

CHAPTER I

INTRODUCTION

This chapter contains the background of the research, research questions, purposes of the study, the scope and limitation of the study, and significances of the study. The explanations of these parts are presented below.

1.1 Background of the Study

Communication is an important thing in life. Language as the main tool of communication has become an essential part of human's life. The purpose of using language and communicate is to deliver the message in order to get a feedback, or action exactly like the communicator want. Language itself consists of many parts like morpheme, words, and sentences. Word is a "minimal free form" that consists of one or more morphemes. Morpheme is "the smallest meaningful unit of a language". A morpheme is not necessarily a word. A new word is created and used by people. Word formation is a term used that deals in making a new word. A new word can be made because of various factors, one of them is technology. For example the word "post" used in 12th century (as a pillar) is different with the word "post" used in 1633 (to publish), the word "keyboard" used in 1819 (as a music instrument), and in 1961 the meaning expanded (used in computer).

As the rapid technology development goes by, language and communication also gradually changes. The use of internet, social media, entertainment and games online made a new way for communicating around the world. The typed messages become a tool to interact with many people. As cited in Jepson (2005, p.81) research done by Warry in 1996 and Muniandy in 2002 both found that in text chat, participants used more short forms and contractions than in other written forms. A new word can be created in an online chat and in an online forum, or an existing word could have different meaning in a certain context.

Internet forum is an online media where user could post a thread (topic), give question or answer regarding topic, expressing opinion, etc. There are many kinds of forum for examples are marketing forum, health forum, and game forum. The game forum is chosen because games have become essential need of people to fulfill their needs of entertainment besides books, music, or sport activities. Schaller and Koterwas in *What Makes Learning Games* agreed that games are temptation; they are addictive, and a fast growing industry. This opinion supported a research done by Entertainment Software Association, that at least two persons in a household play games in their PC, smart phones, or game console and at least play games for an hour in a day.

Games could be classified into online or offline games. The genres of the games are sport games, role playing games, and simulation games. Ragnarok Online II Game and Seal Online Game forums are chosen because these two online games

have similar genre which are role playing games (both MMORPG), and both games are hosted by same publisher web Lyto (in Indonesia). They also use similar language and have similar words created in forum. Ragnarok Online II game is chosen because it is the sequel of the most successful MMORPG (*Massively Multiplayer Online Role Playing Game*) in Indonesia. Since Ragnarok Online II was launched on August 2013 in Indonesia has reached a hundred thousand people. The player played as the hero or heroine who was recruited to investigate the relation between the incidents that happened in the land and the dimension gap which was appeared. Meanwhile, Seal is played by fifty thousand people in Indonesia and it is the first online game that embodied 3D cartoon-rendering. There are experience and level to be increased, item to be unlocked, enemies to deal with, and various characters to be selected with job and their special skill.

It is interesting to see the new words created by the players and how the words are used in these two game forums for reasons. First, because it is a specific forum (game forum) the words created are different from usual chat forum (for example BS in general can be an initialization of “Bachelor of Science”, “Britney Spears” in music industry; in the Ragnarok Forum it is “blacksmith”). Second, the meaning of usual word could change according to the context (like the word “concentration” in the Ragnarok game is one attack skill of a knight or warrior). Third, it is important to enrich the knowledge of a new word to communicate with a certain group. Since there is no limitation of the meaning with the words, this

phenomenon would confuse ordinary people. In order to solve this, the research is conducted.

1.2 Research Questions

Based on the background of the study above, the research questions can be stated as follows:

1. What kinds of word formations used in the community forum of Ragnarok II Online Game and SEAL Online Game Forums?
2. Why are word formation used in the two forums?
3. What are similarities of the word formation found in the two games?

1.3 Purposes of the Study

This research aimed to investigate what kinds the word formation used in the Ragnarok Online II Community Forum and SEAL Online Game Forum and why the word formation is used in the Ragnarok Online Community Forum and SEAL Online Game Forum. By analyzing the two game's in terms of the word formation used in forum, this research will reveal the new words created (by the gamers) in the similar genre of online game and the word formation used. This research also wants to enrich the knowledge of new words, especially new words which is used in the community of gamers. Using morphological approach, the researcher hoped this research could be used as an example for those who want to do similar research in State University of Jakarta.

1.4 Scope and Limitation of the Study

This research only focused on the word formation used in the Ragnarok Online II Community Forum and SEAL Online Game Forum.

1.5 Significances of the Study

Theoretically, this study tends to contribute to the linguistic study in English Department of the State University of Jakarta. Moreover, this study will enrich the knowledge of new words, especially new words which is used in the community of gamers. The researcher hoped this research could be used as an example for those who want to do similar research in State University of Jakarta.

Practically, this study will enhance with a new words which is specific and is used only in a game forum and also will give a better understanding for the writer and the readers regarding word formation. In addition, the result of this study may be beneficial to be used as a reference for future students who are interested in word formation research. This research, hopefully, also can be a consideration of the game makers in developing game. With this research, the game maker could use another term of the game if she or he developing a new genre. This research also proves that playing games and studying a new word can be done together. This study also can be used as a reference for those who want to make dictionary of words used in game online.

1.6 Previous related research

In conducting this study, the researcher is helped by other studies that have been done in other universities. For example, Anggareni (2011) found one hundred slang words in the billboard in Semarang; forty used compounding, four used borrowing, thirteen used coinage, seven used initialization and acronym, eleven used blending, nine used clipping, one conversion, nine used inflection, and six used derivation.

Other thesis written by Wydiasari (2011) found that there are eight strategies of word formation process, which are undergone by Indonesian slang words used in Lupus novels. They are borrowing, coinage, compounding, initialization and acronym, blending, clipping, inflection, and derivation. Based on the findings, there are 125 slang words that are used in Lupus novels, the edition of 2000 to 2003. She found that the process of borrowing is the most common process that is used. It takes 76% of total slang words or 95 from 125 slang words.

Another research conducted by Sadeghi, et.al (2011) proved their hypothesis that Iranian Intermediate EFL students can be taught vocabulary through word formation strategies. This research used *True experimental, pretest post test control group design*. They tested seventy students as the sample. The result found that learning vocabularies through word formation strategy affected students positively.

