

Abstract

Setyarama, Ardi. Word-Formation Processes in Gaming Word Used by Gamers of *Audition AyoDance*. A Thesis submitted as Partial Fulfillment for the Sarjana Degree of English Department. Faculty of Humanity, Airlangga University, Surabaya.

This study aims to find out the gaming word used in music video game namely *Audition AyoDance* and how they are formed through word-formation processes. To reach the goal of the study, the data is taken from random screenshot of typing text on the game *Audition AyoDance*. The data is acquired from September to October 2010. The writer found 51 gaming words. The collected data were classified according the theory of word-formation processes proposed by Bauer. He divided the word-formation processes into nine types. They are; word-building using affixes, reduplication, word-building modification the base, relationship with no change form, cases involving shortening base, processes involving several lexemes, alphabet based formation, unique morph, and suppletion. The result showed that alphabet based formation was the most dominant process which reaches 52.94% of total gaming words and followed by case involving shortening base with 31.37%. This finding showed that those processes, the process of alphabet based formation and cases involving shortening based, are used to save time. This study also found that the forming of gaming word is influenced by the gameplay.

Keyword: *Gaming word, Word-formation processes, Audition AyoDance*

CHAPTER I

INTRODUCTION