

## AN ANALYSIS OF JARGONS USED BY THE COMMENTATORS FOUND IN *PLAYERUNKNOWN'S BATTLEGROUNDS MOBILE* GAME

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### ABSTRACT

PlayerUnknown's BattleGround Mobile is a shooting and survival game that include a team with four players in a team or squads. However, PlayerUnknown's BattleGround Mobile game event was started in Kuala Lumpur on 29<sup>th</sup> November until 1<sup>th</sup> December 2019. This event has 16 (sixteen) teams from region of South East Asia, Europe, North America, South America, Middle East North Africa, South Asia, Korea and Japan. This event had two commentators for each day on the tournaments. As the object of this study, the researcher analyzed the commentator's utterances as the purposes of this study are to find the jargon on the PlayerUnknown's BattleGrounds Mobile game and analyze the word-formation process the jargons that the researcher had found on the commentator's utterances by using the theory of George Yule (1996). Moreover, this research is using the descriptive qualitative research as the research design on this study. The findings of this study show that there are 22 (twenty-two) words classified as jargon of PUBG Mobile game. And 14 (fourteen) words as the word-formation process, they are categorized as acronyms (5 words), compound (6 words), derivation (2 words), and backformation (2 words).

**Keywords:** Jargon, Word-Formation Process, Community, Commentary, and Game.

### ABSTRAK

*PlayerUnknown's BattleGround Mobile merupakan gim menembak dan bertahan hidup yang mana memiliki tim dengan empat pemain di dalam satu timnya. Dalam hal ini, pertandingan PlayerUnknown's BattleGround Mobile diadakan di Kuala Lumpur pada 29 November sampai dengan 1 Desember 2019. Pertandingan ini dihadiri 16 (enam belas) tim dari kawasan Asia Timur bagian Selatan, Eropa, Amerika Utara, Amerika Selatan, Afrika Tengah bagian Utara, Asia Selatan, Korean dan Jepang. Pertandingan ini di memiliki dua orang pengulas pada setiap pertandingannya. Sebagai obyek dari penelitian ini, peneliti menganalisis ucapan dari pengulas yang merupakan tujuan dari penelitian ini untuk menemukan jargon pada gim PlayerUnknown's BattleGround Mobile dan menganalisa word-formation process dari jargon-jargon yang peneliti temukan pada ucapan dari pengulas dengan menggunakan teori dari George Yule (1996). Selain itu, peneliti menggunakan pendekatan deskriptif kualitatif pada studi ini. Hasil penelitian ini menunjukkan bahwa terdapat 22 kata yang diklasifikasikan sebagai jargon dari pada gim PUBG Mobile.*

**Keywords:** Jargon, Word-Formation Process, Community, Commentary, and Game.

## A. INTRODUCTION

According to Sapir (1921: 8) “Language is a purely human and non-instinctive method of communication ideas, emotion and desire by means of voluntarily produced symbol”. In addition, language becomes important aspects in human social life and it is used to make social intercourse.

Language is also human speech patterns that included words and grammatical features, which can be associate with the factor of social group or community around the world. The language itself can be called as variety of human language. Hudson (1996: 22) defines a variety of language as a set of linguistics items with similar distribution.

In variety of language there are some forms, one of them is jargon. Jargon is a particular language that is used by certain social group or community that has special words or terms by people in the group or community. Otherwise, the words or the language usually cannot be understood by the people outside from that certain social group community. Bernard Spolsky (1998: 33) states “special set of vocabulary (technical terminology) associated with profession or occupation or other defined social group and forming part of its jargon or in-group variety”. In other words, the particular social group or community has their own vocabulary or words of their language in groups.

In general, jargon is technical vocabularies in certain groups, so in that case, jargon can be found in daily life especially in a specific group of people or events such as game. Nowadays, game is the most popular activitie embracing all of ages, from kids, teenage and even adults. From this game people tend to make their own groups or communities. And the community itself known as Gamer Community, and from this community of Gamer there are some words or phrases that could be emerge from the player of the game that depend on the situations, activities or their utterances while playing or talking about the game they played.

To help the researcher analyze the jargons used by commentator in *PlayerUnknown's Battleground Mobile* game the researcher uses a theory of Yule (1996: 245), which states that jargon is the one of the key features to register in a certain group which can be defined as technical vocabularies associated with special activity or groups. In other words, jargon is a language made from certain groups as their own words or vocabulary technique to communicate in group.

