

AN ANALYSIS OF THE USE OF JARGON IN ONLINE GAME *POINT*

BLANK

SKRIPSI

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ABSTRACT

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This research observed three aspects of jargon used in online game *Point Blank*, namely meanings, function and how to use them. The aims of this research are to find out, to describes and to explains the meaning, function and how to use the jargon in online game *Point Blank*. Qualitative descriptive methode was applied in this study. The data were taken from game online *Point Blank* and video recording of *Point Blank* game. The findings of the research show that there are 41 jargons found in online game *Point Blank*. Based on categorized of meaning, most of the meaning of jargons were connotative meaning with total 31 jargon items and denotative meaning was 10 jargon items. Based on the first function, the jargons were provided to the speakers of specialized domains with clear and unambiguous terms to refer their activities with 28 jargon items, and based on the second funtion of jargon were provided speakers of a subgruop with means marking in-group membership and excluding outsiders with 13 jargon items. And all of jargons in online game *Point Blank* used depends on context when the player play the game.

Keywords : Jargon, Meaning of Jargon, Function of Jargon, Online Game Point Blank

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CHAPTER 1

INTRODUCTION

A. The Background of Study

Communication is the most basic activity in human life (Nurmala,2021). Humans use language to communicate with others. Language is a way of communicating with others. without language, humans will not be able to convey ideas and communication will not reach the listeners. So, language has to do with society. Studies that discuss language and society are called sociolinguistics. According to Yule (2010) sociolinguistics is the study that studies the relationship between language and humans. Sociolinguistics is a combination of the words sociology and linguistics.

Djawa (2018) state that sociolinguistics is a field of science that connects several academic fields by involving language in social context. Humans are social cultures who need other people to be able to help each other and communicate with each other in daily life. Language is a humans communication tool. According to Djawa (2018) language has two aspects, namely aspects of form and aspects of meaning, aspect of form are sound, writing, and structure. aspects of meaning are lexical meaning, functional meaning and structural meaning. In more detail, language in form and meaning will show the different. For example, the use of the word "*melayu*" in Javanese means "*lari*". While the word of "*melayu*" in Sumatera is a tribe in Indonesia. Differences of this form of language are called language variations.

Jargon is part of language variations. Yule (2010) says that jargon is a special vocabulary in a social groups that help them in creating relationships within the group. For example, “Builds” in Mobile Legend game community as an item to support player in that game. Usually, builds are adapted to the hero character used by the player and each character has a different effects. Another example is “Clan” in Point Blank online game is the name for a group in that game.

Jargon is used to make it easier for people to communicate in a group, but there are some people who are not interested in conversations using jargon because they do not understand, especially the meaning, function and form of jargon. The language in jargon is different in common language and people outside the group difficult to understand this word. In a social community, its members usually use their own jargon in communicating. Currently, jargon is not only used in face-to-face communities to interact, but is also used in online-based platforms, such as: game. The reason why the researcher examine the jargon in online game *Point Blank*, because there are many jargons that are understood by the new players and people outside this game. The researcher thinks if the new players understood the use of jargon by old players it can help the new players for following this game and people outside this game at least can understand the use of jargon from this game.

Based on explanation above, the researcher interested to analyze the use of jargon in online game *Point Blank* to help new players and people understand the function, meaning, and kinds of jargon through online game *Point Blank*. In this

research, the researcher will be analyze the function menaing and kinds of the use ofjargon in online game *Point Blank* with the title “An Analysis of The Use of Jargon in Online Game *Point Blank*”

B. The Identification of Study

The identification of study is as follows:

1. Many of the new Point Blank players do not understand the meaning of jargon used when they communicate with other players.
2. Many of the new Point Blank players don't know the function of jargon used on game online Point Blank and that can make misunderstanding with other players.
3. Many players don't know the kind of jargon used in the online game Point Blank

C. The Scope and Limitation

The scope of this research is about jargon and the Limitation of this research focuses on the menaing, function, and kinds of jargon in online game Point Blank.

D. The Formulation of The Problem

The fomulation of the problem is as follows:

1. What are the meaning of jargons used in the online game *Point Blank*?
2. What are the function of jargon used in *PointBlank* online game players?
3. How are the jargons used in the online game *Point Blank*?

E. The Objective of The Study

The objectives of the study as follows:

1. To find out the meaning of jargons in online game *Point Blank*.
2. To describe the function of jargons in online game *Point Blank*.
3. To explain the jargon use in online game *Point Blank*.

F. The Significance of The Study

The Finding of the study are expected to be useful theoretically and practically.

1. Theoretically

Theoretically, this research is expected to provide useful development of linguistics, especially in jargon.

2. Practically

Practically this research could be useful, there are:

- a. For teacher, to increase knowledge about jargon in sociolinguistics.
- b. For student of English Department, as a source of information to study about jargon in sociolinguistics.
- c. For researcher, as the reference to do same research but with different point of view, especially regarding jargon in sociolinguistics.

CHAPTER II

THE REVIEW OF LITERATURE

A. Theoretical Framework

In conducting research, a theory is needed to explain some of the concepts that are the focus of research. Terms must be made early so that it is easier for readers to understand. The research will present some theories related to the study in order to get the points clearly, so that the readers can understand them more easily.

1. Sociolinguistics

Sociolinguistics is a study that discusses the relationship between language and society. As Yule (2010) said that sociolinguistics is used generally for the of relationship between language and society. Wardaugh (2006) says sociolinguistics is concerned with investigating the relationship between language and society in order to better understand how language functions in communication. While Gumperz in Wardaugh (2006) state that sociolinguistics is an attempt to find a correlation between social structure and linguistic structure to be observe any transformation that occur.

In other words, in sociolinguistics we study language and society to find out as much as possible what language is. It means that every organization, region, and level in society must have its own style of language in using language. According to Fromkin (2009) “speakers from different socioeconomic classes

often display systematic speech difference, even when region and ethnicity are not factors. These social-class dialects differ from other dialects in that their sociolinguistic variables are often stastical in nature”

The statement above relates to what Holmes (2013) said that sociolinguistics study the relationship between language and society. They are interested in explaining why we speak differently in different social context, and why with identifying the social functions of language and ways it is used to convey social meaning. Like the following example:

Frank : Hey bro, what’s wrong with you?

James : The old **basrtad** make me feel crazy in the class. Shit!

Frank : sshhhht! He walked here.

Frank : Ohh! I hope he doesn’t hear what you say.

In the conversation above, Frank hopes that his teacher doesn’t hear that conversation. It means that, people speak differently in different situations. James’s word *bastard* is the example of informal language used with james’s friends. *Bastard* is an informal word that shows an unpleasent expression. People create their own words according to their context and situation.

From some explanations above, it can be concluded that sociolinguistics is the study of relationship between language and society because language coes from society it self. And this also shows that language is very importanta in human life both in context and effect. Although in the same country and culture each regio, level and sectors in society must have its own style of using the same language.

2. Language Variation

Barber and Stainton (2010) state that language variation are the object of sociolinguistics which are the result of the relationship between language and social factors, such as age, sex, education, social status, social occasion, professional occupation, and factors. The principal types of language variation manifested in pronunciation (accent), grammar and vocabulary are the regional variation (regional dialects) and the social variation (social dialects, sociolects, also 'genderlect', jargon, slang, argot).

