

CHAPTER III

METHOD OF THE STUDY

This chapter describes briefly about approach of the studies, corpus and sample, technique of data collection, and technique data analysis.

3.1 Approach of the study

This study uses descriptive qualitative approach. Qualitative method in research means processing, interpreting, and analysing the data which are not form statistical procedure or other numerical counts (Boeree, 2005). Mayra (2008) also added qualitative research uses various ‘rich’ data: people’s speech, texts, photos, other media or participation in their activities. All this contributes to provide the researcher with a holistic understanding about the whole surrounding particular phenomenon he is interested in analyzing. This study uses qualitative approach because it is concerned about how words are processed. Descriptive approach is chosen as it can describe word-formation processes that used in game chat namely *Warcraft III: DotA Allstar*.

3.2 Corpus and Sample

3.2.1 Corpus

This study only focuses on one of the computer games which is *Warcraft III: DotA Allstar*. It can be accessed through Battle.Net server Indogamers. It has massive players among Indonesia and surround which satisfy the game player in

cross races, ethnics, gender, ages, cultures, etc. In most of the cases, Chinese, Sudanese, and Javanese are dominant players among Indonesia. Male players are more dominant than female. However, this game is played by various ages. When the game is accessed through online connection, the player is free to choose of many game matches in a game lists. Game list contains many sets of game match hosted by other players. Many kinds of in-game chats are available to choose from the game.

3.2.2 Sample

Multiplayer games enable players to communicate and collaborate in joint game sessions. However, the level of communication in these games varies greatly (Manninen, 2003). But, most of them support textual chatting. In this study, the sample of data is collection of words or phrases that were produced in in-game chat. In-game chat is a chat dialogue between game players while they are playing game in a game match. The data of this study were taken from *Dota Allstar* in-game chat which was typed in computer screen by game players. This study conducted in eight random game matches. Therefore, this study uses limited in-game chats taken from random game matches.

Based on observation, chat dialogue on in-game chat is intended to discuss strategy, call for help, or comment on performance, and more. The most dominant language of chat dialogues in in-game chat depends on where the game player came from. However, the Indonesian language becomes the most dominant language. To limit the sample of data, this study only examines words related to

gaming word. In many cases, slip of keyboard may occur in chat dialogue because of human error and the result of hurried conversation. Therefore, it was not chosen as the sample and eliminated.

3.3 Technique of data collection

Since the game is a computer game, the data collection is done by taking the data via computer terminal. First, the writer opening the game *Warcraft III DotA Allstar*. Direct participation was done to collect a set of chat dialogue in a random game match. This game provides a 'save replay' when the game is finished. Second, the writer participating in playing game until the end. Third, the writer saving the game play by clicking 'Menu' or F10 from computer and then selecting 'Save Game' or Ctrl + S from computer keyboard. Thus, the whole game playing can be replayed again. Through a save replay, everything that happened in a game match can be replayed, including the chat dialogue between game players.

Having direct participation in a game match to collect the data, interaction among players through chat dialogue may involve but natural data should be kept. For example to discuss a game strategy in chat dialogue, just follow the rules of custom strategy. Besides that, it is not used as the main data.

This study examined the in-game chat with the game durations ranging from 30 minutes to 90 minutes. This study took eight game matches in *Battle.Net server Indogamers* randomly. Eight game matches were chosen due to the increasing the possibility of word produce and decreasing the repetition of same

word. The data selected is a set of game matches in May 2010. All of data collection were taken at 21.00 pm West Indonesian Time. It is the most active time of game master in *Battle.Net Indogamers*.

After conducting a set of game match, the next step is converting the save replay into organized text file. After taking the saved replay's file, it was compiled with the software namely *dW3gParser*. This software was used to arrange a chat log from Warcraft's game easily. Chat log is all typed chat dialogue of game player. Moreover, the last step is copying the text appeared in software from beginning until the end of the game to Word Processor. However, through save replay conversion, we can get chat log made by game players.

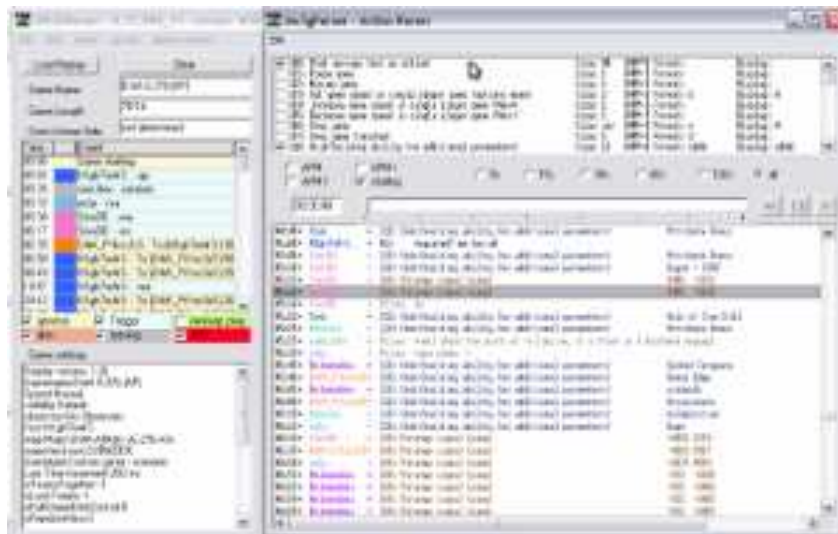


Figure 3. dW3gParser. Software to arrange chat log in Warcraft III

In short, several steps that the writer took for collecting the data are as follow:

1. Opening game Warcraft III: DotA Allstar

2. Participating in playing game until the ends
3. Saving a saved-replay game in the ends of game
4. Converting saved-replay into text
5. Copying the chat-game to Word Processor

3.4 Technique of data analysis

After collecting the data, the writer continued doing some steps. They were identifying the gaming words, classifying the gaming words based on Bauer's theory, identifying the processes of word-formation, determining the frequency of each type word-formation processes, and interpreting the data. This study examined the in-game chat from eight different data collections which consist of different conversations among different players. From the analysis of each part of the data from game's conversations, it would get the findings and answer to the question of the problem. Moreover, this study tries to find out the frequency of word-formation processes that occurred in-game chat in *Warcraft III: DotA Allstar*. Then, the next step is by counting the frequency of each type of word-formation processes by applying this formula

$$\text{Percentage of each type} = \frac{N}{M} \times 100\%$$

N= amount of occurrence of each type of morphological processes

M=amount of whole morphological processes

Then after finding the data, the result will be displayed in pie chart.

In short, several steps that the writer took in collecting the data are as follow:

1. Identifying the gaming words
2. Classifying the gaming words based on Bauer's theory
3. Identifying the processes of word formation
4. Determining the frequency of each type word-formation processes
5. Interpreting the data