

**A DESCRIPTIVE ANALYSIS OF SLANG USED BY THE PLAYER
IN DEFENSE OF THE ANCIENT 2**



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ABSTRACT

Slang language is existing in our daily conversation. People use this kind of language to make their conversation easygoing and fun, in other word is to make the communication not serious. They use this word without understanding more deeply about slang because they just follow these words from Television, video game, movie, magazine, song lyrics, social network, even in the community. This study concerns with the descriptive analysis of slang in DotA 2 online game. This study proposes some problems; the kinds, word formation, and the meaning of slang in the game. This study uses a descriptive qualitative to classify and analyze the utterance. After investigating the chat script from the players for five days at Cyber net game station, this study found several findings on it. First, there are 26 slang words and 4 slang pharses, there are 5 kinds of slang, namely: Soldiers Slang, Sports and games slang, Society slang, Commerce slang, and The church slang. Second, the word formation of slang, there are: borrowing, blending, clipping, multiple process, derivation, coinage, acronym, back-formation, and compounding.

Key Word: *Descriptive analysis, Slang, Dota 2*

ANALISIS DESKRIPSI SLANG YANG DIGUNAKAN OLEH PEMAIN
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ABSTRAK

Bahasa Slang ada dalam percakapan sehari-hari kita. Orang menggunakan bahasa semacam ini untuk membuat percakapan mereka santai dan menyenangkan, dengan kata lain adalah membuat komunikasi tidak serius. Mereka menggunakan kata ini tanpa memahami lebih dalam tentang bahasa Slang karena mereka hanya mengikuti kata-kata dari Televisi, permainan video, film, majalah, lirik lagu, jejaring sosial, bahkan di komunitas. Penelitian ini berkaitan dengan analisis deskriptif bahasa gaul dalam game online DotA 2. Penelitian ini mengusulkan beberapa masalah; jenis, formasi kata, dan arti bahasa Slang dalam game. Penelitian ini menggunakan deskriptif kualitatif untuk mengklasifikasikan dan menganalisis ujaran. Setelah menyelidiki skrip obrolan dari para pemain selama lima hari di stasiun permainan Cyber net, penelitian ini menemukan beberapa temuan di dalamnya. Pertama, ada 26 kata Slang dan 4 frase slang, ada 5 macam slang, yaitu: Soldiers Slang, Sports and game, Society Slang, Slang Commerce, dan Cruch Slang. Kedua, kata pembentukan bahasa gaul, ada: Borrowing, Blending, Clipping, Multiple Process, Derivation, Coinage, Acronym, Back Formation, dan Compounding.

Kata Kunci: *Analisis deskriptif, Slang, Dota 2*

CHAPTER I

INTRODUCTION

1.1 Background of the Study

Language is broad and has an important function in social life. People communicate with language to get their needs. They use language as the method of communication, whether spoken or written. It consists of the use of words in a structured and conventional way. According to O'Grady and friends (1996: 1), language is many things – a system of communication, a medium for thought, a vehicle for literary expression, a social institution, a matter of political controversy, a catalyst for nation building. Although there is a diversity of languages in the world, they have the same function that is to express ideas of human life.

There is a non-formal language which is known as a Slang language. It is a kind of color in a language since slang is unique. Slang is non-formal or casual spoken English which is created and used by people in certain communities. Slang words usually called *slangism*. It is also grouped into language variation. As the general rule, Slang not uses for formal spoken language or writing because it is entertaining and unusual.

Most of the Slang language is a creation of the youngsters. They create a new word from their languages and only recognized in their community. This kind of language variety is to make talking more easygoing and joking. They use Slang language in an informal situation or place like home, market, game community, even in social media this day. However, it not proper to use for formal speech.

1.2 Statements of the Problem

This thesis discusses as follows:

1. What are the types of slang found in DotA 2?
2. What is the word formation in slang words in DotA 2?

1.3 Objectives of the Study

The goals of this research are:

1. To analyze the types of slang in DotA 2
2. To classify the word formation and the meaning of slang words in DotA 2

1.4 Limitation of Study

This research focuses on analysis kinds of slang found in DotA 2, and classify every slang word based on the word formation, then describe the meaning of slang word found in DotA 2.