According to Bright in Coulmas (2007) there are two basic facts of language variations. First, it always changing in all areas of structure (phonology, grammar, discourse, style, semantics, and vocabulary). For the example, in the case that American English pronounces *pin* [pin] merges with *pen* [pɛn]. Second, language variations change in different ways at different places and at different times. This happens for example in the case of English Speakers nowadays saying and writing *ice cream* instead *iced cream*. It unknowingly in 1900 was considered a vulgar mistake.

Malmkjær (2002) states that many sociolinguistic studies are concerned with how it varies according to social context. These studies also discuss where language variation is used how it is based on a person's social status. In addition, this study is also to explain these variations and show how these language variations reflect social structures that are influenced by certain factors such as an individual's age, class, ethnic group, gender and region. There areas of language variation are formulated by Belletti in Robertson (2020) which distinguishes them

into two, namely are the point of view of language acquisition and language comparison. She conveyed that mastery of the language may have created a foreign area where language variation can manifest itself. Language acquisition can provide alternative variations that are also used by different languages.

Marshall (2004) states that language variations provide an explanation of how communication takes place. Language variations is not arbitrary, but rather tightly controlled, often by extra-linguistic, and the specification factors of these factors can help us explain change. Language variations that occur are age, gender, social class, and attitude. In line with this statement is what was mentioned by Eckert and Rickford in Fadli (2012) mention that class or gender or age are correlated as presumed determinants of language variation. They influence the use of language, as in sex, men tend to use logic and are assertive in statements than women. Several variations of language arise as a result of age, gender, social class, and the influence attitudes, namely jargon, register, argot slang, and style. Each of these often overlaps among the others. They are often equated even though their nature is different.

Yule (2006) proposes jargon as a special vocabulary used by those in well-established social groups, while slang is used more often among those outside of higher status groups. Holmes (2001) explains that the term style is a language variation that reflects several changes in situational factors, such as address, setting, task or topic. Style is often analyzed along a formality scale while registers are associated with specific groups of people or some sometimes situations of use. Malmkjær and Anderson (1995) define style as the consistent occurrence in the

text of certain items and structures, or types of items and structures, among those offered an APA style in writing research reports that cover five chapters: general presentation, table and figures, footnotes and citations, and APA details. The term comes from the American Psychological Association.

In conclusion, language variations are the forms of language used by people from that language because there are various social interactions between regions, classes, ethnic groups, ages, and genders. Language variations vary in several aspects of language, namely pronunciation (accent), grammar, or word choice in a language.

3. Jargon

3.1 Definition of Jargon

Allan and Burridge (2006) define jargon as language that is peculiar to certain such as trade, profession or other groups. It is the language used in the body spoken or written text, dealing with a restricted domain in which speakers share a common specialized vocabulary, word usage habits, and forms of expression. In addition, they stated that jargon was used among people who had similar work-related or recreational interests. This binds not only professionals, but also members of any group using certain jargon. That's why in the hotel's Housekeeping Division, which underwent long and difficult internship, there was a consequent feeling among in-groupers that they were part of an exclusive club. In addition, Malmkjær and Anderson (1995) state that jargon is only used in limited context such as trade and labor recruitment. Jargon is like mini dialect,

but only used for the activity that created it. They are not only sensitive to needs of the activity but also to the personal and social needs of the speaker.

Yule (2006) says that jargon is a special technical vocabulary related to a particular field of work or interest. In social terms, jargon helps create and maintain relationships among those who see themselves as 'insiders' in some way and exclude 'outsiders'. This often happens in registers. Hornby (1995) also states that jargon consists of words or technical expression used by a particular profession or group of people and difficult for others to understand. The group here can be a professional group or a social group. Furthermore, Spolsky (1998) defines jargon as speech used by a group of people which is characterized as a trade or occupation. A special bond between members within the group and enforces boundaries on the outside. If people don't understand a certain jargon, it means they don't belong to certain a group. Jargon can be useful for conveying meaning appropriately and effectively for a particular community. However, it can also exclude and/or confuse those who are not "in the group". Thus, speakers and writers need to be aware of their audience when deciding to use jargon appropriately.

In addition, Crystal (2003) defines jargons as technical vocabulary or idioms for specific activities or groups. The reality is that everyone uses jargon; it is an important part of the network or work and pursuits that make up a society. All jobs present an element of jargon, which workers learn as they develop their skills, all hobbies require mastery of jargon. All sports and games have their own jargon. Each community grouping has its own jargon. A person's occupation causes his

language to vary, especially in the use of technical terms. Phenomena therefore, the use of jargon turns out to be universal and valuable. Richards and Schmidt (2002) define jargon as spoken or written words and expressions used by a group of people belonging to a trade, profession, or other group bound together by a common concern, for example legal jargon, medical jargon. A jargon has its own set of words and expressions, which may not be understood by outsiders. The term jargon is usually not used by the group but those who are unfamiliar with a particular type of language.

Tasword (2008) defines jargon as words used in certain contexts that are meaningful to people who experience that context. Tasword explains that jargon is not a bad thing because it can make communicating with other people in the field faster and easier. Jargon, so as to make communication efficient and effective for users. Allan (2001) proposes three criteria in identifying jargon. First, it can be identified by its lexical markers such as the specific vocabulary used, idioms, and abbreviation. Second, jargon can be identified from its syntactic markers, such as imperative and passive sentences. Third, jargon can be identified by its presentation markers in terms of prosodic (voice quality, amplitude, rhythm) and the format in which the context is presented.

In conclusion, jargon is the technical language of several fields such as trade, profession, or similar groups using unusual vocabulary, complex phrases, and unclear meanings. This is an exclusive term that is most familiar to insiders, i.e. jargon users are not outsiders, i.e. people who do not belong to the field. There are several motivations for creating jargon. First, it is used to exclude people or

newbies, there which do not belong. If a person does not understand the jargon of the group, it means that he does not belong to that group. Jargon can give a person a sense of belonging to a particular group. Jargon is an effective signal for identification. It is effective when used in groups where jargon is created or occurs. Another motivation for creating jargon is communicative efficiency. If something has to be mentioned frequently, it is more economical to have one word to refer to it rather than a long phrase. We know that jargon uses items that already exist in the language and then extends its meaning and function. Jargon rarely uses completely new words or construction. Practically, the words are old but with a new meaning and a different meaning.

3.2 Function of Jargon

Chaika (1982) states that jargon can be a playful way of saying "I know something you don't know". Meaning jargon is a way to exclude laypeople or beginners, those who do not belong to the group. Furthermore, he said that jargon is effective as an identification signal. Jargon creates communication efficiency where the use of long phrases can be avoided by using only one word that refers to something you want to say. He also mentions two ways in which the function of speech can be mismatched by the participants in the speech event. The first is to understand the intention but not the actual words, and the second is to understand the words themselves but not the intent. Thus, the use of certain jargon in certain groups removes communication barriers because the members of the group understand the meaning and the words.

