

**WORD FORMATION OF ANDROID GAMES IN THE GOOGLE
PLAY STORE**

THESIS

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**DEPARTMENT OF ENGLISH LITERATURE
FACULTY OF HUMANITIES
UNIVERSITAS ISLAM NEGERI MAULANA MALIK IBRAHIM
MALANG**

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WORD FORMATION OF ANDROID GAMES IN THE GOOGLE PLAY STORE

THESIS

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2023

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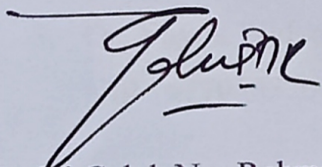
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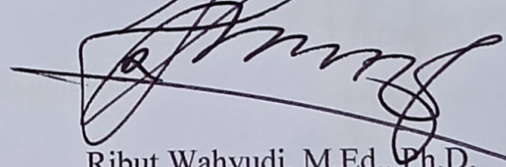
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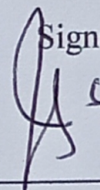
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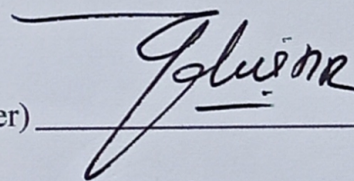
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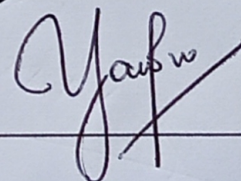
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MOTTO

Reading is important. If you know how to read, then the whole world would open up to you.

-Barack Obama

DEDICATION

I dedicated this thesis specifically to my lovely Mother and beloved Father.

ACKNOWLEDGMENT

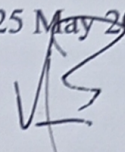
In the Name of Allah, the Most Beneficent, the Most Merciful. All the praises and thanks be to Allah, the Lord of the 'Alamin. The Lord of the worlds has given pleasure and knowledge to learn everything in this world. God has given inspiration, guidance, and grace to the researcher to be able to complete this thesis. Peace and knowledge are also conveyed to the prophet Muhammad, who has brought Islam as Rahmatan Lil Alamin and who has shown us the way to heaven.

This thesis is actually intended to fulfill the requirements to reach the level of Bachelor of Literature (SS.) At Universitas Islam Negeri Maulana Malik Ibrahim Malang. The existence of this thesis entitled Word Formation of Android Games in The Google Play Store, has involved many people who gave me support and skills. This research could not have completed without the involvement and support of everyone around me. Therefore, I am very grateful to my advisor Dr. Hj. Galuh Nur Rohmah, M.pd., M.Ed. who has spent her time correcting, guiding, and giving advice and criticism of this thesis. The Researcher also wants to thank:

1. All beloved lecturers in English Department who have guided me carefully in conducting this research, who gave me advice, correction, attention until this thesis fully completed. Thank you very much.
2. My beloved parents, my father, and my mother always wisely guide and pray for his son. They are truly the people I love the most in this life.

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Malang, 25 May 2023



Adam Izzulhaq

ABSTRACT

Izzulhaq, Adam (2023) *Word Formation of Android Games in the Google Play Store*. Undergraduate Thesis. Department of English Literature, Faculty of Humanities, Universitas Islam Negeri Maulana Malik Ibrahim Malang. Advisor Dr. Hj. Galuh Nur Rohmah, M.pd., M.Ed.

Keyword: word formation process, android games, google play store.

The formation of new words often occurs in the field of technology, because technology is something that can change quickly and human users must adapt well. The use of technology can affect many things. The fastest development of technology occurs on devices because devices are one of the technologies that are often used by people because of its features that can help in everyday life. In addition, the purpose of this study is to analyze the term word formation that appears in Android games in the Google Play Store. This study uses the theory of types and processes of word formation doors and Garvey (2010).

This study uses a qualitative descriptive method that aims to provide systematic, factual, and accurate results. The data used in this study is the term word in the form of words or phrases contained in the Google Play Store application. The data analyzed is the term word contained in the form of game names contained in the Google Play Store.

The results of this study indicate that there are twenty terms found in the Google Play Store application. In addition, only the seven types of words formation processes found in the Google Play Store application. The type of word formation process that is not found are borrowing, clipping and coining. Then, the most dominant type of word formation process is the compounding found in thirteen words. Followed by the type of affixation found in the term two words, abbreviation found in the term three words, and the blending process found in the term two words. In short, the Google Play Store application has a term formed from the morphological process that aims to make a term more specific or easy to say and remember by the user. Furthermore, this research can be useful for Android phone users who are looking for the definition of a term on the Google Play Store or for people who are interested in learning the field of morphology or in the field of word formation process.

ABSTRAK

Izzulhaq, Adam (2023) *Proses Pembentukan Kata pada Permainan Android Dalam Google Play Store*. Skripsi. Jurusan Sastra Inggris, Fakultas Humaniora, Universitas Islam Negeri Maulana Malik Ibrahim Malang. Pembimbing: Dr. Hj. Galuh Nur Rohmah, M.pd., M.Ed.

Kata kunci: proses pembentukan kata, permainan android, google playstore.

Pembentukan kata-kata baru sering terjadi dalam bidang teknologi, karena teknologi merupakan sesuatu yang dapat berubah dengan cepat dan manusia penggunaanya harus beradaptasi dengan baik. Penggunaan teknologi dapat mempengaruhi banyak hal. Perkembangan teknologi yang paling cepat terjadi pada perangkat karena perangkat merupakan salah satu teknologi yang sering digunakan orang karena fitur-fiturnya yang dapat membantu dalam kehidupan sehari-hari. Selain itu, tujuan penelitian ini adalah menganalisis istilah pembentukan kata yang muncul pada game Android di Google Play Store. Penelitian ini menggunakan teori jenis dan proses pembentukan kata Delahaunty dan Garvey (2010).

Penelitian ini menggunakan metode deskriptif kualitatif yang bertujuan untuk memberikan hasil yang sistematis, faktual, dan akurat. Data yang digunakan dalam penelitian ini adalah istilah kata berupa kata atau frase yang terdapat pada aplikasi Google Play Store. Data yang dianalisis adalah istilah kata yang terdapat dalam bentuk nama game yang terdapat pada Google Play Store.

Hasil penelitian ini menunjukkan bahwa terdapat dua puluh istilah yang ditemukan pada aplikasi Google Play Store. Selain itu, hanya empat dari tujuh jenis proses pembentukan kata yang ditemukan di aplikasi Google Play Store. Jenis proses pembentukan kata yang tidak ditemukan adalah jenis meminjam, memangkas, dan coining. Kemudian, jenis proses pembentukan kata yang paling dominan adalah penggabungan yang terdapat pada empat belas istilah kata. Diikuti dengan jenis afiksasi yang ditemukan pada istilah dua kata, proses penyingkatan pada istilah dua kata, dan proses pencampuran yang ditemukan pada istilah dua kata. Singkatnya, aplikasi Google Play Store memiliki istilah yang terbentuk dari proses morfologi yang bertujuan agar suatu istilah lebih spesifik atau mudah diucapkan dan diingat oleh pengguna. Selanjutnya, penelitian ini dapat bermanfaat bagi pengguna ponsel Android yang sedang mencari definisi suatu istilah di Google Play Store atau bagi orang-orang yang tertarik mempelajari bidang morfologi atau dalam bidang proses pembentukan kata.

