A STUDY OF JARGON USED BY COMMUNITY OF DOTA GAMERS IN UNIVERSITY OF MUHAMMADIYAH MALANG

This thesis is submitted to meet one of the requirements to achieve Sarjana Degree in English Education

THESIS

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1. 
2. 
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Dean,

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MOTTO

Happiness (is) Only Real When Shared

DEDICATION

This thesis is dedicated to my beloved:
Father and Mother who always support me
to finish this mission until end,
Thanks!!
ACKNOWLEDGEMENT

Alhamdulillah, the Almighty and the Merciful, all praise for Allah SWT, who has given a chance and inspiration to finish this thesis. Shalawat and salam are always for our prophet Muhammad SAW, who is the best leader to obey and also the best apostle to convince.

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Finally, the writer hopes this thesis is useful to the readers, especially the students of Sociolinguistics subject who wants to learn more about language variety for deeper comprehension and for who wants to have the similar research. Thank you all, I love you.

Malang, May 2013

The Writer,

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A STUDY OF JARGON USED BY THE COMMUNITY OF DOTA GAMERS IN UNIVERSITY OF MUHAMMADIYAH MALANG

ABSTRACT

Jargon is one of language varieties that is used based on the use or some purposes. This study was intended to investigate phenomenon of jargon used by the students as community of Dota gamers in University of Muhammadiyah Malang. In this study, the writer used descriptive qualitative design which described the phenomena about the jargon used by community of Dota gamers. The subjects of this study were 56 Dota gamers from any majors and any faculties in University of Muhammadiyah Malang. The instruments used to collect the data were observation, interview and documentation. In the observation, the writer observed the words spoken and written during the game played by the gamers passively without being involved and influence them. So, in collecting the data, the writer used non-participant observation.

The result of this study showed that there were 50 jargons used by the community of Dota gamers. Furthermore, there were only three technical terms from the theories of word formation process used to form the jargons. They were coinage, borrowing and clipping. Furthermore, it was also found that some jargons found do not belong to theory of word formation process. From those three technical terms, it was found that the Dota gamers tended to use borrowing than others. In addition, in case of understanding jargon’s meaning, the writer used associative meaning as each word needed to be clarified to avoid misunderstanding.

From all jargons found by the writer in community of Dota gamers in University of Muhammadiyah Malang, the writer concluded that jargons are specific languages used by the specific community, they are short, relax, informal and difficult to understand even though they seem like the standard language because they have different meanings and functions. Further, Jargons can be used in both oral and written forms.

Key words: Jargon, Dota, Dota Gamers Community.

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