

CHAPTER III

METHODOLOGY

This chapter describes the methodology used by the writer, including research method, source of data and data, data collecting procedures and data analysis procedures.

1.1 Research Method

This study belongs to qualitative research. Creswell (2013, xxvi) stated that *qualitative research method deals with purposeful sampling, collection of open ended data, analysis of text or picture, representation in table and personal interpretation of the finding*. Briefly, qualitative research is commonly not to be used to find a data in term of frequency, but it is used to analyze and find the meaning from the data. The data will be presented in a graphic and also will be calculated in terms of percentage of each word formation, but still it is qualitative because there is description of the analysis of data. Precisely, this research used a descriptive analytical method. Descriptive analytical method (Kutha Ratna: 2004:53) is method which is describing the fact then analyze it.

3.2 Source of Data

The source of data is a hundred postings (each forum is fifty postings) taken from Ragnarok II Online Game Community Forum and SEAL Online Game Forum. The postings will be taken from various sub forum labeled in the forum.

3.3 Data

The data is words in the postings that are created using word formation processes (compounding, clipping, blending, acronym, coinage, eponym, back formation, borrowing, derivation, conversion and multiple processes) of the two game forums.

3.4 Data Collection Procedure

There are several steps to be done in collecting the data, they are:

1. Browsing each forum of the games and see all postings in the various sub forums
2. Reading all the postings see if there is a word that is created using word formation
3. Collecting all the postings consist the word formation (each forum will be taken fifty postings)
4. Identifying and selecting the words that consist the word formation.
5. Putting the data in the table of analysis.

3.5 Data Analysis Procedures

As stated in the previous chapter, the researcher will analyze the data by using Yule word formation processes. Therefore, data that have been collected are analyzed by doing the following steps:

1. Identifying words that are created using word formation process.
2. Classifying the data into the following table

Posting	Word	word formation process						
		compounding	blending	derivation	initialization	clipping	multiple processes	etc

3. Analyzing and describing the reason of why the new word formed.
4. Explaining the meaning of new word found in the game
5. Putting the result of the word and their meaning in table
example in Initialization

Initialization	Process	Meaning	Interpretation

6. Analyzing the percentage of the word formation appeared in each forum of the game community.

Word Formation	Percentage

7. Comparing the result in terms of the result's percentage of the e games
8. Identifying the similar new words or different words and compare the word formation processes used from Ragnarok II Online Game and SEAL Online Game
9. Drawing a conclusion.