# CHAPTER I

INTRODUCTION

1.1 Background of the Study

Nowadays, the game develops rapidly, not only for console (e.g. Playstation®, X-Box®, Nintendo®, etc), mobile games but also computer games. During the early nineties, video and computer games became a matter-of-course in the everyday life of young people (Fromme, 2003). By the time, the technology of game is increasing together with the internet. The game which uses internet facilities is called online games. Affandy (2007) stated that in early 2001, the first online game in Indonesia was introduced by *Bolehgame* namely *Nexia*. It was the moment when the development of online game in Indonesia was began.

Online game has been developing by now, it is proven by numerous titles of games produced by developers. A mixture of online game is divided easily by genre. By knowing its genre, it helps to put a rough work in the divergent field of the game (Apperley, 2006). For example, Action games is that offer intensity of action as the primary attraction, Role Playing Game (RPG) is games that offer the player an opportunity to immerse themselves in the player character's situation, Simulation is the primary game play element of a simulation is its ability to match real world situation, Music Video Game is commonly known as a music game or rhythm game.
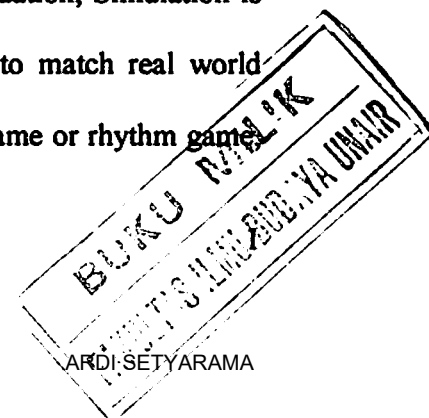
is a type of video game where the gameplay is oriented almost entirely around the player's ability to follow a musical beat and stay with the rhythm of the game's soundtrack (Grace, 2005), The examples of the games based on the genre are *Counter-Strike*, *Point Blank* (Action), *Ragnarok Online*, *Seal Online* (RPG), and *Audition AyoDance* (Music Video Game). From those games, *Audition AyoDance* is the game that attracts the writer to be studied.

Audition AyoDance is an online dance game in which all people can enjoy the great dance with simple key note input ("Audition Online Dance Battle," 2010), with breath-taking graphic and multiple game features ("Game Info," 2004). It is the first dance online game battle in Indonesia where the gamers around Indonesia can do battle dance with hundreds songs to choose. Actually, it is adapted from original game in South Korea namely *Korean Audition*. The Korean online game market has rapidly emerged as one of the most dynamic games in the world (Jin & Chee, 2008). Then, the popularity of the Korean game spreads around the world. The developer, *T3 Entertainment*, relocates this game in other region including Indonesia. Indonesia is not the only region which has the license for this game, but other regions like Japan, South East Asia, Philippine, Europe, and Latin America also have it. The popularity of the game globally becomes one of the factors that inspired the writer to study.

As information, in this game, gamers called as 'DJ' who create the room and then select song, e.g., Keong Racun by Putri Penelope, sometimes create the room

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and select song based on the other people's requests or wishes. The DJ also selects a background or map and then selects the type of game. The objective of the game is to dance by syncing avatar's moves with the beat of today's hottest pop music ("Redbana's Audition Online Features #1 Billboard Artist Ke$ha," 2010). By following the arrows displayed on the screen and pressing spacebar or control key, the score is calculated. The more accurate the spacebar or control key is pressed on the beat, the more they get scores, "Perfect" is the highest scale of being the best.

At the same time, the gamers do not only play the game but also make interaction among the gamers. It is essential for the gamers to interact with other gamers in cyber space. This game offers enormous potential interaction among the gamers through the game chat. The gamers would be able to express themselves and share their thought immediately. Expression such as, *rolling on the floor laughing (rofl), laughing out loud (lol), oh my god (omg)*, are some of the common expressions resulting from the game action. Those expressions (*rofl, lol,* and *omg*) are often used by the gamers. Many new terms have emerged in this game as the result of long interaction among gamers. Crystal (2001) also added that those expression as a result of rapid growth of technology.

Despite expression resulting from the game action, the other terms embedded with the game itself are also commonly used by the gamers, the terms such as *Crazy Finish Move (CFM), Crazy Freestyle (CFS), Battle Party* often appear in computer screen. The problem is that new players often misunderstand and misinterpret those

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terms because they diffuse with the 'strange' word. In addition, the functions of those terms are to make the communication easier and more effectively. It is a chance for the writer to study and explore this issue since the writer has played this game in recent years. Having known the terms of the game, the writer wants to focus on this issue. The writer is interested with 'online game terms' used in the *Audition AyoDance*. The abundant of new terms in the game also become other factor for the writer to be investigated.

In sum, the online game terms in this study are the words that used by gamers in *Audition AyoDance* which are used in the game chat or in any textual chat appear in the computer screen. To be specific, the online game terms in this study are called gaming words. Gaming words in this study are orthographically produced in computer screen by meant communication among gamers. Hence, an obvious way to reveal gaming word is by using the theory of word-formation processes which is the branch study of morphology. It concerns with the various processes by words can be built (Bauer, 1988).

This study will use the theory of word-formation processes proposed by Bauer (1988). He divides the word-formation processes into nine processes namely; using affixes, reduplication, modification of the base, cases involving shortening base, processes involving several lexemes, alphabet based formation, unique morph, and suppletion. Bauer's classification is adequate to be used to investigate the phenomenon. This theory is complex and clear enough to explain the word-formation

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processes used by the gamers in *Audition AyoDance*. Besides that, his theory is universal as he gives example of the theory in various languages and also easy to understand.

1.2   Statement of the Problems

Based on the background of the study, the writer states the problems as follow:

1. How are gaming words in *Audition AyoDance* online game formed through word-formation processes?

2. What type of word-formation process is mostly used in gaming words by the gamers of *Audition AyoDance*?

1.3   Objective of the Study

Based on the statement of the problem above, the objectives of the study are:

1. To know how gaming words in *Audition AyoDance* online game are formed through word-formation processes.

2. To know what type of word-formation process is mostly used in gaming words by the gamers of *Audition AyoDance*.

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1.4   Significance of the Study

By finding the gaming words in *Audition Ayodance*, the writer hopes that it can give contribution to morphology especially for the study of word-formation processes. The writer also hopes that this study will enrich the reader's vocabulary of gaming words. The writer also expects the reader especially gamer community to understand the meaning of written gaming words that are often used in gamers conversation, so that the misinterpretation of the online game terms can be avoided.

1.5   Definition of Key Terms

Word-formation processes   : is the various processes by which words can be built (Bauer, 1988).

Audition AyoDance   : is the online dance game where all can enjoy the great dance with simple key note input ("Audition Online Dance Battle," 2010).

Word   : is a unit which, in print, is bounded by spaces on both sides called as orthographic word. For example "the cook was a good cook as cooks go, and as cooks go, she went." (Bauer, 1988).

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1.6   Organization of the Thesis

The writer organizes this study into five chapters. First chapter is the Introduction which describes the background of the study, the statement of the problem, objective and significance of the study, definition of key terms, and organizational. Second chapter is the Literature Review which contains the theories to analyze the data, related study as comparison, and the gameplay of *Audition AyoDance*. Third chapter is the Method of the Study. Fourth chapter is the Discussion which contains presentation of the data, analysis of the data, frequency of word-formation processes and its interpretation. Moreover, the last chapter is the conclusion of the study which represents the summary of the study in whole.

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CHAPTER II

LITERATURE REVIEW