

CHAPTER I

INTRODUCTION

This chapter has several sub-chapters. They are the research background, problem statements, research objectives, research significance, and definition of key terms. The research background contains information from the phenomenon, which is the reason for this research. The problem statements assert some of the issues regarding the video game *Plants vs. Zombies Heroes* to be solved in this research. The research objectives are to determine the type and identify the process of blending words found in the video game *Plants vs. Zombies Heroes*. The research significance mentions the benefits of this research, and the definition of key terms will explain some of the terms that often appear in this research.

1.1 Research Background

Language is dynamic and changes from time to time. It is a social phenomenon that relies on the needs of the community and culture. As a result, brand-new words are coined every day, and some of our terms evolve. This same case occurred in the English language as well. It is consistently showing vocabulary growth. The English language is a living language that is continually changing.

Language is malleable, as evidenced by the previous statement, which Bloch & Trager (1942: 5) backed that “A language is a system of arbitrary vocal symbols by means of which a social group cooperates.” Arbitrary refers to something that is flexible, changeable, or unfixed. This arbitrariness allows the speaker to pronounce vocals differently depending on their meaning, resulting in a change in the pronunciation of the same meaning. Changes and developments in language can occur in any activity.

The development of new vocabulary can be facilitated by playing video games. People frequently invent new words and phrases while playing video games, whether to describe the game, other players, or the overall experience. Yanuarius A. Djawa (2018: 33) said that “they do not realize or notice that they use a new form of a language constantly because of their new interaction and communication using this digital medium.” They don't realize it because the words are often spoken

to interact. These new words have the potential to spread and become a part of English as new terms rapidly. Some examples of terms created through games include “NT”, “GG”, and “META”. “NT” stands for “Nice Try”, which means to cheer a player up who tried hard but failed. “GG” stands for “Good Game”, used to congratulate the opposing team that has won the match. “META” stands for “Most Effective Tactics Available”, used when specific strategies become the most powerful in the game. These words have become so common that they are now used by people who do not even play the games they came from.

New words in video games usually appear in online games because they appear when players interact. On the other hand, generating new words in certain offline games is also possible, which are often only played by a single player at a time. The new words can originate from the players, or they might come from the game itself. Many offline games produce new words in the game, such as *Minecraft*, *Subway Surf*, *Temple Run*, *Plants vs. Zombies*, and many more. It was decided that one of them, *Plants vs. Zombies*, would be used as material for this research because the game contains interesting new words that could be researched. Aside from the new words found in the character names, how to play this game is equally interesting. This is supported by several articles on gaming websites. Chriss Watters (2009) mengatakan bahwa:

Plants vs. Zombies is solidly rooted in the tower defense genre, but it grows and branches in such a charming, accessible way that almost anyone can pick it up and have a lot of fun. The basic gameplay is pleasantly engaging, but it will take seasoned defenders a few hours before they can play legitimately challenging levels.

In addition, Nitisha Upadhye (2022) stated “Obviously, when you put cool pea-shooting plants and zombies in a game, you know it’s going to be interesting” implying that the gameplay of this game appears to be interesting.

Plants vs. Zombies is a video game that can be played offline on computer and smartphone media. This video game has a tower defense and strategy genre developed by the video game development company, PopCap Games. In this video

game, the player is a homeowner during a zombie apocalypse. As a horde of zombies advance on lanes, the player must defend the home by planting plants that fire missiles at them or harm them. The player buys plants with the *sun* as a means of payment. When a zombie reaches the house on any lane, the player loses and must start over.

The interesting thing about the video game is the names of the characters and their abilities. The characters in the video game are the owner of the house, the plants, the zombies, and the player. The player is only manifested in the form of a name. The owner of the house takes the form of a crazy old man named Crazytopher David Blazing III or better known as Crazy Dave. The characters of plants and zombies also have their names according to their abilities, some of which are Blover (Plant) and Dr. Zomboss (Zombie). The names of the characters from plants and zombies are very diverse and unique, which is the reason for making them the object of this research.

The names of the plant and zombie characters are derived from words that are rarely used to name a character based on their form or abilities. Some character names are formed by combining two words to create new words, examples are “Blover” and “Dr. Zomboss” that as already mentioned earlier. “Blover” is formed from two words, they are “blow” and “clover”. “Zomboss” is also formed from two words, they are “zombie” and “boss”. New words in naming these characters certainly have a process of how these words are formed. People, especially those participating in the game, have limited familiarity with the process, even though doing so will provide a more engaging experience overall. These processes are so infrequently that it becomes difficult for players who want to know about them. Therefore, this research was made to fulfill people's curiosity, especially the players of *Plants vs. Zombies* about how the names of the characters are formed.