مستخلص البحث

عز الحق ، آدم (2023) عملية تشكيل الكلمات على ألعاب Android في متجر Google Play. الكتاب المقدس. قسم الأدب الإنجليزي ، كلية العلوم الإنسانية ، جامعة الدولة الإسلامية مولانا مالك إبراهيم مالانج. المستشار: دكتور. حاجة غالوه نور رحمة ماجيستر

الكلمات المفتاحية: عملية تشكيل كلمة، ألعاب google play store ، Android

عملية تكوين الكلمات ، ألعاب أندرويد ، منجر جوجل بلاي ، غالبًا ما يحدث تكوين كلمات جديدة في مجال التكنولوجيا ، لأن التكنولوجيا شيء يمكن أن يتغير بسرعة ويجب على المستخدمين البشريين التكيف بشكل جيد. يمكن أن يؤثر استخدام التكنولوجيا على أشياء كثيرة. يحدث أسرع تطور للتكنولوجيا على الأجهزة لأن الأجهزة هي إحدى التقنيات التي غالبًا ما يستخدمها الأشخاص بسبب ميزات التي يمكن أن تساعد في الحياة اليومية. بالإضافة إلى ذلك ، فإن الغرض من هذه الدراسة هو تحليل مصطلح تكوين الكلمات الذي يظهر في ألعاب Android في متجر Google Play. تستخدم هذه الدراسة نظرية أنواع وعمليات أبواب تكوين الكلمات وغارفي (2010).

أصبح البيان الأساس للباحثين لفحص الأعمال الأدبية التي يمكن أن تصف فيها الأعمال الأدبية الحالات النفسية في شكل قلق الشخصية. يستخدم التصميم الأساسي الذي طبقه الباحثون في هذه الدراسة أسلوب النقد الأدبي مع النهج النفسي.

تستخدم هذه الدراسة المنهج الوصفي النوعي الذي يهدف إلى تقديم نتائج منهجية وواقعية ودقيقة. البيانات المستخدمة في هذه الدراسة هي مصطلح كلمة في شكل كلمات أو عبارات واردة في تطبيق متجر Google Play. البيانات التي تم تحليلها هي مصطلح الكلمة الواردة في شكل أسماء الألعاب الواردة في تطبيق متجر Google Play. تشير نتائج هذه الدراسة إلى وجود عشرين مصطلحًا موجودًا في تطبيق متجر Google Play. بالإضافة إلى ذلك ، توجد فقط الأنواع السبعة من عمليات تكوين الكلمات الموجودة في تطبيق متجر Google Play. نوع عملية تكوين الكلمات التي لم يتم العثور عليها هي الاقتراض والقص والصك. بعد ذلك ، فإن النوع الأكثر شيوعًا في عملية تكوين الكلمات هو المركب الموجود في ثلاث عشرة كلمة. يليه نوع التثبيت الموجود في المصطلح كلمتين ، والاختصار الموجود في المصطلح ثلاث كلمات ، وعملية المزج الموجودة في المصطلح كلمتين. باختصار ، يحتوي تطبيق متجر Google Play على مصطلح يتكون من العملية الصرفية التي تهدف إلى جعل المصطلح أكثر تحديدًا أو من السهل على المستخدم قوله وتذكره. علاوة على ذلك ، يمكن أن يكون هذا البحث مفيدًا لمستخدمي هواتف Android الذين يبحثون عن تعريف مصطلح على متجر Google Play أو للأشخاص المهتمين بتعلم مجال علم التشكل أو في مجال عملية تكوين الكلمات.

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CHAPTER I

INTRODUCTION

The background of the research, the research questions, the research objectives, the significance of the research, the scope of the research, the definitions of key terms, and previous studies are all contained in this chapter.

A. Background of the Study

The current use of language in everyday life is based to a large extent on the creation of new words and terms that have explicit implications. The most common way of making new words out of established ones, changing the classification of a word while also adding huge implications, or essentially changing the class of words without changing or diminishing the meaning of a word, is the subject of the morphological review known as word-development interaction or lexeme development (Lieber, 2009). New words can be created by borrowing, blending, compounding, coining, affixing, abbreviating, and using idiomatic phrases. According to Aitchison (2003), people are able to use unspoken words without restriction and still be understood even in the most unlikely of situations. For example, word formation can be used in everyday life because it is embedded in the civilization of society in many ways.

New words are many times framed given advances in innovation since innovation is a sort of friendly change that can change rapidly. Human creative activity involves the manipulation of symbols, rules, technology, and materials that have been socially derived and constructed. Their motivation for doing what they do is partly derived from their social roles and positions, and partly in response to situational incentives and opportunities, many of which are socially constructed, that shape their interactional situations and domains. It happens because every individual is imaginative, and dynamic, and thinks normally when they act. Subsequently, as clients of innovation, individuals need to adjust well. Technology can have an impact on a lot of things, especially in the linguistics field, which is undergoing a lot of change right now. It occurs as a result of the rapid advancement of technology, which results in the discovery of novel technologies. As a result, the developer or creator must develop user-friendly new terms and phrases. Essentially, the user can still comprehend the meaning of a new word even if it is unfamiliar. As a result, the development of technology and language are closely related.

The fastest headway in innovation is in devices. Gadgets are frequently used as a means of bringing about improvements in everyday life that are utilized by a large number of people. This should be visible in the advancement of cell phone use, which keeps on expanding. In 2018, more than 5 billion people used mobile devices, with roughly half using smartphones, according to senior Pew Research Center researcher Laura Silver (Pewresearch.org, 2019). Most of the clients are under 35

years of age, and the quantity of cell phone clients is expanding because of their inclination for getting to data from web-based entertainment and the web. For some time, this trend has been observed.

Since 2013, Android has dominated the mobile operating system market, as more and more people use smartphones (Statista, 2019). As a result, Android is favored by many interested parties as the smartphone operating system due to its numerous advantages over other operating systems. Android is an open-source working framework created by Google and consistently offers advancements in each new rendition. Additionally, Android likewise upholds different kinds of applications that can be handily introduced through the authority Play Store advanced help application.

Google Play Store is a popular Android application created by the owner of Android; Google Inc. The Google Play Store is a place to get various types of mechanical services such as apps, games, e-books, and movies. New technologies and innovations inevitably require new terminology that is interesting and easy to remember by users. As a result, many new words or phrases can be found in several applications in the Google Play Store, one of which is in the Games category.

In general, the Google Play Store is a very popular platform for downloading Android games, and the number of games uploaded each month can vary greatly. Along with the mobile gaming industry's rapid growth, many independent developers

and large companies are releasing new games. With the rapid growth of the game, the formation of a new word will be inevitable. The formation of a new word is used by developers for marketing the games they make. Game marketing of them uses a new word to reflect a specific aspect of their game and make it easier for players to search and identify a particular game. Creating new words can be understood using morphological processes such as compounding, blending and acronyms.

There are similar studies related to this research. Many scholars have observed the formation of words in different situations, such as in a study of word formation processes in casual Facebook communication conducted by Zubaidah, Kandasamy, and Subakir (2015). The primary objective of this study was to identify the most frequent word creation processes among Facebook users in Malaysia. The primary aim of this research is to describe the common elements of the participants' word-forming techniques. The results indicate that three of her word formation methods are frequently employed by users. Facebook needs to include and utilize emojis.

Second, Ariwibowo, Ma'ruf, and Baswara (2019) observed the word-formation of ecological terminology in a National Geographic article entitled "The Pacific Ocean, Explained." The purpose of this study is to give the reader a better understanding of the formation of words in ecology and to make sense of the article. In this study, qualitative methods and document analysis data collection procedures

were used to obtain the required information. The theory proposed by Brinton & Brinton (2000) is now used. The results of this study are compounded, derived, and mixed-type findings.

Last, Wijanarto, Adinugraha & Pancarian (2019), did a word-formation analysis for a Wonderful Indonesia article titled “15 Instagrammable Destinations You Must Visit in Bali”. Qualitative methods for data analysis have been used in this study which is based on several theories proposed by Katamba 2007, Yule 2010, and Brinton and Brinton 2010. This study has thus identified his 26 words in total, of which 21 nouns, 17 adverbs, and one verb word were formed using an adjective formation process. The use of adjectives in this study is primarily to provide information and describe Bali, therefore the reason for using a word drawing process on www.WonderfulIndonesia.com relates to its promotion of Bali's tourist destinations.

