

CHAPTER I

INTRODUCTION

Chapter 1 of this study presents such topic as: background of study, statement of problem, purposes of study, significance of study, scope and limitation, and definition of key term. Each of them will be as follows.

1.1 Background of the Study

Jargon is a language which describes the world in which we live (Peter Ives : 1999). The word “jargon” originally from Old French, meaning “the twittering or warbling of birds.” The root of the word is “garg”. There are also other words which stem from it, such as “gargle”, meaning to utter with gargling or burbling sounds; and “gurgle”, referring to the bubbling sound of water flowing from a bottle with a narrow neck. In previous time, the meanings of jargon refer to barter language used by different origin to communicate. Jargon found usually in group or community, no exception in game, jargon also found in game.

Game is a system in which players engage in an artificial challenge, defined by rules that result in a quantifiable outcome (Katie Salen and Eric Zimmerman : 2003).

A role-playing game (RPG) is a game in which each participant assumes the role of a character, generally in a fantasy or science fiction setting, which can interact within the game’s imaginary world. One kind of RPG game ia MMORPG (Massively

Multi player on line Role Playing Game) that involved thousand player to play together in the Internet.

Atlantica Online is a free Massively Multiplayer Online Role Playing Game (MMORPG) with a turn based strategy fighting system. Atlantica Online was created by NDoors and officially launched on October 30th 2008.

There are several related studies about jargon. They are Yuli Endiarningsih (2007), Adisty Febriani (2007), Yuli Astutik (2008), and Nina Sparkly (2008). They study about jargon for their final task to complete their college degree.

The first is Yuli Endianingsih (2007), entitled “The Study of Jargon Used in ‘Ikatan Gaya Arema’(IGAMA) – East Java.” She stated that 205 jargons have been found that used by the member of ikatan gaya arema (igama).

Then is Adisty Febriani (2007) entittled “A study of jargon Used in Friendster Testimonial in Indonesia. She found 103 jargon that derived from acronym of English and Indonesian, abbreviation of English and Indonesian, nouns, verbs, adjectives of English and Indonesian, jargons of computer, modification (blend) of alphabet and number, and emoticons (Emotion Icons). Also found several function of using jargon.

Third is Yuli Astuti that analysis about jargon in extravaganza program on Trans TV (2008). In their study stated that she found 43 jargon and belong to three types of jargon, deviation names, deviation words and abbreviation.

Then is Nina Sparkly that study about jargon used by transsexual in beauty salon Kediri (2008). She found 231 jargons that several of them had more than one meaning and some were created by transsexual.

Besides, there are also several studies about game: Lutfatul Mutiah (2007), Reny Nurlaili (2009), and Dian Rahma Santoso (2009),

First, is Lutfatul Mutiah that studies about the using of games and songs in teaching English (2007). The games used were matching game, board game and puzzle.

Next is Reny Nurlaili Septiana, study about using board game to improve vocabulary learning (2009). The result says that the board game succeeded in improving students' vocabulary.

Third is Dian Rahma Santoso that studies about implementation of grammar monopoly game as an alternative teaching media (2009). The result show that there are increasing ability through the implementation of Grammar Monopoly game.

Based on the explanation above, it is clear that is important to “Analysis on Jargon Used in Game Atlantica Online” because no one has investigated this topic.

1.2 Statement of the Problem

In here will be explained the statement of problem from this paper.

1. What are jargons found in Game Atlantica Online?

2. What are the meaning of the found jargon from English language to Indonesian language?

1.3 Purpose of the Study

This section describes the purpose of study from this paper.

1. To investigate what are jargons found in game Atlantica Online
2. To investigate the meaning of the found jargon from English language to Indonesian language

1.4 Significance of the Study

This section will provide the explanation about the significance of study from this paper.

The researcher expect that this study meaningfully to sociolinguistics theoretically and practically to increase the understanding of jargon. Theoretically, the study can learn more about language especially concerning jargon in game online. Practically, it can be used as help to the game user, to make easier the communication between them and English Department student's university of Muhammadiyah Malang who want to analyze jargon in their thesis writing, and interested in studying jargon in game online.

1.5 Scope and Limitation

In this section describes the scope and limitation from this paper.

The scope of this study is jargon. It is limited on jargon found in “Guild Killua” in game of Atlantica Online.

1.6 Definition of the Key Terms

This section describes the definition of key term from this paper.

Jargon, Is a language which describes the world in which we live (Peter Ives: 1999).

Game, is a form of play with goals and structure (Kevin J.Maroney: 2001).

Atlantica Online, One of MMORPG game that succeeds in turn-based combat system, and guild control system. While there are few character in the beginning, players can choose from over 20 different ‘Mercenaries’ later in the game, with maximum of 9, thereby constructing their own unique team and style. Higher level characters have much to look forward to in the way of PvP, participating in large scale guild battles over town and lands.

Killua, Killua is one guild’s name in server gondwana inside game Atlantica Online.