

ABSTRACT

Rinaldy, Sanko. 2017. *An Analysis of Jargon Used in Speech Community in Online Game Dota 2*. Thesis. Supervisor 1: Dr. Chusni Hadiati, S.S., M.Hum. Supervisor 2: R. Pujo Handoyo, S.S., M.Hum. Examiner: Ika Maratus S, S.S., M.Hum. Ministry of Research, Technology and Higher Education, Jenderal Soedirman University, Faculty of Humanities, English Department, English Literature Study Program, Purwokerto.

The research which entitled “An Analysis of Jargon Used in Speech Community in Online Game Dota 2” focuses on analysis types of word-formation and functions of jargon. This research used qualitative research and applied total sampling technique in which all jargons (22 jargons) found in Dota 2 were analyzed. The data is all jargons taken in conversation produced by players of Dota 2 in October, 2016 (SEA server). To collect the data, I observed fourteen games for two weeks and downloaded them. To answer the research questions, I used Yule’s theory of word-formation and Holmes’ theory of two functional scales completed by Halliday’s theory of context analysis. The result of this research shows that there are 5 of 10 types of word-formation; borrowing (4 jargons), clipping (6 jargons), acronym (9 jargons), backformation (1 jargon) and derivation (1 jargon). One jargon is classified into *numeronym* which is out of Yule’s classification. There are 14 jargons belong to referential function (64%) while 8 jargons belong to affective function (36%). Acronym was the most common type that formed jargon in Dota 2 while most jargons (64%) were categorized into referential function. The possible further research can be conducted by analyzing jargons in other servers; such as India, Japan, Australia, US West, US East, South Africa, Russia, Europe East, Europe West or South America.

Keyword : jargon, types of word-formation, two functional scales, dota 2, SEA server

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Penelitian yang berjudul “Analisis Jargon pada Komunitas Gamers Online Game Dota 2” berfokus kepada tipe pembentuk kata dan fungsi dari jargon. Penelitian ini menggunakan metode kualitatif dan mengaplikasikan total sample dengan menganalisis semua jargon (22 jargon) yang ditemukan di Dota 2. Data diambil dari percakapan para pemain Dota 2 selama bulan Oktober. Dalam mengumpulkan data, peneliti mengamati 14 *game* selama dua minggu dan mengunduhnya. Untuk menjawab pertanyaan penelitian, peneliti menggunakan teori pembentukan kata menurut Yule dan teori dua fungsi dari bahasa menurut Holmes dilengkapi dengan teori analisis konteks menurut Halliday. Hasil dari penelitian ini menunjukkan bahwa terdapat 5 dari 10 tipe pembentuk kata yaitu *borrowing* (4 jargon), *clipping* (6 jargon), *acronym* (9 jargon), *backformation* (1 jargon) dan *derivation* (1 jargon). 1 jargon di klasifikasikan diluar teori Yule, *numeronym*. 14 jargon (64%) termasuk kedalam *Referential Function* sementara 8 jargon (36%) termasuk ke dalam *Affective Function*. *Acronym* merupakan tipe pembentuk kata terbanyak yang membentuk jargon di Dota 2. Sementara itu, kebanyakan jargon termasuk kedalam *Affective Function*. Penelitian lebih lanjut yang mungkin di lakukan adalah dengan menganalisis jargon yang terdapat pada server yang lain; seperti server *India, Japan, Australia, US West, US East, South Africa, Russia, Europe East, Europe West or South America*.

Kata kunci: jargon, tipe pembentuk kata, dua fungsi bahasa, dota 2, Server *SEA*