CHAPTER II

LITERATURE REVIEW

This chapter describes morphology, word formation, *Ragnarok II* Online Game, *Ragnarok II* Community Forum, *SEAL* Online Game, and *SEAL* Online Game Forum

2.1 Morphology

2.1.1 Definition

Morphology derived from German, *Morphologie*, which means to study a shape. In linguistics, the term morphology defined as study of structure of words which analyses the structure of word (O'Grady, Dobrovolsky, Katamba: 1996; Victoria and Rodman: 1998; Crystal: 2011) by divided it into morphemes (Heß, 2011) or morpheme is "the smallest meaningful units the word can be divided in" (O'Grady, Dobrovolsky, Katamba: 1996; Heß, 2011). From the explanation, word, is not the smallest meaningful unit; it still can be divided into two or more morphemes. It can be seen from the example: a word "black" consists of two morphemes {BLACK} +{pos}, and this morphemes cannot be divided anymore. There are two kinds of morphemes, free morpheme and bound morpheme. Free morpheme is a morpheme that can stand alone as word, for example write, sing, etc. Meanwhile, bound morpheme is a morpheme that cannot stand alone (need a free morpheme to make meaning), for example, -s, re-, -er.

2.1.2   Root and Affixes

According to Katamba (1993:41), words have internal structure which is created by word-building elements. The elements include roots and affixes. Root is the irreducible core of a word, with absolutely nothing else attached to it. It is the part that is always present, possibly with some modification, in the various manifestation of a lexeme (Katamba 1993:41) For example, "walk" is a root and it appears in the set of word-form. For example:

Walks root: walk, inflectional affix: -*s* ,and

Walker walk (root), marker noun –*er*.

Affix is a morpheme which only occurs when it is attached to some other morphemes such as a root or stem or base. There are two kinds of affixes, prefix is an affix attached before a root or stem or base like re-, un-, and in- and suffix is an affix attached after a root or stem or base like -ly, -er, -ist, -s, -ing and –ed. (Brinton: 2010)

2.2   Word Formation

Word formation is a process of a new word created. There are various ways to create a new word. (Katić: 2013; Yule: 2006). Ŝtekauer et al in 2005 (as cited in Jesus: 2009 p. 57) pointed that word formation process as creativity that has been put in a barrier of word formation. This opinion also supported by Ŝtekauer (1998 p. 87) and Ŝtekauer et al (2006 p.200). This happened because people only concerned in what category of word formation the words in. That is why the creativity of the word is restricted because the words that are not suitable to any word formation categories are not accepted as new words.

2.2.1   Types of Word Formation

Yule (2006) argued that there are eleven ordinary word formation processes. First, it is compounding. Compounding is a word formation process that deals with two or more roots or steam merging into one; it forms a new definition and depends on each other word. For example in a compound word "blacksmith" ➤ "black" (adj) + "smith", and it means a person who makes and repairs iron tools and horseshoes (it does not mean that a blacksmith is a black person who repairs and makes iron tools)

Second, it is derivation. Derivation is a word formation process that deals with one root and the other is derivational affixes, it changes meaning and sometimes lexical category. For example, in "unlucky"➤un (derivational affix) + '"lucky" (steam adj) and it means not lucky (the lexical category is still same adj),

Third, it is conversion. Conversion is a word formation processes that changes the lexical category without a derivational affixes inserted. It is sometimes called zero derivational. For example, in a word "present" (noun) and "present" (adj)

Next, it is clipping. Clipping is a word formation process that cuts the beginning, end, or beginning and end part of the word, but it does not change the meaning or the lexical category. O'Grady, et al (1996) classified clipping as shortening. For example exp is a clipping form of experience. There is also a new type of clipping, *hypocorism* ("a longer word is reduced to a single syllable, then -y or -ie is added to the end"; for example movie, Aussie, breakky).

Next, it is blending. Blending is a word formation process that combines 2 processes, compounding and clipping. It can be cut both steam (for example in bit ➔b(inary)+ (dig)it or only cut one steam and leave the other steam intact (for example blog ➔ (we)b+ log)

Next, it is back formation. Back formation is a word formation process that considers all the affixes are derivational so they create a new steam by deleting the ones which is considered as the derivational affixes. For example the word baby-sitter refers to a person who take care a baby or person. Because the syllable –er is commonly a derivational affix used as a person, the steam baby-sit is created. Back formation sometimes change the lexical category

Seventh, it is initialization and acronym. Initialization and acronym is a word formation process that takes the initial letter or sound of the word. The difference between initialization and acronym is in how the word pronounced. Initialization pronounced the word separately and per alphabet that created the word. Usually, it uses a capital letter like in BS (blacksmith).

