



## Analysis of the Jargons Used by Players of The *Clash of Clans* Game, An Online Game

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### ABSTRACTS

This research focuses on three aspects of jargon used in COC's game, namely forms, meanings and the manner how to use them. The aims of this research are to identify the jargon and to find out the form, meanings and how to use them. In finding out those aspects, descriptive qualitative method has been employed. Techniques of data collection have been done by monitoring and interview. The procedure of data analysis by reviewing all the data gained from the result of monitoring and interview and analyzed through a systematic procedure including identifying the jargon, describing their form and meanings and finding out the way how to use them. As the descriptive qualitative research, the data found during the time of research have been included in this thesis. The research reveals that the jargon used in COC Game consists of twenty two jargons namely Mentok, Zonk, Kutu, Premature, Lava, Farming, Sleding, Push Trophy, BMX, TH ,CC, AQ, ML, MINIMAX, GIBARCH, CLING, Intro, Req, Loons, Co, Valk, up. The benefits of this research in teaching and learning English are as the reference for those who want to enrich their knowledge about jargons especially, for other future researchers who are interested in conducting research under similar topic. It can also be used as the medium to help students or anyone in enhancing their skills in communicating in English particularly when they use jargons.

*Keywords: analysis, jargons, players, and games*

### 1. Introduction

Human has been created by God as a social being, a creature that interacts with other people using communication. Wherever and whenever we are, we must communicate whether it is at home, school, or in the office. Communication is one of the most fundamental activities in human life. Human uses language to communicate each other.

The language used by each community group is diverse and very unique. This is because the nature of language itself is an agreement and a close relationship with the community to communicate in its environment. According to Yule (2015: 382) sociolinguistics is used generally to examine the relationship between language and society. Sociolinguistics is a combination of the words sociology and linguistics.

Sociology is an objective and scientific study of people in society and about the social institutions and processes that exist in society. Linguistics is a language science that takes language as the object of its study. Thus, sociolinguistics is a field of interdisciplinary science that links some other academic fields that see language in its social context. Humans are social beings who need others to communicate, work together and share feelings. The process cannot be separated by language. This is revealed by Chaer (2012: 32) that the function of language is a tool of human communication. The existence of a language can open width the choice door to carry out its social function. Language has two fundamental

aspects, what are form and meaning. Aspects of the form are sound, writing and structure. Aspects of the meaning are lexical meaning, functional, and structural meaning. If we look in more detail, we will see the language in its form and meaning indicating small and big differences between the one disclosure and the other. For example, the use of the word "gamal" in Kupang is used in a social setting then the word "gleri" or "liri" in a certain area in Flores is used in another social setting. Another example is the use of the word "kuali" in area of (Flores), while in another area the word "wajan" in Java or "tacu" in Kupang is used. Differences of this form of language are called language variations.

Sociolinguistic studies and language research will be related to various social factors that may affect the use of language in social life. Based on that social factors, appears the various languages of a particular social group which is not known by other groups outside of its speaker. Similarly, to Pateda, (1987: 70) the use of language in every area of life, skills, position, work environment, each has a special language that is often not understood by other groups. This special language then becomes a new language and rarely understood by the general public.

Jargon is a set of terms and expressions used by a social group or worker, but not used and often not understood by speech society as a whole. Usually groups in the community use jargon to communicate using their own specific languages

Alwasilah (1986: 61). Therefore, they can foster a sense of ownership or loyalty to a particular group. According to Spolsky (1998: 33) jargon is in-group variety which serves not only to label new and needed concepts but also to create bonds among the members of a certain group and enforce boundaries for people outside the group. For example, "Pendants" in Line Get Rich online game community as an object to support player in that game. Usually this pendant has special effects, which is different between pendants to another, although there are some pendants that have the same effect. Another example is "Gowipe Combination" in Clash of Clans online game community for characters "Golem, Wizard and Pekka", characters used to attack the opponent's defense.

That jargon has many functions, it can identify the people activity and also jargon can be used to make easy in communication with the other in some field, but some people are not interested to follow the conversation because they do not understand. So, the language in jargon is different in common language and people in outside of the group difficult to understand about this word. The reason why the writer examine the jargons in this game is because in this game there are many jargons that are not understood by the new players and people outside who have a relationship with the players of this game. The writer thinks if the new players have understood the intent of the jargons spoken by the old players of this game, they will more easily follow the flow of the game. And for people outside this game, at least can understand a little meaning of the terms spoken by the players of this game. In this research the writer analyzed about the form, meaning and how the jargons are used in *Clash of Clans*, an online game as stated above.

Based on the introduction above, there are several aims that the writer wants conduct the research on jargons used by players in the clash of clan game, namely: **1)** to know what jargons are used by players in that game; **2)** to find out the form of jargons used by player in that game; **3)** to find out what the meaning of each jargon is; **and, 4)** to know how the jargons are used in the game

### **1.1. Review of Related Literature**

A theory is necessary in conducting a research as it is used to make the research clearer. In this chapter, the writer explains the theories related to the research. Those theories are:

#### **1.1.1. Pragmatics**

Studying about language would be closely with two branches of language science, semantics and pragmatics. Both of that sciences concern at language but in different side. Semantics refers to the construction of meaning language, while pragmatics refers to meaning construction in specific interactional context.

Pragmatics is the study of relationships between linguistic forms and the users of those forms. According to (Yule, 1996), "Pragmatics is the study of speaker meaning, the

study of contextual meaning, the study of how more gets communicated than is said, and the study of expression of relative distance". This type of study necessarily involves the interpretation of what people mean in a particular context and how the context and how the context influences what are said. This approach also necessarily explores how listeners can make inferences about what is said in order to arrive at an interpretation of the speaker's intended meaning how great deal of what unsaid is recognized as part of what is communicated. (Leech, 1983) said that "Pragmatics is the study of meaning in relation to speech act situations". Crystal defined that "Pragmatics studies the factors that govern our choice of language in social interaction and the effects of our choice on others". Stalnaker (in Searle et al., 1980) defined "Pragmatics is the study of linguistic acts and contexts in which they are performed. There are two major types of problems to be solved within pragmatics: first to define interesting types of speech act and speech products; second, to characterize the features of speech context which help determine which proposition is expressed by a given sentence."