Lutz and Wallraff in TeStrake (2001) mention several advantages and functions of using jargon. Jargon adds technical accuracy and language quality. Jargon also serves as a tool to improve communication within a group. In addition, jargon produces an atmosphere of depth, authority, and prestige for the speaker and the subject matter. This means that jargon gives the effect of feelings such as a) self-confidence, because of the depth of knowledge, b) membership, because of the limited number of people who know the jargon, c) high social class, due to the level of certain people understand that jargon.

Furthermore, Allan and Burridge (2006) say that jargon is a variety of language used by people who have the same interests related to work or recreation. They also add that jargon is a language within a group that serves as an important tool for effective communication. Allan and Burridge (2006) says that jargon has at least two functions. The first function is to serve technical or specialist language for precise and economical communication. The second function is to promote solidarity within the group, and to exclude people who do not use jargon. The first function of jargon shows that jargon is used for making easier and effectiveness of communication. For the example, the word "defuse" in online game Point Blank is too long to mention so the player say "def" to making easier and effective communication. The second function of jargon is used to show solidarity among those who use jargon. Usually, people who use jargon regularly are close to each other. They often show closeness and solidarity by using verbal language. The second jargon function also shows that by using jargon people can exclude people who do not use jargon.

Meanwhile, Brown and Attardo (2000) conclude that jargon has two main functions. The first is to provide speakers from a specific domain with clear and unambiguous terms to refer to their activities. The second is to provide speakers from the subgroup by means of marking membership in the group excluding outsiders.

According to Brown and Attardo (2000) it is obvious that the jargon is often used by a certain social professional group that have the same or certain activities regularly and need to use some technical words that can help them to communicate effectively and may bond their companionship. In fact, any occupation, hobby, association or organized group is likely to develop its own jargon. From that explanation, Brown and Attardo (2000) state that there are two functions of jargon. They are a) to provide speakers of specialized domains with clear, unambiguous terms to refer to their activities, b) to provide speakers of a subgroup with a means marking in-group membership and excluding outsiders.

3.3 Forms of Jargon

According to Halligan (2004), there are four forms of jargon. Namely words, phrases, abbreviations, and acronyms.

The definition of the word is explained in several views. According to Richard and colleagues (1985) the word is defined as the smallest part of linguistic units that can appear by itself in speech or writing. Meanwhile, Finch (2000) says that the word is a unit of expression that is recognized intuitively by native speakers in both spoken and written language. It can be a sound or a combination

of sounds (or written or printed symbols). That form a grammatical or vocabulary unit of language.

The next form, the phrase is defined as a group. From related words that do not contain a subject or verb, such as control panel, device manager, recycle bin etc. The related words in each of these phrase cannot stand alone as an independent unit and function as part of speech. In addition, Finch (2000) says that a phrase is a syntactic unit that usually consist of ore than one word and is an intermediary between the word level and clause in a sentence.

The other form is an abbreviation. According to Hairstone and Ruszkieweiz (1998) abbreviation is short for a word phrase, usually consisting of part of the original word or phrase and ususally marked with period, namely Rev. for Reverend and Mr. For Mister. Halligan (2004) says that abbreviation are shorter forms of words, pharase, etc. By removing letters or using only the first letter each word. Some example of abbreviations taken from computer jargon he expressed are Cd which means Change directory, DHCP means Dynamic Host Configuration Protocol. IP means Internet Protocol.

The last forms is an acronyms. According to troyka (1987) is a word that consists of the first letters of another word that acts as an abbreviation of the word. furthermore, Bauer (1998) states that acronyms are words formed from initial letters of words in abbreviations formed by talking the initial sounds (letters) of words from a phrase and putting them together to form words that can be spoken. Some examples of acronyms are the word “laser” which means amplification of light with simulated emission radiation, “scuba” from self-

contained underwater breathing apparatus, “radar” from radio detecting and range, and “AIDS” from Acquired Immune Deficiency Syndrome.

4. Meaning

According to Hornby (1995) the role of meaning is fundamental to the language system. Meaning is what is referred to or indicated by e.g. sounds, words, or signals. Nikelas in Sari (2020) state that there are three features of language. First, language has sound. Second, language is systematic and third, language always has meaning. Meaning has important relation with language. Because of this people also need a study about meaning that gives clear explanation of meaning. They will be easy to show their intention in daily activity.

Larson (1988) states that meaning can be classified into four. There are as follow:

1. Grammatical meaning. It has two definitions involving the meaning expressed by grammatical ending, word order or intonation on the part of meaning which varies from one form of paradigms to the other.
2. Lexical meaning is the meaning that is given by dictionary.
3. Textual meaning is the meaning that is acquired from the relationship among one word to another word in sentence.
4. Contextual or situational meaning that arises from the situation or context where the words, phrase, sentence, and expression are used.

Yule (2010) says that we have already ruled out special meanings that one individual might attach to words, we can go further and make a broad distinction

between conceptual and associative meaning. Based on explanation from Yule, it can be concluded that there are two types of meaning, there are conceptual meaning and associative meaning.

Arifin and Tasai (2010) state that denotative meaning is the meaning in the natural word explicitly. This reasonable meaning is the meaning that corresponds to what it is. Denotative is an understanding contained in a word objectively. This is supported by the opinion of Alwasilah (2011) which suggest that denotative refers to the commonly used lexical meaning or in short the usual, objective meaning, not yet overshadowed by certain feelings, values, and tastes. It is said to be objective because the meaning of this denotative is generally accepted. In addition, Berger (2010) says that the meaning of denotative is direct, and can be referred to as a picture of a sign. Often denotative meaning is also called conceptual meaning. The word eat, for example, means to put something in your mouth, chew it, and swallow it. The meaning of the word eat like this is a denotative meaning.

Arifin and Tasai (2010) says that connotative meaning is associative meaning, meaning that arises as a result of social attitudes, personal attitudes, and additional criteria imposed on a conceptual meaning. Connotative meanings are more professional and operational than denotative meanings. Denotative meaning is general meaning. In other words, connotative meaning is the meaning associated with a certain condition and situation. According to Chaer (2012) If the denotative meaning refers to the original meaning or the actual meaning of a word or lexeme, then the connotative meaning is another meaning that "added" to the

denotative meaning that is related to the sense of value of the person or group of people who use the word. Furthermore, Chaer (2009) suggests that a word is said to have a connotative meaning if the word has “taste value”, both positive and negative, if it does not have a sense of value, it is said to have no connotation. But it can also be called a neutral connotation. Then still in his book, Chaer (2009) also suggests that connotative meaning of a word can differ from one community group to another, according to the view of life and the norms of assessment of the community group.

Based on the Explanations above, it can be said that words are not limited to a single meaning. Most words have multiple meanings, which are categorized as denotative and connotative meaning. A word always has a denotative meaning, but it can also be filled with meaning and thus has a connotative meaning as well. The denotative meaning is the literal meaning. This is true meaning, without turning on it is meant to persuade. Connotative is the emotion and various meanings associated with a word. The same connotative meaning is what the word suggests after such a loop is applied. Connotative tend to carry memories, moods, or images.