1.5 Significance of the Study

The benefit of the study would be:

- 1.5.1. Theoretically to enrich the basic knowledge of the reader about slang language, able to differentiate kinds of slang, especially the word formation and the meaning of slang because it can increase our knowledge about slang.

1.5.2 Practically to make the other learners to study deeply about slang language in another object and be able to create slang language to their community.

1.6 Definition of Key Terms

1.6.1 Descriptive

Descriptive is defined as giving details, something, or someone to describes, Temple, et al. (1998) states that descriptive is discourse that help us visualize. It focuses upon the appearance or the nature of an object. In description, we see vividly and concretely, we perceive the object with a kind of fullness for which exposition does not strive.

1.6.2 Analysis

Analysis is the detailed study or examination of something in order to understand about it. Analysis is the process of breaking a complex topic or substance into smaller parts in order to gain a better understanding of it. Though analysis as a formal concept is a relatively recent development (Beaney: 2012).

CHAPTER II

REVIEW OF RELATED LITERATURE

This chapter discusses some of the theories to be applied and theories that can support the analysis of this study. As the basis of this study, this thesis uses significant theories that are involved in the definition of slang, previous study, reviewing of the underlying theory, and the description of the DotA 2 game.

2.1 Language

Language is a method of human in communication to express their idea and feelings, either spoken or written, consist of words in a structured and conventional way. With language, a human can communicate with each other. Language can exchange knowledge, beliefs, opinions, desires, threats, orders, appointments, gratitude. We can smile to express joy, pleasure, approval, or bitter feelings and so on. Communication with language is referred as linguistic communication, as mentioned above such as laughing, crying, smiling, screaming and so forth are a kind of nonlinguistic communication. Most or all non-human species can exchange information, but none of them have complex communication systems that are comparable to the language. In particular, they communicate in non-linguistic ways that resemble screaming, laughing, jumping. Chimpanzees, gorillas, and orangutans can exchange information by moving their hands, emit various types of screams, or move their bodies with different gestures, but lacking sentences and words (Evans & Levinson 2009).

2.2 The Slang

Slang dialect comes from Norway, "Slengeord", which mean the language of insult and has a lot of unofficial language varieties. Slang usually created by a certain community which can understand only in particular social group for internal communication.

Most slang is used by a teenager and young children because they are optimistic, imaginative and full of new senses. So that the organization creates new words from the stiff and unattractive become fresh and easy to understand. After reading some materials and references, this study provides a couple theories of slang that were proposed by some linguist.

Slang is an aspect of social life that is subject to fashion. Especially among adolescents. It can be used by those inside group who share ideas and attitude as a way distinguish them from others (Yule 2010:260). It means as a viewpoint of social life and subject to fashion among teenagers slang can be used as a way to share ideas and attitude so that it distinguishes them from others.

According to Jacob (1998), slang is more sociological than a purely linguistic idea and is the best understood in the theory of modern society and culture. Slang is suitable to apply in social interaction but only applied in certain places or community even though is not proper to use in usual people because it is considered impolite.

2.3 History of Slang

Slang first appeared in the 1700s, cultural differences in America began to grow the population of English, and the slang began to flourish. During the 18th century slang using language and not forbidden and at that time it seems that slang language is unlikely to not extend widely but the initial slang collection is more glossary than dictionary (Fasola, 1996)

The event of slang appeared before it got the name “slang”. According to Swift slang is as old as speech, and traces of this may be discovered as far as we can refer back. Old English Slang was inferior and depended more upon downright vulgarity than our modern slang. Slang of those days was commonly termed “flash” language which represented both jargon and slang. It is essential to underline that the term “slang” was firstly recognized by Grose in 1785. He defined it as “jargon or vulgar language”(Fasola, 1996)

In this study also finds that the history of slang is divided into five decades, which can be seen in those following era:

2.3.1 Sixteenth Century

Slang for the first time developed in the society and became the strange language, also only particular group using it. For example, thieves, beggar, criminals, etc.