Based on the definition above, we can conclude that pragmatics is the study of the speaker meaning, study of contextual meaning, study of how more gets communicated than said, and study of the expression of relative distance. In other word, pragmatics is the study of how language is used and how language is integrated in context of communication itself

## **2. Review of Literature**

### **2.1. Sociolinguistic Issues**

We use language to communicate and interact with other individuals, communities and nations. There is a study of how people use language in social interaction called sociolinguistics. Language and society are so intertwined that it is impossible to understand one without the other. This implies that there are varieties in the use of language in the community. Sociolinguistics is the study of the relationship between language and society or the various functions of language in society. Sociolinguistics is the descriptive study of the effect of any and all aspects of society, including cultural norms, expectations and context, on the way language is used and society's effect on language.

Gumperz (1971, p. 223), has observed that sociolinguistics is an attempt to find correlations between social structure and linguistic structure and to observe any changes that occur. Chambers (2002, p. 3), is even more direct: 'Sociolinguistics is the study of the social uses of language, and the most productive studies in the four decades of sociolinguistics research have emanated from determining the social evaluation of linguistic variants.

*Sociolinguistics is the study of the relation between language and society-a branch of both linguistic and sociology American linguist William Labov has*

called *sociolinguistics secular linguistics*, "in reaction to the contention among many linguists working in a broadly *Chomskyan* framework that language can be dissociated from its social functions" (*Key Thinkers in Linguistics and the Philosophy of Language*, 2005).

"The difference between sociolinguistics and the sociology of language is very much one of emphasis," says R.A. Hudson. "There is a very large area of overlap between the two" (*Sociolinguistics*, 2001). In an *Introduction to Sociolinguistics* (2013), Rubén in Aleenafarooq observes that in sociolinguistics "the stress is placed on language and its role within *communication*. Sociology of language, however, centers on the study of society and how we can understand it through the study of language."

## 2.2. Function of Language

The language used by people to express some ideas, conversations, asks or gives information and opinion. The people expected that the other people can understand about their want, meaning and message from the language. The word "Function" can be seen as the equivalent of "use". According to Gorys Keraf, function of language consists of: (1) Tool to express self-expression, language stating openly everything that is implied in our chest, (2) Communication tools, the channel that give birth to the formulation of intentions and feeling enable the cooperation between individuals, (3) Tool of integration and social adaptation, one element of culture that allows people take advantage of their experiences, learn and take the part in the experiences, and learn to become acquainted with other people, (4) Held instrument of social control, a tool used in the attempt to influence the behavior and actions of others.

## 2.3. Language Variety

Language variation is caused by the existence of social interaction activities conducted by a very diverse society or group because of its non-homogeneous speakers. In the case of this language variation there are two views. First, the variation is seen as a result of the social diversity of the speakers of the language and the diversity of language functions. Thus, the variation of language occurs as a result of the diversity of social and the diversity of language functions. Secondly, the variation of the language already exists to fulfill its function as a tool of interaction in various societal activities. Based on Chaer and Agustina in Aslinda (2007: 17-20) define that there are some language variety. These are described below.

## 2.4. The language variety from the speaker aspect

It is the language variety that has individual characteristic and come from the group who has relative number in the one region or area. There are some examples of the language variety from the speaker aspect:

### a) Idiolect

An idiolect is the distinctive speech of an individual--a linguistic pattern regarded as unique among speakers of a person's language or dialect. Patrick R. Bennett notes that at

various times "linguists have tried to set criteria, to say that two idiolects are members of the same dialect if they have this much in common or are to this degree mutually intelligible, but they pertain to the same language if there are greater differences. (Nordquist, 3 March 2017, [thoughtco.com](http://thoughtco.com) website about idiolect accessed on 27 October 2017).

### b) Dialect

It is the language variety that comes from the groups of the member of society from the certain area or social class. Dialect based on the region or area namely geographical dialect and dialect that based on the social class namely sociolect. Geographical dialect is a regional variety of language in terms of different regions or locations which can be noticed in the differences of pronunciation, choice, and form of words. Sociolect originate among social groups and a variety of factors: occupation, education, income, cultural, ethnic, religion. Chaer and Agustina in Aslinda (2007: 17-20).

### c) Slang

Chaer and Agustina (2010: 67) explain that what is meant by slang is a special and secret social variation. This variation is used by certain circles that are very limited, and should not be known by people outside the group. Therefore, the vocabulary used in this slang is always changing. Therefore, the vocabulary used in this slang is always changing. Slang is more a field of vocabulary than the field of phonology and grammatical. Slang is temporal; and is more commonly used by young subjects, although there are also old people who use it. Because these slangs are group and secret, there is an impression that this slang is the secret language of the thieves and criminals, when in fact it is not so. This confidentiality factor also causes the vocabulary used in the slang changed frequently. Spolsky (1998: 35) "The importance of language in establishing social identity is also shown in the case of slang. One way to characterize slang is as special kinds of "intimate" or in-group speech. Slang is a kind of jargon marked by its rejection of formal rules, its comparative freshness and its marked use to claim solidarity".

### d) Jargon

Chaer and Agustina (2010: 68) explain that jargon is a social variation that is used in a limited way by certain social groups. The phrase used is often incomprehensible to the general public or society outside the group. However, the phrases are not confidential. Based on the explanation above, the writer conclude that jargon is the language variety used by certain social group or profession and do not understand by the other group.

