

CHAPTER I

INTRODUCTION

This chapter gives the brief explanation of the background of the study, the statements of the research problems, the objectives of the study, the significances of the study and the limitation of the study.

1.1 Background of the Study

Young (2009) states that games are the one of the fastest growing form of internet addiction, especially among children and teenagers. Children and adults play game to refresh their mind, to fulfill their hobby, to express their feeling or to have some new friends. They play online game rather than traditional game. Therefore, online games becomes a trending topic which can make an addiction to the player itself.

Juul (2003) states that game is a rule-based formal system with a variable and quantifiable outcome, where different outcomes are assigned different values, the player exerts effort in order to influence the outcome, the player feels attached to the outcome, and the consequences of the activity are optional and negotiable. Games are rule-based formal system which many players will try to do their best to make their best results and there will be some positive and negative aspects such as when the player becomes the winner, the player will be happy which signed as positive outcome and if the player loses the game, the player will feel unhappy signed as negative outcome.

Ahmad (2013) states that there are two types of game, they are online game and offline game. Offline game is game that plays by single player without any internet connection so the player cannot play together with other players around the world. On the other hand, online game is a game that uses internet connection that can connect the player with other player in the world to play together.

Mahji (2010) states that online game has sixteen types such as, *Massively Multiplayer Online Role Playing Games (MMORPG)*, *Massively Multiplayer Online Battle Arena (MMOBA)*, *Massively Multiplayer Online Real Time Strategy Games (MMORTS)*, *Massively Multiplayer Online First Person Shooter Games (MMOFPS)*, *Massively Multiplayer Online Sports Games (MMOSG)*, *Massively Multiplayer Online Racing Games (MMOR)*, *Massively Multiplayer Online Rhythm /Music Games or MMO Dancing Games (MMORG/MMODG)*, *Massively Multiplayer Online Management Games (MMOMG)*, *Massively Multiplayer Online Social Games (MMOSG)*, *Massively Multiplayer Online Bulletin Board Games or Massively Multiplayer Online Bulletin Board Role Playing Games (MMOBBG/MMOBBRPG)*, *Massively Multiplayer Online Puzzle Games (MMOPG)*, *Massively Multiplayer Online Collectible Card Games (MMOCCG)*, *Massively Multiplayer Online alternate reality games*, *Massively Multiplayer Online Turn based Strategy Games* and *Massively Multiplayer Online Simulation Game*. There are many types of online games which define as card games, sport games, social games, strategy games, puzzle games and simulation games. From this types, it concludes that online games grow fast and many people already know and played the games based on their passion.

Wardhaugh (2006) argues that register are sets of language items associated with discrete occupational or social groups. This study analyzes the words and phrases from online games. The data especially words and phrases from online games are in the form of registers since the online game language only known by people who play online games. The writer chooses online games as the source of data since many people prefer online games to offline games. In online games, people can play together with their friend, family, or people from around the world. In the other hand, offline games only can be played by one people and it also cannot play together with other people since there are no internet connection.

The writer finds phenomenon that there is meaning from some words which has a different interpretation from the original meaning that usually known by common people. Based on this reason, the writer want to explore further about a word that has different meaning which exist in online game, like *Defense of the Ancient*, *Pointblank* and *Dragon Nest*. Here is an example of phenomenon that the writer found in online games:

1. Smoke

In defense of the ancient game, smoke here has a different meaning from the original meaning. Smoke in defense of the ancient game has a meaning that an item that has a function to make the whole team around the small area of users become invisible.

In game use, smoke is an item that if used, it can makes the user and the nearby ally heroes become invisible, undetected by the towers and enemies army.

So if the player click the smoke item, their allies around the player will become invisible and can't undetected easily by enemies.

In common use, smoke has a meaning a fog that usually made by a burning material like when someone light up their cigarette, and it will make a kind of fog. Smoke is a kind of particle that become a cause of something that already burned.

Based on the original meaning and in-game meaning of smoke, there is a phenomenon that the smoke word in game has a different meaning with the smoke word in common use.

Based on the example of data, the writer focuses this study on semantic approach especially in sense relation. As part of linguistics, semantics itself is a study of meaning in language (Hurford, 2007). The writer uses semantic in this study because this study focuses on meaning that has a different meaning from the original meaning that people usually know. From semantics aspect, sense relation consists of antonymy, meronymy, hyponymy and taxonomy, synonymy, polysemy and homonymy which is used to analyze further about the data from online game in *defense of the ancient*, *pointblank* and *dragon nest*.

The writer chooses three games, *Defense of The Ancien*, *Pointblank* and *Dragon nest* as the source of data. Lutfiandy (2014) states that *Defense of the Ancient*, *Point Blank* and *Dragon Nest* are listed in top ten games since these games are popular games in Indonesia. The writer focuses his source of data, on games that already known as a good games based on its popularity in Indonesia. Three games above already played by many people from a few years ago. There are many

words appear in these three games, since some words are added in games every year.

The writer has some reasons in conducting this study. First, the writer chooses language in game because there is a unique part that sometimes a word can give a different meaning from the original meaning. Second, the writer chooses the three games, *Defense of the Ancient*, *Pointblank* and *Dragon Nest* because these three games is the most popular game that played in Indonesia. Third, the writer chooses sense relations as his theories since sense relations focuses on relation between senses which can used to analyze the relation between original and in-game meaning of the words and phrases in three listed online games. Beside of that, there are words that have a different meaning from its original meaning. And the last, the writer uses sense relation because it concerns on meaning of the word and explore further about relation between words. Therefore, the writer is interested to conduct this study entitled “A Study of Registers in Online Game ‘*Defense of the Ancient*, *Pointblank* and *Dragon Nest*’”.

1.2 Statement of the Research Problem

The problem of this study is the sense relation in words that used by online game. Based on the background of the study, the statement of the research formulated as follow:

1. What are the registers found in online games?
2. What are the sense relations of the registers to the common sense?
3. What is the most common type of sense relation that occurs in online games?

1.3 Objectives of the Study

Based on the statement of the research problem formulated above, this study has several objectives to observe:

1. To identify the registers that occur in online games.
2. To identify the sense relations of the registers to the common sense.
3. To identify the most common type of sense relation that can be found in online games.

1.4 Significance of the Study

From this study, the writer expects to give a contribution that can be useful to the people who want to research in the area of semantics especially on sense relation in online game. Beside of that, the study also expected to give some significances as follows:

1. Theoretical Significance

This study about language in online games is important because with this study, can make an clear explanation about the words that used in online games since there are some steps that occurred in the process to explore further about words in online games. This research can also be a reference and secondary information to support the next sense relations research. The writer hopes that this

research can contribute to theoretical framework especially in sense relations from semantics study.

2. Practical Significance

This study gives a reference to the reader about online games words and phrases that consists in the online games. Many words and phrases in online games is similar with the common words but it has different meaning.

1.5 Scope and Limitation

There are some borders to make the study not to go too wide. The scope of the study is semantics specifically in sense relations. The writer limits the analysis only in online game especially in game *Defense of the Ancient*, *Point Blank* and *Dragon nest*. The analysis only focuses on words that already exist in online games.