really interesting to be played and it has many jargons in the chat. Moreover, the writer focuses on analyzing only the jargon found in the online game chat and showing how the jargon formed.

1.2 Field of the Study

The field of this research is Linguistics within the domain of Sociolinguistics and Morphology because this study is about jargons and the meanings and how the jargons are formed.

1.3 Scope of the Study

In this study, the writer played online games and made records from the chat in online game and collected the data from them. Then, the writer examined the parts of the chat and conducted an analysis from them. The writer collected the jargon list from the dialogue that is used in online games in Indonesia. The online games that will be explored are MMORPG, FPS, and RTS.

1.4 Problem Formulation

The writer has two main problems, which are:

1. How are the jargons in online games formed?
2. What are the meanings of the jargons in online games?

1.5 Objectives of the Study

This study is conducted to achieve the following objectives:

1. To analyze how the jargon words in online games are formed
2. To find out the meanings of the jargon in the online games.

1.6 Significance of the Study

The research is expected to contribute more knowledge about the jargons used in online game. The word formation process help people know how the jargon in online games is formed. The writer expected that this research will help people to know more about the jargon used in online games, so that they will not misunderstand one another when they play online games. As a result, the study can become a reference for those who want to play the game.

1.7 Definition of Terms

Jargon is often used almost interchangeably to refer to ‘obscure or secret language’ or ‘language of a particular occupational group’ (O’Grady et al, 1996, p.557).