This recent study focuses on the word formation method proposed by Delahunty & Garvey (2010) and is primarily concerned with several game titles on Google Play Store. It is also interesting to discuss a new term for Google Play Store, as it is widely used worldwide by users of the Android operating system. This research aims to expand the scope of the study of word formation processes in different contexts and media. In studying the processes of word formation, it is useful to consider various strategies and contexts in which words can be created through

borrowing, blending, compounding, coining, clipping, affixing, and abbreviations.

The researcher has identified a gap in the previous research, as can be seen from the preceding explanation. In the first gap, the researcher uses a variety of word formation theories, using Google Play Store as the object, because the data support these theories. In the second gap, this study also examines the process of forming a new word formation word using Delahunty & Garvey's (2010) theory, whereas the majority of similar studies only discuss and identify word formation. The ongoing review deals with expanding a couple of gaps that are now relevant to the previous studies.

B. Research Questions

This study proposed answers to the two main questions, based on the foregoing studies:

1. What kinds of word formation processes are present in the game's title available on the Google Play Store?
2. How are the word formation of the games formed?

C. Research Objectives

The research is carried out to address the following objectives, based on the two main elements of the research questions above:

1. To determine the kinds of word formation processes that can be found in games title on the Google Play Store.
2. To describe the process by which words are formed using the various word formations found on the Google Play Store.

D. Significance of the study

The researcher contributes to the rich literature on this topic for several reasons, including practical and theoretical contributions. Understanding the word formation process in Android games on Google Play Store in the interdisciplinary field of morphology is a contribution of this study. The theoretical contribution of this study, based on Delahunty & Garvey 2010, can expand the reader's knowledge of word formation theory. Theoretically, this research is beneficial to the students of the State Islamic University (UIN) Maulana Malik Ibrahim Malang, especially the students of the Faculty of English Literature the analysis allows us to gain a better understanding of morphology, the process of word formation. And the researcher also hopes that this study can bring practical benefits to both the researcher and the reader. From the perspective of the researcher, this study can help the readers to increase their knowledge of morphology and develop new and interesting word and sentence formation that can be easily memorized by the readers after learning the theory of word formation.

E. Scope of the Study

The main focus of this research is in the field of morphological studies. The main focus of this research is to analyze the types and patterns of word formation processes used in Android games on Google Play to create words or phrases. The researcher selected words or phrases contained in the title of the game that had top ratings and are free to download in April 2023. In addition, the researcher also relied on the theory of the word formation process proposed by Delahunty and Garvey in 2010, which includes affixing, abbreviation, coinage, blending, borrowing, clipping, and compounding.

F. Previous Studies

This research discusses a few related previous studies. The review of previous studies is broken down into six sections by the researcher. First studies, Oktavia, Yulmiati, and Theresia (2017) discovered previous studies while conducting research for a journal. The lyrics are the examination instrument utilized in these investigations. The theories used are those of O'Grady, Archibald, and Yule's theory. Second study, Rizki and Marlina (2018) used O'Grady's and Yule's word-formation theory to investigate word formation in the book and movie Alice's Adventures in Wonderland. The findings showed that the novel and movie use distinct word-formation strategies. In the third study, Ganadhi, Sianturi, and Rachmaputri (2019) examined DoggoLingo's word formation. This study plans to find the word

development process in DoggoLingo as a phonetic peculiarity of ongoing years utilizing a hypothesis proposed by Brinton and Brinton (2010). According to the findings of the study, the word formation process is used in 78 words, including 19 words that are compound, 18 words that are derivation, 14 phonetic spelling words, 12 roots, 7 words that are conversion, and 4 words that are inflection and reduplication. Fourth, the Twilight novel and movie script were examined by Nanda, Rosa, and Ardi (2012). This study utilizes the hypothesis of 'Grady as well as clear examination techniques. In the meantime, 796 data on film screenplays were discovered, including onomatopoeia, blending, cliticization, clipping, internal change, suppletion, and conversion. Fifth, Zefanya, Sanusi, and Lesmana (2019) explored word formation in Subreddit. Utilizing Yartseva's hypothesis, this study looks at the utilization of word creation in various gaming local area Subreddits. According to the findings, an existing word contains eight new type words, nine compound words, seven blending words, eight clipping words, five acronym words, ten initialism words, and six new meaning words. Last, Oktaviani, Prajnandhari, and Kristianti (2019) looked at the first season of The Handmaid's Tale to find the words that were used by the women in the show. 13 derivation- and composition-based words representing female characters were found in the survey results.

From the previous studies, it is possible to conclude that the various studies use the same topic, word formation, as well as different objects in social media, web articles, song lyrics, novels or films, and different theories. However, this study

chooses to distinguish itself from previous ones by utilizing the Google Play Store as a research object and the theory of Delahunty & Garvey (2010).

G. Definition of Key Terms

A summary of the main terms associated with this study is given in that section, which should make it easier for readers to understand its content.

Morphology: From a grammatical and semantic point of view, morphology is a subfield of linguistics that studies the development of words and the function of changing word forms to obtain a specific meaning.

Word formation processes: The process of creating new types of words composed of more than one type is covered by the morphology study on word formation. There is an alternate capability and interaction for each type of word creation process.

Android: An operating system based on a modified version of the Linux kernel as well as other open-source software is intended primarily for smartphones and tablets.

Google Play Store: Google Inc. developed the computerized product application administration known as Google Play Store for the Android operating system

CHAPTER II

REVIEW OF RELATED LITERATURE

This chapter deals with speculation on the possible support of this research, which includes morphological ideas, morphological processes and word development, types of word formation and the Google Play Store.

A. Morphology

Rochelle Lieber (2009) felt this morphology was an investigation of word arrangement, new ways words were created in a language, and how they influenced various varieties of words contingent to specific states of purpose. For instance, it is natural for a native language speaking person to know how to pronounce new words and be very good at recognising or understanding unfamiliar words. The linguistic morphology, as defined by Aronoff and Fudeman, is the mental system involved in the creation of words, the internal structure of words, and the formulation process. Morphology refers to a psychological framework relating to word formation that is strongly involved with words, internal constructions and arrangement interactions¹, Aronoff and Fudeman, 2011). According to Delahunty & Garvey (2010), morphology is an important concept to understand due to the many fundamental ideas needed to comprehend word formation, including allomorphs, words, morphemes root, derivational, morphemes, morphemes, words, compounding, inflectional morphemes,

and other sources of words. Word formation can be better understood with the help of this fundamental idea. In light of the information above, it very well may be reasoned that morphology is a part of etymology that reviews word structures and elements of changes in word structures (into the littlest unit), both linguistic capabilities and semantic capabilities.

1. Morpheme

A morpheme is the smallest form of a language that has meaning or functions as a grammar. However, a morpheme does not constitute the smallest unit of meaning according to Delahunty & Garvey, 2010. For instance, "bird" is containing a single word that comprises one morpheme, bird. bird and -s are the only two morphemes in the word "birds," on the other hand. According to Aronoff and Fudeman, the smallest grammatical units in a language are morphemes. It is a standard definition that is applicable to nearly all morphemes. By and large, morphemes can comprise a word that can't be isolated into more modest significant parts. For instance, the words "look" and "-ed" in "looked." The morpheme is also referred to as a sound-meaning pair. However, this definition is inaccurate because, according to Aronoff and Fudeman (2011), some morphemes lack any form or meaning.