5. Game Online

Surbakti (2017) says that online games are video games that are played over some form of computer network, using a personal computer or video game console. This network is usually the internet or equivalent technology, but games are always used whatever the current technology: modems before the internet, and

hard cable terminals before modems. The expansion of online gaming has reflected the overall expansion of computer network from small local networks to internet and the growth of internet access itself. Online games can range from simple text-based environments to complex games combining graphics and virtual worlds populated by many players simultaneously. Many online games are linked to online communities, making online games a form of social activity beyond single-player games.

Online games themselves consist of various types, ranging from simple text-based games to games that use complex graphics and form a virtual world that occupied by many players at once. The following are the types of online games:

1. Massively Multiplayer Online First-person shooter games (MMOFPS)

This type of online game takes a first-person perspective so that it is as if the player is in the game from the point of view of the characters being played, where each character has different abilities, differ in their level of accuracy, reflex, and more. This game can involve many people and usually this game takes the setting of war with military weapons. Examples of this type of game include Counter Strike, Call of Duty, Point Blank, Quake, Unreal.

2. Massively Multiplayer Online Real time strategy games (MMORTS)

This type of game emphasizes the great strategy of the players. This game has a characteristic where players have to set a game strategy. In an RTS, game themes can be historical (e.g. Age of Empires series), fantasy (e.g. Warcraft), and science fiction (e.g. Star Wars).

3. Massively Multiplayer Online Role playing games (MMORPG)

This type of game usually plays the role of imaginary characters and collaborates to weave a story together. RPGs are usually more about social collaboration than competition. In general, in RPGs, the players belong to one group. Examples of these game genres are Ragnarok Online, The Lord of The Rings Online, Shadows of Angmar, Final Fantasy, Dota.

4. Cross-platform online play

This type can be played online with different devices. Currently console game machines are starting to develop into computers equipped with open source networks, such as Dreamcast, PlayStation 2, and Xbox which have online function. For example Need for Speed Underground, which can be played online from a PC or Xbox 360.

5. Massively Multiplayer Onling Browser Games

This type of game is played on browsers such as Mozilla Firefox, Opera, or Internet Explore. Simple single-player games can be played with a browser via HTML and HTML scripting technologies (JavaScript, ASP, PHP, MySQL). The development of web-based graphics technologies such as Flash and Java in games known as “Flash Games” or “Java Games” which became very popular. Simple games like PacMan are even remade using plugins on a web. The new browser games use web technologies such as Ajax which allow for multiplayer interaction.

6. Simulation Games

This type of game aimstoprovidean experience through simulation. There are several types of simulation games, including life-simulation games, construction and management simulation games, and vehicle simulation. In life

simulation games, the player is responsible for a character or character and full fills the needs of the character as in real life, but in a virtual realm. Characters have needs and lives like humans, such as work, socializing, eating, shopping, and so on. Usually, these characters live in a virtual world filled with characters played by other players. An example of a game is Second Life.

7. Massively Multiplayer online games (MMOG)

Players play in a large-scale world (>100 players), where each player can interact directly like the real world. MMOG emerged along with the development of broadband internet access in develop countries, allowing hundreds, even thousands of players to play together. MMOG has many types such as:

- a. MMORPG (Massively Multiplayer Online Role Playing Game)
- b. MMORTS (Massively Multiplayer Real-Time Strategy)
- c. MMOFPS (Massively Multiplayer Online First Person Shooter)
- d. MMOSG (Massively Multiplayer Online Social Game)

B. Previous Related Studies

There are several previous studies that are similar to this study. This research is used by researchers to support and increase the knowledge of researchers to complete this research.

Investigating The Meaning Of Jargon On Social Media Twitter , by Defi Puspita Sari (2020) this research aimed at identifying the meanings of the jargon, and describing the functions of the jargon employed on socialmedia Twitter. The research employed a descriptive method. The data were taken from the

screenshot of the jargon used on the Twitter by using smartphone as a tool for surfing on social media Twitter. The researcher took the jargon of 30 accounts. The result of this research based on the categorize meaning, was mostly applied denotative meaning with 26 jargon items (87%). This implied that the literal meaning were more understandable, and connotative meaning was 4 jargon items (13%). Based on the function of jargon, most jargons were to provide speakers of a subgroup with a means of marking in group membership and excluding outsiders with 26 jargon items (87%), and based on the function of jargon were to provide speakers of specialized domains with clear, unambiguous terms to refer to their activities was 4 jargon 4 items (13%). This implied that the jargons on social media Twitter were used to provide special terms as a mark that they belonged to one of the social media twitter users.

A Sociolinguistics Analysis of Military Jargon in Call Of Duty Vidio Game, by Rinaldi (2018) this research studied the sociolinguistic phenomenon, especially in terms of jargon. This study was intended to analyze the word-formation processes of jargon which occur in Call of Duty vidio game. In this study, the meaning and functions of military jargon which occur in Call of Duty vidio game were also analyzed. Descriptive qualitative method was applied in this study. Meanwhile, the discusiion was presented in a descriptive way. The researcher presented deep analysis of the data. The data were in the form of words and phrases in the transcript of games's dialogue. Call of Duty vidio game and its transcript became the source of the data.

The findings of this study show that there are 56 items which are categorized as military jargons. They are categorized as conversion (16 items), compounding (8 items), borrowing (20 items), derivation (4 items), backformation, clipping and multiple process (2 items) and acronym (1 item). Conversion becomes the most prominent of jargon in this study. The process of conversion is easily found. It also finds that 56 items have meaning as conceptual meaning. In term of function, this study reveals that jargon is not randomly conducted. Yet, it serves some functions which are used to make an economical communication and to promote in-group solidarity and exclude out-groupers (who do not use jargon). The first function covers up to 47 items. Then, the second function covers 7 items.

A Sociolinguistic Analysis of Billiard Jargon Employed by Billiard Community in Yogyakarta, by Ardianto (2011) this research aims at identifying the forms of billiard jargon, revealing the meanings of the jargon, and describing the function of the jargon employed by billiard community in Yogyakarta. This research employed a descriptive qualitative method. The data of the research were jargons employed by the billiard community that are commonly used in the billiard tournament. The jargons were in the spoken form. The techniques of collecting data were observations and interviews. The key instrument of this research was the researcher himself because he watched and wrote anything dealing with the research. The trustworthiness of data analysis was done through triangulation. i.e. discussing and analyzing the data with experts who were eligible and competent to the research.

The findings of the research that are 110 jargons items in the billiard tournament in Yogyakarta the jargons are in the form of word, phrase, abbreviation, and acronym. Most of the jargons are in the form phrases with 54 jargon items (49,09%). This implies that phrases are the most prominent form. According to the meaning categorizing, the meanings of jargons in the billiard tournament are mostly the denotative meaning with 88 jargon items (80%). This implies that the literal meanings are much more understandable. Based on the functions of jargon, most of the jargons were to provide speakers of a subgroup with a means of marking in-group membership and excluding outsiders with 80 items (72,73%). This implies that the jargons in the billiard tournament are used to provide special terms as a mark that they belong to one of the billiard community members.

The difference between this research and the research conducted by the researcher is in the place where the researcher conducted, in this study the researcher will research on a PC or computer to get the data. While the authors in this study conduct direct research to the community to obtain data from the billiard community in Yogyakarta.

