CHAPTER 1
INTRODUCTION

This chapter deals with background of the study, statement of problems, purposes of study, significant of study, scope and limitation, and definition of the key terms.

1.1 Background of the Study

According to Wark (2006), human being, basically, is a gamer living in a game space that is everywhere and nowhere. Given this passage, gamer community needs to take the form of discussion forums and other virtual communities in order to communicate while playing game. In line with the fast-rapid technology development today, the existence of gamer community, believed as a digital community, has already evolved as well. In Indonesia, gamer community is getting acknowledged by people in society.

However, a modern game, well-known as Defense Of the Ancient (DOTA), offers a diverse style of playing for gamers. Thus, Defense Of the Ancient (DOTA) gamer community exists. Technically, Defense Of the Ancient (DOTA) is a multiplayer-tactical game or known as Role Playing Game (RPG) combat which teamwork possesses important rule in winning the game. Given this teamwork, communication is the key among the players due to build an effective strategy. During communicating, jargon, certainly, is frequently used by DOTA gamer community as part of communication.

Rendering to Yule (2010), jargon is specialized vocabulary used by those inside established social groups, often defined by professional status.
People participating in recurrent communication tend to develop similar vocabularies, similar features of intonation, and characteristic of words that they use in these situations. As so defined, jargon considered to take a part and influence in communication among the members in many communities.

The information above is based on the theoretical consideration. Empirically, the studies about jargon have been conducted by some researches as follow: Dewi (2014), Rahmawati (2012), Sikhkhiyah (2009), and Syukriati (2008).

Dewi (2014) classified the jargon into three, namely: jargon of borrowing consisting of 22 terms, jargon of acronym including 25 terms and jargon of clipping covering 9 terms used by Hamster Malang Community in Facebook. There were 56 jargons used by Hamster Malang Community.

In addition, Rahmawati (2012) outlined that the word formation of jargon can be divided into seven parts such as word, blending words, abbreviation, acronym, clipped, code switching and code mixing. Each of forms is classified into several categories based on the form of word. It was found that a word implies a negative connotation that usually to mock or ridicule; but it is for joke only, almost all the words have positive meaning.

However, Sikhkhiyah (2009) shared that jargons were found out in the rafting community in nature lover “DIMPA” of University of Muhammadiyah Malang. There were 97 jargons in total. All of the jargons were in English form which the meanings include denotation and association meaning.

On the other hand, Syukriati (2008) revealed that there were jargons found in cinematography community of University of Muhammadiyah
Malang (UMM). There were the basic jargons and a lot of developing rarely used jargons. From 72 jargons found, some cinematography jargons are in the form of acronym. Those acronyms are created in order to make jargons easier to mention and more various as well.

The researcher chooses this topic due to several reasons. Personally, the researcher, as a part of DOTA member as well, commonly found and used jargon as its part of communication. In addition, the researcher has found out the unique meaning which is different with social context used by people in daily such as mbokong, pohon, dd, bb, and atm. Theoretically, Yule (2010) stated that jargon is a conventional way of using language that is appropriate in a specific context.

Furthermore, the procedure in conducting this research is based on the previous study and using similar way. Thus, the researcher is able to make a prediction about this study if the kinds of jargon are going to be found out as well as its meaning. So that, the researcher temporary concludes that the kinds of jargon used by DOTA community are in form of word, abbreviation, and clipping.

Based on the previous elucidation, the researcher is interested to conduct a research entitled “A Descriptive Study Of Jargon Used By Defense Of The Ancients (DOTA) Gamer Community”.

1.2 Statements of Problem

1. What are the word formation processes of jargon used by Defense Of The Ancients (DOTA) gamer community?
2. What are the meaning of jargons used in Defense Of The Ancients (DOTA) gamer community?

1.3 Purposes of the Study

1. To identify the word formation processes of jargon used by Defense Of The Ancients (DOTA) gamer community.

2. To elaborate the meaning of jargons used by Defense Of The Ancients (DOTA) gamer community.

1.4 Significance of the Study

Theoretically, the significance of the study is to explore the use of jargon by a community. It is to be hoped to give benefits to English teacher and English department students. For English teacher, it is expected to contribute in enrichment of vocabulary bank while doing teaching process. Thus, as English department students, it is expected to give a clear explanation about jargon in order to implement the proper use of jargon.

Moreover, the practical significance for the next researchers is aimed to be used as a reference for those who are interested in analyzing the language variety, especially jargon.

1.5 Scope and Limitation

The scope of the study is concerned on the use of jargon by gamers. On the other hand, the study is limited in Defense Of The Ancients (DOTA) gamers connected online at free.indogamers server.
1.6 Definition of Key Terms

Due to steering clear of misleading in the study, several available key terms are deemed necessary to clarify:

1. Jargon

The language of groups of people with common interest or jobs or the language used in situation associated with such group.

2. Gamer

A person who plays a game(s) and is typically a participant in a computer or role-playing game.

3. Defense Of The Ancients (DOTA)

A multiplayer online battle arena consisting of two up to ten players which is divided into two teams in order to destroy opponent’s Ancients each other.

4. Word Formation Processes

The processes or evolution of new terms and new use of old terms.

5. Meaning

Ideas or concepts that speaker transferred to the listener by language they are used.