WORD FORMATION PROCESS OF SLANG WORD USED BY GAMERS IN THE GAME ONLINE "*MOBILE LEGEND*"

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Abstract
　　This research analyzes about word formation process of slang word used by gamers in the game online "Mobile Legend". The purposes of this research are to classify and to analyze the types of word formation processes of slang words used by gamers using theory word formation process by Yule (2010) and Katamba (2005) and to describe the meaning of slang words used by gamers. The method used in this research is descriptive qualitative. The data is formed of slang word in chat feature by gamers. In collecting the data, the researcher used participant observational method (SLC). Then, the analysis in this research, the researcher used agih method (distributional method) and used Segmenting Immediate Constituents Techniques (Teknik Bagi Unsur langsung/BUL) as the basic technique and delition technique (teknik lesap) as an advanced technique.

　　The results of this research are stated as follows. Firstly, six types of word formation process in slang word used by gamers; abbreviation, acronym, borrowing, compounding, multiple process, and clipping. Then, the researcher found twelve slang words that utterances by gamer. While for word formation process, the type that dominant is compounding. In the meaning of slang word, the researcher only finds two from seven types of meaning by Leech (1981), they are: firstly social meaning and secondly connotative meaning.

Keywords: Word Formation Process, Slang Word, Game Online

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I INTRODUCTION

Nowadays, language is very important aspect of communication. Language cannot be separated from society, because people in society are use of language to communicate to another. Bloomfield (1958:3) states that language plays a great part in our life, perhaps because of its familiarity, we rarely observe it, taking it rather for granted, as we do breathing or walking. Beside that, language itself consist of some parts, such as morpheme, words, sentences, etc.

According to Holmes (2013) , language variety is a form that differs from other forms of the language. Variety is therefore a broad term which includes different accents, different linguistic styles, different dialects. Language variety is divided in five parts: dialect, register, jargon, style and slang. There are language varieties around us, but in this study the researcher focused on slang. Slang can be written in word, phrases, or sentences. Slang

began to form in 16th century. Slang is kind of speech used by criminals and cheats.

In this era, slang is not associated with criminals. Slang as an expressions attitudes and value of group members. Slang is one of language varieties used by people. Slang word are language that used people by people in informal situation. Holmes states slang is another areas of vocabulary which reflects a person age's. Katamba (2005) added that slang is a major source of new words and in many cases it involves the use of standard form in a new and non-standard way.

The researcher use slang as the topic because slang is very close to us, people may use it in daily conversation, especially in casual or informal conversation without knowing that slang can be analyzed based on word formation process. The use of slang is phenomenon that occurs in various events of life, or the smallest of community. The use of slang in this community serves as an identity that can closer the individuals who are in the community. Game community is one of community that used slang in their communication. Slang is one of variation language that used in gamer community. The researcher found one of gaming community, the game community name is "FG HARD BLUE" .This community consists of six person, and they stay in Muara Bungo and they actively using this game. Fg Hard Blue members are studens in university. This gaming community was formed in 2017. From each member's hobby of playing games, they form a gaming community to play together.

Therefore, the use of slang usually formed in abbreviating or changes of one or more letters in a word, or even change sound or meaning. A word has important role in the language. The word itself has several processes to become a word. The process is called word formation processes. Word formation is one of the discussion in morphology about how word can be formed in a language. Based on Katamba (2005:124) and Yule (2010), there are eleven basic process to create new words in creating new words, they are abbreviation, coinage, borrowing, compounding, blending, clipping, backformation, conversion, acronym, derivation and multiple process.

The use of slang can be found in the gaming community especially game players in "mobile legend". There is slang word used by the gamer that researcher put as an example:
A: *kamu main game lagi, nanti kamu kalah loh.*
(You play the game again, you lose later)
B*: Ya gak mungkin lah, aku kanpro-player.*
(It is impossible, I'm a ***pro-player***)

Sentence	Word	Free morpheme	Bound morpheme	Word formation process	Type of meaning
"it impossible, I'm a ***pro-player***"	Pro- player	Pro and play	-er	Muliple process	Social meaning

The word *pro-player* consists ot three morpheme. They are *pro, play* and *–e*r. The word *pro* and *play* can be said as free morpheme, while *–er* is a bound morpheme. Free morpheme is the morpheme that can stand alone as words, beside free morpheme is the morpheme that occur only combination affixes.