Acronym is like initialization. It takes the initial letter or sound of the word. Unlike initialization, acronym pronounced the initials as a word. Acronym uses capital letter like in NATO (**N**orth **A**tlantic **T**reaty **O**rganization) and also can use a lower case like in radar (**ra**dio **d**etecting **a**nd **r**anging). In Yule's categorization of word formation, acronym is in the same categorization as initialization. Since they are actually different, and many experts differ them (O'Grady et al, 1996), acronym is taken as a categorization

Eighth, it is borrowing. Borrowing is a word formation process that borrows from other language. It may be all words or only partial. For example is the word croissant (French), café (French), Tycoon (Japan).

Ninth, it is coinage or root creation. Coinage or root creation is a word formation that wants to create a new root. It creates a new word either because he wants it or accidentally which is used, later on, in everyday of life. Coinage is more used, basically for a brand. The examples of coinage are Kleenex, aspirin, escalator, etc.

Tenth, it is eponym. Eponym is a word formation process that creates a new word based on name of person, place; for example sandwich (taken from Earl of Sandwich), jeans (taken from a city in Genoa, Italia), *Negeri Paman Sam* (from name Sam who was a food provider for US army. He often initialized his food delivery package US which means United States. The army often called him Uncle Sam which also US)

Last, it is multiple processes. Multiple Processes are two or more word formations involve in creating a new word. For example deli (it is from a borrowed word delicatessen then it is clipped), snowballed (a compound word snowball converts into verb by derivational affix -ed),

There are several other experts in word formation, like O'Grady et al (1996), Brinton and Traugott (2000). In a brief conclusion, from other experts, Yule stated more word formation by adding multiple processes. But, he classified initialization and acronym as one category. Other expert like O'Grady et al (1996) classified initialization and acronym separately. Brinton and Traugott (2000) in their essay *Lexicalization and Language Change* argued that there are nine word formations. They used loan word

instead borrowing; also, they did not state eponym and multiple proccesses as word formation processes. But, they added Metalinguistics Citation. Metalinguistic citation is a word formation that creates a new word because of the user's mental knowledge and uses it to make a new word or "a speaker ability to pick up any piece of linguistic material and make it into word" (Brinton and Traugott, 2000). For example "There are two a's in my name"

2.3 Forum

A forum is basically a way where people can exchange their ideas and views on a particular issue. It is a sort of online community where visitors can hold conversations, read and post messages of common interest. It is very difficult to distinguish forum with chat room. Generally, they are different in language used, and in online replying. Language in chat room tends to shorter than in forum and people in the forum do not have to online all the time to involve in the topic. It is because massages in forum are publicly available for some time. There are infinite numbers of forums that are running online like internet marketing forum, technical forums, entertainment forums, sports forums, and game forum.

Forum is divided into many categories, and each category is divided into many sub forums. Each sub forum consist many postings that are classified by the topic of the sub forum. In the sub forum, people can express their opinion of the topic, ask question, reply and even can complain regarding topic. Topic in a forum is often called as a thread. Thread or topic is the title collection of posts that express the topic, an opening post that

will discussed. A thread is made by the members of the forum, moderators, and administrators (and in the game forum thread also is made by the game makers).

Members of a forum should obey the rules that are explained by moderators and administrators because if they do not obey the rules they will get warning, or get banned. Usually, the rules are about not allowed to multireplying, multiposts in a thread, not allowed to post using inappropriate language. Moderators are users who have access to all threads, keep the rules are not broken, answering questions regarding topic. Moderators get a help from administrators.

2.4 Ragnarok Online Game II

Ragnarok Online II Game is a sequel of Ragnarok. It is created by Gravity Corp of South Korea and had been released by AsiaSoft in four countries in South East Asia, (Malaysia, Singapore, Thailand, and Vietnam) on January, 3rd, 2013; then, to North America and Europe on May 1st 2013. In Indonesia, Ragnarok Online II Game was released on August, 28th 2013 by Lyto.

The story of the game happened after the end of Ragnarok Game I. The story is about after the evil (Freyja) was sealed and peace came to the Midgard Kingdom, a dimension black hole appeared and the evil energy started to appear in the land. After a very hard attempt in sealing the black hole by the magician, an investigation group to investigate the relationship between the dimension gap and the incidents happened in the land, is created. The player could choose a character to be played. There are six character classes (swordsman, thief, archer, magician, acolyte, and noel) that can be chosen and in level 25 a player could specify his character. For example if you choose a swordsman, in

level 25 you can choose to be a warrior or a knight. The player also could choose to be a blacksmith, artisan, chief, priest as their main job. They have their own power and special skill (advantage or disadvantage) and player could team up with other player who has different job to make a solid tag team as the story go through.

Here is the list of characters that can be chosen in Ragnarok Online II Game,

Swordsman -> Knight / Warrior

Magician –> Wizard / Sorcerer

Archer –> Ranger / Beast Master

Thief –> Assassin / Rogue

Acolyte –> Priest / Monk

For the profession jobs, you have the following professions:

Alchemist

Artisan

Blacksmith

Chef

The "experience" of the character's class and character's job are different. The new Ragnarok Online II Game also enables player to play different character's class without loose the level of the current character. For example if you are a player who is a level 50 knight with blacksmith as the job level 50 and you want to play as a chief priest you can choose priest and chief. You begin from level one. But if you want to comeback as a knight your level is level 50.