## 2.5. The language variety from the usage aspect

The language variety from the usage aspect is the language variety that connected with the function is register. Register is the set of language item associated with discrete occupational or social groups. Register describes the language of groups of people with common interest of jobs or the language used in situations associated with such groups. Register used in this time based on the kind and the

characteristic of the activity. Register shows the other aspects from the social level that is the social process with the kinds of social activity that usually including the person. In the daily activity often find the register like communication between doctor and patient, teacher and students.

Halliday in Chaer and Agustina (1992:81) states that the use of language variation based on the usage that is dialect and register. Register is based on the field, style, formal level, and media. For example, register in journalistic, literary, military, economy, and education. The important characteristic in register is in the vocabulary. Register connect with the language problem that used for what activity. It is point out with the basic utterance or speech of human.

### **2.6. The language variety from the formality aspect**

There are five language varieties from the formality aspect. First is Frozen Styles: Frozen style is form of language which is unchangeable from time to time whoever the speaker is, for example language in praying, ceremony, trade agreement. Second is Formal Styles: Formal style is the standard form of language which is usually used in formal situations like language in the office, formal meeting, and formal letter. Third is Consultative or Business Style: Consultative or business style is the form of language which is used between formal and non-formal situation such as language used by businessmen. Fourth is Casual Style: Casual style is the form of language which is usually used in common speakers in daily activities and in relaxed situations between friends and family members, etc. Fifth is Intimate Style: Intimate style is the form of language which is usually used by speakers having very close relationship likes between parents and their children, a couple, etc.

### **2.7. The language variety from the media aspect**

The language variety from the media aspect can be seen from the use of media. It contains two parts such as spoken and written language variety. They are used by people in all activities in this life. Every activity need and caused the language variety. If the speakers are the homogeneity in the ethnic, social status, profession so there is no language variety because the language is same.

### **2.8. Jargon**

Jargons have so many definitions, and the definition of jargons as follow:

- a.) Every profession, organization and specialized group has some unique vocabulary which can speed communication among group members. The specialized vocabulary and idioms of those in the same work, profession, etc. are defined as jargon (*Webster's New World Dictionary*, 1994: 723).
- b.) Other definition about jargon is more specifically stated in Oxford Advanced Learner's Dictionary (2001: 693) states that jargon is technical words expression used by a particular profession or group of people and difficult for others to understand: medical/ legal/ computer jargon. So,

people in certain groups or communities use jargon on many purposes.

- c.) Based on a large Indonesian dictionary, jargon is a special vocabulary used in the field of life (environment) particular. Hidayat (through Robins 1992: 62) defines jargon as a barrel of language deliberately used by certain circles but not understood by those outside the circle. Jargon is usually concerned with special vocabulary used in certain areas of life. Sometimes the term of jargons confuses us, because in fact jargon is a kind of word or sentence of speech used in groups of people in the same field, which may be unknown to others. Examples of jargon are as follows: First is the group of mechanic or workshop there are expressions such as: flywheel, jacked, and polished. The second is groups of masons and buildings are phrases, such as folded, exposed and weighed. So, based on the definitions above the writer concludes that jargon is varieties of language created for specific functions by the people who engage in them regularly. It is like mini dialects but used only for the activity for which they were created.

### **2.9. Forms of Jargons**

According to Halligan (2004), there are four forms of jargon. They are: words, phrases, abbreviations, and acronyms. Below are the explanations of each form:

- a.) Words

The definitions of word are explained in several views. According to Richard and friends (1985: 311), word is defined as the smallest part of the linguistics units which can occur on its own in speech or writing. Meanwhile, Finch (2000: 132) says that word is a unit of expression which is recognized intuitively by native speakers in both spoken and written language. It can be in the form of a sound or combination of sounds (or the written or printed symbols) which forms a unit of grammar or vocabulary of a language (Hornby, 1995: 991).

- b.) Phrases

Phrase is defined as a group of related words that does not contain a subject or verb (Hairstone and Ruszkieweiz, 1988: 216), such as control panel, device manager, recycle bin etc. The related words in each of those phrases cannot stand alone as an independent unit and function as parts of speech. Moreover, Finch (2000: 112) says that phrase is a syntactic unit which typically consists of more than a word and is intermediate between the word and clause level in sentences.

- c.) Abbreviation

According to Hairstone and Ruszkieweiz (1988: 512) abbreviation is a shortened version of a word or phrase, usually consisting of part of the original word or phrase and usually punctuated with a period, i.e. Rev. for Reverend and Mr. for Mister. Halligan (2004) says that abbreviation is a form of word, phrase, etc that is shorter by omitting letters or using only the first letter of each word. Some examples of abbreviations taken from computer jargon revealed by him are Cd means Change directory, DHCP means Dynamic Host

Configuration Protocol, IP means Internet Protocol, DTP means Desktop Publishing, SC for Sport Color and UGD means User Guide Documentation.

d.) Acronym

According to Troyka (1987: 699) is a word made up of the first letters of other words that acts as an abbreviation for those words. Furthermore, Bauer (1998: 39) states that acronyms are words coined from initial letters of the words in abbreviations formed by taking the initial sounds (letters) of the words of a phrase and uniting them to form a pronounceable word. Some examples of acronym are the word "laser" which means light amplification by simulated emission of radiation, "scuba" from self-contained underwater breathing apparatus, "radar" from radio detecting and ranging, and "AIDS" from Acquired Immune Deficiency Syndrome.