2. Types of Word Formation

Based on Delahunty and Garvey's theory of how words are formed. There are six different types of word formation, including abbreviation, affixation, blending,

borrowing, clipping, and compounding.

2.1 Compounding

Compound words are at least two lexemes joined to turn into another word where the compound words can be composed as a single word or more joined with a hyphen. The compound consists of two or more words, as defined by Delahunty and Garvey, 2010. One of the words is a compound head, and the other modifiers are also common. An example of a compound word that is sometimes spelled as a single word in English is the word "notebook." As in the phrase "stir-fry," there are also parts that are connected by dashes from time to time. A word may also be spelt twice, as in the case of the word "oil well." Additionally, Delahunty and Garvey (2010) classify compound words into various categories. First, the stress patterns of compound words are typically distinct from those of similar words that are stressed in the same order. Compounding places emphasis on the first word, whereas phrases place it on the last word. For instance, the word's blackbird (compound) and black 'bird (phrase) appear to be identical however have various implications. In the meantime, many words in the Play Store use an intensifying system, mostly in the name of the application. For Instance, DailyClean(compound) and Daily 'Clean(phrase). Second, the compounding's meaning may or may not differ significantly from the original phrase. Blackbird is a sort of bird, animal category no matter what the shade of these birds.

The black bird, on the other hand, is a bird of any species that is entirely black. Many words in the Play Store use an intensifying system, mostly in the name of the application. The conclusion can be drawn that the meaning of compounding cannot always be predicted from its constituents' meanings. Compounding doesn't do this for phrases except if the significance of the expression is idiomatic and hence can't be gotten from the importance of its parts and the most common way of framing together, as in falling down in buckets. By and large, the importance of an expression can be anticipated from the significance of its constituents, so the expressions needn't bother to be recorded exclusively. Besides, the synthesis of the constituent words contrasts with that of relating phrases which are tracked down in many compound words. For instance, sawmill (compound) and the mill for sawing Compound nouns, which cannot change the first element, are the final category. In stark contrast to the noun phrases that permit modifier modification, this type is very different. For instance, the meanings of the terms "really blackbird" and "really black bird" differ.

2.2 Blending

The blending usually consists of at least two words, the removal of several parts from each word and their combination together to create a new word whose structure and meaning is drawn from the source words (Delahunty and Garvey, 2010). In the process of blending, as Yule (2016) points out, it is trying to make a new word in two different forms. In addition, general mixing is the process of combining the beginning of one word with the end of another word (Yule, 2016). CamScanner

(camera and scanner), hi-tech (high and technology), animatic (animation and animatronic), and Picsart (pictures and art) are examples of blending terms that can be found in the Play Store. Besides, at times some mixing terms utilize a blend toward the start of two words.

2.3 Clipping

According to Yule (2016), clipping reduces a word significantly and takes less time than blending. Clipping happens when too lengthy words, and having more than one syllable will be decreased to more limited structures (Delahunty and Garvey, 2010). Sometimes the words cut off can become an informal version of the original word. For instance, a word like "facsimile" will be shortened to "fax". Different models connected with Play Store are app (application), pics (pictures), photo (photograph), and phone (telephone). Cutting has turned into something characteristic in English speakers. This happens when people change someone's name to make it easier to say, like "Liz," "Mike," "Ron," "Sam," "Ed," or "Al." It occurs as a result of the educational setting, which appears to encourage the clipping process, which causes some words, such as "prof," "exam," "gym," "math," "typo," and "lab," to be cut down for some reason (Yule, 2016).

2.4 Borrowing

According to Yule (2016), the borrowing process is one of the sources of new words that are commonly used in English. The borrowing process is a process in

which words from other languages are required to be used in the target language. It's more than just borrowing words from other languages, because English doesn't return the word to the language from which it was borrowed, even though it's sometimes referred to as the "borrowing process". Until now, many common English words have been derived from other languages. For instance, Greek (chorus), Latin (homicide), Italian (aria), and others. In most cases, borrowing entails appropriating words from one language that were later adopted by another. To borrow, borrowing language needs to be linked with its source language. For example, in order to acquire a language speaker you must have certain necessary requirements, such as knowing some of the words from the source language. For instance, many American English words have been derived from the Mexican language, particularly food terms like "taco" and "burrito." In American English it is now a common way of borrowing, and according to Delahunty & Garvey in 2010, the term "borrowing" also has been used in other English dialects. Moreover, English has borrowed from a number of international languages during its long history. On the other hand, language terms are often used in Italian, German, Latin, Greek, French, Scandinavian, Spanish and Latin. The acquiring word is never the same as the word from the first language, although it is accepted from another tongue. The aim is to make the word he borrows go with his new language's syntax, morphology and syntactical patterns. For example, in English and Spanish, the pronunciation of the word "burrito" is very different, because the two languages use different pronunciations of the vowels "r" and "t". Additionally, the plural marker -s in Spanish and English differ in that Spanish uses it voiced, while

English uses it voiceless. (Delahunty and Garvey, 2010).

2.5 Abbreviation

The abbreviation is the process of condensing previously spoken words into new ones that are usually more informal versions of the originals. There are numerous abbreviations. We can simply omit one or more syllables, as in "prof" for "professor" and "doc" for "doctor." Although occasionally this is not the case, the syllable that is left over typically provides sufficient information for us to identify the word it is an abbreviation of: Ted is the low-cost airline of United Airlines. Go figure!) Alternately, we could make a new expression by using the first letter of each phrase's word. According to Delahunty & Garvey (2010), acronyms are a component of abbreviations and typically result in an informal version of the original word. In the meantime, Yule (2016) clarified that the formation of a brand-new word from the initial letters of one or more words is the process of creating an acronym. The words CD "Compact Disk", LOL "Laughing out loud", and BOGO "Buy one, get one" are examples of words that combine but only use the first letter of each word. In addition, abbreviations such as GPS (Global Positioning System), LTE (Long Term Evolution), PDF (Portable Document Format), VPN (Virtual Private Network) can be easily found in the Google Play Store application. Additionally, organizations often use acronym-based names such as EA (Electronic Arts) and ESPN (Entertainment and Sports Programming Network) to better represent their names. In most cases, new acronym terms and names spread rapidly among the general public, and many

speakers do not know the original meaning. In contrast, in the banking and financial industry, the terms “ATM” (automated teller machine) and “PIN” (personal identification number) are often used in the same context in the areas of innovation and technology (Yule, 2016). In other words, according to Delahunty and Garvey (2010), advertisers believe that effectively used and easy-to-pronounce acronyms become common words.

2.6 Affixation

To create a new word, affixation is a morphological process that occurs either before, after, or within the root or stem. Some examples include the words "anti," "disobey," "mistake," "unhappy," "unity," "actor," and "education," among others. Affixation is categorized according to whether it is attached before or after a word. For this situation, attachment comprises of three fundamental parts, specifically prefixes, postfixes, and infixes. The first is the prefixes where the joined position is at the beginning of a word, as in anti- , and dis-. Suffixes which have an attached position in the opposite direction of prefixes are included in this second category (at the word's end), such as -er and -tion. Infixes, which are words that are added to another word, are the final type. . Infixes, which are words that are added to another word, are the final type. Like the word "fan-freakin'-tastic" (Yule, 2016).

2.7 Coinage

According to Delahunty and Garvey (2010), coinage is the most common

method for distinguishing words that are framed from words that are framed without referring to morphological references. The formation of novel, uncommon word types is the goal of this process. For the most part, the coining system is utilized on the brand names of a brand (Yule, 2016). The process of coining, for instance, results in the brand names Blog, Xerox, Google, or Vaseline. As this chapter has shown, the process of making words can be broken down into several distinct categories. Delahunty and Garvey (2010) partition the word formation process into seven sorts: abbreviation, affixation, borrowing, blending, clipping, compounding, and coining. The formation process and function of each kind of word-formation process are distinct. A specific definition of an object can be found in the everyday process of word formation. The Google Play Store is one example of this, which uses the process of word formation to define a variety of terms—the primary focus of the current research. In this instance, it is possible to draw the conclusion that Delahunty & Garvey's (2010) theory of the word-formation process applies to the researcher carrying out this study.

