

CHAPTER I

INTRODUCTION

This chapter presents an introduction. It covers the background in which the research question formulated based on, the research objective, and the research significance. This chapter ended by the definition of organization of paper, which describes how this research written relating to the research.

1.1 Background of Research

Language is an important part of human life. It is a tool to deliver their feeling and to communicate with others. By language, human beings can express or exchange their thoughts, concept, knowledge, and information as well as the fixing and transmission of experience and knowledge. Language is very familiar in human life. It is just like other activities of human; walking, eating etc. As Bloomfield (1973:3) states, that language plays a great part in our life. Perhaps because of its familiarity, we observe it, taking it rather for granted; as we do breathing or walking.

Language cannot separate from human beings in social life, because language becomes a very important part for human beings. Human beings always use it in every sector; as in economic, politic, entertainment, sport, and community. People should be never getting loose from language as a tool of communication. Besides that, language usage value is supportive for conveying the meaning from one person to others.

Every life sector sometimes has differences in using the language. It depends on the context of the people who use the language. The community groups also produce different language, which is used by them in accordance to be different. For example, in society, we find a group of political organizations, employee groups, traders and other groups, and language that they use is varied. Therefore, language is so various. It makes some effects to the people in communication. The variety of language occurs not only caused by inhomogeneous of speaker. Also because of social interaction activity that they do so multiply (Chaer and Agustina: 2010: 61).

As language is various, there are some groups in society having their own language to communicate between themselves and sometimes only can be understood by them. Variety in language that we often encounter in a group sometimes refers to as the language of a group. For some reasons, language in a group commonly refers to as jargon.

Jargon is a social variation, which is used limitedly by current groups of social (Chaer and Agustina: 2010: 68). Not everyone can understand it, because it is often such as secret words for other people out of group. In addition, some people sometimes have a miscommunication in conversation, because they do not understand well what they mean in certain words of a certain community.

Language has a certain function in the association among members according to the group (Aslinda and Leni Syafyahya, 2007:2). In the social life, there is always a certain group that has specific language as a symbol of group identity, that marked by peculiarities of behavior and language usage. This

uniqueness distinguishes it from other groups and they only understand it in activities they do together; gamer community uses one of this language. The language used by the gamer community is very diverse; one of language varieties that is used by gamer community comes from the form of jargon. As Chaer and Leonie Agustina (1995: 89) define jargon as social variation used on a limited basis by certain social groups. Jargon shaped phrases which is often cannot be understood by the public or people outside the group. However, expression is not confidential.

People who use special jargon for special field may have different intention if it is used for another field, but more over other people may not understand the meaning. Game becomes the most profession that uses jargon as the media in interaction. While the people who play the game sometimes called *gamer*.

As one of online game, people who love to play online game for its popularity in the world commonly know *DotA (Defense of the Ancient)*. In Indonesia, DotA becomes the top five online games. The most popular players are from child until old age. The emergence of online game DotA in Indonesia has increased the number of community populations that use jargon in the conversation and chatting room. The jargons that are often used by community of DotA gamer have shown a phenomenon which occurs in a society. "Language is the phenomenon of social. Language and its use not only defined by linguistic factors, but also by non-linguistic factors such as the factors of social; status of

social, degree of study, age, level, economic and gender” (Fishman in Suwito, 1958:3).

However, DotA has become the most popular game played among students at universities in Indonesia. For example in Bandung, players of DotA are very easy to find because they have been forming many clans of DotA as their identity. In addition, this phenomena happens in such as, the students of Islamic State University of Bandung. The researcher also finds that they are very enthusiasms in this game. Therefore, some clans have formed in this university like; MNS Clan, Bandicoot, Theel, O2, Chaplin, and Cangcimen.

Some jargons sometimes have similar meaning as literal one. While others, also have different meaning. In the community of Indonesian DotA gamers’ jargon, the meaning of word changed into other meaning; out of context. This makes people in a maze occasionally and confusing them.

For example, in community of Indonesian DotA gamers’ jargon the researcher finds there are some English words that have different meaning as commonly people know, like “noobs” and “GG”. These words sometimes used by Indonesian DotA gamers’ community to communicate between other members of community, not only in the chatting room of the game, but also in their daily conversation. Besides that, the using of English jargon also often found in Indonesian *DotA* Gamers community in their daily conversation. Of course, they have some reasons why they use this jargon in their daily activity. Therefore, the researcher is interested to analyze the use of English jargon in Indonesian gamers’ community.

