CHAPTER III

METHOD OF THE STUDY

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

3.1 Approach of the Study

This study uses descriptive qualitative approach because it concerns on how words are processed. Qualitative method in researching means processing, interpreting, and analysing the data which are not form statistical procedure or other numerical counts (Boeree, 2005). Descriptive approach is chosen since it can describe morphological processes that are used in the Point Blank internet gaming community forum site. Hana (2006), states that the descriptive approach describes the person's linguistic knowledge. It explains the possibility to speak, understand and summarize the persons' or objects' understanding about the sounds, words, phrases and sentences of their language. In descriptive qualitative method, the writer is the main instrument of the observation. It means that he is the one who observes, collects, analyzes and classifies the data from Point Blank gaming forum discussions.

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3.2   Corpus and Sample

3.2.1   Corpus

This study only focuses on one of the online gaming community forum site namely *Point Blank* gaming community forum which can be accessed through http://www.forum.gemscool.com portal forum which is the compilation of gaming community forums that are under license of PT.Kreon. The members of this forum site are the players of Point Blank game respectively, when the users access the forum site, they can freely choose which topic he/ she wants to join, or they want to create their own discussion. The discussion is mainly about the course of the game, such as weapon, strategy, and arena discussion, although there are some miscellaneous topics such as share to share, and imaginary weapons for the players who just want to chat with others. As the corpus, the writer chooses 39 random discussions which are taken from the three most visited Point Blank sub forums: the **CampPB** (the sub forum for miscellaneous discussion only such as trade, gossip and rumours, recent news, and many more), **Weapon and Item** (is used for weapons and item discussions, such as how to use a certain weapon, requesting for new weapon, etc), **Map and Strategies** (is used for discussing maps and how to gain advantages in certain maps of *Point Blank* game, etc). The study is conducted in 39 random forum discussions. Therefore, this study uses limited post from *Point Blank* gaming community forum site and the gaming terms that are exclusively belong to Point Blank users.

3.2.2   Sample

Forum discussions enable as much as possible players to communicate on the correspondent topic. They are connected via textual message form. In this study, the sample data is the collection of words that are used during the course of a discussion. As

explained above, the samples are taken from the forum's most visited sub forums. Therefore, this study uses limited post from *Point Blank* gaming community forum site and the gaming words that are exclusively belong to Point Blank users. The writer only collects English based gaming words because the Point Blank game is English based game, so most of the words are created in English language.

Based on the observations, discussions that occur in a forum site depend on the forum itself. If that forum is intended for trading, then the discussion mainly talks about trades and prices, if the forum is about an online game, the discussion is mainly to discuss about the game itself, to comment on a game area, or simply to request for newest updates.

3.3   Technique of Data Collection

Since the object is an internet site, the data collections involve computers that support internet connection. To collect the data, the writer simply opens a web browser and logs in to http//: forum.gemscool.com. After opening the site, there will be a list of community forums for different games under the license from PT.Kreon.

As the writer enters the Point Blank community forum, he can choose whether he will register his username or not. In *Point Blank* gaming community forum, as well as other forums, the already registered members can log in via available registration area. Unregistered users or guests can freely observe the discussions, but not be able to join, unless they are logged in. Although the writer is a registered member, the writer chooses to become a guest in order to observe the discussions. The choice of registering or not is optional.

After the registering procedure, the writer browses the Point Blank gaming community forum to see if there are gaming words which are used in the thread posts. This study is conducted in random discussion pages. The samples are taken from 39 random discussions from three most visited sub forums that are explained above. The observation is taken place from Augusts to November 2010. Random discussions are chosen due to increase the possibility of finding the gaming term and decrease the repetition of same term usage.

The data has been collected several times which ranges from Augusts to November 2010 as follow:

- 10 forum discussions are observed on August 14th, 2010

- 4 forum discussions are observed on October 11th, 2010

- 20 forum discussions are observed on October 25th, 2010

- 5 forum discussions are observed on November 6th, 2010

Times of data collections are randomly chosen ranging from 09.00 pm to 01.30 pm West Indonesian Time (WIB) because in the forum discussions, the discussions rarely take place instantly, due to most of the replies are not made instantly.

After finding the English gaming words, the next step is saving the webpage to the writer's computer hard disk by using the web browser's Save Page As option. This has been done because in one thread post, there are many possibilities in finding more than one gaming terms. After taking the saved page file, it is opened by using Microsoft Office program. Moreover, the next step is filtering and copying the sample of gaming words which are used in the forum discussion that have been taken as the sample. The chosen gaming words are collected and grouped based on the process in creating that word(s).

In short, several steps which are taken in collecting the data are listed as follow :

1. Opening the Web Browser.

2. Opening www.forum.gemscool.com

3. Choosing Point Blank sub page and then Community

4. Choosing the Point Blank most visited sub forums;

      CampPB

      Weapon and Item

      Map and Strategies.

5. Browsing the posts of the sub forums

6. Copying the thread posts which contain English gaming words

7. Opening the saved webpage to Word Processor

8. Copying the possible gaming words to separate document

3.4 Technique of Data Analysis

After collecting the data, this study uses some steps: gathering the findings of data, data classification based on theory, analysis of the data, and data calculation. This study examines the gaming terms which are taken from random discussion pages in Point Blank gaming community forum site. Then, the next step is selecting the gaming words which are connected to Point Blank world. After collecting the data, the writer identifies the morphological processes of the creation of the gaming words by using word formation process theory, suggested by Bauer (1988). From the analysis of each data

from the forum discussions, the writer will get the findings and answers to the statement of the problems. After doing the analysis, the next step is classifying the data based on the processes. Next is to find out the frequency of morphological processes that occur on gaming words which are used in Point Blank forum site. Then the last is counting the frequency of each type of morphological processes by applying this formula:

Percentage of each type= <u>**NX100%**</u>

M

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 will be taken in data collection of this study are listed as follow:

1. Selecting the gaming words

2. Analyzing the gaming words

3. Classifying the gaming words based on the morphological processes

4. Finding the frequency of each word-formation processes

5. Counting the frequency of each type word-formation processes