The process of this formation happen when two free morphemes and one bound morpheme, joined into a new word *pro-player* and this kind of process considered as a process of multiple process. It is also supported by Yule (2010) who said multiple process are the process of creating new word formation that used two or more types of word formation process.

*Pro-playe*r is a word that having **multiple process** in forming a new word. First is having **clipping** process. It process refer of cutting the end word *professional*became *pro*. Then second is **derivation** process which added an suffix *–er* in word play to make the new word from *player*.

The meaning *pro-player* is a great player or a gamer who masters the game. The word *pro-player* is include in social meaning. Leech (1981) said that social meaning refers to distinguish between dimension and level of style within same language. This meaning includes several aspecs of language variation such as social or regional dialect variation, style variation like formal, informal colloquial and slang.

From the explanation above, the researcher is interested in analyzing word formation process of slang word used by gamers in online game"*Mobile Legend*" caused of the researcher interest the research enrich knowledge about word formation processes in slang word. Beside that, the researcher used gamer as research object to get data. Furthermore, this research about morphology of word formation processes has not found yet in Muara Bungo University especially in Faculty of Language. The researcher interests in analyzing word formation process of slang word entitled ***"Word Formation Process of Slang Word Used by Gamers in The Game Online "Mobile Legend".***

II RESEARCH METHODS

In this research, the researcher focuses on word formation processes through morphology analysis in slang word that used by gamer in Mobile Legend. Descriptive qualitative method is used in this research. In this research, the researcher describe the form of slang word and analyzing the slang word that used by gamers in online game "*Mobile Legend*".

According to Kothari (2004:37), descriptive research are those studies which are concerned with describing the characteristic of individual or a group. While, qualitative Research is specially important in the behavioural science where the aim is to discover the underlying motives of human behaviour. Qualitative method is a research procedure that descriptive data in written or sentences and get the conclusion. In this research, the writer found the data in a form of slang word, categorized those slang word based on word formation processes, and described the meaning of each slang word.

In source of data, it has two sources of data that are locational and substantive (Sudaryanto,2015).The locational is the direct object of the research and substantive is the content of the data that be analyzed. Locational data of this research is the game community"Fg Hard Blue" as an online game player "Mobile Legend" that consists of six person in Muara Bungo Regency andsubstantional data in this research is the uterance of language in the form of slang words that spoken by gamer that consist word formation process of slang language in their community.

For take the data, the researcher need the informant to get the data. In this research, based on Sudaryanto (2015), the researcher has several criteria for the informant There are several criteria for informants as sources of data.

• Aged between 22-24 years.
• Gender of the informant are male.
• The informants as player game online "Mobile Legend'.
• The informant understand the slang words used when playing game.

The are two methods in collecting the data, the first is non participant observational (SBLC), which means that is observing the researcher does not participate or involve in the utterances or conversation, second is participant observational method (SLC) which means that in observing the researcher participate or involve directly in the utterances or conversation (Sudaryanto,2015).

From those two methods, the researcher choose participant observational method (SLC) because the researcher take the data according the captured chats depend on who is the informant, the researcher conducted an interview by asking the game players about the meaning of the slang word used. Then, the researcher writer the data from the informant on the paper to save the data.

According to Sudaryanto (2015), there are two kinds of analyzing methods in a research, they are *padan* (identity method) and *agih* method *(*distributional method*).*

"metode padan adalah suatu metode yang dipakai untuk menentukan identitas satuan lingual tertentu dengan menggunakan alat penentu di luar bahasa yang bersangkutan" (Sudaryanto,2015)

"Padan method is a method used to determine the identity of particular lingual unit using a determinant outside the language".

While *agih* method (distributional method) based on Sudaryanto (2015) mentioned that:

"*bahwa alat penentu dalam metode agih selalu bagian atau unsur dari bahasa objek sasaran penelitian itu sendiri, seperti kata, fungsi, sintaksis, klausa, silaba kata, atau lainnya*".

"*Distributional method that the determinant tool in the method is always the part or element of the language as the object of the research target itself, such as words, syntactic functions, clauses, silaba words, etc*".

