CHAPTER I
INTRODUCTION

This chapter discusses background of the study, statement of the problems, the purpose of study, significance of the study, scope and limitation, and definition of key terms.

1.1 Background of the Study

Communication is very important in human life, both for people as individuals and as a group. One thing that cannot be separated from their communication process is language. Language is a tool for humans to communicate with others. It takes important role in relation between one person to another. Finegan and Besnier (in Fasold, 2006:9) states that we might define language as a finite system of elements and principles that make it possible for speakers to construct sentences to do particular communicative jobs. It means that language is used to transfer complex information from brain, to share feeling and ideas which is the ability of human to communicate or do interaction with each other using language.

A language is also a system of arbitrary verbal symbol in which the members of a speech community use as a means of communication to interact and express their ideas, feeling and thought (Wardhaugh, 2006: 152). A study about language is called linguistic.

Related with society, one of the linguistic branches is called Sociolinguistics. It studies the relation between language and society. Sociolinguistic may be usefully define as the study of variation in language, or more precisely of variation within speech communities.
According to Wardaugh (2006: 13), Sociolinguistics is concerned with investigating the relationship between language and society with the goal of a better understanding of the structure of language and how language functions in communication. It is a field that analyzes language as part of social property. The study explores the functions and the varieties of language, the contacts between different languages, attitudes of people towards language use and users, changes of language, as well as plans on language.

There are many factors that may impact to language in society such as technology advancement and culture influences. Trask (1999: 25) states that the development of language is influenced by society itself, so there are many kinds of language variation. They are including dialect, register, slang, colloquial, vernacular, accent, pidgin, and jargon. In this study, the researcher intends to discuss one of those variations of language, which is jargon.

According to Allan Burridge (2006: 56), jargon is a lexically specialized technical terms for certain profession or group which are used in both written or spoken. It usually used among people who share a common specialized terms, habits of word usage, and form of expression. On the other hand, Fromkin and Rodman (2003: 475) state that jargon is a set of words that is used in conceivable science, profession, trade, and occupation. Usually the groups in society use jargon to have their own specific language. Therefore, they can give a person a sense of belonging to a specific group. In other words, some groups use jargon in order to show their identity.

There are some studies related to Jargons. Ervan (2014) studied about jargon used by Ikatan Waria Malang in their daily conversation. In his study, he
found that there were 142 jargons used by Ikatan Waria Malang members. The researcher found that the members of Ikatan Waria Malang community used semantics as the form of meaning their jargons, because they created the jargons and the meaning spontaneously without any formulas and only could be understood by the member of Ikatan Waria Malang itself. From that study, the researcher concluded that jargon is unique, informal language, short and it has own characteristic. Furthermore, Bayu (2014) conducted a study about jargon used in Online Games and the result of his study showed that there were 67 jargons found and used in Online Games. From 67 jargon words the researcher found that that there are 26 jargon (39%) with one process, then 41 (61%) jargon words with multiple process. Based on his thesis, the researcher conclude that jargon can be found with many process and every community has own jargon.

Based on the two previous researches, the researcher in this research is interested to analyze jargon with different subject. In this research, the researcher analyzes the jargon used by C.O.C.U.S Clan in Clash of Clans game in their game conversation. It is done because their conversation using jargon are very unique and different from the other speech community.

Wolfgang (2000:1) states that a game is any activity which is executed only for pleasure and without conscious purpose. It can be said that every activity that brings pleasure is a game. For example, people dance, act in plays, and play with dolls or play a trains.

Online game is a form of game that is played by using internet. By playing this game many people from all over the world can play together although they are far away. It is as one of game that use jargon for communication between
players. In Indonesia, online games is also popular because many people from any ages like to play the online game. Along with its popularity, players, name of the people who play online games develop a language, which is known only by players..

Clash of Clans is a 2012 freemium mobile MMO (Massively Multiplayer Online Game) strategy video game developed and published by Supercell, a video game company based in Helsinki, Finland. The game was released for iOS platforms on August 2, 2012. For Android, it soft-launched in Canada and Finland on September 30, 2013. On October 7, 2013, it was released on Google Play internationally. Today, Clash of Clans is one of successful game with 8.5 million daily players and income 4,75 billion perday. That was defeated games from EA games.

Clash of Clans is an online multiplayer game in which players build a community, train troops, and attack other players to earn gold and elixir, which can then be used to build defenses so as to protect the player against other players attacking them. The game also features a pseudo-single player campaign in which the player must attack a series of progressively more heavily-fortified goblin villages.

Based on the explanation above, the researcher is interested in conducting on jargon. The researcher wants to analyze the jargon used in the Clash of Clans game in their game conversation. The researcher wants to know the jargon words in the Clash of Clans game are formed. The researcher also wants to know what the meaning of the jargon in the Clash of Clans is used by them. Therefore, the
researcher writes the study in a thesis entitled “An Analysis of The Jargon Used By C.O.C.U.S Clan in Clash Of Clans Game”.

1.2 Statement of the Problem

The writer has three main problems, they are:

1. What are the jargons found in C.O.C.U.S Clan in the Clash of Clans game in their game conversation?
2. What are the word formation processes found in jargons used by C.O.C.U.S Clan in the Clash of Clans game in their game conversation?
3. What are the meaning of jargons used by C.O.C.U.S Clan in the Clash of Clans game in their game conversation?

1.3 The Purpose of the Study

1. To investigate the jargons found in C.O.C.U.S Clan in the Clash Of Clans in their game conversation.
2. To identify the word formation processes found in jargons used by C.O.C.U.S Clan in the Clash Of Clans in their game conversation.
3. To understand the meaning of jargons used by C.O.C.U.S Clan in the Clash Of Clans in their game conversation.

1.4 Significance of the Study

The research is expected to contribute more knowledge about the jargon used by C.O.C.U.S Clan in the Clash of Clans game. In writing this research, the researcher hopes the expected result. In this case, this research can give the advantages such as:

1. For students, this research can give additional sources and information for studying sociolinguistic especially about jargon.
2. For lecturers, this research can give additional references for teaching sociolinguistic especially when the subject is related with language variation in society.

3. For the next researcher, this research can be the source for doing the next research about jargon with different subjects. It also gives additional information about jargon used by C.O.C.U.S Clan in the Clash of Clans game in their game conversation.

1.5 Scope and Limitation

The scope of this research is about the used of jargon. Furthermore, the researcher limits the research on the jargons used by C.O.C.U.S Clan in the Clash of Clans game in their game conversation.

1.6 Definition of The Key Terms

1. Jargon is special technical vocabulary associated with a specific area of work or interest (Yule 2010: 259).

2. Clash of Clans is an online multiplayer game in which players build a community, train troops, and attack other players to earn gold and elixir, which can then be used to build defenses so as to protect the player against other players attacking them. http://en.wikipedia.org/wiki/Clash_of_Clans