CHAPTER III

Research Methods

Research design, data source, research instrument, data collection and analysis are part of this chapter.

A. Research Design

In this study, researchers used qualitative research methods. The purpose of qualitative research is to provide a methodical, accurate, and factual description of something about the reality of the data source. To get a deeper understanding of the word formation process used in the Google Play Store, this method was used to answer the research questions. The phenomenon of the word formation process which is the object of research on Google Play Games is described using qualitative research methods. By using a linguistic approach, this method is also an effective way to analyze written text.

B. Data Source

This study focuses on analyzing game titles available on the Google Play Store, a popular platform for downloading Android games. The researcher curated the dataset by selecting game titles based on specific criteria. Firstly, only games with the

highest ratings were considered to ensure the inclusion of well-received titles in the analysis. Secondly, the researcher narrowed down the selection to games that were freely downloadable in April 2023, as this period represents the latest available data and allows for a relevant snapshot of popular games at that time.

Out of the initial pool of 50 game titles, 20 game titles were carefully chosen to represent the sample for analysis. These 20 games include well-known titles such as Mobile Legends: Bang Bang, Free Fire, Roblox, eFootball 2023, FIFA Football, Honkai: Star Rail, Candy Crush Saga, PUBG Mobile, Rise OF Kingdoms: Lost Crusade, Clash of Clans, Top Eleven: Football Manager, Gardenscapes, Call of Dragons, Coin Master, Stumble Guys, Lords Mobile: Kingdom Wars, Royal Domino, Rise of Empires, Homescapes, and Whiteout Survival.

By providing a clear explanation of the data selection process, readers can understand the rationale behind the researcher's choices, the representativeness of the sample, and the relevance of the chosen game titles in the context of the study. This transparency enhances the credibility and validity of the research findings and ensures that the analysis is based on a well-defined and thoughtfully curated dataset.

C. Research Instrument

The researcher is the main instrument in this review. Along these lines, it is inferred that the assessment instrument is the expert himself (Sugiono, 2009). As human instruments, subjective scientists gather information, assess the nature of

information, investigate information, decipher the information, and reach inferences from their discoveries (Sugiono, 2009). They also choose informants to serve as data sources. The capacity of researchers, from the planning stage through the data processing stage, serves as an instrument.

D. Data Collection

The researcher used various data collection methods in this study. Firstly, the researcher collected various terms in the Google Play Store that used the word formation process. Secondly, the researcher selected 20 game titles available in April 2023 found on the Google Play Store. The number was chosen to provide enough information to the reader regarding how words in Google Play Store are formed. The researcher then applied Delahunty & Garvey's (2010) theory to the collected data.

E. Data Analysis

In the data analysis process, the researcher conducted the same method in analyzing data. First, the researcher analyzed the data by focusing on analyzing the types of word formation found in game titles on the Google Play Store. Second, the researcher analyses the data and applies the theory to analyze the data taken from Google Play Store. In this section, the researcher uses the theory of Delahunty & Garvey (2010). Third, researchers began to evaluate the analyzed data based on the theory used. Data categorization was used to make it easier to analyze and categorize the data based on the types of word formation. Finally, researchers describe the

findings and make conclusions regarding the results of data analysis.

CHAPTER IV

FINDINGS AND DISCUSSION

Discussion and findings make up this chapter. The first is the data presentation and analysis based on the word formation analysis of Delahunty and Garvey (2010). Second, the aftereffects of the examination are depicted in the conversation.

A. Findings

This study targets looking at word-formation terms found in the Google Play Store considering Delahaunty and Garvey's assertion of game plan speculation (2010) which is used as the crucial theory in this survey. The two research questions formulated in Chapter I serve as the foundation for this study's analysis. The first aims to classify the various word formation used in the Google Play Store games category. And second research question asks about how words are formed in the categories of Google Play Store games.

Datum 1:

Mobile Legends: Bang Bang

Analysis:

The process in Mobile Legends terms is a *compounding* process. The part of speech of Mobile Legends is a noun and the morphological process of *Mobile Legends* is *Mobile* (Adj) + *Legends* (N) = *Mobile Legends* (N). The word formation process of the game title "Mobile Legends" involves combining the adjective "Mobile," which suggests the game's portability or accessibility on mobile devices, with the noun "Legends," indicating that the game's content revolves around heroic or legendary characters and events. The resulting combination creates an evocative and captivating title for a mobile-based game with an epic and legendary theme.

Datum 2:

Free Fire

Analysis:

The process in Free Fire terms is a *compounding* process. Free Fire is a noun in its part of speech. Free (Adj) + Fire (N) = Free Fire (N) is the morphological process of Free Fire. The term Free Fire consist two free morphemes, free and fire. The word "Free" is an adjective that means not restricted, not under control, or not bound by rules. It comes from the Old English word "freo," which means "not in bondage" or "having political liberty." In this context, "Free" suggests the absence of limitations or constraints, emphasizing the freedom players might experience in the game. Then the word "Fire" is a noun that refers to the rapid combustion of material, producing flames, heat, and light. It comes from the Middle English word "fir," which

originated from the Old English word "fȳr." In the context of the game title, "Fire" can symbolize intensity, action, and excitement, akin to the rapid and fiery nature of battles in the game.

The word formation process of the game title "Free Fire" involves combining the adjective "Free," representing the idea of freedom and unrestricted gameplay, with the noun "Fire," symbolizing intense and action-packed encounters. The title evokes a sense of thrilling, unrestricted battles, where players can experience the excitement and intensity of combat without limitations.

Datum 3:

Roblox

Analysis:

The process in Roblox terms is a *blending* process. Roblox's part of speech is a noun. Roblox's morphological process is Roblox (N): Robot (N) + blox (which is derived from word blocks (N)). The data above can be used to conclude that the term has a different meaning than the original. Roblox is made up of two morphemes: robot and blox. Because they are both free morphemes, they can stand on their own. Roblox falls under the category of blending.

Roblox is the result of the combination of two words. In addition, the first word is cut off and the second word is combined to create it. Blending with the clipping process is the term for this process. The word robot has been cut off and taken in part (Ro-), and the two words have been combined. The clipping process does not reveal that the second word is blox.

Datum 4:

eFootball 2023

Analysis:

The process in eFootball terms is a *blending* process. A noun is the part of speech for eFootball. Electronic (N) + football (N) = eFootball (N) is the morphological process of eFootball. The data above can be used to conclude that the term has a different meaning than the original.

Electronic and football are the two morphemes that make up eFootball. Because they are both free morphemes, they can stand on their own. eFootball is sorted into the mixing classification. The word football is a word that comes from two words joined. In addition, the first word is cut off and the second word is combined to create it. Blending with the clipping process is the term for this process. The word "electronic" has been partially removed (e-) and combined with the second word in this instance. Football is the second word, but it does not appear during the clipping process.

Datum 5:

FIFA Football

Analysis:

The process in FIFA terms is an *acronym* process. FIFA is a noun in the English part of speech. The morphological course of FIFA is Alliance (N) + Internationale (Adj) de + Football (N) + Affiliation (N) = FIFA (N). There are eight components, four free morphemes, and four bound morphemes in the FIFA term. In this context, free means federal, country, football, and associate. In contrast, the bound morpheme in this phrase consists of two affixes—federal and associate—attached to the free morphemes nation and inter- and -al. In FIFA terminology, the term "formation process" refers to an acronym. This term has an example of development by taking the underlying letters in every unique word which are then consolidated into one. The initial letter of each original word is used to create the term FIFA in this instance. Then joined into one to turn into another term.