2.4 Classification of Slang

Defining slang is a challenging task for two main reasons. Firstly, slang is time-restricted ephemeral phenomenon. Secondly, Slang has rather wide, all-encompassing nature (Mattiello 2005:9). In other words, slang means very wide, besides that slang is very limited time, slang is not always used from generation to generation because slang always changes according to development of the situation.

2.4.1 Slang vs. Jargon

Slang differs from jargon in its lack of prestige and pretentiousness (Mattiello 2005:36) Both jargon and slang are two special types of language varieties. The main difference between Jargon and Slang is, Jargon is terminology that is used in relation to a specific activity, profession, group, or event whereas slang is the use of informal words and expressions that are not considered standard in the speaker's dialect or language. Jargon is a special type of language used in a particular context and may not be understood outside of that context. They are special words or expressions that belong to a specific profession or activity. It is the terminology of science, technology, trade, art, etc. The people outside that particular field will not understand the meanings of these words. Given below are some specific fields and jargons used in them.

2.5 Characteristics of Slang

Battistella (2005:83) states "as unique and rare language slang has characteristics itself that make different". It lowers, if briefly, the dignity of formal

or serious speech or writing; in other words, it is likely to be considered in those contexts a glaring misuse of register. Its use signifies that the user is familiar with whatever is referred to, or with a group of people who are familiar with it and use the term. It is a taboo term in common discourse with people of a higher social status or greater responsibility. It substitutes a well-known conventional synonym. This is done primarily to avoid discomfort caused by conventional phrases or by further elaboration.

Some of slang expressions are acceptable and the others are a rude and impolite. Words or phrases may be considered as slang if they fulfill one or more these characteristics:

2.5.1 Creative

Slang is created from a new term, so it needs the creativity of the creator. The creator is encouraged to produce new terms, which are imaginative, innovative, productive, even shocking, and amusing. The example of teenagers' creativity is creating slang terms from the existing words. In this case, teenagers still use the original words, but acquire a new meaning, which is different from its original meaning. Some of them is constructed from the kind of colors, animals, and numbers.

CHAPTER III

RESEARCH METHOD

This chapter performs the method which used to analyze the data. Method is defined as a way or technique is done in research (Sudaryanto, 1993). One of the factors that will make a research success is the proper methodology that applied in the research. So, this chapter tries to explain the appropriate methodology. This research method consists of research object, the methodology of the research, type of research, type of collecting data, a method of collecting data, and method of data analysis.

3.1 Research Method

This research is a descriptive qualitative study. Descriptive analysis means to analyze the data which has been defined; it is the research based on the fact taken from the DotA 2.

This research deals with a research procedure that creates descriptive data in words and languages form. The analyses in qualitative research concern in understanding the result of found data rather than calculate the result of found data. (Moleong, 2009:3).

Data sources are all information or subjects that should be collected and chosen by the research (Arikunto, 1998:114). This study uses the primary source which becomes the basis of the study. The main source of this research is from the ongoing games and from the chat generated in-game DotA 2.

3.2 Research Object

The object of this thesis is to observe one by one of five players, inspect what kind of slang they are using when playing the game, then do the screenshot of the chat transcript, also downloading the video replay once the game finished, the player is using All Pick mode with one time game, every player chatting with other players, and all members players can see the progress of the ongoing chat, as long as the opponent player opening their chat progress to the opponents of the player. Matches usually last between 20 minutes to an hour, although they can theoretically last forever as long as both Ancients remain standing.

3.3 Data Collection

This study uses the chat transcript. The chat transcript is taken from the result of the game. Data also contain the screenshot of the conversation done online by every player. The data are some information about slang which is used by players. The technique finding data is to observe each player intensively and capture the data from the chat transcript of the game. The player is the object of the research in order to obtain the data so that, we can find the data to analyze.