This research is not only the one that analyzes the jargon, but also, some previous researches had explained the jargons too. Such as; *“Penggunaan Jargon: Study Kasus Percakapan dalam Blog Internet Lokal Asrama Mahasiswa Moscow State University, Rusia”* by Gisella Alisya. This thesis discusses the use of jargon were obtained from a local Internet blog through case studies of students who live in dormitories Moscow State University. The study only conducted in a language young jargon, because jargon is the most productive and growing very fast. Majority of respondents came from the students. The analysis of this thesis uses quantitative methods, with a brief descriptive using theory of jargon from Gracev. This addresses the causes the emergence of jargon. The instrument used was a questionnaire as data validation by 30 respondents from Moscow State University dormitory, Russia and aged about 18-25 years. The purpose of this study is to analyze the ratio of the meaning of words in the dictionary jargon common jargon dictionary of the Russian language and the use of jargon and explain the cause of the students in communication and its use in the sentence structure. Gisella Alisya finds that from the results of 47 studies found that student jargon word derived from economic jargon, computer jargon or jargon of student conversation. Jargon are grouped into two words contained jargon in the dictionary jargon and have meaning in common Russian dictionary and jargon words that are not in the dictionary so that it will refer to questioner users.

The second is *“An Analysis of English Jargon Used by Internet User”* by Anafirroh Sarifallah. This research is done to know the morphological process of English Jargon used by internet users and to know the lexical and contextual

meaning of English Jargon used by internet users. The research uses descriptive qualitative design. The researcher uses three ways to get data: interview, observation and documentation.

There are thirty-seven English jargons commonly used by internet user of *STAIN Pamekasan* students. The morphological processes of English jargons used by internet users are *compounding, prefixes, suffixes and acronym*. The internet users have a good understanding most English jargons. They understand the contextual meaning of English jargon although they cannot apply all of them because they do not have a good knowledge of lexical meanings of the internet jargons.

1.2 Statements of Problem

Based on the description above is; how is the use of English jargon of Indonesian *DotA* gamers' community in chatting and daily conversation? That is why the researcher focuses on Indonesian *DotA* gamers' English jargon. The researcher formulates the problem into some researches questions:

- a. What are the criteria of English jargons of Indonesian *DotA* gamer's community'?
- b. What are the jargon functions of Indonesian *DotA* gamers' community in chatting and daily conversation?

1.3 Research Objective

Based on the research questions above, the researcher will concern on:

- a. Knowing the English jargons of Indonesian DotA gamers' community.
- b. Finding out the jargon function of Indonesian DotA gamers Community.

1.4 Research Significance

Academically, the research expected to increase and develop the treasure of knowledge, especially in linguistics. Besides that, this research also expected to be the reference for who is interested in sociolinguistic, especially in jargon.

Practically, the advantage of this research expected to be source of information about DotA game, especially in jargon of DotA gamers and to be used as a reference for those who are interested in game of DotA generally and especially for English Department's students.

1.5 Definition of Key Terms

To avoid misperception, the writer explains some terms that relate to this research, as follows:

- a. *DotA* (Defense of the Ancient), is commonly known by people who love to play online game for its popularity in the world. DotA pits two teams of players against each other: the *Sentinel* and the *Scourge*. Players on the *Sentinel* team are based on the southwest corner of the map, and those on the *Scourge* team are based on the northeast corner. Towers and waves of units, which guard the main paths leading to their base, defend each base. In

the center of each base is the "Ancient", a building that must be destroyed to win the game.

- b. Dialect is variation of a group of speakers that are relatively, which is at a place, region, or a particular area. (Chaer and Agustina: 2010: 63)
- c. Idiolect is Language characteristic of a person referred to as idiolect. Therefore, if there are 1000 people, then there will be 1000 idiolect (Chaer and Agustina, 2010: 34).
- d. Jargon is social variation used on a limited basis by certain social groups Chaer and Agustina (1995: 68).
- e. Language variation occurs as a result of social diversity and the diversity of language function (Chaer and Agustina: 2010: 62)
- f. Speech community is a group of people who use the system of speech-signals called a speech community. (Bloomfield:1933: 29)

