

CHAPTER III

METHOD OF THE STUDY

This chapter is divided into four parts. The first part is the approach of the study, the second part is about the corpus and sample, the third part is the technique of data collection, and the last part is the technique of data analysis.

3.1 Research Approach

This study uses descriptive qualitative approach. Qualitative method is a method that does not involve measurement or statistics (Boeree, 2005). This method is exemplifying a common belief that it can provide a deeper understanding of social phenomena than obtained from purely quantitative data (Silverman, 2000). According to Myers (2002), a major strength of the qualitative approach is the depth to which explorations are conducted and descriptions are written (cited in Neil, 2006). This study uses qualitative approach because it is concerned about how words are processed. The writer aims to illustrate or describe the corresponding phenomenon for the reader to grasp with the richness and depth of explorations and descriptions. Descriptive approach is chosen as it can describe word-formation processes that used in online game. According to Key (1997) descriptive research is used to obtain information concerning the current status of the phenomena to describe “what exists” with respect to variables or conditions in a situation.



3.2 Corpus and Sample

3.2.1 Corpus

In this study, the writer only takes the data from one of online games *Audition AyoDance*. Therefore, the corpus of the data is taken from the online games namely *Audition AyoDance*. Based on observation, the players of this game are from Indonesia. Bearing in mind, Indonesia is a multilingual society; consequently the players come from different ethnic and culture. It is also evidence that the majority players who play this game are Chinese ethnic, but indigenous ethnic also takes moderate portion. There is almost equal gender among game players, male and female show the slight differences, because this game is common game for male and female.

3.2.2 Sample

In this study, the sample of data is random screenshots that are typed by the players in the lobby, the game match and the chat room. Furthermore, the sample of data is collected in random time. It is acquired from September to October 2010. The data of gaming words are only from English and Indonesian language. Based on the observation, the data is intended to discuss about strategy, share problems, love story, sell or buy game stuffs and more.

3.3 Technique of Data Collection

Several steps that the writer takes in collecting the data are:

1. Opening the game online *Audition AyoDance* by clicking the game icon in computer. Wait the program until it works and appears 'menu'.
2. Entering the username and password in order to play the game. It is necessary to have an account in this game because game online requires to register an account before a player can enter the game.
3. Choosing the servers that are available on this game. The servers in this game are Love, Honeymoon, Friendship, Creative, Gossip, Stylish and Trendy. Each server has eighteen channels. The players are free to choose one of them as they like. Love and Honeymoon servers are two servers that are quite popular in Indonesia. In this study, the writer chooses those servers as the field of the study instead of other servers. The popularity of both servers is the main reason to choose that server so that the data is easy to collect.
4. Capturing the valid data on this game by pressing *Prt Scr SysRq* button on keyboard. The data is text-typed that appears in the game, it can be the chat conversation between game players, the game room title, and the broadcast. The writer should keep the data as natural as possible so that the writer's conversation is not used as the main data.

3.4 Technique of Data Analysis

Several steps that the writer applies to analyze the data are:

1. Identifying the data to the gaming words. The valid data that the writer collects is examined word by word. The gaming word on the game exclusively belongs to this game. The typology of game talk which proposed by Wright et al (2002) is helpful to gather information in collecting gaming words in this game. The writer is also helped by experienced gamers to find the gaming words.
2. Identifying the word-formation processes of each game online term. The original word is based on Kamus Besar Bahasa Indonesia for Indonesian words and Oxford Dictionary for English words.
3. Classifying the gaming words based on the theory of word-formation processes proposed by Bauer.
4. Determining the frequency of each type word-formation processes. Then, determine the percentage of each type of word-formation processes by applying the formula:

$$\text{Percentage of each type} = N/M \times 100\%$$

N= amount of occurrence of each type of word-formation processes

M= amount of whole data of word-formation processes

5. **Drawing the data result in pie chart. By drawing the pie chart, it can show the most dominant processes clearly and know the percentage of other word-formation type.**
6. **Interpreting the result of the data.**

CHAPTER IV

DISCUSSION