

CONTENTS

APPROVAL	i
LEGALIZATION	ii
ABSTRACT	iii
ABSTRAK	iv
PREFACE	v
ACKNOWLEDGEMENTS	vi
MOTTO	viii
DEDICATION	ix
CONTENTS	x
LIST OF TABLE	xii
LIST OF APPENDICES	xiii
 CHAPTER I INTRODUCTION	 1
1.1. Background of Research	1
1.2. Statement of Problem	6
1.3. Research Objective	7
1.4. Research Significance	7
1.5. Definition of Key Terms	7
 CHAPTER II LANGUAGE VARIETY	 9
2.1 Sociolinguistics	9
2.2 Speech Community	11
2.3 Language Variety	13
2.3.1 Jargon	16
2.3.1.1 The Criteria of Jargon	18
2.3.1.1.1 Lexical Markers.....	18
2.3.1.1.2 Syntactic Markers	19
2.3.1.1.3 Presentational Markers	19
2.3.1.2 The Function of Jargon	20
 CHAPTER III RESEARCH METHOD	 22
3.1 Research Design	22
3.2 Research Site and Participant	23
3.3 Research Instrument	23
3.4 Sample of Data	24
3.5 Technique of Data Collection	25
3.6 Technique of Data Analysis	26
3.7 Organization of Writing.....	28
 CHAPTER IV THE ENGLISH JARGON OF INDONESIAN DOTA GAMERS' COMMUNITY	 29
4.1 The Criteria of Indonesian DotA gamers community's English Jargon	29
4.1.1 Lexical Marker.....	30

a. Vocabulary specialized	30
b. Abbreviation	54
4.2 The Jargon Function of Indonesian DotA Gamers Community	64
4.2.1 To Make Communication Easier Between Members of Group	65
4.2.2 To be an Identity of Group.....	66
4.2.3 To Insult and crack joke	67
4.2.4 To Differentiate from Other Group	69
4.2.5 To Promote in Solidarity	69
CHAPTER V CONCLUSION AND SUGGESTION.....	72
5.1 Conclusion	72
5.2 Suggestion	74
BIBLIOGRAPHY.....	75
APPENDICES	
DECLARATION OF OWNERSHIP	
CURRICULUM VITAE	