C. Conceptual Framework

Point Blank is a type of FPS computer game that is played online. This game is developed by Zapetto from South Korea. Point Blank was created in 2008 and approved by people in several countries such as Indonesia, Brazil, Thailand, and Russia.

This research focuses on analyzing jargon used in online game Point Blank. In this research, jargon defined as the technical language of some field such as a trade, profession, or similar group by using unusual vocabulary, complex phrases, and unclear meanings. It involves exclusive terms that are mostly known to insiders, i.e. jargon users are not outsiders, i.e. people who do not belong to the field.

In this research, qualitative methods will be used to analyze the jargon in online game Point Blank. This research, will analyze the function and meaning of jargon used in online game Point Blank. The function will be analyzed based on explanation of Brown and Attardo (2000) state that there are two functions of jargon. Namely, a) to provide speakers of specialized domains with clear, unambiguous terms to refer to their activities, and b) to provide speakers of a subgroup with a means of marking in-group membership and excluding outsiders. And the meaning of jargon used in online game Point Blank will be analyzed by denotative meaning and connotative meaning.

CHAPTER III

METHOD OF RESEARCH

A. Research Design

This research was conducted by using descriptive qualitative research. It is called descriptive qualitative research because it just collect the data from online game Point Blank and then analyzed the data and the researcher drawn conclusion about the data.

The object of the research are the jargons which contain in online game Point Blank. In this research, the resercher analyzed the meaning of jargon, function of jargon and how are jargon used in online game Point Blank.

B. The Source of the Data

The data of this research was taken from every utterance of sentence that found in online game *Point Blank* which contain the jargon. Meanwhile the source of data in this research was taken from:

1. The online game *Point Blank* that is published by Zapetto at 2008.
2. Video recording of *Point Blank* game taken from: <https://www.youtube.com/watch?v=VU4uVZti3S8>. Accessed on 13 September 2021.

C. Technique of Collecting Data

In collecting data, researcher gained the data from online game *Point Blank*.

Data collection was carried out by applying the following procedures:

1. Accessed online game *Point Blank* by used PC or laptop
2. Repeatedly playing the online game *Point Blank* that is published by Zapetto.
3. Noted every utterance of sentence which contain the jargon.
4. Taken the video recording as the secondary data source from:
<https://www.youtube.com/watch?v=VU4uVZti3S8>. Accessed on 13
September 2021
5. Made the script from the video.
6. Read the script.
7. Selected the jargon from the script of video.

D. Technique of Analyzing Data

The techniques of analyzing data are described as follows:

1. Data reduction

The first step of data analysis is data reduction. The researcher identified and classified the data based formulation of problems.

2. Data display

The second step of analysis is data display. The researcher described and explained jargon that found in online game *Point Blank*.

3. Verifying Conclusions

After all data has been analyzed, explained, described, classified and identified, the researcher drawn the conclusion.

CHAPTER IV

RESEARCH FINDINGS AND ANALYSIS

In this chapter present two section discussion, they are the research findings and analysis. In the first section present the data findings with the classification of the meanings and the functions of jargon used in online game *Point Blank*. Then, the second section present the analysis of the meaning and function of jargon, as well as explanation of jargon used in online game *Point Blank*.

A. RESEARCH FINDINGS

There are 41 jargons which were found from the players of online game *Point Blank*. There are 2 meaning of jargon namely denotative meaning and connotative meaning. There are 10 of 41 jargons that have denotative meanings, namely: headshot, double kill, triple kill, bomb shot, chain killer, clan, mission, weapon, mass kill, and chain headshot. And there are 31 of 41 jargons that have connotative meanings, namely: title, CT, FR, A point, B point, defuse, go go go, affirmative, cover me, need back up, you take point, negative, sector clear, stick together, nice shot, i'm in position, set, JP, JK, spam, ular, mid, hit, arena, bar, box *hijau*, enemy down, enemy spotted, storm of the front, hold this position and regroup team.

This research also shows that 28 jargon have function as to provide speakers of specialized domains with clear and unambiguous terms to refer their activities.

Meanwhile, 13 jargons have function as to provide speakers of subgroup with a means marking in-group membership and excluding outsiders.

The table bellow shows the meaning and the function of jargon in game online *Point Blank* in this research.

Table 4.1 The meaning and Function of Jargon in online game Point

Blank

No.	Jargon	Meaning of Jargon		Function of Jargon	
		MJ1	MJ2	FJ1	FJ2
1	Headshot	√		√	
2	Double kill	√		√	
3	Triple kill	√		√	
4	Bomb shot	√		√	
5	Chain killer	√		√	
6	Clan	√			√
7	Mission	√			√
8	Title		√	√	
9	Weapon	√			√
10	CT		√		√
11	FR		√		√
12	Chain headhot	√		√	
13	Mass kill	√		√	
14	A site		√	√	
15	B site		√	√	
16	Defuse		√	√	
17	Go go go!		√	√	
18	Afirmative		√	√	
19	Cover me		√	√	
20	Need back up		√	√	
21	You take point		√	√	
22	Negative		√	√	
23	Sector clear		√	√	
24	Stick together		√	√	
25	Nice shot		√	√	
26	I'm in position		√	√	
27	Set		√		√
28	JP		√		√
29	JK		√	√	
30	Spam		√		√
31	Ular		√		√

32	Mid		√		√
33	Hit		√	√	
34	Arena		√		√
35	Bar		√		√
36	Box <i>ijo</i>		√		√
37	Enemy down		√	√	
38	Enemy spotted		√	√	
39	Stom the front		√	√	
40	Hol this position		√	√	
41	Regroup team		√	√	
	Total	10	31	28	13

B. ANALYSIS

In this section, the researcher analyzed the jargon used based on the formulation of problems, namely what the meaning of jargon used in online game *Point Blank* are, what the function of jargon used in online game *Point Blank* are, and how the jargon used in online game *Point Blank* are.

1. Meaning of Jargon in online game *Point Blank*

There are two meanings related to jargon, they are denotative meaning and connotative meaning. In this research, the resercher found 10 jargons that have denotative meaning and 31 jargons that have connotative meaning. Denotative meaning is the literal meaning, this is true meaning without turning on it is meant to persuade. Connotative meaning is the emotion and various meanings associated with a word. Connotative tend carry memories, moods or images.

a. Denotative meaning

Some jargons found in online game *Point Blank* that have denotative meaning:

1. Headshot

Headshot was means used by the player when shooting an enemy right in the head.

2. Double kill

Double kill was means used by the player when the player kills 2 enemies in a row.

3. Clan

Clan was means a group or community in online game point blank.

4. Mission

Mission was means a task must be completed by the player to get experience.

Some examples of the data above are including the denotative meaning of the online game *Point Blank*. the jargon have the literal meaning, this is true meaning without turning on it meant to persuade. So in this case, the jargon of online game *Point Blank* have the real meaning, so that they more easier to understand by people.

b. Connotative Meaning

That jargons tend to carry memories, moods or images. Connotative meaning is various meaning and emotion related with a word. Also the connotative meaning can differ one community group to another, according to the view of life and the norms of assessment of community group. So in this case, online game *Point Blank* jargons which have connotative meanings have emotional and have difference between on community group to another.

