

ABSTRACT

Register tends to be associated with the language used by the people in certain context. Register describes people with common interest talking using a language in a specific context. An example is taken from the conversations on the chat between players in an online game. Certain variation occurs due to language factors in the game, making the players adapt to it. In other words, it is interesting to find out the characteristics of register (syntactic reduction, syntactic inversion, and heavy noun modification) in the conversations, and how they are identified by using constituent structure (transposition, substitution, and ellipsis). The writer also used the theory of word-formation processes to identify the meaning of the terms in the game. The study uses qualitative approach. The data were collected in the form of the chat logs based on the conversations between the players on chat within certain time. The result shows that the feature of register most frequently found in PSO2 chat is syntactic reduction since players often omit the words to shorten the sentences.

Keyword: Register; Chat; Video Game; PSO2.