In addition to Halligan's theory, Chaika (1982) also added his theory of jargon that appears in two ways. Firstly, it is shaped in the form of new words. Secondly, it appears in the form of existed words as common people know. Here is a form of jargon formed from new words and words that already exist and known by everyone.

e.) Blending

Blends are two words in which their non-morphemic components are mixed into one (O'Grady and Guzman, 1996:158). It is taking only the beginning of one word and joining it to the end of the other word (Hatch and Brown, 1995:211).

f.) Clipping

Clipping is a process where a polysyllabic word is eliminated its one or more syllable so that it becomes shorter (O'Grady and Guzman, 1996: 157). Allan in his book 'Linguistics Meaning: Volume 1' (1986:239) divides three categories of clipping, they are:

- a. *Fore clipping* are those with the first part of the original word cut off, for examples: burger for hamburger, phone for telephone.
- b. *Back clipping*, where the tail –end of the original has been shorn off, for examples: lab for laboratory, demo for demonstration
- c. *Fore-back clipping*, where the first part and the tail –end of the original has been cut off. This kind of clipping is rarest happened, for examples: flue for influenza jams for pajamas/pyjamas.

## 2.10. Sound Imitation or Onomatopoeia.

Onomatopoeic words are made by imitating different kinds of sounds that may be produced by animals, birds, insects, human beings and inanimate objects. These words are a more or less exact reproduction of sounds associated with them, e.g. dogs bark and howl, cocks cry cock-a-doodle-doo, ducks quack, frogs croak, cats mew or meow, cows moo or low. Some names of animals, birds and insects are also sound-imitating words, e.g. crow, cuckoo, humming-bird, whip-poor-will, cricket. There are numerous verbs that are associated with sounds produced by human beings in the process of communication or expressing feelings, e.g. chatter, babble;

verbs imitating the sound of water, the noise of metallic things, forceful motion, movements, e.g. murmur, splash, clink, whip, bang, buzz, swing etc. (literary devices website, Anonymous, 12 June 2015, *about onomatopoeia* accessed 21 January 2017)

## 2.11. Meanings

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 (Hornby, 1995:726). Modern linguistics during the last hundred years has taken as its starting point in any discussion of meaning the conventionalist acceptance of the need for the relationship between word and 'object' to be an indirect one mediated by a concept (Bell, 1999: 85). Building on this assumption, de Saussure provides a rather more explicit model of the relationship between the linguistic sign and the 'object'. The relative sophistication of de Saussure's model is that it sees the linguistic sign as being composed of two indivisible elements, the *concept* and the *acoustic image*, which realizes it.

In this research, the writer used definition about parts of meaning based on the explanation of some experts below. Meaning consists of some parts. According to Chaer (1994:289) said that lexical meaning is meaning that possessed by a lexeme without any context. It is the actual thing that is observed through human sense. For example, the lexeme 'cat' has a lexical meaning i.e. a small furry animal with four legs, a tail and mustache. And the lexeme 'house' has lexical meaning i.e. the building made for people to live in.

Grammatical meaning is meaning that possessed by a stem because of grammatical process, such as affixation or tense. For example, in the affixation of suffix –s attached to a stem 'pen' produces 'pens'. The grammatical meaning that appears that the number of the word 'pens' is more than the word 'pen', 'pen' means one pen (singular) while 'pens' (plural). Contextual meaning is the type of meaning which is determine by the context in which the word is used.

## 2.12. Game

Game is taken from the English translated. In the era of rapid technological development, as well as card games, chess and others can be found via the virtual world or what we used to play on the computer. With today's technology comes the development of various means of games such as Play station 3, Xbox 360, Nintendo W ii, PSP, Nintendo DS, and PC-based individual of multiplayer games. Definition of computer games according to some experts: According to David Parlett, Game is something that has "end and the means of achieving": that there is a purpose and the results of a series of regulations to achieve both. Game is "voluntary attempt to overcome unnecessary obstacles"(Bernard Suits), Clark C. Abt states that game is an activity that involves decision-player, trying to reach the goal with "limited by the particular context (i.e., limited by regulation).Based on the utterance of experts above, the writer concluded that game is an entertainment that is made to entertain the players and can be used to add their insights. The average game has its level from the easiest to the most difficult.

### 2.13. Previous Studies

The study on the jargons of language has been done by Erwan Sholeh (2013) who examined about Jargon Used by The Community of Dota Gamers in University of Muhammadiyah Malang. The study discusses the form, function, and meaning in the game. That group has a distinctive language or jargon that other groups do not understand. This is to make it easier in their communication.

Some of the above explanations are the reasons for choosing a research title. The writer and previous researcher, alike conduct a research about the jargon, but what distinguishes this research from previous research is: How are the jargons used in the Clash of Clans online game. Researchers realize that the existence of this language is dynamic in its development. It is very clear that there are some significant effects of online games with regards to jargon. Online games affect the language to create new jargon. They do not realize or notice that they use a new form of a language constantly because of their new interaction and communication using this digital medium. Clash of Clans is one of the most popular online games among other strategies games today and has recorded a new type of jargon.

### 3. Research Method

The resource of data in this research is Clash of Clans online game. Clash of clans was launched in 2<sup>nd</sup> of August 2013. This game made by Supercell and that is great demand also played by all circles. Supercell is a mobile game development company based in Helsinki, Finland. Founded in May 2010, the company's debut game was the browser game Gunshine.net, and after its release in 2011, Supercell started developing games for mobile devices. Since then, the company has fully released four mobile games: Hay Day, Clash of Clans, Boom Beach, and Clash Royale, which are freemium games and have been very successful for the company, the first two generating revenue of \$2.4 million a day in 2013. A lot has changed about the game in that time. But one thing remains constant: It's still being played by millions of avid fans the world over.

