

## LEMBAR PENGESAHAN

**Skripsi ini diajukan oleh:**

Nama : Premaria Mahaputri  
No. Registrasi : 2225102169  
Program Studi : Non-Kependidikan Bahasa Inggris  
Jurusan : Bahasa dan Sastra Inggris  
Fakultas : Bahasa dan Seni  
Judul Skripsi :

**THE WORD FORMATION USED IN THE COMMUNITY FORUM OF RAGNAROK  
ONLINE II GAME AND SEAL ONLINE GAME**

Telah berhasil dipertahankan dihadapan Dewan Pengaji, dan diterima persyaratan yang diperlukan untuk memperoleh gelar sarjana pada Fakultas Bahasa dan Seni Universitas Negeri Jakarta.

**DEWAN PENGUJI**

**Pembimbing**

**Ketua Pengaji**

Dr. Ratna Dewanti, M.Pd

NIP. 1962211071988032001

Dra. Lina Yudianti

NIP. 196008211987032001

**Pengaji Ahli Materi**

**Pengaji Ahli Metodologi**

Dr. Muchlas Suseno, M.Pd

NIP. 196211071988032001

Dr. Hanny Iskandarini W, M.A

NIP. 195511161981032001

Jakarta, 21 Juli 2014

**Dekan Fakultas Bahasa dan Seni**

Dr. Aceng Rahmat, M.Pd

NIP. 195712141990031001

## **LEMBAR PERNYATAAN**

Yang bertandatangan dibawah ini:

Nama : Premaria Mahaputri  
No. Reg : 2225102169  
Program Studi : Non-Kependidikan Bahasa Inggris  
Jurusan : Bahasa dan Sastra Inggris  
Fakultas : Bahasa dan Seni  
Judul Skripsi : *The Word Formation Used in the Community Forum of Ragnarok Online II Game and SEAL Online Game*

Menyatakan bahwa benar skripsi ini adalah hasil karya saya sendiri. Apabila saya mengutip dari karya orang lain, maka saya mencantumkan sumbernya sesuai dengan ketentuan yang berlaku. Saya bersedia menerima sanksi dari Fakultas Bahasa dan Seni Universitas Negeri Jakarta, apabila terbukti saya melakukan tindakan plagiat.

Demikian saya buat peryataan ini dengan sebenarnya.

Jakarta, 21 Juli 2014

**Premaria Mahaputri**

2225102169

**LEMBAR PERNYATAAN PERSETUJUAN PUBLIKASI  
KARYA ILMIAH UNTUK KEPENTINGAN AKADEMIS**

---

Sebagai civitas akademik Universitas Negeri Jakarta saya yang bertanda tangan dibawah ini:

Nama : Premaria Mahaputri  
No. Reg : 2225102169  
Program Studi : Non-Kependidikan Bahasa Inggris  
Jurusan : Bahasa dan Sastra Inggris  
Fakultas : Bahasa dan Seni  
Judul Karya : Skripsi  
Judul : *The Word Formation Used in the Community Forum of Ragnarok Online II Game and SEAL Online Game*

Demi pengembangan ilmu pengetahuan, saya menyetujui untuk memberikan kepada Universitas Negeri Jakarta Hak Bebas Royalti Non-Eksklusif (Non-exclusive Royalty Free Right) atas karya ilmiah saya. Dengan Hak Bebas Royalti Non-Eksklusif ini, Universitas Negeri Jakarta berhak menyimpan, mengalih media/memformulasikan, mengelolanya dalam bentuk pangkalan data (database), mendistribusikannya dan menampilkan di internet atau media lainnya untuk kepentingan akademis tanpa perlu meminta izin dari saya selama tetap mencantumkan nama saya sebagai penulis/pencipta dan sebagai Hak Cipta. Segala bentuk tuntutan hukum dan pelanggaran Hak Cipta dalam karya ilmiah ini menjadi tanggung jawab saya pribadi.

Demikian pernyataan ini saya buat dengan sebenarnya.

Jakarta, 21 Juli 2014

Yang Menyatakan,

**Premaria Mahaputri**

2225102169

## **ABSTRACT**

PREMARIA MAHAPUTRI. The Word Formation Used in the Community Forum of Ragnarok Online II Game and SEAL Online Game. 2014. English Department, Faculty of Languages and Arts, State University of Jakarta.

This study aimed to reveal kinds of word formations used in two online game forum, “Ragnarok Online II Game” Forum and “SEAL Online Game” Forum and the reason of the usage. This study used descriptive analytical method. It is a method which is describing the findings. The data were one hundred postings (each forum are fifty postings) in these two game forums. The researcher took postings which consisted words that were constructed using word formation process. From Ragnarok Online II Game Forum, the word formation used were initialization 48 words (39%); clipping 29 words (24%), derivation 28 words (23%); compounding 13 words (10%); multiple processes 4 words (3%) and blending one word (1%). From SEAL Online Game Forum, word formation used were initialization 57 words (36%); derivation 36 words (23%); clipping 30 words (19%); compounding 28 words (17%); blending 9 words (4%) and multiple processes one word (1%). From the percentage it can be concluded that the most dominant word formation used in the both game forums was initialization. This happened because of the desire of the player to reply the post quickly. There are 26 words related to the game that were used in the two game forums which were same in the word formation used and the meaning of the words in the game

Keywords: word formation, Ragnarok Online Game II Forum, SEAL Online Game Forum

## **ABSTRAK**

PREMARIA MAHAPUTRI. Pembentukan Kata yang Digunakan dalam Forum Komunitas game Ragnarok Online II dan game SEAL Online. 2014. Jurusan Bahasa Inggris, Fakultas Bahasa dan Seni, Universitas Negeri Jakarta.