Datum 6:

Honkai: Star Rail

Analysis:

The process in Honkai: Star Rail terms is a *compounding* process. Star Rail is a noun in the English language. The morphological course of Star Rail is star (N) +

rail (N) = Star Rail (N). The word formation process of the title "Honkai: Star Rail" involves combining the proper noun "Honkai," representing a central theme with the potential presence of powerful beings, with the compound noun "Star Rail," which implies a journey through cosmic or interstellar realms. The resulting title creates an evocative and intriguing representation of the game, suggesting an adventure through extraordinary dimensions and encounters with formidable entities.

Datum 7:

Candy Crush Saga

Analysis:

The process in Candy Crush Saga terms is a *compounding* process. The grammatical feature of Sweets Smash Adventure is a thing and the morphological course of Treats Pulverize Adventure is Candy (N) + Crush (V) + Saga (N) = Candy Crush Saga (N). The process is referred to as the compounding process in Candy Crush Saga. The term Candy Crush Saga consists of three free morphemes, candy crush, and saga.

The word formation process of the title "Candy Crush Saga" involves combining the elements of "Candy," representing the main game objects, with "Crush," reflecting the core gameplay mechanic of matching candies, and finally adding "Saga," indicating that the game offers an extended and captivating journey

through numerous levels and adventures. The resulting title effectively communicates the game's focus on candy-matching puzzles with an engaging and enduring storyline.

Datum 8:

PUBG MOBILE

Analysis:

The process in PUBG terms is an *acronym* process. The grammatical form of PUBG is a thing. Player (N) + Unknown (Adj) + Battle (N) + Grounds (N) = PUBG (N). This is the morphological process of PUBG. There are eight components, four free morphemes, and four bound morphemes in the term PUBG. In this context, free means play, known, battle, and ground. In the meantime the bound morpheme in this term is append - er joined to the free morpheme play, fasten un-connected to the free morpheme known, append - s joined to the free morpheme ground. In terms of PUBG, the process of word formation is an acronym.

The word formation process of the title "PUBG" involves abbreviating "PlayerUnknown's Battlegrounds" into the acronym "PUBG." The acronym retains the first letter of each word in the original title, creating a concise and easily recognizable name for the game. This abbreviation is commonly used in both casual conversation and marketing materials, simplifying the lengthy title while still representing the essence of the game, which involves players engaging in battles in various battlegrounds.

Datum 9:

Rise of Kingdoms: Lost Crusade

Analysis:

The process in Rise of Kingdoms terms is a *compounding* process. Rise of Kingdoms is a noun in its part of speech, and its morphological process is rise (V) + of (Prep) + Kingdoms (N) = Rise of Kingdoms (N). The word formation process of the title "Rise of Kingdoms" involves combining the verb "Rise," indicating growth and advancement, with the preposition "of," denoting the relationship between the rising action and the subject, and finally, the noun "Kingdoms," representing the central focus of the game. The resulting title effectively conveys the core concept of players building and expanding their kingdoms in a dynamic and strategic environment.

Datum 10:

Clash of Clans

Analysis:

The process in Clash of Clans terms is a *compounding* process. The grammatical feature of Conflict of Tribes is a thing and the morphological course of Clash of Clans is clash (V) + of (Prep) + clans (N) = Clash of Clans (N). The word

formation process of the title "Clash of Clans" involves combining the noun "Clash," representing the intense battles, with the preposition "of," denoting the relationship between the clash and the subject, and finally, the plural noun "Clans," representing the groups of players who form alliances and engage in warfare. The resulting title effectively captures the essence of the game, highlighting the fierce clashes between different clans in a strategic and competitive environment.

Datum 11:

Top Eleven: Football Manager

Analysis:

The process in Top Eleven terms is a *compounding* process. The morphological process of Top Eleven is top (Adj) + eleven (N) = Top Eleven (N), and the part of speech for Top Eleven is a noun. The word formation process of the title "Top Eleven" involves combining the adjective "Top," representing excellence or superiority, with the noun "Eleven," signifying a specific number or a team. The resulting title conveys the idea of being at the top or achieving greatness in a context related to a team or group of individuals. In the game, "Top Eleven" specifically refers to football (soccer) management, where players aim to build and manage the best football team and compete against other players worldwide.

Datum 12:

Gardenscapes

Analysis:

The process in Gardenscapes terms is an *affixation* process. Gardenscapes is a noun with two bound morphemes and one free morpheme in its part of speech. The word garden is the free morpheme in this phrase, and the bound morphemes are affixes that are attached to the free morpheme in the form of –scape and -s. The affixation process results in the term Gardenscapes. Also, these terms are named postfixes in light of the most common way of shaping words which are completed by adding or connecting a fasten toward the finish of the fundamental structure. The words "garden" and "affix-scape" combine to form the term "Gardenscapes." The join -scape capability connected to the word garden is to relegate a capability to a thing. In this instance, the term "gardenscapes" has a different connotation than "garden."

Datum 13:**Call of Dragons****Analysis:**

The process in Call of Dragons terms is a *compounding* process. The grammatical feature of Call of Dragons is a thing and the morphological course of Call of Dragons is call (V) + of (Prep) + dragons (N) = Call of Dragons (N). The word formation process of the title "Call of Dragons" involves combining the noun or verb "Call," representing the act of summoning or communication, with the preposition "of," denoting the relationship between the call and the subject, and

finally, the noun "Dragons," representing the mythical creatures that play a prominent role in the game. The resulting title effectively conveys the idea of summoning or connecting with dragons, implying a game centred around interactions, quests, or battles involving these majestic creatures.

Datum 14:

Coin Master

Analysis:

The process in Coin Master terms is a *compounding* process. Coin Master is a noun in the English language, and its morphological process is coin (N) + master (N) = coin master (N). The word formation process of the title "Coin Master" involves combining the noun "Coin," representing the core currency or resource, with the noun "Master," indicating the aspiration to become highly skilled or knowledgeable in the game. The resulting title effectively conveys the central objectives of the game, which involve collecting and managing coins while aiming to become a proficient player or master of the game mechanics.

Datum 15:

Stumble Guys

Analysis:

The process in Stumble Guys terms is a *compounding* process. The grammatical form of Stumble Guys is a thing and the morphological course of Stumble Guys is Stumble (V) + Guys (N) = Stumble Guys (N). Stumble Guys refer to the procedure as a compounding process. Because the head of the compound is located in the second word of this term, it is categorized as an endocentric compound. Word Stumble (V) means someone very famous and admired, usually because of ability in a particular area. Word Guys (N) means used to address a group of people of either sex.

The word formation process of the title "Stumble Guys" involves combining the verb "Stumble," representing the challenging nature of the game, with the noun "Guys," signifying the characters or individuals in the game. The resulting title effectively conveys the gameplay experience, implying that players control and guide characters who may stumble or face difficulties as they navigate through various obstacles and challenges.

Datum 16:

Lords Mobile: Kingdom Wars

Analysis:

The process in Lords Mobile terms is a *compounding* process. The grammatical feature of Lords Mobile is a thing and the morphological process of Lords Mobile is Lords (N) + Mobile (Adj) = Lords Mobile (N). The word formation

process of the title "Lords Mobile" involves combining the noun "Lords," representing the central theme of powerful rulers, with the adjective "Mobile," indicating the game's platform and accessibility on mobile devices. The resulting title effectively conveys the game's focus on strategic leadership and epic battles on the go, allowing players to assume the roles of influential lords and engage in mobile warfare and conquests.