In this study the writer used descriptive qualitative method. The analysis discussed about which jargon is used in the game, forms, the meanings of jargon and how the jargons used in Clash of Clan online strategy game. For example: a jargon in this game is "Loon". Loon is a fore-clipping of Balloon. Form of this jargon is a clipping and the meaning consist of lexical and contextual meaning which are: A troops in Clash of Clans game that used to attack the enemy (contextual), or A large flexible bag filled with hot air or gas to make it rise in the air, often carrying a basket, etc. or passenger (Oxford Advanced Learner's Dictionary).

To classify the forms of jargon i.e., words, phrases, abbreviation, acronym, blending and clipping, the writer use theory of Halligan (2004) and supported by the theory of Chaika (1982) that appears jargon in two ways: Firstly, it is

shaped in the form of new words. Secondly, it appears in the form of existed words as common people know.

And to answer the 4<sup>th</sup> research question about how are the jargon used by players, the writer use the theory of Allan and Burrige (2006: 58) propose two functions of jargon. (1) jargon has function in providing a technical or specialist language for particular and efficient communication. Broadly speaking, a jargon makes communication more effective since it offers a word in which the scope is limited to a particular field and carries a specialized meaning. And (2) a jargon encourages in-group solidarity. People who belong to the same field will have a harmonious situation using jargon in their communication. There explains about the time and how the players of this game using jargon that broadly aims to facilitate the conversation.

Furthermore, the meaning of jargon is described based on the theory of Chaer (1994: 289) said that lexical meaning is meaning that possessed by a lexeme, without any context. It is the actual thing that is observed through human sense. For example, the lexeme 'cat' has a lexical meaning i.e. a small furry animal with four legs, a tail and mustache. And the lexeme 'house' has lexical meaning i.e. the building made for people to live in. while contextual meaning is the type of meaning which is determine by the context in which the word is used. The writer also used dictionary and internet searching to find out the general meaning of each jargon known by public.

### 4. Findings and Discussions

In this chapter the writer presents finding and discussion about the jargons used by players in the clash of clan game to answer the problems of research. This chapter divided into 4 main parts, the first one is a list of jargons are used by players in the clash of clan game, second is the form of jargons in the game, third is the contextual and lexical meaning of each jargon, and the last one is how the jargons are used in the game.

#### 4.1. Jargons used by player

##### 4.1.1. List of Jargons Found in the Game

There are some jargons found in the clash of clan game that used by the players during the game play, it is found that they are 22 jargons in the game, they are:

##### 1.) Intro

This word is a kind of jargon. The word **intro** is a jargon that is a back clipping of word *introduction*.

Original Version : [ss bro, yang baru join bisa **intro**]

Indonesian Translated Version : Sama- sama kak, yang baru gabung bisa **intro**?

English Translated Version : You are welcome brother, for those who just joined can **introduce** themselves?

The speaker of this jargon is clasher. Clasher is co-leader of Kupang Bosowa Clan. As a co-leader, he is obliged to give

orders to all new members to introduce themselves to the old members.

### 2.) Mentok

This word is a kind of jargon. The word **mentok** is a jargon that is an Indonesian word. It comes from Javanese.

*Original Version* : [Kak akun ini su **mentok**. Toki pi th 9 su ko?]

*Indonesian Translated Version* : *Kakak akun ini sudah mentok. Tingkatkan balai kota ke level 9?*

*English Translated Version* : *Brother this village already at max level, should I upgrade it to level 9 town hall?*

The speaker of this jargon is Dessy. Dessy is member of Berens Crew Clan. As a member, they usually ask for an advice to the leader or co-leader if the member wants to upgrade the level of his town hall or want to participate in clan war.

### 3.) BMX

This one is a kind of jargon. This jargon is an abbreviation.

*Original Version* : [yah i can give **bmX**]

*Indonesian Translated Version* : *Ya, saya bisa berikan kamu **bmX***

*English Translated Version* : *Yes, I can give **bmX***

The speaker of this jargon is Jhonas08. Jhonas is a leader of Berens Crew Clan. As a leader he must guide all his members and be ready to help his members anytime when needed.

### 4.) CC

This is a kind of jargon. This jargon is an acronym.

*Original Version* : [Bp abe b bw th 10 dtg e bantu isi **cc**]

*Indonesian Translated Version* : *Bapa Abner, saya masukan akun level 10 kesini yah untuk bantu isi **cc***

*English Translated Version* : *Uncle Abe, can I bring in my town hall 10 village to help you fill the **cc**?*

The speaker of this jargon is Tokie. Tokie is a member of Nemberala Clan. As a member he must asks for a guide to his leader.

### 5.) Zonk

This word is a kind of jargon. This jargon is a word.

*Original Version* : [**ZONK**]

*Indonesian Translated Version* : **Zonk**

*English Translated Version* : **Zonk**

The speaker of this jargon is Tarpin94. Zonk has no meaning in the dictionary. But the meaning known by the players in this game can be viewed on page: 58.

### 6.) Push Trophy

This is a kind of jargon. This jargon is a phrase.

*Original Version* : [**Push trophy** invit]

*Indonesian Translated Version* : *Yang sedang menaikkan jumlah piala, undang saya.*

*English Translated Version* : *Those who increasing trophy, invite me*

The speaker of this jargon is M. Safri Uciha. He is a member of Berens Crew Clan. He is a player who prioritizes trophies to

become the player with the most number of trophies in the world.

### 7.) Cling

This word is a kind of jargon. Form of jargon is a Sound Imitation.

*Original Version* : [Star bsok mlm jam 10 bgitu..b **cling** ini pu hero]

*Indonesian Translated Version* : *Mulai besok malam jam 10. Saya akan **cling** Pahlawan dari akun ini.*

*English Translated Version* : *Star around the night at 10 o'clock, I will immediately finish the hero upgrading process from this account.*

The speaker of this jargon is Alie. He is a member of Kupang Bosowa Clan. He is the most active player during the battle day between clans.

### 8.) Kutu

This word is a kind of jargon. The form of this jargon is a word.