According to the explanation of jargon by George Yule above, the researcher is interested to do a research related to the jargon that are used by the commentators on *PlayerUnknown's Battleground Mobile* game. According to Eric Zimmerman (1995) “a game is voluntary interactive activity, in which one or more player follows rules that constrain their behavior, enacting an artificial conflict that ends in a quantifiable outcome”. This community had their own particular words or language. The people or person who are not players of *PlayerUnknown's Battleground* gamer cannot understand the language or the words and phrases in the group or the community. In this research the researcher will focus on the commentators' language to identify the usage of the words and the phrases from the commentators.

However, the research problem the researcher takes on this study is to find jargons and words formation process on the commentator's utterances or conversations in *PlayerUnknown's Battleground Mobile Global Final Split* event. From the research problem of this study, this research tends to identify the jargon and analyze the word-formation

process as the purpose of this study. Hopefully this research can be a reference for the future research that focused on the terms of language or even game.

## **B. REVIEW OF RELATED STUDY**

### **1. Sociolinguistics**

Sociolinguistics is the study of languages that has connection in language and society. It refer to the sociolinguistics purpose or goals that studied all aspect of language, include the way people communicate use the language, the variety of language that people in community or group used, the difference in using the language that based on the different group of society, and the impact of influence of the society on their language. According to Hudson (1996: 4) defined as the study of language in relation to society, implying (intentionally) that sociolinguistics is part of the study of language.

### **2. Language Variation**

Language usage is always has relation with society, language also affected the usage on the society itself. Mesthrie (2009) suggests that the fundamental reason for the emergence of language-related variations is very close to social networking. In other words, it is suggest people tends to talk like the people they talk most of the time, in that certain community. In the line of that, Hudson (1996) defines a variety of language as a set of linguistics items with similar distribution. On his definition that allows us to say that all of these are varieties, such as Canadian English, London English, and Football Commentaries. From the statement above it can be assumed that language variation have many purposed in the people who used it in their community.

#### **a. Slang**

Slang words is the language that use by the groups or communities that the other or people outside of the group or community that can not understand the language they use. Leech and Svartvik (1981 : 26) assess that slang is familiar in style, and is usually restricted to the members of the particular group, for example, ‘teenager slang’, ‘army slang’, ‘theater slang’.

#### **b. Register**

The language variations especially register, is language variation based on the usage of certain group or profession, for example, the word ‘operation’ on the military is different with ‘operation’ in medic. According to Spolsky (1998), a register is typically characterized a set of vocabulary or terminology and style related to the profession or occupation or other defined social group.

#### **c. Accent**

In speaking, the terms of accent is an identifiable style of pronunciation, it often varying regionally. Yule (2014 : 243) the description of aspects of pronunciation that identify where an individual speaker is from regionally or socially.

#### **d. Dialect**

Dialect is the variety of language that associated particular region. According to Crystal (2008) dialect is a regionally or socially distinctive of language, identify by particular set of words and grammatical structure. In addition, Yule (2010) to analyze dialect or the variety of language use in local language, the features of language such as grammar, vocabulary, and aspect of pronunciation can be use it.

#### **e. Colloquial**

Trask (1999), It is a category of language that speakers normally use when they are stress-free and not especially self-conscious. Colloquial itself can be defined as words or phrases. For example, the usage of *I've* is for 'I have', *you'll* is for 'you will' and so on.

#### **f. Jargon**

Jargon is words and phrases that place in particular situation, profession, trade, and so on. These term are to convey the use of words or phrases in hidden meanings accepted and understood by people on their group or community. According to Moris (1982 : 686) states that jargon is a specialized or technical language of a trade, profession, or similar group, such as trade jargon. Business jargon, sport jargon, computer jargon etc. Furthermore, Spolsky (2004 : 33), jargon is a variation concerning the special variety especially marked by special set of vocabulary (technical terminology) associated with a profession or occupation or other defined social group and forming part in a group variety.

### **3. Types of Words Formation Process**

Yule (1996), word formation is the study of the basic process to created new words. In other word, word has smaller element that is morpheme which shaping up the word then the process to make the morpheme into the word called word formation process. Those types are explained as follow:

#### **a. Coinage**

Coinage is the most typical source are invented trade names for commercial products that become general items (usually without capital letters) for any version of that product, for example, *Aqua*, *Sanyo*, *Battery ABC*, *Philip Lights* and *Rinso*.

#### **b. Borrowing**

Borrowing is the taking over of words from other language. The language can be borrowed from English to another language or vice versa. For example, the word *stand by* is commonly use in Indonesian language.

