CHAPTER I

INTRODUCTION

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

1.1 Background of The Study

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. 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. There are many kinds of online games, for example Perjuangan Semut (Ant War). In this game, the players do not only play games but also chat with other players.

In Indonesia, Online game is also popular because many people from any ages like to play the online game. Along with its popularity, gamers, name of the people who play online games develop a language, which is known only by gamers.

The gamers use the jargon in order to discuss something by using easier words. For example:

A: "Eh kak, sorry gue masih cupu".

B: "Payah lu gitu aja gak bisa".

In this conversation, cupu is related to players who has lower level. The formation of this word is based on the ability of the gamers, the response to other gamer to judge how good he or she is. Thus, this research tries to show the meaning of the jargon and how the jargon in online game is formed.

In order to analyze the data list of the jargon, the writer made a qualitative study analyzing the jargon in online game. There are many online game types available to be the object of this study such as MMORPG (Massively Multiplayers Online Role-Playing Games), Ant Wars (Perjuangan Semut), or PB (Point Blank). Those games are really interesting to be played and it has many jargons in the chat. Moreover, the writer focuses on analyzing only the jargon found in the online game chat and showing how the jargon formed.

Based on the explanation above, the researcher is interested in conducting on jargon. The researcher wants to analyze the jargon used in online games. The researcher wants to know the jargon words in online game are formed. The researcher also wants to know what the meanings of the jargon in online games is used by them. Therefore, the researcher writes the study in a thesis entitled "An Analysis of Jargon Used In Online Games".

1.2 Statement ofThe Problems

The writer has two main problems, which are:

1. How are the jargon words in online games formed?

2. What are the meanings of the jargon in online games?

1.3 The Purposes of The Study

1. To know how the jargon words in online games formed

2. To know the meanings of the jargon in the online games

1.4 Significance of The Study

The research is expected to contribute more knowledge about the jargon used in online games. The word formation process help people know how the jargon in online games is formed. The writer expected that this research will help people to know more about the jargon used in online games. So that, they will not misunderstand one another when they play online games. As a result, the study can become a reference for those who want to play online game.

1.5 Scope and Limitation

In this study, the writer played online games and made records from the chat in online game and collected the data from them. Then, the writer examined the parts of the chat and conducted an analysis from them. The writer collected the jargon list from the dialogue that is used in online games in Indonesia. The online games that will be explored are MMORPG (Massively Multiplayers Online Role-Playing Games), Ant Wars (Perjuangan Semut), PB (Point Blank).

1.6 Definition of The Key Terms

To avoid misunderstanding, the key terms used in the study are defined as follows:

1. Jargon is often used almost interchangeably to refer 'obscure or secret language' or 'language of a particular occupational grup' (O'Grady, et.al, 1996:55)

2. Online Game is a game that can be run from an Internet browser and requires the I-net connection. In most cases online games are freeware programs that can be used for an unlimited time and are available for free.