*Original Version* : [Rian itu **kutu** lacap]

*Indonesian Translated Version* : *Rian adalah seorang **kutu**.*

*English Translated Version* : *Rian is a hopper.*

The speaker of this jargon is King Rafur. He is a member of Berens Crew Clan. The word "kutu" he meant was not a small insect but a jargon.

### 9.) Prematur

This word is a kind of jargon. The form of this jargon is a word.

*Original Version* : [Enak km yg su th bsar deff juga keras Kami yg **premature** bsa apa]

*Indonesian Translated Version* : *Senangnya kalian yang memiliki balai kota level tinggi, kami yang akun **premature** ini apa boleh buat?*

*English Translated Version* : *how happy are you who have upper level of town hall, what can **premature** villages do like us?*

The speaker of this jargon is Edonk Acx. He is a member of Berens Crew Clan.

### 10.) Minimax

This one is a kind of jargon. The form of this jargon is a blending.

*Original Version* : [Wait lava eeeww... B ada incar **minimax** th 11 di jb tgg acc br bw dtg ko pake war lai]

*Indonesian Translated Version* : *Tunggu lava yah. Saya sedang mencari akun MiniMax level 11 di grup jual beli, tunggu sampai deal dan saya akan membawanya masuk kesini untuk diikutsertakan di dalam perang.*

*English Translated Version* : *Wait for lava please. I'm looking for a level 11 MiniMax account in the buy and sell group, wait until the deal and I'll bring it here to be included in the war.*

The speaker of this jargon is Tokie. He is a member of Nemberala Clan. The word MiniMax he meant is a blending jargon.

## 4.1.2. Form of Jargons

Based on Method of Data analysis, the writer used theory of Halligan (2004) and supported by the theory of Chaika (1982) that appears jargon in two ways: Firstly, it is shaped in the form of new words. Secondly, it appears in the

form of existed words as common people know. Here are forms of jargon used by player, they are:

- 1) Word. Word is defined as the smallest part of the linguistics units which can occur on its own in speech or writing. In other word, it is a one single word not a phrase. The jargons included in the word are: "Mentok, Zonk, Kutu, Premature, Lava, Farming and Sleding".
- 2) Phrase. Phrase is defined as a group of related words that does not contain a subject or verb. The jargon included in Phrase is: "Push Trophy". (See previous short explanation on sub 4.1.1 about phrase).
- 3) Abbreviation. Abbreviation is a form of word, phrase, etc that is shorter by omitting letters or using only the first letter of each word. The jargon included in Abbreviation is: "BMX".
- 4) Acronym. Bauer (1998: 39) states that: acronyms are words coined from initial letters of the words in abbreviations formed by taking the initial sounds (letters) of the words of a phrase and uniting them to form a pronounceable word. The jargons included in the word are: "CC, ML, TH and AQ".
- 5) Blending. It is taking only the beginning of one word and joining it to the end of the other word (Hatch and Brown, 1995:211). The jargons included in the word are: "MINIMAX and GIBARCH".
- 6) Sound Imitation (Onomatopoeia). SoundImitation or Onomatopoeia is made by imitating different kinds of sounds that may be produced by animals, birds, insects, human beings and inanimate objects. The jargon included in Onomatopoeia is: "CLING".
- 7) Clipping. Clipping is a process where a polysyllabic word is eliminated its one or more syllable so that it can be shorter. The jargons included in the Clipping are: "Intro, Loons Req, Co, Valk, Up".

Based on the analysis and classification above, some of the jargons used in the clash of clan game have been compiled based on its form and we can see its short explanation in previous sub.

#### 4.1.3. Meaning of Jargons

In this part, the writer explains in detail the meaning of the jargon. The writer explains the overall meaning of the sentences used by the jargon speakers, as well as the lexical and contextual meaning of each jargon itself. The explanation about the meaning of jargon is categorized by the form of jargon, as follow: As has been explained above, that jargon consists of several forms. The meaning of the jargon in the explanation below is explained by the form of the jargon itself.

##### 4.1.4. Word

###### 1.) Mentok

Lexical Meaning:

Based on dictionary the word "**mentok**" has the some meanings as Stuck, stumbling (on); cannot continue (about the road and so on); dead end. Mentok is a word that comes from

Javanese of Java Island whose meaning is same as described above.

Contextual Meaning : While in the game, its meaning is stuck. The word "**mentok**" has the same meaning as *max* or that town hall is at its *highest level* and should be upgraded to next level. Dessy means that her town hall already in the max position in terms of troop, building, spell, and defense are max and cannot be increased again, so she asked to someone about upgrading her town hall to the next level.

###### 2.) Zonk

Lexical Meaning:

Based on dictionary the word "**zonk**" has no definition but this word usually follow by "out" that has meaning as: exhausted or extremely tired, and this word with a suffix -ed (zonked) that has a meaning as a hangover.

Contextual Meaning:

While in the game, the word "**zonk**" has the same meaning as *unlucky or unfortunate or bad luck*.

Tarpin94 means that tarpin has just attacked his clan mate village and the result he did not get 3 stars. So he says zonk, which means his attack just not so perfect

###### 3.) Kutu

Lexical Meaning:

A wingless parasite insect that sucks animal or human blood (such as chicken lice, dog lice).

Contextual Meaning:

While in the game, the word "**kutu**" is a term for player, who like move from one clan to another clan. In other words he likes to join and get out of a clan as he likes, whereas his action is strictly prohibited and makes other players do not like him. King Rafur said that "Rian itu **kutu** lacap" means that Rian likes to move from a clan to another clan

###### 4.) Premature

Lexical Meaning:

When hearing the word premature, we usually immediately imagine a baby born prematurely. That is right premature have some meanings as: before the time; not enough months; not exactly in time.