3.4 Collecting Data

3.4.1 Data Listing

The data listing based on the kinds and morphology of slang, which focuses on words formation and kinds of slang to make it easier to analyze data.

3.4.2 Data Classification

Analyzing each slang word according to some of the points based on the kinds of slang, meaning, and morphology.

3.4.3 Method of Data Analysis

There are some methods have used to analyze the data:

- 1) Observing, comprehending, finding any important details that supported to this research.
- 2) Reading and observing the dialogue.
- 3) Lists the data which found in DotA 2 game chat transcript.
- 4) Creates the table based on the kinds of slang.
- 5) Obtain the word from the transcript, list the slang word, classify based on their kinds of slang, classify the word based on what kind of word formation in the table, then analyzing on words formation processes behind every slang expression and also gives the meaning in each slang word.

Then after the methodologies created, conclusion and suggestions will be made based on data analysis.

CHAPTER IV

FINDINGS AND DISCUSSION

The data analysis result is taken from the process of analysis of the slang words contained in the game DotA 2 which is generated after the process of playing DotA 2. This chapter consists of two main discussions; the first part is about the game identity and also the gameplay of DotA 2 and the other one is the discussion about the forms, word formation, and the meaning of slang found in game results.

4.1 DotA 2

Developer	:Valve Corporation
Publisher	:Valve Corporation
Producer	:Erik Johnson
Designer	:IceFrog
Writers	: Marc Laidlaw, Ted Kosmatka, Kris Katz
Composers	: Jason Hayes, Tim Larkin
Game Engine	: Source 2
Platforms	: Microsoft Windows, OS X, Linux
Releases	: - Microsoft Windows WW: July 9, 2013 - OS X, Linux WW: July 18, 2013
Genre	:Multiplayer online battle arena
Modes	:Single-player, multiplayer

CHAPTER V

CONCLUSION

After reviewing and describing some slang relating to the kinds of slang, word formation, and the meaning, and finally comes into the last discussion. In this chapter, presents two terms that include of conclusion and suggestion.

5.1 Conclusion

Having explained the data as stated in the previous section of this study, and finally, this chapter makes some conclusions based on the findings and the discussions as follows:

- 5.1.1 Based on the analysis of slang on the DotA 2 game, the result found the kinds of slang. There are 6 Soldiers Slang, 21 Sports and games slang, 1 Society slang, 1 Commerce slang, and 1 The church slang. Most of the kinds of slang are Sport and game slang because the classification is based on the relevant meaning that overall slang word in DotA 2 is referred to game and sport, some of them are classified into Soldier slang, Society slang, Commerce slang, and Chruch slang.
- 5.1.2 The word formation which influences the forming of slang in DotA 2 game. There are borrowing slang (Bobo and Cykablyat), Blending slang (Wanna, Kiser, Whatcha and Gank) Clipping slang (Bot, Supp, Imba, Illu, Ulti, Def and Invis), Multiple process slang (Babsit), Derivation slang (Useless), Compounding slang (Backdoor, Bullshit, Buyback and Hollyshit), Acronym slang (AOE, OOM, LOL, EZ, Bot, MIA, Fow and SOD) and Back formation slang (Resurrect) also, the slang phrase (I don't give a shit, Son of a gun, What the hell etc.)

5.1.3 25 Slang words able to form its word formation and include in the classification of Yule's theory while 4 slang phrase not included in Word-formation. Also analysis on the meaning of slang both on slang word or slang phrase.

5.2 Suggestion

Based on the conclusions, this section provides some suggestions as follows:

5.2.1 For the readers

This study expects the readers would get and gain the knowledge about slang language through this research paper, able to use slang language properly since slang have the characteristic of flipper even insult language. This study expects that slang language applies only in informal place and able to create a unique language inside the community in order to make the communication fun, joking and happy.

5.2.2 For other researcher

This study could be one of the references in studying about slang language. There are many aspects of slang language that can be analyzed by another researcher. It is suggested to other researchers and students of English Department who are interested in similar researchers to discuss slang language more deeply and could be adding the sociolinguistic aspect

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