

Abstract

Bactiar, Adi Candra. In-game Chat of the Computer Game *Warcraft III: DotA Allstar* (The Study of Word-Formation Processes). A Thesis submitted as Partial Fulfillment for the Sarjana Degree of English Department. Faculty of Humanities, Airlangga University, Surabaya.

This study sets out to find gaming words which used in computer game and how they are formed. To achieve the goals of this study, the collected data is taken from eight of in-game chats from computer game *Warcraft III: DotA Allstar*. The data consist of 91 gaming words. Then the collected data were analyzed by theory of word-formation processes by Bauer. He divided word-formation into nine processes namely; using affixes, reduplication, modification the base, relationship with no change of form, cases involving shortening base, processes involving several lexemes, alphabet based formation, unique morph, and suppletion. The findings show that majority of gaming words were conclusively in shortened favour. Mostly, gaming word is processed through shortening based (clipping) which reaches 52,7% of total numbers of gaming words and then followed by alphabet-based formations (acronym) with 23,1%. This phenomenon of shortening word is used to save time. This study also found that the forming of gaming word is influenced by the gameplay and the internet.

Keyword: Word-formation processes, Computer Game, Warcraft III, DotA Allstar