From those explanation above, the researcher used *Agih* method from this study. This method used to analyze the data because the data that will be analyze is the language itself that used by the gamer. Furthermore, the researcher uses Segmenting Immediate Constituents Techniques (*Teknik Bagi Unsur langsung/BUL*) as the basic technique and delition technique (t*eknik lesap*) as an advanced technique. Delition tecnique is done by releasing, eliminating, reducing certain elements of the relevant lingual unit. For example, if in ABCD speech then element C is removed, so the speech becomes ABD. It means that the element C becomes the focus of analysis.

In representing of data, it has two kinds to present of data that are formal and informal to present the analysis of data. Formal method is the method in which the findings are presented by using symbol, diagrams, figures and tables, while informal method refers to the method of presenting the analyzed data using words (Sudaryanto,2015:24). From the explanation above, the researcher uses informal method to present of data. This method was choosen because the researcher only uses words and does not use sign/symbols in the presentation of data.

III RESULTS AND DISCUSSION

In this research, the data is reported in writing. The researcher uses informal method to present the research because the data that analyze in the form of word and phrase based on the finding. The researcher presents as an introduction outlining the background of the problem that relates with word formation process and meaning of slang word that used by gamers. Then, the researcher classifies the word formation process based on Yule's and Katamba's theory and the meaning of slang word based on Leech's theory. The researcher has limit to discuss only about several problems in order to avoid excessively large discussions. The researcher formulated those problems through two points as follows:

3.1 Types of word formation process in the slang words that used by gamers in the game online "*Mobile Legend*".

3.2 Meaning of word formation process in the slang words that used by gamers in the game online "*Mobile Legend*".

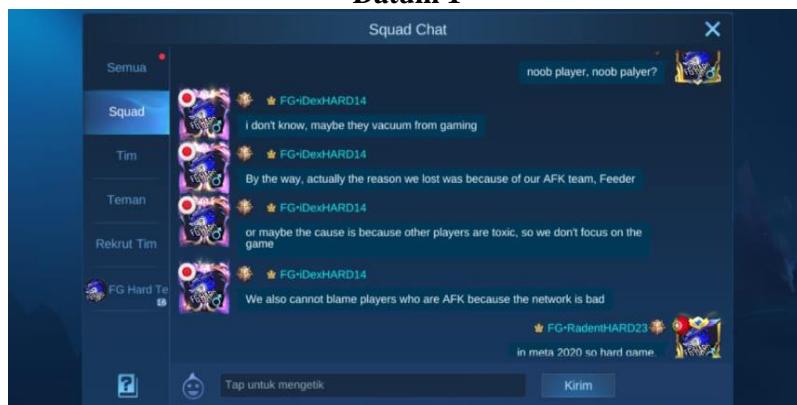The data source of this research was in form of utterances of slang word that has been chat feature from game application. Yule (2010) and Katamba (2005) stated here are eleven word formation process. These are coinage, borrowing, compounding, blending, clipping, backformation, conversion, acronym, derivation, multiple process, and abbreviation.

The researcher analyzed the meaning each slang words that used by gamers using theory of meaning by Leech (1981). The result in this research, the researcher only found two kinds type of meaning of each slang words.
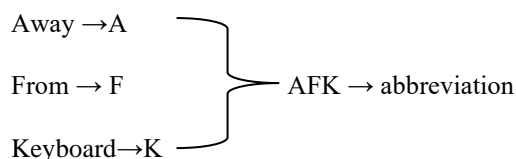
1. Abbreviation

Abbreviation are formed from the initial letters of a set of other words and consist of capital letters or abbreviation is shortened forms are created using initial letters of words which do not give permissible syllables. They are not pronounced as new words. Ex: UN, DVD, PC (Katamba, 2005). Beside, initialism is shortening from the initial letter of each word and can be read with spelling each letter that consist of capital letter that can be pronounced. Ex: NATO, UNESCO, BFF, USA.

Datum 1

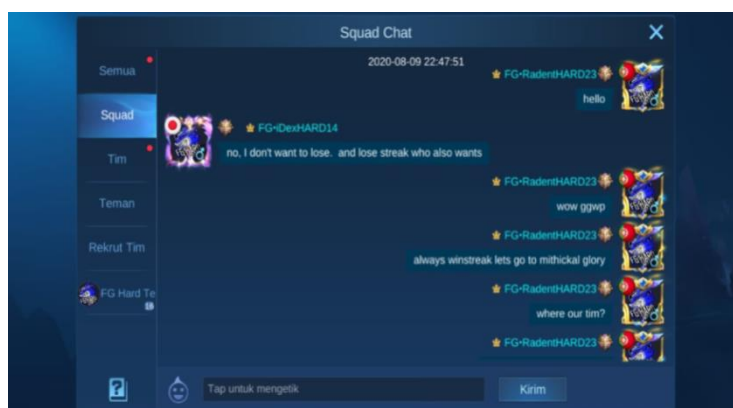| Sentence	Word Slang	Free Morpheme	Bound Morpheme	Type Of Formation	Type Of Meaning
"by the way, actually the reason we lost was because of our **AFK**, Feeder	AFK (Away From Keyboard)	Away, From and keyboard	-	Abbreviation	Social meaning