Contextual Meaning:

While in the game, the word "**premature**" has the meaning as a deficiency in their defense because the level of the defense building is lower than it should be. For example: Players are already in town hall level 11 while defense buildings such as: Archer tower, Wizard tower which is still at a lower level equivalent to town hall 9. So Edonkx acx means: She cannot do anything because it has a premature village

###### 5.) Lava

Lexical Meaning:

Lava is hot liquid rock that comes out of a volcano.

Contextual Meaning:

While in the game, the word "**lava**" is one of the troops in the clash of clan game that unlocked on a level 6 dark barrack. Lava comes from the lava hound phrase which if translated explicitly in bahasa as "anjing lava". Lava is one of the flying

units whose bodies come from lava and most like to attack air defense of enemy's base. Rachel asked his friend, does his friend want a lava hound troop? If yes, then he will train that troop to donate to his friend.

#### 6.) Farming

Lexical Meaning:

When hearing the word farming that comes to our mind is farmers. well farming is closely related to farmers. Farming is the business of working on or managing a farm.

Contextual Meaning:

While in the game "**farming**" is a process of collecting resources such as: gold, elixir and dark elixir for the purposes of building and enhancing defenses, upgrade the walls, etc. In the game of farming is also commonly called "rampok". Andyka said "gila farming" means: his friend in his clan really likes to collect loot while increasing the number of trophy.

#### 7.) Sleding

Lexical Meaning:

Hearing the word **sleding** we will certainly think towards soccer. sleding here comes from the sliding tackle phrase: a technique for grabbing the ball by doing the tackle while sliding toward the ball rolling, in order to take possession of the ball.

Contextual Meaning:

While in the game this word mean: kick out. Destroyer thinks that his friend calvin has just been kicked out of his old clan. Destroyer think that his clan mate has been kicked out from his older clan, actually his clan mate just go around from a clan to another clan.

#### 4.1.5. Phrase

##### 1) Push Trophy

Lexical Meaning:

The phrase "**push trophy**" maybe does not exist in the dictionary but this phrase consist of two words. Push means an act of pushing or moves an object to front, and trophy is an object such as a silver cup or shield that is awarded as a prize for the winner of sport contest.

Contextual Meaning:

While in the game, the word "**push trophy**" has the meaning asincreasing the number of trophies as much as possible to enter the league category. Such as the master category, titan or legend with different loot bonus – every league has different loot bonus; the higher league earned more loot bonus than lower. In the appendix M. SAFRI UCIHA said "Push trophy invit", means he asked someone in the clan who all members do a "push trophy" (to increase the number of trophies as much as possible), to invite him to join that clan.

#### 4.1.6. Abbreviation

##### BMX

Lexical Meaning:

"**BMX**" is an abbreviation for bicycle motocross or bike motocross is a cycle sport performed on BMX bikes, either in competitive BMX racing or freestyle BMX, or else in general on- or off-road recreation. BMX began when young cyclists

appropriated motocross tracks for fun, racing and stunts, eventually evolving specialized BMX bikes and competitions.

Contextual Meaning:

While in the game, the word "**BMX**" is an abbreviation for BALON MAX (Bahasa) or Max Balloon in English. In that conversation pallob asked Jhonas08 to give him max balloon, and then Jhonas08 willing to train and donate max balloon to pallob with the utterance "yah I can give **bmX**."

#### 4.1.7. Acronym

##### 1) TH

Lexical Meaning:

"**TH**" is one of the suffixes, commonly used in the ordinal number to express levels and sequences. In addition to th, other suffixes such as: st, nd, rd are commonly used to declare a multilevel number. For example: 1<sup>st</sup> for First, 2<sup>nd</sup> for second and so on.

Contextual Meaning:

While in the game, the word "**TH**" is an abbreviation for Town Hall. This is the heart of the village. Upgrading the Town Hall unlocks new defenses, buildings, traps and much more. In the conversation, Mr. Dirly asked his friend whether his friend had attacked an Town Hall 11 opponent in a war using a combination of Healer and Hero (Barbarian King, Archer Queen, Grand Warden) assisted by hogs rider.

##### 2) CC

Lexical Meaning:

We usually found this Abbreviation when we are about to send an email using Google mail or Yahoo mail. **CC** is an abbreviation of Carbon Copy , it's like for your information i.e. the person in CC may not have to do anything with the information in mail but still it's important that the person is aware of the content and in case 'TO' guy doesn't act , people in CC might need to respond.

Contextual Meaning:

While in the game, **CC** is abbreviation of Clan castle. Clan Castle houses the treasury and any reinforcement troops or spells sent by the clan mates; meanwhile **CCW** is abbreviation for Clan Castle Warrior or Clan Castle War. The player usually use **CCW** to order their clan mates to fill in Clan Castle troops for defends the base in battle day. TOKIE asked his clan mate that he would like to bring his level 10 Town Hall in to the clan, to give the troops needed by his clan mates.

#### 4.1.7. Blending

##### 1) Minimax

Lexical Meaning:

Minimax in general directs our thinking to a Minimax Algorithm. This algorithm is an algorithm applied to games based on Artificial Intelligence (in bahasa: Kecerdasan buatan), such as chess or something else. The Minimax algorithm will always check all possibilities that exist until the end of the game is done, even world-class players can be defeated by this artificial program.

Contextual Meaning:

While in the game, minimax is a term for a village whose defense is still at small level, but its troops is at a very high

level according to its town hall level. for example: Town Hall level 11 which has Dragon Level 6, while Archer Tower building is still at level 3 or 4 (Archer tower must at level 14). Or Town Hall level 11 which has PEKKA level 6 troops while the number of defense buildings that only 1 Mortar etc,(it should be 6 mortars). TOKIE means: he want to buy a village in a clan named JB to be brought into Nemberala clan, and use it to join the war

#### 4.1.8. Clipping

##### 1) *Intro*

Lexical Meaning:

Intro is a clipping that stands for introduction, a piece of music or writing; So when we hear this word we suddenly think about an opening music in a song.