Penelitian ini bertujuan untuk mengungkapkan jenis formasi kata yang digunakan dalam forum dua game online, "Ragnarok Online II" dan "SEAL Online" dan alasan penggunaannya. Metode penelitian ini adalah metode deskriptif analitis. Metode deskriptif analitis adalah metode yang mendeskripsikan hasil penelitian. Data terdiri dari seratus posting (masing-masing lima puluh posting tiap forum). Peneliti mengambil posting yang terdiri kata-kata yang dibentuk menggunakan proses pembentukan kata. Dari forum game *Ragnarok Online II*, pembentukan kata yang digunakan adalah *initialization* 48 kata (39%); *clipping* 29 kata (24%), *derivation* 28 kata (23%); *compounding* 13 kata (10%); *multiple processes* 4 kata (3%) dan *blending* (1%). Dari forum game *SEAL Online*, pembentukan kata yang digunakan adalah *initialization* 57 kata (36%); *derivation* 36 kata (23%); *clipping* 30 kata (19%); *compounding* 28 kata (17%); *blending* 9 kata (4%) dan *multiple processes* satu kata (1%). Dari hasil tersebut dapat disimpulkan bahwa *initialization* adalah tipe pembentukan kata yang paling dominan di dua game forum tersebut. Hal ini terjadi karena keinginan para pemain untuk berkomunikasi dengan cepat. Terdapat 26 kata yang berhubungan dengan permainan yang digunakan dalam dua forum game yang tidak hanya sama dalam hal pembentukan katanya tapi juga arti serta penggunaanya di dalam dua game itu.

Kata kunci: pembentukan kata, Ragnarok Game Online II Forum, SEAL Game Online Forum

## **ACKNOWLEDGMENT**

First of all, I would like to show my greatest gratitude to the almighty Jesus Christ for His blessing, happiness, opportunities, experiences and meaningful lessons I get in my life. Only with His grace and blessing I could finish this thesis

Next, I want to express my gratitude to my Mrs. Dr. Ratna Dewanti, M.Pd as my advisory lecturer. Thank you for her patience, advices and willingness to help me improving this thesis academically, also for giving me advice of life. I just sincerely hope may God bless and protect her in life.

Of course to my precious and beloved family Mom Dad my older sister and my younger brother. Especially to my mom who always support and nagging me. Also to my younger brother who always wake me up in the middle of the night and accompany me until morning, Cristo

Mrs. Darmahusni as the Head of English Department UNJ and all lecturers who give their best to teach me. Thank you for your patience in teaching me for four years.

All of my friends in 10SB who learn together with me, thanks for everything. My beloved friends, Yuni, Fani, Riri, Ayi who struggle together with our own thesis. Thank you for their time, their patience and supports. Thanks for these great four years. Also thanks to Adith and Tani who help me with the game terms

Thank you to all staff in English Department, and also thanks to “pak udin” who helped in printing, copying, burning CD. Thank you for the patience and helping me

My grandpa who has just passed away. I’m sorry that I cannot show you my graduation picture (as I have promised you).

All my family in Jakarta and friends. Also for those who I cannot mention. Thank you for your support

For those people who have been and have not been mentioned above, may God always blessing them in their life.

Jakarta, 21 July 2014

**TABLE OF CONTENTS**

LEMBAR PENGESAHAN .....	i
LEMBAR PERNYATAAN .....	ii
LEMBAR PERNYATAAN PERSETUJUAN PUBLIKASI .....	iii
ABSTRACT .....	iv
ABSTRAK .....	v
ACKNOWLEDGEMENT .....	vi
TABLE OF CONTENTS .....	vii
CHAPTER I INTRODUCTION .....	1
1.1 Background of the Study .....	1
1.2 Research Question .....	4
1.3 Purpose of the Study .....	4
1.4 Scope of the Study .....	5
1.5 Significance of the Study .....	5
1.6 Previous Related Research .....	6
CHAPTER II LITERATURE REVIEW .....	7
2.1 Morphology .....	7
2.1.1 Definition .....	7
2.1.2 Root and Affixes .....	8
2.2 Word Formation .....	8
2.2.1 Types of Word Formation .....	9
2.3 Forum .....	12
2.4 Ragnarok Online Game II .....	13
2.4.1 Ragnarok Online Game II Forum .....	15
2.5 SEAL Online Game .....	15
2.5.1 SEAL Online Game Forum .....	18
2.6 Theoretical Framework .....	18

<b>CHAPTER III METHODOLOGY .....</b>	<b>20</b>
3.1 Research Method .....	20
3.2 Source of Data .....	20
3.3 Data .....	21
3.4 Data Collecting Procedure .....	21
3.5 Data Analyzing Procedure .....	21
<b>CHAPTER IV FINDINGS AND DISCUSSIONS .....</b>	<b>23</b>
4.1 Findings .....	23
4.1.1 Word Formation in Ragnarok Online II Game Forum.....	24
4.1.2 Word Formation in SEAL Online Game Forum .....	28
4.2 Data Discussion .....	32
4.2.1 Word Formation in Ragnarok Online II Game Forum .....	32
4.2.2 Word Formation in SEAL Online Game Forum .....	46
4.2.3 The Similarities of Word Found in the Forums .....	56
4.2.4 The Differences of Word Found in the Forums .....	59
<b>CHAPTER V CONCLUSION AND RECOMMENDATION .....</b>	<b>60</b>
5.1 Conclusion .....	60
5.2 Recommendation .....	61
<b>REFERENCES .....</b>	<b>62</b>
<b>APPENDICES</b>	