The word *AFK* is a free morpheme. The extension for *AFK* is *Away From Keyboard,* it can be seen that are three free morpheme. They are free morpheme because they can stand alone as a word.

This word formation process occurs in here is abbreviation. Abbreviation are formed from the initial letters of a set of other words and consist of capital letters. In this process, there is no special change to creat as new word *AFK.* It only shorten the base words *Away From Keyboard* by taking first letter *A, F*, and *K* and ommit other letters. It can be seen as follow:

Away →A

From → F ⎱ AFK → abbreviation

Keyboard→K

The term AFK is often used by gamers. It means AFK for gamers that players who leave the game appplication before the game is over. The word AFK include in social meaning. The meaning conveyed by the piece of language about the social context of its use is called social meaning. Social meaning is related to the situation in which an utterance is used (Leech,1981).
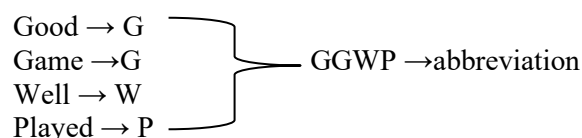
Datum 2

Sentence	Word slang	Free morpheme	Bound morpheme	Type of word formation	Type of meaning
"wow *GGWP*"	*GGWP*	Good, Game, Well and Play	-ed	Abbreviation	Social meaning

The extension for *GGWP* is *Good Game Well Played*, it can be seen that are four free morpheme and one bound morpheme. The *word Good, Game , Well* and *Play* refer free morpheme. Free morpheme is the morpheme that can stand alone as words, beside the *–ed* is a bound morpheme because the morpheme that occur only combination affixes.

The word formation process that occurs is abbreviation. In this process only shorten the base words *Good Game Well Played* by taking the first letter *G, G, W* and *P*, and omitting the other letters. It can be seen as follow:
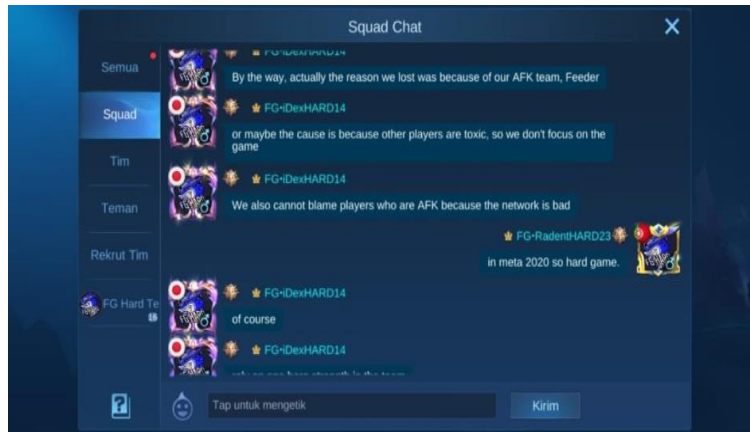
Good → G
Game →G
Well → W
Played → P

GGWP →abbreviation

The word *GGWP* also refer in social meaning. Social meaning was that information which piece of language (i.e. a pronounciation variation, a word, phrase, sentence, etc)(Leech, 1981). GGWP as the language style used by gamers in situations give praise to other gamer while playing game.

2. Acronym

Acronyms are new words formed from the initial letters of a set of other words (Yule,2010). Word forming a complex expression reffer to the name of organisation, company or a scientific concept may be reduced to their initial letters and can be pronounced as words (Katamba,2005).

Datum 3

Sentence	Word slang	Free morpheme	Bound morpheme	Type of word formation process	Type of meaning
"in **meta** 2020 so hard game"	*Meta*	Most, Effective Tactics Available	-	Acronym	Social meaning

The word *meta* is free morpheme. The extension for *meta* is Most Effective Tactics Available, it can be seen that are four free morphemes. They are *Most, Effective, Tactics* and *Available*. It can called free morphemes because they can stand alone as word.