Datum 17:

Royal Domino

Analysis:

The process in Royal Domino terms is a *compounding* process. The grammatical feature of Royal Domino is a noun and the morphological process of Royal Domino is Royal (Adj) + Domino (N) = Royal Domino (N). The process in Royal Domino terms is compound. The word "royal" refers to something excellent or suitable for royalty. One of a set of small, rectangular pieces of wood or plastic with a specific number of spots on each half of a surface used in a game is called a domino (N). The word formation process of the title "Royal Domino" involves combining the adjective "Royal," evoking notions of royalty and nobility, with the noun "Domino," signifying the central game component or concept. The resulting title effectively conveys the idea of an elevated or distinguished version of the game of dominoes, potentially featuring a regal or luxurious theme.

Datum 18:

Rise of Empires: Ice and Fire

Analysis:

The process in Rise of Empires terms is a *compounding* process. The morphological process for Rise of Empires is rise (V) + of (Prep) + empires (N) = Rise of Empires (N), and the part of speech for Rise of Empires is a noun. The word formation process of the title "Rise of Empires" involves combining the verb "Rise," representing growth and ascent, with the preposition "of," denoting the relationship between the rise and the subject, and finally, the noun "Empires," representing the central focus of the game. The resulting title effectively conveys the idea of the game revolving around the rise, development, and expansion of grand and influential empires, capturing the essence of building and managing powerful civilizations.

Datum 19:

Homescapes

Analysis:

The process in Homescapes terms is an *affixation* process. Homescapes is a noun with two bound morphemes and one free morpheme in its part of speech. Home is the term's free morpheme, and the bound morphemes are attached to the free morpheme by the suffixes –scape and -s. The affixation process gives rise to the term

"Homescapes." Also, these terms are named postfixes in light of the most common way of shaping words which are completed by adding or connecting a fasten toward the finish of the fundamental structure. The terms "garden" and "affix-scape" come together to form the term "Homescapes." The suffix -scape capability connected to the word Home is to relegate a capability to a thing. For this situation, the term Homescapes has an alternate importance contrasted with the word home.

Datum 20:

Whiteout Survival

Analysis:

The process in Whiteout Survival terms is a *compounding* process. Whiteout Survival is a noun in the English language, and its morphological process is Whiteout (N) + Survival (N) = Whiteout Survival (N). The word formation process of the title "Whiteout Survival" involves combining the noun "Whiteout," representing the harsh weather condition, with the noun "Survival," indicating the central theme of staying alive in difficult circumstances. The resulting title effectively conveys the game's focus on the challenges and obstacles players must overcome in a snow-covered and hostile environment, where survival skills and resource management are crucial.

No	Data	Comp oundin g	Blendin g	Clippin g	Borrowin g	Abbre viatio n	Affixatio n	Coining
1.	Mobile Legends: Bang Bang	✓						
2.	Free Fire	✓						
3.	Roblox		✓					
4.	eFootball 2023		✓					
5.	FIFA Football					✓		
6.	Honkai: Star Rail	✓						
7.	Candy Crush Saga	✓						
8.	PUBG Mobile					✓		
9.	Rise OF Kingdoms:	✓						

	Lost Crusade							
10.	Clash of Clans	✓						
11.	Top Eleven: Football Manager	✓						
12.	Gardenscap es						✓	
13.	Call of Dragons	✓						
14.	Coin Master	✓						
15.	Stumble Guys	✓						
16.	Lords Mobile: Kingdom Wars	✓						
17.	Royal Domino	✓						
18.	Rise of Empires	✓						

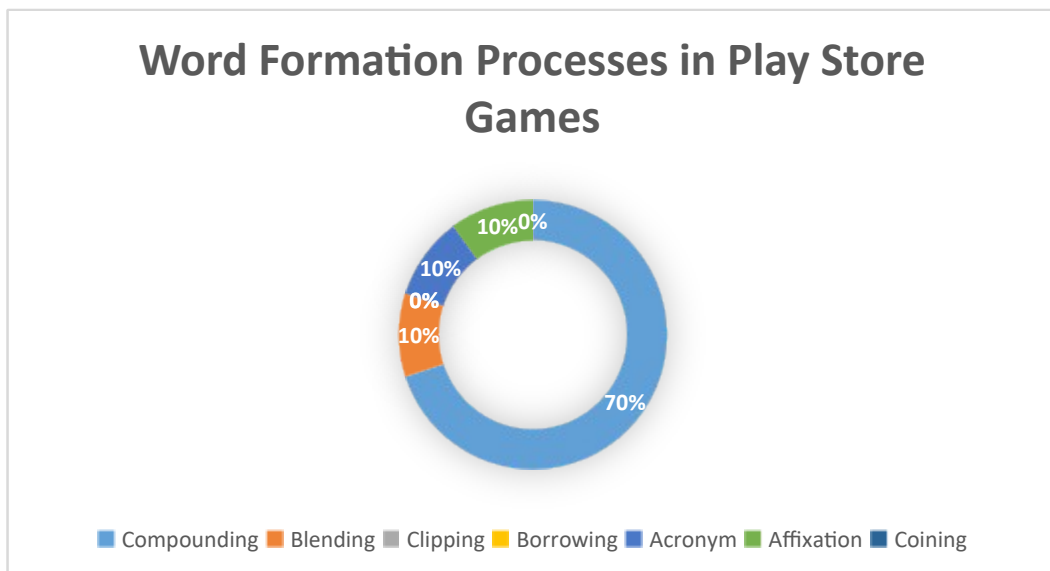
19.	Homescapes						✓	
20.	Whiteout Survival	✓						
		13	2			3	2	

Table 1: The Summary 7 categories of word formation processes

A. Discussions

The findings from the previous section are described in this section. This study examines the aftereffects of the exploration that spotlights the word-formation process hypothesis proposed by Delahunty and Garvey (2010). According to Delahunty & Garvey (2010), there are seven types of word-formation processes:

compounding, blending, clipping, borrowing, abbreviation, affixation, and coining.



From the 20-word terms in the Play Store games, the percentage of the type of word formation process is shown above. The information above is introduced because of the current review that has been dissected in the discoveries part. In light of the information above, it very well may be reasoned that the most prevailing cycle is the

compounding process which has a level of 70%.

Then followed by blending which has a level of 10%, an abbreviation which has a rate of 10% and the affixation process which has a similar level of 10%. In the meantime, the kind of authoring couldn't be tracked down in the ongoing review. In view of Delahunty and Garvey (2010), coinage is a sort that is seldom found since this process doesn't have a development design like a different process. As an outcome, this current review couldn't find any terms for the begetting system.

In addition, the study's findings highlight the following research questions: (1) What kinds of word formation processes are present in the title of the game available on the Play Store also (2) How are the words used in the title of the game on the Play Store formed.

First, this study identified four distinct word formation processes: they are *abbreviation*, *acronym*, *blending*, and *compounding*. The process of coining, borrowing, and clipping cannot, however, be found in the research's analysis. Besides, to respond to the subsequent second question the researcher gives the data analyzed in the past subchapter. The researcher discovered that there is a distinct formation process for each kind of word formation. The following is a description of a more in-depth explanation.

In the first place, when at least two lexemes are joined to form another term, the intensifying cycles are framed. Compound words can be composed as one or with

a dash. (-). Compounding, as defined by Delahunty and Garvey (2010), consists of two or more words. In most cases, one word serves as the head and the other as a modifier. Furthermore, every term is the result of combining two distinct words. 14 words represent this type, such as *Mobile Legends: Bang Bang*, *Free fire*, *Honkai: Star Rail*, *Candy Crush Saga*, *Rise OF Kingdoms: Lost Crusade*, *Clash of Clans*, *Top Eleven: Football Manager*, *Call of Dragons*, *Coin Master*, *Stumble Guys*, *Lords Mobile: Kingdom Wars*, *Royal Domino*, *Rise of Empires* and *Whiteout Survival*.

