Abstract

Pradana, Aditya Galih. Word-Formation Processes in Gaming Words Used by Gamers of *World of Warcraft*. A Thesis submitted as Partial Fulfillment for the Sarjana Degree of English Department. Faculty of Humanity, Airlangga University, Surabaya.

This study aims to find out the gaming words used in multiplayer massive online role playing game *World of Warcraft* and how they are formed through word-formation processes. To reach the aims of the study, the data were taken from chat form on the game *World of Warcraft*. The data were acquired from 9 November 2011 at 24 hours range. The writer found 49 gaming words. The collected data were classified according to the theory of word-formation processes proposed by Bauer (1988). He divided the word-formation processes into nine types. They are; word-building using affixes, reduplication, word-building modification the base, relationship with no change form, cases involving shortening base, processes involving several lexemes, alphabet based formation, unique morph, and suppletion. The result showed that alphabet based formation was the most dominant process which reaches 63.26% of total gaming words and followed by case involving shortening base with 22.4%. This finding showed that the process of alphabet based formation and cases involving shortening based, are used for the efficiency reason. This study also found that the forming of word is influenced by the gameplay.

Keyword: *Word-formation processes, Word, World of Warcraft.*