#### **c. Compound**

Compound is technically known as joining of two separated words to produce a single form of word. The word *fast foods* for example is containing with two different words fast and foods and it is mentioned that the word fast comes as modifier and food as the head.

## **d. Blending**

Blending is the element of reduction that is noticeable in blending is even more apparent in the process. For example, the word *motel* is created by combining the words breakfast motor and hotel to produce in single form called motel. Motel means a hotel by the side of a road and usually has a space for cars next to each room. Through this process, blending unites those two different words by taking some letters in beginning or last as like (mo) for the motor and (tel) for the hotel, than reducing some other letter.

## **e. Backformation**

Backformation is a special kind of reduction which alleviates one type of word to another type. For example, word *donate* for *donation* and word *televise* from *television*. Therefore, through backformation process, the words are formed by removing a part of its words that usually drive from noun to verb.

## **f. Derivation**

Derivation is accomplished by means of a large number of small 'bits' of the English language which are not usually given separate listening in dictionaries. These small 'bits' are generally described as affixes. Through this word processing, the mentioned affixes consist of three different parts; prefixes, infixes, suffixes. Those three parts are considered as the additional morphemes that construct a new word by modifying its root.

## **g. Acronyms**

Acronyms are new words formed the initial letters of asset of other words. For example, *DSLR* means Digital Single Lance Reflector.

## **h. Clipping**

Clipping is the element of reduction that is noticeable in blending is even more apparent in the process. For example, the word *gasoline* become *gas* and word *doctor* becomes *doc*.

## **i. Conversion**

Conversion is the process of changing the function of words. For example the word in the form of noun changes and become verb. It sound similar with backformation process but actually it is different. In conversion process, it is without the occurrences of reduction process. Yule (1985: 57), states that conversion also can be mentioned as category changes and functional shift.

## **j. Multiprocess**

MultiProcesses. According to Yule (2005), it is possible to trace the operation of more than one process in the creation of a word. The word *snowball* is a product of compounding. It consists of snow and a ball. Actually, *snowball* is a noun, but it can be a verb in "Problems with the project have snowballed". The last word has changed through multiple processes of compounding and conversion.

## C. RESEARCH METHODE

### 1. Research Design

Qualitative research is implemented as a research design since this study analyzed the words of jargon and word formation process in game conversation of the gamers. Qualitative research is also describe as an unfolding model that occurs in natural setting that enables the researcher to develop a level of detail form high involvement in the actual experience (Creswell:1994). Therefore, the qualitative research is convenient to describe the jargon and word formation that researcher found on the gamers.

Descriptive qualitative research is a research that conducted by presenting the data that has been collected without giving a certain treatment on the object. According to Strauss & Corbin (2008) qualitative research is inductive in nature, and the researcher generally explores meanings and insights in a given situation. This research is conducted because the research has purposed or aimed to know the systematic description on jargon and word formation process that used by the commentators on *Player'sUnknown's Battleground Mobile*.

#### a. Data and Data Source

In this study, the researcher took the data of the research from the videos taken from the channel of PUBG MOBILE Esport that had been uploaded on YouTube in 29<sup>th</sup> November until 1<sup>th</sup> December 2019. The researcher will watch three videos from the commentators on the *PlayerUnknown's Battleground Mobile Club Open global final fall split* match, and from the videos the researcher would focus on the commentators utterances and conversation which words and phrases containing jargon. The researcher would watch videos of the commentators and make transcript on their utterances and conversation on *PlayerUnknown's Battleground Mobile Club Open global final* on platform which is YouTube as the data source of this study.

#### b. Data Collection

Creswell (2003) place the data-collecting procedures into four categories: observation, interview, documentation, and audiovisual materials. Thus, in this research the method of collecting the data applied is documentation to gets the information for this research.

### 2. Triangulation

In general, triangulation is multy-method that the researcher do when collecting the data and analysis the data. According to Denzin (1970) distinguish four form of triangulation, they are:

#### a. Investigator Triangulation

Investigator Triangulation is the use of more than one investigator, interviewer,

observer, researcher or data analyst in a study. The ability to confirm findings across investigators without prior discussion or collaboration between them can significantly enhance the credibility of the findings. Investigator triangulation is particularly important for decreasing bias in gathering, reporting or analyzing study data.

## D. FINDING AND DISCUSSION

### 1. Finding

However, there are 23 (twenty-three) jargon, and analysis of the word-formation process that the researcher found on commentator's utterances on PUBG Mobile Global Final Fall Split, according to the theory of George Yule (1996).