Second, the remaining parts of two or more words are combined in the process of blending to create a new word whose forms and meanings are derived from the source words. These terms refer to specific ramifications. As per Delahunty and Garvey (2010), the mixing system is utilized by the entirety of the terms, for certain pieces of the first word being joined to make the term more limited. The processes of mixing are described in two words, for instance, *eFootball 2023* and *Roblox*.

Third, as per Delahunty and Garvey (2010), the abbreviation cycle is a part of shortenings and regularly brings about a casual rendition of the first word. Furthermore, the development of another word from the underlying letters of at least one word comprises the abbreviation (Yule, 2016). In addition, the use of acronyms is intended to shorten terms so that they are easier to pronounce and remember because most of the terms above are made up of two or more words. There are three terms tracked down in this kind, such as *FIFA Football*, and *PUBG Mobile*.

Fourth, to create a new word, the affixation process is a morphological process that occurs either before, after, or within the root or stem. There are two main types of the affixation process: (Delahunty & Garvey, 2010) prefix and suffix. In this instance, only the suffix type was used in the two terms that were found. There are a few terms found utilizing the attachment cycle, for example, *Gardenscapes*, and *Homescapes*.

In addition, this study differs from several previous ones in several ways. How the findings are presented differs significantly. To begin with, the examination proposed by Rizki and Marlina (2018) entitled “*Word Formation Process In Novel Alice’s Adventures In Wonderland By Lewis Carroll And Movie Alice In Wonderland By Walt Disney*” found that the original *Alice’s Undertakings In Wonderland* uses the most widely recognized approach to outlining words in the sort of attachment, compounding, cliticization, inward change, suppletion, and different cycles. The extremity cycle is the most predominant sort with a repeat of 286 (49%) of 584 data. On the other hand, the process of forming words known as affixation, compounding, cliticization, blending, clipping, onomatopoeia, and suppletion is utilized in the movie *Alice in Wonderland*. With a frequency of use of 16 (32.65 percent) from 49 data, cliticization is the most common type in this instance. Compounding, blending, clipping, borrowing, acronym, and affixation are just some of the word-formation processes that the current investigation identifies. The abbreviation cycle is the most well-known type, showing up in two of the twenty pieces of information. As a result,

it is often reasoned that the prior review made different discoveries than the current review.

Second, the study that Nanda, Rosa, and Marlina (2012) called “*An Analysis of Word Formation Used In Twilight Novel By Stephenie Meyer And Twilight Movie Script Written By Melissa Rosenberg*”. In a past report, different word formation processes were distinguished for both the novel and film script. There are various forms of *cliticization, internal change, supply, conversion, clipping, blending, backformation, acronym, and coinage* in the *Twilight* novel. *Suppletion* is used 3589 out of 6572 times, making it the most common type. On the other hand, the *Twilight* movie script uses a variety of word-formation processes. Like *cliticization, interior change, supply, transformation, cutting, mixing, and onomatopoeia*. The *cliticization* is the most overarching sort with repeat use of 465 (58.42%) of 796 data. In the meantime, the current study reveals that the acronym process was present in two of the twenty data. In this instance, it is possible to conclude that the present study had distinct differences from the previous study.

Third, the examination created by Ganadhi, Sianturi, and Rachmaputri (2019) is entitled “*Doing Me an Educate: Word Formation Processes In Doggolino*”. This previous survey found a couple of kinds of word-improvement processes in pictures associated with Doggolino. Like compounds, derivations, phonetic spelling, root formation, conversion, inflection, and reduplication. Also known as phonetic spelling. With a 21% prevalence in 19 out of 78 data, compound word formation emerged as

the most common type. In the meantime, the results of this study are comparable to those of the previous study. Compounding, blending, clipping, borrowing, acronym, and affixation are among the word-formation processes discovered in the current study. The most common type is the compounding type, which consists of 14 of the 20 terms in half.

Fourth, research created by Oktavia, Yulmiati, and Theresia (2017) entitled *"An Analysis of Word Formation Processes Of Slang Words In" The Beginning Album By Black Eyed Peas"* which used the hypothesis of O'Grady and Archibald (2016) and Yule (2006) to distinguish seven of the sixteen unique processes of word formation. Such word-game plan processes found were clipping, multiple processes, internal change, coinage, borrowing, and abbreviation. With 44 of the 61 words, the clipping type is the most common. It very well may be seen that the past review had a massive contrast in the tracking down's results. Using the hypothesis of Delahunty and Garvey (2010), the ebb and flow research does not identify clipping types of word formation processes; the most common type is the type of compounding. Meanwhile, the aforementioned clipping was found to be the most prevalent type in the previous study.

Fifth, the following previous study is titled *"Word Formation Of Neologism Found In Various Gaming Communities On Subreddit"* proposed by Zefanya, Sanusi, and Lesmana (2019). The outcomes of this past audit show that there are three sorts of classes: a brand-new word or a novel combination of words that have been used

before (compounding, blending, clipping, acronym, and initialism) and its meaning to the word "class" that is currently used. A novel combination of previously used words became the most common class with 39 out of 53 data. In such a manner, the ongoing review and the past review contrast altogether. The theory is one of the factors that contribute to the divergence between the two studies' findings. Taking everything into account, the current review doesn't uphold this past review.

Last, *"Word Formation Process In Words That Represent Female Characters in The Handmaid's Tale Season 1"* Oktaviani, Prajnandhari, and Kristianti (2019) proposed it. Compounding and derivations are the sole focus of this study. The consequences of this study show that there are nine words for compounding types and 11 words for derivation types. Hence, this past review contrasts with the current review since it has various discoveries and results. In the present study's divergent findings mean that it does not support all previous research. Since its findings differ from those of previous studies, this study may be novel and help readers gain a fresh perspective.

CHAPTER V

CONCLUSION AND SUGGESTIONS

This part comprises of an end and ideas. The first is the study's conclusion based on the Google Play Store. The second is ideas for additional exploration connected with the course of word formation.

A. Conclusion

This research focused on the word formation process of Android games in the Google Play Store. The researcher used Delahunty and Garvey's word formation process hypothesis and subjective exploration model to direct this research. The theory contained seven terms: compounding, blending, beheading, borrowing, abbreviation, affixation, and coinage. The twenty game titles on Google Play Store that contained word formation processes were divided into four categories based on the data from the discussion and findings: compounding, blending, abbreviation, and affixation. In more detail, there are four categories: (1) compounding was found as many as 14 word terms, (2) blending was found as many as 2 word terms, (3) abbreviation was found as many as 2 word terms, and (4) affixation was found as many as 2 word terms. Meanwhile, the results show that games in Google Play Store that have 14 word terms mostly use this type of compounding. In the current list of game titles, no types of borrowing, clipping, and coining were found in Google Play Store. From the analysis process in the previous chapter, the researcher found that many terms in Google Play Store were derived from morphological cycles with the aim of making the term interesting and making the term easier for readers to

understand and remember.

B. Suggestion

After the researcher analyzed the data in the previous chapter, the researcher realized that this study has weaknesses. This study only focuses on the use of word formation processes found in game titles on the Google Play Store. This study found four out of seven types of word formation processes, including fusion, blending, acronyms, and affixation, after analyzing information on the use of word formation processes on the Google Play Store. The researcher hopes that this research can be used to deepen the knowledge of researchers regarding the use word formation process. Also, for the English literature students, this research expected to be a reference in conducting further research. Hence, the further researchers expected to be able to complete the weakness from this study, the researcher suggests that additional research investigate Google Play Store to find a wider variety of word formation processes. Furthermore, the researcher expects that future examination can use more current hypotheses to investigate various fields like applications or in various fields like military, online news, monetary issues etc., and the literature related to the topic discussed.

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