There are example of jargon in online game *Point Blank* that have connotative meaning:

1. Cover me

This jargon means the player ask to the other player to protect him from the enemy.

2. Need back up

This jargon means the player ask to the other player to help him to attack the enemies.

3. Sector clear

This jargon means to provide information to other players that the area is safe from enemies.

4. Storm the front

This phrase means to instruct the players to attack the front of enemies.

5. JK

The meaning of JK is *isjalan kecil* in bahasa. This jargon means describe a place in the game.

6. Nice shot!

This jargon was means when the player shoot death all enemies.

2. The function of jargons in online game *Point Blank*

There are two funtions of jargon according to Brown and Attardo as explained in chapter 2. The first function is to provide speakers of specialized domains with clear, unambiguous terms to refer to their activities. The second

function is to provide speakers of a subgroup with a means marking in-group membership and excluding outsiders. In this research, the researcher found 28 jargon items which contain the first function and 13 items jargons which contain the second function.

a. To provide speakers of specialized domains with clear and unambiguous terms to refer their activities

In the first function, jargon used by the player in online game *Point Blank* is to provide particular terms related to in game play, such as: commands, instruction, or movement of player while playing the game. By using a certain terms, it shows the listener that refers to a certain thing related to online game *Point Blank* as a goal. In this research, related by the new players of online game *Point Blank* and the people outside this game understand the jargon in online game *Point Blank*. Because all terms are clear and unambiguous included in the function with specialized domains.

The following are examples of jargons containing the first function:

1. Go go go

The used jargon above, the player gives an instruction to attack the enemies. The player says “go go go” when their team spawn in game.

2. You take point

This jargon describe about the teammates gives instruction to set or defuse the bomb when playing the game. This jargon is unambiguous terms to refer their activities when play the game.

3. Enemy down

This jargon gives information to teammates that all of enemy are die. The player used this jargon accordance with their activities when wake down all enemy.

4. Hold this position

This jargon is to order the player to stay in their position while waiting and stalking the enemies. This jargon also the special domain with clear and unambiguous terms to refer their activities.

5. Sector clear

this jargon used when the player inform the teammates was the area is clear from the enemies. This is a special domain used by players.

b. Toprovide speakers of a subgroup with a means marking in-group membership and excluding outsiders

The second function is to provide of a subgroup with a means marking in-group membership and excluding outsiders. In this research, the jargon used to indicate certain terms as a marker that the speaker are old players from online game *Point Blank*. The jargon used which contain the second function is to make the player easy and effective in communication. In this function also show who are not use the jargon and the new players in this game.

The following are examples of jargons containing the second function, to provide the speakers of subgroup with means of marking in group membership and excluding outsiders. That jargon create by players to make easy and effective

in communication when they are play in game. Therefore, people outside this game do not understand the jargon in online game *Point Blank*. because jargon have function of excluding outsiders.

1. JP

‘JP’ is abbreviation from *jalan panjang* in English is long street. The player used this jargon to make easy to communicate to other players. This jargon used to inform the teammates that there is an enemy in the area.

2. JK

‘JK’ is also abbreviation from *jalan kecil* in English is small street. The player used this jargon also to make easy in communicatiion and to inform the teammates.

3. Mid

This jargon is acronyms from ‘middle’. The player just say ‘mid’ to make easy in communication with the teammates. This jargon describes the middle of the area in this game.

4. CT

‘CT’ is the abbreviation from Counter Teroris. This jargon is designation from police in this game. In this game, players can choose the team to play.

5. Ular

Ular is the jargon used by players in online game *Point Blank*. *Ular* in English is snake. This jargon describe the area in this game, because the area look like a snake, long and winding. this jargon is the marker between the players and

people outside this game. Because snake (*ular*) different meaning what other people imagine.

3. How are Jargon used in Online Game *Point Blank*

All jargon found in online game *Point Blank* have their respective functions as in the examples above and when the jargon is used depends on the context in the game. The following explanation is how jargon used in online game *Point Blank* by the players:

- 1) *Headshot*. This jargon means is shoot right in the head. Usually the player used this jargon when they shoot dead the enemy right in the head or they are shoot dead by enemy.
- 2) *Double kill*. It is the jargon used when *Point Blank* players kill two enemies successively without dead.
- 3) *Triple kill*. This jargon same like double kill but, usually the player used this jargon when they are kill three enemies without dead too.
- 4) *Bomb shoot*. This jargon also used by the player when they are kill the enemy in game. But in this jargon the player kill the enemy with bomb not use weapon.
- 5) *Chain killer*. It is also about kill the enemy. The player used this jargon if they are kills four or more enemies without dead.
- 6) *Clan*. it is the same meaning as community, group or squad. The player used this jargon if they create a community in online game *Point Blank*.

- 7) *Mission*. This jargon has the same meaning as task. Usually, the player used this jargon when they are want to upgrade their skill by completing the mission or task.
- 8) *Title*. This jargon like a skill in this game. The players use thisjargon when they want to improve the skills of their character in game for example, want to increase running speed, shoot accuracy and so on.
- 9) *Weapon*. This jargon is equipment used by player when play the game. usually, the player used this jargon when they want to buy the equipment in shop of ths game.
- 10) *CT*. CT is the abbreviation from counter terrorist. This jargon has a same meaning as police. In this game, players used this jargon when they are want to chose their team to play the game.
- 11) *FR*. FR is the abbreviation grom free rebels. This jargon has a same meaning as gengster, terrorist or criminal. Usually, players used this jargon when they are want to choose their team to play the game.
- 12) *Chain headshot*. This jargon means shoot the enemies right on the head. Players used this jargon when they are shoot the enemy right on the head successively without dead.
- 13) *Mass kill*. This jargon also about kill the enemy. Usually, player used this jargon when they kills two or more enemies with use grenade or bomb.
- 14) *A site*. This jargon is one designation of area in game. This area usually place to set a big bomb. The player used this jargon to inform teammates that there are enemies in the area or to inform that the bomb set in this area.

- 15) *B site*. It is also one designation of area in game. This area also place to set a big bomb. The player used this jargon to inform teammates that there are enemies in the area or to inform that the bomb set in this area.
- 16) *Defuse*. This jargon has the same meaning as turn off or stop. In the game, this jargon intended for to turn off the bomb before explode. Usually, this jargon used by the players to commands teammates for turn off the bomb.
- 17) *Go go go*. This jargon is an order to teammates to move forward. The players use this jargon usually when it just appears in the game.
- 18) *Afrimative*. This jargon is meant to approve orders. Usually, the players use this jargon to approve orders from teammates. For example, such as setting a big bomb for the Free Rebels team, defused a bomb for the Counter Terrorist team, or asking to protect a teammates.
- 19) *Cover me*. It is a request to teammates to protect. Usually when we are setting up bomb or spying on our enemies. The player use this jargon so that our teammates can protect us.
- 20) *Need back up*. This jargon usually used when we ask or need help because we are being attacked by the enemy.
- 21) *You take point*. This jargon is an order from a teammate to take an action for example to set or defuse a bomb.
- 22) *Negative*. It is usually used to refuse an order from a teammate. For example, when teammates ask to plant a bomb or defuse a bomb, the player can use this jargon.