Contextual Meaning:

While in the game this jargon is a clipping that stands for Introduction. Almost has the same meaning with intro in song, the different is : this jargon use to asked a new members who are have just join a clan to tell their name, address, age, et cetera, to old clan members. Clasher asks someone who is has just join his clan to introduce his/her name.

##### 2) *Req*

Lexical Meaning:

In the dictionary “**Req**” is an acronym that consist of several terms, they are: Required, Requirement, Requisition and Rechargeable Electromagnetic Quart

Contextual Meaning:

**Req** is a clipping that stands for request. In the game play this jargon usually used by player to ask for a troop and spell. Kiki H said: “Lava Balon bow req” means she want to someone in her clan makes a request She asked his clan mates to ask troops like: lava, balloon, bowler and she would give it to them

#### 4.1.8. How Jargons are used

All the jargons described above have its own function and when used depends on the context within the game itself. The following explanation is how those jargons are used by the players;

- 1) *Mentok*.This jargon has the same meaning as max, highest, and aground. In the game, this jargon is intended for the city hall to be at its highest level and should be upgraded to the next level. This jargon is usually used by coc players to inform their partner's clan or other players that his village needs to be upgraded to the next level.
- 2) *Zonk*.This jargon has the same meaning as unlucky or unfortunate or bad luck. Usually, coc players use this jargon to declare a misfortune or failure in an attack against an enemy base or a friend's own base in challenge mode. It would be nice if they get 3 stars when attacking the enemy base, because it is a perfect attack. However, we are also considered to win if it has got at least 1 star.
- 3) *BMX*.This jargon is an abbreviation for BALON MAX (Bahasa) or Max Balloon in English. Balloons are the sixth overall troop unlocked in the Barracks, and are the first aerial unit unlocked in the Home Village. Why said

max balloon, because the level of the balloon itself has reached the highest level. Ordinary players use this jargon when asking for the help of a high level balloon to a clan mate.

- 4) *TH*,Is an acronym for Town Hall. This is the heart of the village. Upgrading the Town Hall unlocks new defenses, buildings, traps and much more. In the conversation, Mr. Dirly asked his friend whether his friend had attacked an Town Hall 11 opponent in a war using a combination of Healer and Hero (Barbarian King, Archer Queen, Grand Warden) assisted by hogs rider.
- 5) *MINIMAX*. Minimax is a blending of minimum and maximum. Minimax commonly used by players who love the clan war. They are the ones who do not want to lose in the war. So they prefer to make a minimax base (not a normal base, not a premature base). Minimax base itself is a base whose defense is small level but its troops have very high level.
- 6) *GIBARCH* .This jargon is a blending of Giant, Barbarian and Archer. Gibarch is a combination of troops in clash of clans consisting of giant, barbarian and archer. This type of jargon is commonly used when a player informs to their clan mate about combination troops that they are using in farming, through a chat room.
- 7) *CLING*.This jargon is a sound imitation. This jargon is unique because this jargon is formed from a sound. This jargon is used when a player suggests to a clan partner to use gems (a magical green gem to finish or buy all the items in the game instantly).
- 8) *Intro*.This jargon is a clipping. This jargon is commonly used by old players in a clan to a player who just joined in a clan. Intro or introduction itself means introducing the name, age, residence, and the old clan of the new member. Players who do not introduce themselves are usually instantly kicked out.
- 9) *Req*.This jargon is a clipping of request. This jargon usually used by someone who wants to provide a troop or spell to his clan mate. This jargon usually used in the chat room of a clan, so the friend in need can directly ask for troops /spells to him who is using this jargon.
- 10) *Loons*.This jargon is a clipping of Balloon. This jargon usually used by someone who asks for troop to his clan mate and the troops is Balloon itself. This jargon is also used when a player wants his war clan castle filled with balloon troops.
- 11) *Valk*.This jargon is a clipping of Valkyrie. This jargon is commonly used by players when they ask for help troops. Valkyrie usually changed into a clipping, so this troop usually written as “*Valk*” to shorten the time and writing.
- 12) *Up*.This jargon is a clipping of Upgrade. This jargon is also commonly used by players who are increasing their troops, buildings, defense or spells. They use this jargon to inform their clans mate that: their troops, buildings, defense or spells are being upgraded.

## 4. Conclusion and Suggestion

This chapter deals with the conclusion and suggestion. The conclusion and suggestions are based on the analysis of jargon used by the players of clash of clan game which explained below:

### 4.1. Conclusions

Based on the analysis of the research finding before, the writer concluded that there are 22 jargons used in the clash of clan game. It is also found that there are seven forms of jargon, they are: Word, Phrase, Abbreviation, Acronym, Blending, Sound Imitation and Clipping. Most frequent form of jargons used by the players is word. The players used jargon in their conversation is to facilitate in conversation. The jargon used by players, average is mostly meaningful in everyday life. Some of it has a positive meaning and some are negative. Most of the jargon used by players is used when having a conversation inside the game chat room.

### 4.2. Suggestions

Based on the conclusion above, the writer hopes the readers would get and gain the knowledge about jargon through this research. Hopefully, this research could be one of the references in studying jargon. There are many aspects about jargon which can be analyzed by other researchers. It's suggested to other researchers and students of English Study Program who are interested in similar research to analyze about jargon.

Further, the writer only suggest, if you want to do the research related to jargon, it is no longer need because the writer think the prospective researchers can take a research on other languages variety such as: slang, idiom, etc. Why the writer suggest like this, since most thesis take the title about jargon in the game. Therefore, to avoid plagiarism, the prospective researchers should do the research with the different title.

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