### 2. Discussion

#### a. Analysis of Jrgon Used by the Commentator's

**Video 1: [EN] PMCO Global Finals Fall Split Day 1 2019, first round.**

**(01:31:02 - 01:31:16) Zander Padwick (Blank):** "Best of the best in the world! Here what's today John, We were gonna find out who exactly who will take the first *Chicken Dinner*".

**Video 2: [EN] PMCO Global Final Falls Split Day 2 2019 Round 8.**

**(05:04:00 – 05:04:38) Terence Young:** "on the other head here we see Mega Conqueror did so well taking *chicken dinner* for the start of the day, and also a domination performance coming from Online24, that. We've see that Clutch in the map of Miramar."

**Video 3: [EN] PMCO Global Finals Fall Split Day 2 2019, (Round 16).**

**(06:39:37 – 06:40:54) John Allen:** "Sixteenth place for Biggetron! But it's matter it is not a joke! They still gonna claim that overall glorious *chicken dinner*! Here at the Fall Split!".

According to the GamePedia [https://pubg.fandom.com/wiki/Winner\\_Winner\\_Chicken\\_Dinner](https://pubg.fandom.com/wiki/Winner_Winner_Chicken_Dinner) or *Winner Winner Chicken Dinner* is a phrase used in BattleGrounds when you and our team win a match. According to the three investigators reasons *Chicken Dinner* is like a trophy for the last man or last team standing in the battleground game and *chicken dinner* is jargon because the usage and the meaning of this phrase are only known by the community of PUBG Mobile game.

#### b. Analysis of Types Words-Formation Process

According to the theory of George Yule (1996), Acronyms are new words formed the initial letters of asset of other words. In other words, an Acronym is form of the word formed by the initial components of letters of a longer name or phrase.

## 1) Acronyms

### **DMR.**

According to the GamePedia <https://pubg.fandom.com/wiki/DMRs> as in the previous analysis of jargon had been explained by the researcher. The word-formation process of **DMR** (noun) is from the name of types of weapon Designated Marksman Rifle. In this process, the three letters from the word of **DMR** were taken from the first initial of the phrase Designated Marksman Rifle. D is from Designated, M is from the initial of Marksman, and R is from the initial of Rifle.

## 2) Compound

### **Hotdrop**

Hotdrop is combining two words, which is Hot and Drop. According to the Merriam Webster Dictionary <https://www.merriam-webster.com/dictionary/hot> the word Hot is having a relatively high temperature. And the word Drop <https://www.merriam-webster.com/dictionary/drop> Drop is the quantity of fluid that falls in one spherical mass. According to the definition of the two words Hot and Drop, the word **Hotdrop** is combining from two words of noun and become a single noun, and it has a different meaning. According to the dictionary of Merriam Webster <https://www.merriam-webster.com/dictionary/hot%20spot#medical> the phrase Hot Spot means a place there is so much danger or fighting.

## 3) Derivation

### **Frager**

Frager (noun). As we know the affixes are adding the –er at the end of a word. Otherwise, **Frager** is from the word frag mean bomb. By adding the affix –er at the end of the word it became **Frager** and its change the meaning of the word itself, where frager(noun) is the person or the performer that using the bomb.

## 4) Backformation Process

### **Scrim**

According to the Merriam Webster Dictionary <https://www.merriam-webster.com/dictionary/scrimmage> scrimmage is practice play (as in football or basketball) between two squads. In the line of that, as we know the process of backformation is to reduce the word and became a new word with a different meaning. The process of the word scrim(verb) is a reduction from the word of scrimmage(noun). It clearly changes the word class of itself from noun to verb.

## E. CONCLUSIONS

The researcher concluded the jargon and word-formation process by the commentator's utterances from the data of the three videos of PUBG Mobile game event's scripts. From the

result of three investigators judge about the jargon, the researcher gave the meaning of the jargon based on the dictionary and other trusted sources to answer the two problems concerning the jargon and type of word formation process on the commentator's utterances in PUBG Mobile game Club Open Final Fall Split 2019.

To answer the first research problem, the researcher took the three investigator's reasons, dictionary as the comparison to the meaning of the jargon, and the GamePedia as the trusted sources to help the researcher judge the jargon from data on the scripts of three videos of PUBG Mobile event and the researcher has found 23 (twenty-three) jargons. Then to answer the second research problem, the 23 (twenty-three) as the result of the jargon that the researcher found in the commentator's utterances, there are 12 (twelve) words that contain word-formation process and those types are acronyms, compound, derivation, backformation, and conversion process.

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