This word formation process is acronym. It is also supported by Yule (2010) said that Acronyms are new words formed from the initial letters of a set of other words. *Meta* is spell the first letter or letters from *Most Effective Tactics Available*. It can be seen as follow:
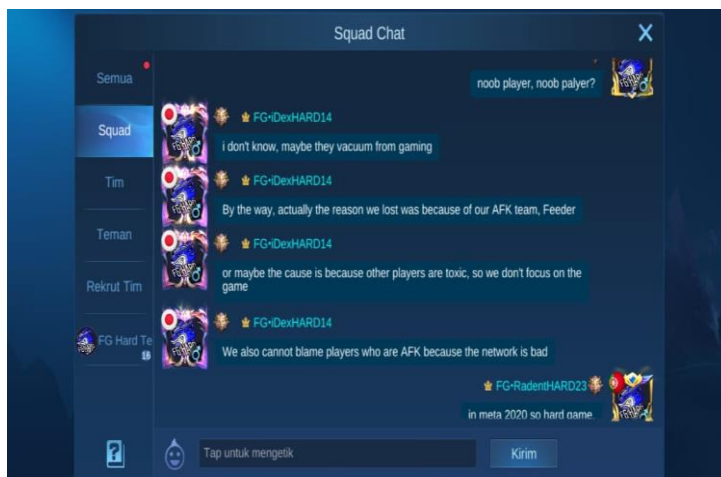
Most → M
Effective → E   Meta → acronym
Tactice → T
Available → A

For gamers the word of *meta* as a variation of their language and has meaning expressing that technique or tactic is efficient for winning a game. The word *meta* is include social meaning. It is aspect of language variation like social or regional dialect variation, style variation like formal, informal, colloquial, slang, etc (Leech, 1981).

3. Borrowing

Based on Yule (2010:54), borrowing is one of the word formation processes to create a new word by taking over of words from other language. For word formation process "borrowing" the researcher can found 2 slang words, these are **toxic** and **feeder.** Here are the following definitions:
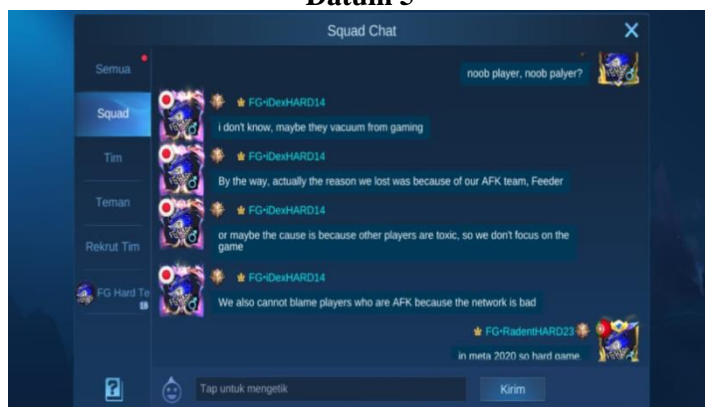
Datum 4

Sentence	Word slang	Free morpheme	Bound morpheme	Type of word formation	Type of meaning
"or maybe the cause is because other players are **toxic,** so we don't focus on the game.	*Toxic*	Toxic	-	Borrowing	Connotative meaning

The word *toxic* consist of one free morpheme. This word refer type of word formation process is borrowing. *Toxic* itself comes from English which means poison. But, in multiplayer games, the word *toxic* often means a teammate who create a problem that can harm the team.

The word *toxic* include connotative meaning. Leech (1981) call connotative meaning was the communicative value an expression has by virtue of what it refer over and above its purely conceptual contents. Connotative meaning is the communicative value of an expression according to what it refer. The word *toxic* in the game does not mean poison. Gamers use the word *toxic* to their friends who often create problem in their team.

