WORD FORMATION ON ONLINE GAME TERMS USED BY CASTER IN IESF 2022 MOBILE LEGENDS: BANG-BANG

THESIS

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THESIS

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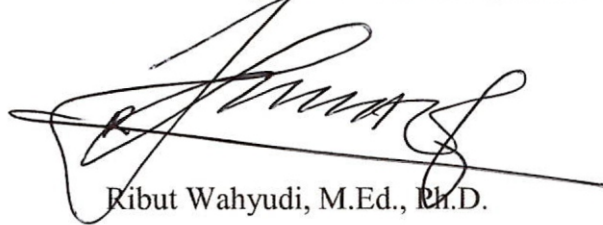
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MOTTO

"ANGIN TAK PERNAH SALAH BERTIUP,

HANYA KITA YANG KURANG LIHAI MEMBACA KEMANA ARAHNYA."

(Wahai Jalan, tunjukkan kami Tuhan Yang Benar-Ali Antoni)

Song by:

Soloensis-Yakin

Iksan Skuter-Serigala Petarung

FSTVLST-Gas

DEDICATION

I gratefully dedicate this thesis to:

My beloved parents, Bibit Suwanto and Ginah, whose unwavering love and support have been my constant pillars. Your sacrifices have been the bedrock of my journey, and I am profoundly grateful for your enduring patience in guiding and educating me. Your contributions have shaped not just this thesis, but the person I am today. Thank you from the depths of my heart.

I extend my deepest gratitude to my thesis advisor, Mrs. Mazroatul Islahiyah, whose invaluable guidance and wisdom have illuminated my academic path. I appreciate the time you have invested in me, as well as the wealth of knowledge you have generously shared. Your mentorship has been instrumental in the development of this thesis.

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In dedicating this thesis, I recognize and appreciate the contributions of each individual and entity mentioned, as together, you have played an integral role in the realization of this academic achievement. Thank you all very much.

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In conclusion, while acknowledging that this thesis is not without imperfections, I earnestly hope that it contributes to the advancement of linguistic science and serves as valuable reference material for future research endeavors.

Malang, 15 November 2023

Ahmad Mudhoffar

ABSTRACT

Mudhoffar, Ahmad. (2023) *Word Formation on Online Game Terms Used by Casters in IESF 2022 Mobile Legends: Bang-Bang*. Undergraduate Thesis. Department of English Literature, Faculty of Humanities, Universitas Islam Negeri Maulana Malik Ibrahim Malang. Advisor: Mazroatul Ishlahiyah, M.Pd

Keyword: Online Game Term, Mobile Legend Bang-Bang, Morphology, Word Formation

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In the dynamic realm of the digital landscape, the internet has significantly shaped the lexicon of online gaming, giving rise to distinctive linguistic expressions within the gaming community. This study explores the morphological processes behind the online game terminology employed by casters during the IESF 2022 Mobile Legends: Bang-Bang tournament. Employing a qualitative descriptive approach, the research centers on the vocabulary used in the tournament's final match between the Philippines and Indonesia, as showcased on the Garudaku ESI YouTube channel. Analyzing 39 game terms through Yule's (2010) word formation theory, the study unveils various morphological processes, encompassing 7 instances of compounding, 1 of clipping, 7 of acronyms, and 24 of derivation. These findings underscore the dynamic and innovative facets of language evolution in the digital era, emphasizing the ongoing transformation within the E-sports domain. This research underscores the significance of continual linguistic exploration in the realm of online gaming, advocating for diverse theoretical approaches to better understand the fluid and ever-changing nature of language in digital contexts. The insights garnered in this study lay a foundation for future linguistic analyses in Mobile Legends tournaments and analogous online environments, contributing to the broader understanding of the linguistic intricacies that characterize these digital spaces.

ABSTRAK

Mudhoffar, Ahmad. (2023) Pembentukan Kata pada Istilah Game Online yang Digunakan Para komentator di IESF 2022 Mobile Legends: Bang-Bang. Skripsi. Jurusan Sastra Inggris, Fakultas Humaniora, Universitas Islam Negeri Maulana Malik Ibrahim Malang. Advisor: Mazroatul Ishlahiyah, M.Pd