- 23) *Sector clear*. This jargon is usually used to inform teammates that the area is safe from enemies so that teammates can come to the area.
- 24) *Stick together*. It is an order from teammates to stay together and not split up when the game starts.
- 25) *Nice shoot*. This jargon is like a compliment from teammates or from us as a player to teammates. Players use this jargon usually to praise teammates who shot dead enemies.
- 26) *Im in position*. This jargon is used by players usually to inform a teammate that he or she has occupied the specified position.
- 27) *Set*. It is an acronym for setting, but usually players use this jargon to inform that there is an enemy in the place where the bomb is installed.
- 28) *JP*. This jargon stands for *jalan panjang* in language, in english long street. This jargon describes an area in the game, usually used by players to inform teammates that in the area there are enemies or safe from enemies.
- 29) *JK*. This jargon stands for *jalan kecil* in language, in english small street. This jargon also describes an area in the game. Usually players use this jargon to inform teammates that there is an enemy or is safe from the enemy.
- 30) *Spam*. This jargon is used by players when throwing bombs into an area in the game. This jargon means bombing with grenades continuously an area while in game play.
- 31) *Ular*. In this game, the jargon has a different meaning from people outside this game. *ular* in english is snake. This jargon is one of the names for an

area in the game. usually plyaers use this jargon when they want to inform there are enemeis or safe from enemies in the area. Called *ular* 'snake' because the area is long and twists and turns like snake.

- 32) *Mid*. Mid is an acronym for middle. It is also describes an area when players play in the game. Usually this jargon is used by players as information to other teammates.
- 33) *Hit*. It means same as being shot. Usually players use this jargon when the shot hits the enemy.
- 34) *Arena*. This jargon is an arjaea in the game that has a shape like a place to fight. players use this jargon usually to inform the presence of enemies in the area.
- 35) *Bar*. It is also a place that is similar to a restaurant but is in the game. so players use this jargon usually to inform teammates that there are or are not enemies in the area, it can also be to inform that there is war in the area.
- 36) *Box ijo*. In the game, this jargon refers to a green box. green is the name for the color green. Usually this jargon is used to inform teammates that there is an enemy hiding behind the box.
- 37) *Enemy down*. It means the enemy has been defeated. Usually players use this jargon when they have won the battle in each round.
- 38) *Enemy spotted*. This jargon is used by players when they see an enemy and immediately inform teammates using this jargon.
- 39) *Storm in the front*.It is the same meaning as attack or fight. Usually this jargon is used as an order to all players to attack mercilessly.

- 40) *Hold this position.* This jargon is used by players usually to order teammates to stay in their current position and spy on existing enemies.
- 41) *Regroup team.* It is a command to gather all team members. usually when you want to attack the enemy the player will use this jargon.

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

A. Conclusions

Based on the first objective of study, the analysis shows that there are two meanings contained in the jargon used in online game *Point Blank* players, including denotative meaning and connotative meaning. From the 41 data found, there are 10 jargons are containing denotative meaning and 31 jargons containing connotative meaning.

Based on the second objective of study, there are two functions of jargon used in online game *Point Blank*. The first function is to provide speakers of specialized domains with clear and unambiguous terms to refer their activities and the second function is to provide speakers of a subgroup with a means marking in-group membership and excluding outsiders. 41 jargons found in this study, there are 28 jargons containing the first function and 13 jargons containing the second function.

Based on the third objective of study, the jargon used by online game *Point Blank* players used according to the context that occurs when players play in this game also the jargon used by players used when having a conversation and radio when play the game.

B. Suggestions

Based on the result of this research, the researcher proposed some suggestions. The suggestions as follows:

1. To the student of English Education Department

This study shows that jargon is one thing that can make it easier for us to communicate in daily life. It is hoped that by reading this research they can better understand jargon as a variety of language and increase knowledge about sociolinguistics related to various languages and terms. Hopefully that this research can provide knowledge about jargon, especially in terms of the meaning and function of jargon.

2. To other researcher

This research only examines the meaning, function, and how jargon is used. Hopefully, this research can be a reference for conducting the same research with different point of view and can explore sociolinguistic phenomena with jargon in people daily live.

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APPENDICES

Appendix 1: Logo of Online Game *Point Blank*



APPENDIX 2

Data of Jargon in Online Game *Point Blank*

Codes:

JP : Jargon in Online Game *Point Blank*

Meaning of Jargon:

MJ1 : Denotative Meaning

MJ2 : Connotative Meaning

Function of Jargon:

FJ1 : it is the jargon to provide speakers of specialized domains with clear and unambiguous terms to refer their activities

FJ2 : it is to provide speakers of a subgroup with a means marking in-group membership and excluding outsiders

No.	Code	Jargon	Description	MJ1	MJ2	FJ1	FJ2
1	JP/01	Headshot	Shot the enemies right on the head	√		√	
2	JP/02	Double kill	Kill two enemies without dead	√		√	
3	JP/03	Triple kill	Kill three enemies without dead	√		√	
4	JP/04	Bomb shot	Kill the enemies with use grenade	√		√	
5	JP/05	Chain killer	Kill four or more enemies without dead	√		√	
6	JP/06	Clan	Community, group or squad in game	√			√
7	JP/07	Mission	Task in game must be completed by the players	√			√
8	JP/08	Title	skill to improve performance		√	√	

			when play the game				
9	JP/09	Weapon	Equipment used when play the game	√			√
10	JP/10	CT	Counter Terrorist		√		√
11	JP/11	FR	Free Rebels		√		√
12	JP/12	Chain headhot	Shoot two enemies right on the head without dead	√		√	
13	JP/13	Mass kill	Kill two or more enemies by using grenade	√		√	
14	JP/14	A site	Area to set a big bomb		√	√	
15	JP/15	B site	Area to set a big bomb		√	√	
16	JP/16	Defuse	Turn off the bomb		√	√	
17	JP/17	Go go go!	It is a command to out from base		√	√	
18	JP/18	Afirmative	To accept a commands from teammates		√	√	
19	JP/19	Cover me	The player need help to protect from enemies		√	√	
20	JP/20	Need back up	The player need help because it is under attack from enemies		√	√	
21	JP/21	You take point	To command teammates to set or defuse bomb		√	√	
22	JP/22	Negative	Refuse the orders		√	√	
23	JP/23	Sector clear	The place safe from anemies		√	√	
24	JP/24	Stick together	Ask the teammates for do not scatter		√	√	
25	JP/25	Nice shot	To praise teammates for shooting the enemy well		√	√	
26	JP/26	I'm in position	To inform		√	√	

			teammates that in position				
27	JP/27	Set	Command to set bomb		√		√
28	JP/28	JP	<i>Jalan panjang</i> or long street		√		√
29	JP/29	JK	<i>Jalan kecil</i> or Small Street		√	√	
30	JP/30	Spam	Throwing grenades continuously		√		√
31	JP/31	<i>Ular</i>	A area seems like snake		√		√
32	JP/32	Mid	The center part from area in game		√		√
33	JP/33	Hit	Shot by the enemies		√	√	
34	JP/34	Arena	A place in game like a fighting arena		√		√
35	JP/35	Bar	A place in game similar to a cafe		√		√
36	JP/36	Box <i>ijo</i>	A box where the enemy is hiding		√		√
37	JP/37	Enemy down	All of the enemies are dead		√	√	
38	JP/38	Enemy spotted	Teammates see the enemies position		√	√	
39	JP/39	Stom the front	Attack the enemies continuously		√	√	
40	JP/40	Hold this position	Stay in position to spying the enemy		√	√	
41	JP/41	Regroup team	Request teammates to gather		√	√	
		Total		10	31	28	13




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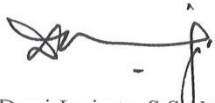
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Judul	Diterima
An Analysis of The Use of Jargon in Online Game <i>Point Blank</i>	30 Maret '21 
Language Style in Novel <i>Catatan Juang</i> by Fiersa Bersari	
The Analysis of Slang Words in Pirrates Carribbean "Dead Men Tell No Tales" Movie	

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Medan, 30 Maret 2021

Disetujui oleh
Dosen Pembimbing


Dewi Juniarta, S.S., M.S.