The video game *Plants vs. Zombies* has many series and versions, including *Plants vs. Zombies*, *Plants vs. Zombies 2*, *Plants vs. Zombies 3*, *Plants vs. Zombies Heroes*, and many more. All of these versions have the same goal, which is to fight zombie attacks with the strategy of planting the right plants. What distinguishes it is the mode and some of the characters. Each version has several characters that are

different from the other versions. *Plants vs. Zombies Heroes* has a different playing mode from the series version. The mode in this version is like playing a card game, but the card that is played will change to the character on the card when played. The characters are also very interesting to study, especially the names.

Plants vs. Zombies Heroes were finally chosen to be used as research material in this study. Previously, the writer intended to examine another object, namely an entertainment account on Twitter with the usernames @9GAG and @MeowedOfficial. However, in the end they were not used for research because the data were less varied and less interesting for research. Research on both accounts can be conducted, but with different research topics. This study has a problem statement regarding the types of blends, while the data on the two accounts does not match the topic. However, if this study discusses all word formation processes morphologically, these data can be included.

The process of word formation can be studied using a related science, morphology. Morphology is the study of the formation of a word. According to Haspelmath & Sims (2013: 3), morphology is "... the study of the combination of morphemes to yield words." Morphemes that unite and form a word, can be studied with this science. The general problem is, the same morpheme when put together with other different morphemes, can produce different meanings. The subfield of morphology known as word formation clarifies the discourse on how words are formed. O'Grady & Archibald (2016: 107-127) mentioned that there are many types of processes in word formation that become morphological phenomena. These types are derivation, compounding, inflection, suppletion, reduplication, cliticizations, conversion, clipping, blending, back-formation, acronyms and initialism, onomatopoeia, coinage, and eponyms.

There are many word-formation processes that occur in video games, including the game *Plants vs. Zombies Heroes*. One type of word formation that can be found in the video game is blending. The researcher focuses on the blending process that occurs in *Plants vs. Zombies Heroes*, specifically the characters' names.

Adrienne Lehrer's theory of blending will be used in this study. Lehrer (2007: 115) said that "Blends occur mostly in media, advertisements, and product names, functioning to gain our attention." Blend words that appear on things intended for a large number of people to see are designed to catch the attention of those who see them. For example, naming an event at an online store in the aim of getting customers. Other media, such as entertainment media, share the same purpose. The video game *Plants vs. Zombies Heroes* is one of the entertainment media that uses blending to make people's interest. Also, this video game was very well-liked at the time, and many people still like playing it today. Therefore, this research will find the blending words on the game's characters and examine how they are formed, as well as find out what type of blending they use.

This kind of research was previously conducted by Azkiyah and Sundari (2012) entitled "Analysis of Word Formation in English Terms from *Toyota Yaris*". The research contains morphological research in the word formation section of the English terms used by the object, the Toyota Yaris. This study examines the words contained in the Automotive Magazine and aims to explain how technological terms were created from the *Toyota Yaris* in the Automotive Magazine, January to March 2012 edition. The theory of word formation used in this study was derived from several linguistic experts, including Hatch and Brown, O'Grady and Guzman, and Francis Katamba. This research's theory and method are descriptive-qualitative, as the findings are described in words. The result of this research is the formation of words found in the object. Compared to my research, this research examines all parts of word formation, while my research focuses on blending types only.

The second research related to this research was done by Latifa (2020) entitled "Blending Process of New Blend-Words on *Buzzfeed* and *Boredpanda* Articles, and *Pinterest* Platform". In this study, blending is examined as a new word formation process. This study examines the blending seen in *BuzzFeed* articles, *BoredPanda* posts, and the *Pinterest* platform. In addition, the researcher looks at the various blending patterns discovered in this study. Aside from that, the researcher looks at the lexical meanings of source words as well as the meanings of new blend words. Because the researcher will examine and interpret research

objects created from the new blend of words, the study also employs descriptive qualitative methodologies. Gries theory and Ronneberger-Sibold theory are used by the researcher. The researcher looked at 23 pieces of data to see how blending creates new blend words, what types of blending are seen, and how the meanings of source words and new blend words alter. The difference between this research and my research is this research also looks at the lexical meanings of the source words while my research will just describe the process and state the type.

The third research was done by Asis (2014) entitled “An Analysis of Blend words and Componential Analysis of “Foodimals” in the Movie *Cloudy with a Chance of Meatballs 2*”. This study aims to examine how blended words are formed, their component meanings, and how the setting of the *Cloudy with a Chance of Meatballs 2* movie affects the meaning of *foodimals*. Descriptive qualitative methodology was employed in this study. The author uses content analysis as a descriptive qualitative technique. Ingo Plag's theory, componential analysis by Eugene A. Nida, and naming technique are used by the author to investigate the word production process of the blend. The writer concludes that the *foodimals*' blend words employ the first class of blend after studying the data. Eight of the blend words for *foodimals* are left-headed, compared to two that are right-headed. What distinguishes this research from mine is the purpose of the research. This study examines its componential and naming techniques which were not described in my study.