2.4.1   Ragnarok Online Game II Community Forum

The community is hosted by www.playpark.com. It is an international forum with millions of gamers around the world. Actually each country where Ragnarok Online Game II released has its own forum which used its own language. Indonesia has Indonesian's community forum which is hosted in www.lyto.net. The community is used as a place for interaction between players, new information regarding events, prize, guide from the publisher, complaint from the player to the publisher, etc. There are sub forums with a number of postings in each category. A player can post, create sub forum, chat between players regarding anything related to the game. As stated before, only members, moderators, administrators, and game makers can posts in the forum. Game makers are users that created the game. Their duties are answer questions regarding the games, create poll to measure the weakness of the games, read and consider the opinions from members of the forum in developing the game, etc.

2.5 SEAL Online Game

SEAL Online is also a MMORPG and is the first it is the first online game that embodied 3D cartoon-rendering. It is developed at first by Grigon Entertainment, a Korean company. In February 2007, YNK buy the rights of the game, then in January 2009, officially moved the production of the game to the internal studio of YNK Games. The games itself, was launched on Feb 7th 2008 in South Korea, Japan, Taiwan, Thailand, Indonesia and United States. On September 27th 2010 SEAL players experienced a wipe out and make all players start over from level one. SEAL

Online is an easy control game since mostly controlled by mouse and A, S, D keys in keyboard.

The player can choose from seven different classes, and to level up player should gain skill points by obtaining item, completing quests, etc. Like Ragnarok Online II Game, in SEAL Online game, a player could choose a character from eight class characters available. Below are the characters that can be chosen (Seal Online Wikipedia)

	Beginner Uses a Rolled-up Newspaper as their starting weapon. This class can be played if one wants to try out the Combo system in Seal Online first. After Level 10, the Beginner can choose to take Job Quests to change to one of the below classes. If one continues to play the Beginner class, the Administrator also gives rewards for playing this hard class.
	Warrior Uses Two Handed Sword as their weapon, their striking power and attack speed are higher than Knight. Easiest to level early on in the game. Warrior specialises in the combo technique. Their statistics are primarily strength (STR) and agility (AGI). **Primary Stats:** Strength, Agility Later, the player can choose want to be a berserker or a swordmaster
	Knight Uses One Hand Sword as their weapon. They have the highest defensive power among all the classes. However, they will not be able to level as fast as the Warrior at lower Levels. But later on in the game, Knight will level easier. Their statistics are primarily strength (STR) and agile (AGI). **Primary Stats:** Strength, Agility Later the player can choose to be a renegade or defender

	Mage Uses Staff as their weapon. The Mage mainly has 2 different element of magic attacks - Fire & Ice. Their only weakness lies in their low defensive power and vitality (HP). Their statistics are primarily intelligence (INT) and wisdom (WIS). **Primary Stats:** Intelligence, Wisdom Later the player can choose to be a fire wizard or ice wizard
	Priest (Cleric) Uses Mace as their weapon. The Priest can either become a support player or choose the Battle Priest route. Priest's buffs become stronger with increment in Magic Power. Their statistics are primarily intelligence (INT), strength (STR) and wisdom (WIS). **Primary Stats:** Intelligence, Strength, Wisdom Later the player can choose to be a templar or an apostle
	Jester (Clown) Uses Dagger as their weapon. Jester uses ranged attacks and they have spells to boost their attack speed. The Jester can use Darts and Cards to throw at monsters. However, they are not cheap. It is unadvisable for a new player to start off as a Jester. Their statistics are primarily intelligence (INT), strength (STR) and agility (AGI). **Primary Stats:** Intelligence, Strength, Agility Later, the player can choose to be a gambler or an assassin
	Craftsman Uses Hammer as their weapon. Craftsman can attack and have crafting skills. However, they have accuracy penalty. It might be hard for a craftsman to level up without the help of a Priest. Their statistics are primarily strength (STR) and luck (LUK). **Primary Stats:** Strength, Luck. Later, player can choose to be a demolitionist or artisan

	Hunter Uses slingshot as their weapon. The Hunter is the 7th addition to the classes that make up Seal Online: Eternal Destiny. **Primary Stats:** Strength, Intelligence, Agility Later, player could choose to be a gunner or an archer

2.5.1   SEAL Online Game Forum

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2.6   Theoretical Framework

There are various theories of word formation process. For example word formation purposed by O'Grady et al (1996), Brinton and Traugott (2000) and Yule

(2006). This research synthesizes many theories of word formation as a base of analysis. This happened so this research could be analyzed used more complete classifications of the word formation. Ragnarok Online II game forum and Seal Online game forum are chosen because both are successful MMORPG games that are published by same company in Indonesia. Both share similar languages term and more suitable to be compared.