Datum 5

Sentence	Word slang	Free morpheme	Bound morpheme	Type of word formation	Type of meaning
"by the way, actually the reason we lost was because of our AFK team, *Feeder*.	Feeder	Feeder		Borrowing	Connotative meaning

The word *feeder* consist one free morpheme. This word refer type of word formation process is borrowing. The word *feeder* comes from English. If translated into Indonesian, it can also be interpreted as feeder or filler (*kata pengumpan atau juga pengisi).* In the game, the term *feeder* is usually intended for one of the players in a team. Than, that player dies more often than kills other char players.
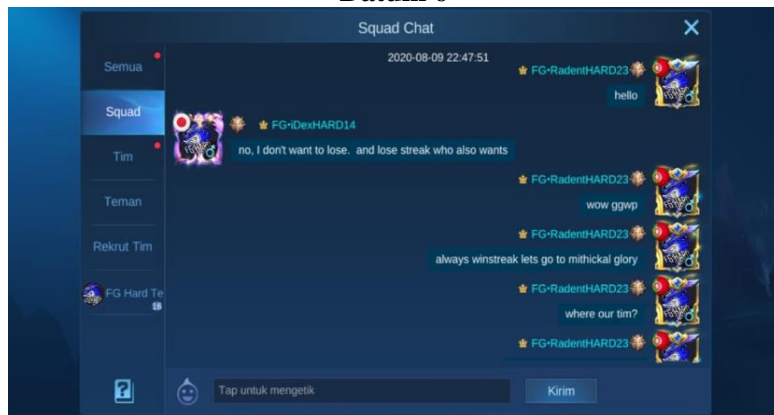
The word *feeder* refer to connotative meaning. The meaning of *feeder* in the game is not the real meaning in the dictionary. The meaning of feeder for gamers themselves is a friend/ team member who often dies, adding to the score of other team and make harming the team itself.

4. Compounding

According to Yule (2010:55) compunding is a combination two separate words to produce a single form. Common English compounds are *bookcase, doorknob, fingerprint, sunburn, textbook, wallpaper.* For word formation process compounding, the researcher found 4 slang words, these are **winstreak, mithical glory, hyper caryy** and **public player.** Here are the following definitions:

Datum 6

Sentence	Word slang	Free morpheme	Bound morpheme	Type of word formation	Type of meaning
"always *winstreak* lets go to mithical glory"	*Winstreak*	Win and streak		Compounding	Social meaning

The word *winstreak* consist two morpheme. They are *win* and *streak.* The word *win* and *streak* can be said as free morpheme. *Winstreak* is the join of wo words *win* [v] and *streak* [n]. Winstreak is categorized as compounding process because the word are combined of two words, the word formation process where two free morpheme becoming

one new word that have different meaning from the original word. For gamers the term *winstreak* in the game is getting 5 wins or more than 5 wins without even losing.

The word *winstreak* is include in social meaning. Leech (1981) said that social meaning refers to distinguish between dimension and level of style within same language. This meaning includes several aspecs of language variation such as social or regional dialect variation, style variation like formal, informal colloquial and slang. *Winstreak* is an informal language or variation language used by gamers refer to gamer who has won consecutive wins.

Datum 7

Sentence	Word slang	Free morpheme	bound morpheme	Type of word formation	Type of meaning
"always winstreak lets go to ***mythicalglory***"	Mythical glory	Mythical and glory		Compounding	Connotative meaning

The word *mythical-glory* having two morpheme, they are *mythical* and *glory*. These two morpheme can be said as free morpheme, because they can stand alone as a word. mythical glory is categorize as compounding process in forming of the new word because they combine two separate word to produce a single form than has different meaning, the word mythical is adjective [adj] and glory is noun [n].

The term *mythical-glory* in the gameplayer is the highest current rank above the mythic where gamer managed to collect 1000 points while playing in the mythic rank.

The word mytichal glory refer in connotative meaning. The meaning *mytichal-glory* does not refer to the meaning in the dictionary, but the meaning of *mytichal-glory* refers to a gamer who has highest rank in a game.

Datum 8

Sentence	Word slang	Free morpheme	Bound morpheme	Type of word formation	Type of meaning
"we call it *hyper-carry*"	Hyper-carry	Hyper and carry		Compounding	Connotative meaning

The word *hyper-carry* basically has two free morpheme, they are *hyper* and *carry*. The word hyper is free morpheme that if stands alone it has a meaning. The process of word formation is when there are two words which added other word and generate new word, this process caled compounding.

In this case, the word *hyper* is a free morpheme which joined with other free morpheme *carry* and creates a new word *hyper-carry*. The term *hyper-carry* in gameplayer is a hero who can lif one of his team if given protection and can be given a high chance. *Hyper-carry* also called a hero who is the leader of other heroes in a team.

