CHAPTER I

INTRODUCTION

1.1. Background of the Study

In communication, people may use many different styles of languages in different situation. For example, students use formal language when they talk with their lecturers. Some students use informal language or daily language when they talk with their friends. Some people may use speech situations in their conversation. According to O'Grady (1996, p. 577), speech situations are those social situations in which there is appropriate use of language. People use different language in different situation.

People may use different languages in specific community or group. Its purpose is to hide their privacy. Then, people who understand the meaning of the language is only person in that community. For example, people in the field of health, they use their specific language with their community in hospital only. People in law field also use their specific language with their partners in their institution only. Such specific language is known as jargon. According to Fromkin (1978, p. 273), "Jargon is practically every conceivable science, profession, trade, and occupation has its own set of words". Every group has its own word to show its own style. Every game also has different jargon. In games, people often do gambling.
There are a lot of kinds of gambling in Indonesia. One of them is *togel*. *Togel* is the one of gamblings connected with number or guessing of number. *Togel* has become a favorite game in Indonesia. The word ‘*togel*’ is a combination of word ‘*toto*’ and ‘*gelap*’. It has a meaning ‘an illegal transaction’.

Initially, *togel* is allowed by Indonesian government. It began with a sport activity known as SDSB (*sumbangan dana sosial berhadiah*) to support sport in Indonesia which provides gift for the participants. Due to protests from the society and religious parties, the SDSB was finally stopped. All activities related to gambling were prohibited in Indonesia. However, *togel* gamblers have become addicted to buy a *togel* in large number. They also made hidden transactions of *togel* by opening an illegal counter. They also access *togel* via internet. Since then, *togel* has become interesting for people who like it. *Togel* is getting more popular among gamblers.

In the writer’s neighborhood, there are a lot of people who often buy *togel*. Their conversation is all about *togel* gambling. They often connect their dream to every number in *togel* gambling. They have their own number for each dream. For example, last night they dreamt about bitch, the number that matches with the dream is 21. Number 21 refers to the bitch, 03 refers to people’s death, etc. They also use a secret language to keep their conversation from other people. They use a specific language to replace something about *togel* in their conversation. Because the writer’s neighbors
often use specific language or jargon in their conversation, the writer will
analyze their conversation. The writer expects that jargon in *togel* gambling
can be analyzed in her research. It also becomes a motivation for the writer
to write about jargon in *togel* gambling.

There are a lot of jargons in *togel* gambling. The writer is interested
to analyze the kind of jargons in *togel* gambling. Some people use jargon in
*togel* gambling with people connected with *togel* gambling only. Other
people who are not related with *togel* gambling will not understand the
meaning of the jargon in *togel* gambling. They will use different language
when they talk with other members. Its purpose is to keep their secret
language from other people who do not connect with *togel* gambling. They
hide their language because they feel that language is privacy.

Words that people use in *togel* gambling are called as jargons
messages. Gamblers use a simple word to illustrate the actual meaning.
Jargon is an occupational language which only small number of people
knows it. Jargon is an occupational or social group; it is confined to a
comparatively small number of speakers and is obscured to outsider
(O’Grady, 1996, p. 555).

1.2. Field of the Study

This study is within Linguistics field, focusing on Sociolinguistics,
Semantics and Morphology.
1.3. Scope of the Study

The writer focuses on the research connected with the part of Sociolinguistics, Morphology, and Semantics field. The writer used three theories because she will find out list, meaning, and form of word formation process in *togel* jargons. The writer got data from the reseller and buyers in Kali Gentong, Ampel, and Tengaran area.

1.4. Problem Formulations

This study concerns about the phenomenon of jargon in community. Therefore, the research questions are formulated as follows:

a. What are the meanings of the jargons used in *togel* gambling in Ampel and Tengaran areas?

b. How are the jargons used in *togel* gambling Ampel and Tengaran areas formed?

1.5. Objectives of the Study

Every research has its purpose and objectives to support the research. The objectives of the study depend on the people who learn it. The objectives of the study are as follows:

a. To explore the meaning of the jargons used in *togel* gambling in Ampel and Tengaran areas.

b. To find out how the jargons used in *togel* gambling are formed in Ampel and Tengaran areas.

1.6. Significance of the Study
From this research, the writer introduces the jargon in *tigel* gambling. The writer expects this research will enrich people's knowledge about a lot of jargon words in Indonesian gambling languages. The findings will hopefully help people understand the meanings of the jargons and be familiar with the process of word formation in *tigel* gambling jargons. The writer hopes that the result of this study could contribute and add something new and useful for both lecturers and students in English Department.

1.7. **Definition of Term**

a. **Style** is a situational dialect (Fromkin et al., 1978, p. 271).

b. **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).

c. **Slang** is creating a new word of language from common word of language (Fromkin et al., 1978, p. 272).

d. **Tigel** is a gambling of guessing number coming out in Singapore prize.