Hormat Pemohon


Pria Rizky Pratama



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	Language Style in Novel <i>Catatan Juang</i> by Fiersa Bersari	
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An Analysis of The Use of Jargon in Game Online *Point Blank*

Sekaligus saya mengusulkan/menunjuk Bapak/Ibu :

Dewi Juni Artha, S.S., M.S.

Sebagai Dosen Pembimbing Proposal/Skripsi saya.

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Dan Dosen Pembimbing

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Nama : Pria Rizky Pratama
N P M : 1702050181
Program Studi : Pendidikan Bahasa Inggris
Judul Penelitian : An Analysis of The Use of Jargon in Game Online Point Blank.
Pembimbing : Dewi Juni Artha, SS, M.S

Dengan demikian mahasiswa tersebut di atas diizinkan menulis proposal/risalah/makalah/skripsi dengan ketentuan sebagai berikut :

1. Penulis berpedoman kepada ketentuan yang telah ditetapkan oleh Dekan
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Wa'alaikumssalam Warahmatullahi Wabarakatuh.



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19 April 2021 M



Dekan

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NIDN : 0115057302

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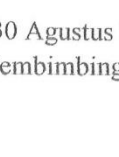




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Nama : Pria Rizky Pratama
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Tanggal	Deskripsi Hasil Bimbingan Proposal	Tanda Tangan
30 Juni 2021	BAB I Identification, Obj. Scope and limitation	
14 Juli 2021	BAB II Literary Framework	
25 Juli 2021	BAB III Time & Location, Data Analysis	
20 Agustus '21	References	
30 Agustus '21	ACC	

Diketahui/Disetujui
Ketua Prodi Pendidikan Bahasa Inggris


Mandra Saragih, S.Pd., M.Hum.

Medan, 30 Agustus 2021
Dosen Pembimbing


Dewi Juni Artha, S.S., M.S.



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Adalah benar telah melaksanakan Seminar Proposal Skripsi pada :

Hari : Sabtu
Tanggal : 04 September 2021
Dengan Judul Proposal : An Analysis of The Use of Jargon in Online Game Point Blank

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Dikeluarkan di : Medan
Pada Tanggal : 04 September 2021

Wassalam
Ketua Program Studi
Pendidikan Bahasa Inggris

Mandra Saragih, S.Pd., M.Hum.



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Judul Skripsi : An Analysis of the Use of Jargon in Online Game
Point Blank

Dengan diterimanya proposal ini, maka mahasiswa tersebut dapat diizinkan untuk melakukan riset di lapangan.

Diketahui oleh :

Diketahui/Disetujui Oleh
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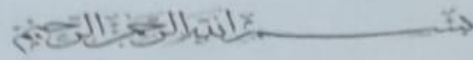
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NO	MASUKAN / SARAN
JUDUL	Revise capital letters
BAB I	Revise The Formulation of Problem Revise The Objective of study
BAB II	-
BAB III	Revise grammar in source of the data
LAINNYA	Revise the references
KESIMPULAN	() Disetujui () Ditolak () Disetujui Dengan Adanya Perbaikan

Medan, 04 September 2021

Dosen Pembahas

Pirman Ginting, S.Pd, M.Hum

Dosen Pembimbing

Dewi Juni Artha, S.S, M.S

PANITIA PELAKSANA

Ketua

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Sekretaris

Pirman Ginting, S.Pd, M.Hum



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Program Studi : Pendidikan Bahasa Inggris
Judul Skripsi : An Analysis of The Use of Jargon in Online Game *Point Blank*.

Demikian hal ini kami sampaikan, atas perhatian dan kesediaan serta kerjasama yang baik dari Bapak/Ibu kami ucapkan terima kasih. Akhirnya selamat sejahteralah kita semuanya, Amin.
Wassalamu'alaikum Wr.Wb



Dekan

(Handwritten signature)
Prof. Dr. H. Elfrianto Nst, M.Pd
NIDN 0115057302

****Pertinggal****



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Jurusan/P.Studi : Pendidikan Bahasa Inggris/S-1

adalah benar telah melakukan kunjungan/penelitian pustaka guna menyelesaikan tugas akhir / skripsi dengan judul :

“An Analysis of the Use of Jargon in Online Game Point Blank”

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Medan, 15 Shafar 1443 H.
22 September 2021 M

Kepala UPT Perpustakaan



Muhammad Arifin, S.Pd, M.Pd



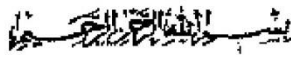
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telah menyelesaikan segala urusan yang berhubungan dengan Perpustakaan Universitas Muhammadiyah Sumatera Utara Medan.

Demikian surat keterangan ini diperbuat untuk dapat dipergunakan sebagaimana mestinya.

Medan, 13 Shafar 1443 H.
20 September 2021 M

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Kepala UPT Perpustakaan

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بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

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Program Studi : Pendidikan Bahasa Inggris
JudulSkripsi : An Analysis of the Use of Jargon in Online Game *Point Blank*

Tanggal	Deskripsi Hasil Bimbingan Skripsi	TandaTangan
16 Sept 2021	Data Analysis	
27 Sept 2021	Suggestions and Conclusions	
4 Okt 2021	Appendixes , Abstract , Acknowledgment	
11 Okt 2021	ACC	

Diketahui/Disetujui
Ketua Prodi Pendidikan Bahasa Inggris

MandraSaragih, S.Pd.,M.Hum.

Medan, 11 Oktober 2021

Dosen Pembimbing

Dewi Juni Artha, S.S., M.S

CURRICULUM VITAE

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3. Student's Number : 1702050081
4. Gender : Male
5. Religion : Moslem
6. Address : Jl. Jati Sei Mencirim Dusun 1a
7. E-mail : iky20pria@gmail.com
8. Hobbies : Playing Football

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- Elementary School (SD) Swasta Supriyadi (2005-2011)
- Junior High School (SMP) MTs Negeri 3 Medan(2011-2014)
- Senior High School (SMA) MAN 2 Model Medan(2014-2017)
- Bachelor's Degree Strata 1 in English Education Department, Faculty of Teacher Training and Education, University of Muhammadiyah Sumatera Utara (UMSU) (2017-2021)