The word *hyper-carry* refer connoative meaning. The meaning *hyper-carry* does not refer to the meaning in the dictionary, but the meaning of *hyper-carry* refers to a hero who is able to lead another hero in a team and bring victory to that team.
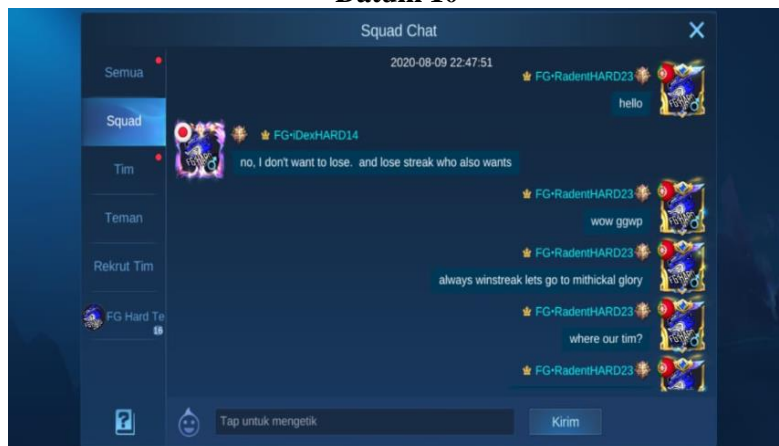
Datum 9

sentence	Word slang	Free morpheme	Bound morpheme	Type of word formation	Type of meaning
"do not give the meta hyper carry gameplay method to the "*public-player*"	Public-player	Public and play	-er	Compounding	Social meaning

The word *public-player* is considered to have more than one morpheme. First is *public* which is a free morpheme, second is *play* which is a free morpheme and last is the bound morpheme –*er*. The word public is adjective [adj] and the word player is a noun [n].

This word formation happens when the free morpheme *public*, it always stated as a word then added an other word *player* to become a new word *public-player*. It can be conclude this word is having compounding process to forming a new word.

The meaning of *public-player* or also known as solo player is a game player who doesn't have squad and is not a pro player. The word *public-player* is include in social meaning. Leech (1981) said that social meaning refers to distinguish between dimension and level of style within same language. This meaning includes several aspecs of language variation such as social or regional dialect variation, style variation like formal, informal colloquial and slang.

Datum 10

Sentence	Slang Word	Free Morpheme	Bound Morpheme	Type Of Word Formation	Type Of Meaning
"no. I don't want to lose, and *lose streak* who also wants.	Lose streak	Lose and sreak		Compounding	Social meaning

The word *lose-streak* basically has two morpheme; they are lose and streak. The word lose and streak is a free morpheme that if stand alone it has meaning. This word is having compounding process in forming of the new word because they combine two separate word to produce a single form than has different meaning, the word lose is verb [v] and streak is noun [n].

The word *lose-streak* is include in social meaning. Leech (1981) said that social meaning refers to distinguish between dimension and

level of style within same language. This meaning includes several aspecs of language variation such as social or regional dialect variation, style variation like formal, informal colloquial and slang.

The term *lose-streak* is an informal language or variation language used by gamers refer to gamer who has losing streak in a game of five or more times. *Lose-streak* usually occurs because previously experienced a win streak.

5. Multiple Process

According to Yule (2010:60), multiple processes are the process of creating new word formation process. Form example of multiple process is *gimme,* this word is categorized as multiple process because it used three types formed through the process of cutting off the end of the word give then adding an infix '*m*' become '*gim'* then combine with term '*me'* then produce it into a new single term.

For word formation process multiple process, the researcher found 1 slang words, these are **noob player.** Here are the following definitions:

Datum 11

Sentence	Word slang	Free morpheme	Bound morpheme	Type of word formation	Type of meaning
"noob player, noob player?	Noob-player	Noob and play	-er	Multiple process	Social meaning

The word *noob-player* consists of three morpheme. They are *noob, play* and *–er.* The word *noob* and *play* can be said as free morpheme, while *–er* is an suffix that considered as bound morpheme. Free morpheme is the morpheme that can stand alone as words, beside bound morpheme is the morpheme that occur only combination affixes.