The fourth research was done by Amarta (2017) entitled “English Blends in the HighEnd Teen E-Magazine 2016 Editions”. This study examines how often English Blends appear in the 2016 issues of High-End Teen. As a result of language's dynamic nature and ongoing evolution, several new words are created. The purpose of this study is to examine how often English Blends appear in the 2016 issues of HighEnd Teen online magazine. This study combined document analysis and a qualitative research methodology to better understand the phenomenon of English mixes in e-magazines. Twelve High-End Teen e-magazines published between January and December 2016 were the focus of this study. The information was gathered using three different tools. They consisted of

a table for observation, papers, and human instruments. Amarta applied the Algeo theory while examining the many forms of blending. Amarta applied the theory proposed by Miles, Huberman, and Saldana to address the second and third research questions. In her research, Amarta also examined the types of blends that appeared most often in the magazine, while my research did not.

The fifth research was done by Bayyinah (2014) entitled “The English Blending Words in Mass Media”. Ingo's blending type and rule serve as the overarching hypothesis in this investigation. While the structure is divided into two traditional patterns, there are two forms of mixing: inappropriate and proper blending. With the help of a documentation analysis and a book survey, the researcher used a descriptive qualitative technique for this study. The researcher purposefully selected only 30% of the 150 English blending word data (45 words) for the study out of the total data collected. The information is culled from print and electronic sources. Bayyinah researched what blend words were found in mass media and how they were constructed, while my research included what types of blend words were found in the names of characters in *Plants vs. Zombies Heroes*.

Every one of the five earlier studies—mentioned above—has different research aims, which are a defining feature of every study. The most glaring distinction can be observed in the theory utilized to answer the research questions. Some people adhere to the theories put out by Hatch & Brown, O'Grady & Guzman, Francis Katamba, Gries, Ronneberger-Sibold, Ingo Plag, Eugene A. Nida, and Miles, Huberman, & Saldana. This study employs the theory of Adrienne Lehrer, which is distinct from the five studies mentioned previously.

1.2 Problem Statements

Based on what has been described in the background above comes several research questions that will be investigated in this research, these questions are:

1. What are the types of blending words in the characters' names of *Plants vs. Zombies Heroes*?
2. How are the processes of blending words in the characters' names of *Plants vs. Zombies Heroes*?

1.3 Research Objectives

This research has purposes based on the research questions above. The objectives are:

1. To determine the type of blends in the word blends in the character names from the game *Plants vs. Zombies Heroes*.
2. To identify how the processes of forming blending words on characters in the game *Plants vs. Zombies Heroes*.

1.4 Research Significances

By doing this research, several significances will be created. The significances are as follows:

1. Theoretically, the knowledge gained from this research is anticipated to be particularly helpful in understanding blend words and other morphology. Players of the *Plants vs. Zombies Heroes* video game will also have the convenience of knowing the origins of each character's name. This research can also aid in the introduction of morphological ideas to the general public, as these concepts are rarely covered in the general sciences.
2. Practically, it is expected that this research will be useful as a resource for researchers in the future because one of its objectives is to support future research on the same topic. Readers must also be able to use the blend word theory when they come across a new word that has the form of a blend word.

1.5 Definition of Key Terms

Some of the terms in this study may cause ambiguity for the readers. Therefore, the writer explains some of the terms that exist in this study as follows:

- a. *Morphology* is a branch of linguistics that studies the form and changes of a word. This branch of linguistics identifies the form of a word and its influence on its meaning of the word.
- b. *Word formation* is one piece of morphological content that discusses the creation of words. Savira & Fitrawati (2019: 68) explained that "...the new words can be created by shortens the words itself, combining them to the other words, add affixes to give grammatical information, etc." Thus, all occurrences that happen

in a word such as changes, additions, etc., are discussed by the content of this word formation.

- c. *Blending*, according to Yule (2017: 173) is “The combination of two separate forms to produce a single new term...” The new words formed by blending are a combination of two different words. This discussion is part of the topic of word formation in the branch of morphological linguistics. An example of blending is *brunch* (breakfast + lunch).
- d. *Acronyms and initialisms* are forms of word formation that are formed from the first letters of words or phrases. The difference is the way it is pronounced. Acronyms are pronounced as words, while initialisms are pronounced letter by letter. An example of the acronym is *UNICEF* (*United Nations International Children's Emergency Fund*), and an example of initialism is *USA* (*United States of America*).
- e. *Video games* are defined by Iman (2013: 9) as “...*permainan elektronik yang melibatkan interaksi antarmuka dengan pengguna untuk menghasilkan umpan balik secara visual pada perangkat video.*” It means computer games that need user interface input to provide visual feedback on video hardware. In short, video games are games played on video devices. But apart from computers, other devices including electronic goods can also be used as devices for playing video games if they are adequate.
- f. *Plants vs. Zombies* is a strategy and tower defense video game by POPCAP. This video game has a mission to defend the house from zombie attacks. Players hold off zombies with plant characters that have their abilities