CHAPTER III

METHOD OF THE STUDY

3.1 Approach of the study

The writer uses descriptive qualitative approach because this study concern on how the word are processed. Qualitative method in research means analyzing, processing, and interpreting the data which are not in statistical procedure or other (Stauss, 1996). Dryer (1997) stated that the descriptive approach describes the individual language. Descriptive approach functions to understand the individual or objects about the speech, words, and the sentences of their language. This study uses qualitative descriptive method to illustrate or describe the suitable phenomenon for the reader to understand the data with the richness and depth of explorations, analysis, and descriptions. The writer is the one who observes, collects, analyzes and classifies the data from Airsoft Gun internet discussion forum.

3.2. Corpus

The writer already interviewed several players in Airsoft Gun community forum site, the result is the players rarely use the Gaming Words in the gaming field because of some reasons. First, Airsoft Gun is the game with military theme, not military training. Second, the players use native language because it is seemed to be more familiar among the players. Third, the player are too busy to the game than to disscus the gaming words in gaming field.

Therefore, the writer prefer to focus on the words used in the internet forum namely Airsoft Gun community. The forum can be accessed through http://www.bursa-airsoft.com. The members of this forum site are the players of Airsoft Gun. If the users have already accessed the forum site, they can freely choose the topic, and they can create their new discussion. The discussions in the forum site mainly discuss about the weapon, equipment, strategy to play, and the map location to skirmish.

They just chat with each other to share the experience in Airsoft Gun world. As the corpus, the writer chose 40 random discussions which are taken from the most visited Airsoft Gun sub forum: **Jual Beli Airsoft** (the sub forum used for trading, uniform motive, the solution for Airsoft Gun, and many more), **General news** (is used for gossip, for newbie to discuss about Airsoft Gun, recent news, competition skirmish of Airsoft Gun), **Indonesian Airsoft** (discuss about map, strategy of skirmish, and the rules to play). The writer took the data in 40 random forum discussions. Therefore, this study used limited post from Airsoft Gun community forum site and the gaming words that exclusively belong to Airsoft Gun community members.

In this study, the sample of data is the collection of word which is used in the discussion forum. Discussion forum is always used by the member to communicate with one another; they are connected via textual message. Like what have been explained above, the samples of this study are taken from the forum which is the most visited sub forum. This study uses limited post from Airsoft Gun community forum site and gaming words that exclusively belong to Airsoft

Gun users. The writer collected English-based gaming words and some non-English words which are brand names which come from Germany, China, and Japan that are also used as jargons.

The study is based on the discussion in the forum site. The data was taken from the discussion in which the member used gaming words in their discussion. The discussions in the forum site discuss about the game itself. If the forum is willing to skirmish, the discussion will talk about the strategy, the rules to play, and the place to skirmish. If the forum is willing to trade, the discussion will talk about the weapon, price, and its part.

3.3. Technique of Data Collection

The data of observation is taken from the Internet. The data collection involved the computer hardware and support internet connection. The writer collected the data from an open web browser and logged in to http://www.bursa-airsoft.com. Then, in the web there was a list of features which were available in the web. Discussion forum could be found in the feature of forum.

As the writer entered the Airsoft Gun community forum, he could register his username or not. In Airsoft Gun community forum–the same with other discussion forums, there is an available register area for members of discussion forum to log in. Unregistered users or the guest of forum can freely see the discussion between the members of Airsoft Gun community forum. Despite the writer is one of the member of Airsoft Gun community forum, he chose to become a guest in the forum discussion in order to observe the discussion.

After the writer registered himself in the forum, the writer browsed the Airsoft Gun community forum to see if there were gaming words used in Airsoft Gun community forum in the thread post. The writer also chose sub forum from randomly 40 most–visited forums that are explained above to take the sample of data. After finding the gaming words, the next step is saving the sample of data in hard disk computer by using one of the features in the web browser: *Save Page As* option. Finally, the writer filtered the data and analyzed the data by opening the saved file first with Microsoft Office program, then the writer grouped them based on the process in creating the words.

In short of the several steps done by the writer to take the data from the internet are listed as follow :

1. Opening the Web Browser Program, here the writer used Mozilla Firefox Program

2. Opening www.bursa-airsoft.com

3. Choosing Airsoft Gun sub forum page which are the most visited by the member :

   Jual Beli Airsoft

   General news

   Indonesian Airsoft

4. Browsing the posts of the sub forum

5. Copying the thread posts which contain the gaming words

6. Saving the thread post by using the feature which availabled from Mozilla Firefox program

3.5. Technique of Data Analysis

After the writer collected the data, the next step is gathering the gaming words in classification based on the typology game talk according Wright (2002). After that analyzing the word formation processes based on Bauer's (1988) theory, analyzing the data, and the last is calculating the data. This study concerned with morphological word formation process of gaming words which are taken randomly in the internet forum discussion of Airsoft Gun community.

The writer identified the morphological processes of gaming words by using Bauer (1988) word formation theory. From the analysis of the data, the writer gained the result or the answer of the statement of the problem. The next step is classifying the data through word formation processes theory. Finally, he calculated the frequency of morphological process that occurs on gaming words which were used in Airsoft Gun community internet forum site because the writer assumes of this study may become one of the guide to describe about Airsoft gun jargon. So, the writer catagorizing the jargon into one in the table. He found the frequency of the morphological processes by using this formula :

Percentage of each type = $\underline{\text{N x 100\%}}$

M

N = amount of the occurrence of each type of morphological processes

M = amount of the whole morphological processes

After using the formula, the result of the morphological processes was displayed in the pie chart.

In short, the several steps which were taken by the writer in collecting the data for this study are listed are follow :

1. Selecting the gaming words

2. Analyzing the gaming words

3. Classifying the gaming words through the typology game talk

4. Analyzing the gaming words based on the morphological processes theory

5. Finding the frequency of each word-formation processes

6. Calculating each type of word-formation processes

7. Intrepreting the result