The process of this word formation happen when two free morphemes and one bound morpheme, joined into a new word *noob-player* and this kind of process considered as a process of multiple process. It is also supported by Yule (2010) who said multiple process are the process of creating new word formation that used two or more types of word formation process.

*Noob-playe*r is a word that having **multiple process** in forming a new word. First is having **borrowing** process. Based on Yule (2010) borrowing is one of the word formation process to create a new word by taking them from other language. Borrowing process occurs in the word *noob* or *nub* is a loan word from Emglish taken from the basic word Newbie which means a beginner. Then second is **derivation** process which added an suffix *–er* in word play to make the new word from *player.*

In the game player, the term *noob* from the word *newbie* which is pronounced by gamers then someone has just tried the game and doesn't
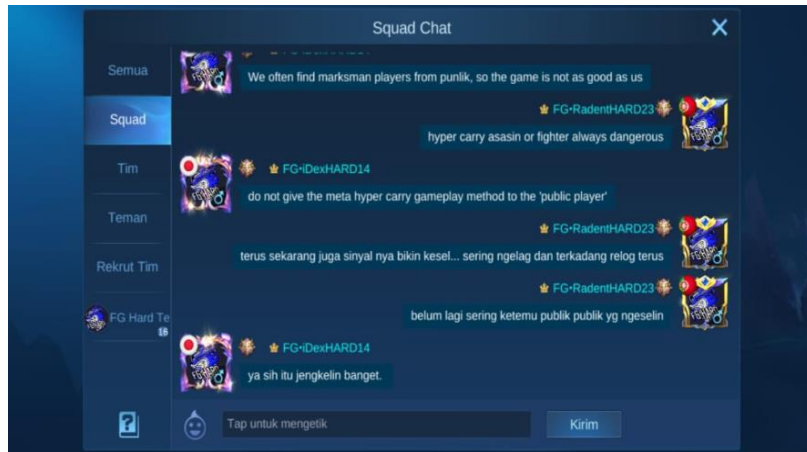
have any skills in gaming. *Noob-player* refers to the social meaning, because gamers use the word *noob-player* as their formal language to describe other players who often lose.

      6.   Clipping

      According to Yule (2010:56), clipping is the process of forming new world when a word

of more than one syllable is reduced to a shorter form. Example of clipping are *ad (advertisement), fan (fanatic), flu (influenza), phone (telephone),etc.* From data description the researcher only found 1 slang word *Relog* as clipping.

Datum 12

Sentence	Word Slang	Free Morpheme	Bound Morpheme	Type Of Word Formation	Type Of Meaning
"*terus sekarang juga sinyalnya bikin kesel...sering ngelag dan terkadang **relog** terus*" "and now the signal is irritating..if often lags and sometimes keeps **relog**.	relog	relog		Clipping	Connotative meaning

      The word *relog* is an infromal form of *Re-login.* The shorter form, *relog* consist of one free morpheme, but *Re-login* consist of two morpheme, *re* for bound morpheme and *login* for free morpheme. The word *relog* is reduced from the original word re-*login*. Gamer use the shorthen when in infromal situation.

      Relog stands for re-login. The changing of re-login become relog included clipping

process. The term *relog* is used by gamer in situations when we open/loading game application but don't make it into the game application or lobby game. This word refer into connotative meaning, because *relog* itself is not a real meaning or a dictionary meaning. *Relog* is an expression of gamers when the game application cannot be opened to several factors.

IV CONCLUSION

This research was conducted to classify and to analyze the type of word formation process of slang words used by gamers using theory word formation process by George Yule (2010) and Francis Katamba (2005) and to describe the meaning of slang words used by gamers.

The result of this research, the researcher concludes that types of word formation process of slang word that used by gamers in the game online "Mobile Legend" consists of six types, there are abbreviation, acronym, borrowing, compounding, clipping, and multiple process. Among the six word formation process, compounding is the dominant type that mostly used by gamer in their utterance. Then, the researcher found twelve data of slang word, these are AFK, toxic, winstreak, lose-streak, GGWP, mythical-glory, noob-player, hyper-carry,public-player, meta, feeder, and relog.

In the meaning, the writer used seven types of meaning by Leech (1981). The researcher only finds two kinds of meaning for seven types of meaning, there are: firstly social meaning and secondly connotative meaning.

Therefore, the researcher also gets the point of this research the relationship between slang word and gamer. All gamer using slang word to communicate to make it easier for understand and communicate more intimately.

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