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Dalam lingkup digital yang terus berkembang, internet telah memberikan pengaruh besar pada dunia game online, yang mengarah pada perkembangan ekspresi linguistik unik dalam komunitas game. Penelitian ini mendalami proses morfologi terminologi game online yang digunakan para caster pada turnamen Mobile Legends: Bang-Bang IESF 2022. Dengan menggunakan pendekatan deskriptif kualitatif, penelitian ini berfokus pada kata-kata dan frasa dari pertandingan final turnamen antara Filipina dan Indonesia, yang ditampilkan di saluran YouTube Garudaku ESI. Menganalisis 39 istilah permainan dengan teori pembentukan kata Yule (2010), penelitian ini mengidentifikasi berbagai proses morfologi, termasuk 7 contoh penggabungan, 1 pemotongan, 7 akronim, dan 24 turunan. Temuan ini menyoroti aspek dinamis dan inovatif dari evolusi bahasa di era digital, menekankan transformasi yang sedang berlangsung dalam domain E-sports. Penelitian ini menggarisbawahi pentingnya studi linguistik berkelanjutan dalam game online, menganjurkan pendekatan teoretis yang beragam untuk lebih memahami sifat bahasa yang cair dan selalu berubah dalam konteks digital. Wawasan yang diperoleh menjadi dasar untuk analisis linguistik di masa depan dalam turnamen Mobile Legends dan lingkungan online serupa.

مـسـتخـلـص الـبحث

مضفر، أحمد. (2023) تشكيل الكلمات على مصطلحات الألعاب عبر الإنترنت التي تستخدمها العجلات في إيسف 2022 موبايل ليجند: بانغ بانغ. البحث العلمى. قسم الأدب الإنجليزي، كلية العلوم الإنسانية، جامعة مولانا مالك إبراهيم الإسلامية الحكومية مالانج. المستشارة: مزروعة الإشلاحية الماجستير

الكلمات الأساسية: تشكيل الكلمات، موبايل ليجند: بانغ بانغ، مصطلح لعبة على الانترنت، علم الصرف.

في المجال الرقمي الآخذ في التوسع، كان للإنترنت تأثير كبير على عالم الألعاب عبر الإنترنت، مما أدى إلى تطوير تعبيرات لغوية فريدة داخل مجتمع الألعاب. يستكشف هذا البحث العملية المورفولوجية لمصطلحات الألعاب عبر الإنترنت التي تستخدمها العجلات في أساطير الجوال: بطولة بانغ بانغ إيسف 2022. باستخدام نهج وصفي نوعي، ركزت الدراسة على كلمات وعبارات من المباراة النهائية للبطولة بين الفلبين وإندونيسيا، والتي ظهرت على قناة جاروداكو على يوتيوب. تحليل 39 مصطلحات اللعبة مع نظرية تشكيل كلمة عيد ميلاد المسيح (2010) ، حددت الدراسة العمليات المورفولوجية المختلفة، بما في ذلك 7 أمثلة على التأسيس، 1 اقتطاع، 7 الاختصارات، و 24 المشتقات. تسلط النتائج الضوء على الجوانب الديناميكية والمبتكرة لتطور اللغة في العصر الرقمي، مع التركيز على التحول المستمر في مجال الرياضة الإلكترونية. يؤكد البحث على أهمية الدراسة اللغوية المستمرة في الألعاب عبر الإنترنت، والدعوة إلى مناهج نظرية متنوعة لفهم الطبيعة المرنة والمتغيرة باستمرار للغة بشكل أفضل في سياق رقمي. تشكل الأفكار المكتسبة الأساس للتحليل اللغوي المستقبلي في بطولات أساطير الجوال والبيئات المماثلة عبر الإنترنت.

TABLE OF CONTENT

CHAPTER 1

INTRODUCTION

In this part, the researcher examines the introduction of this study. They are the background of the study, research question, significance of the study, scope and limitations, and definition of key terms.

A.   Background of The Study

Online games have become increasingly popular among young people, involving multiplayer interactions. The next generation is likely to have a more comprehensive understanding of social dynamics through gaming experiences. Online games are easily accessible to a wide player base, with network connections linking players' machines (Satria et al., 2019). These games utilize internet networks and various technologies such as modems and cable connections, allowing simultaneous play from any location.

In the modern era, online games have captured the attention of gamers and diverse groups (Acland, 2020). Players employ a specific language within these games to communicate with fellow players, primarily through the "chat" feature, regardless of their physical proximity. This communication serves various purposes, including devising strategies, seeking assistance, providing feedback on game performance, or engaging in casual conversations. Given the fast-paced nature of gaming, effective and concise language is crucial for successful communication among team members.

The term "online game" encompasses various digital games, not limited to computers but also extending to consoles and mobile phones. Online games serve

as a means of relaxation, alleviating boredom from daily activities, be it work, study, or other commitments. The popularity of mobile legend games is evident, with a peak viewership of 4,270,270 on January 11, 2023 (Charts, 2023). One notable game in this genre is Mobile Legends: Bang Bang (MLBB), classified as a Multiplayer Online Battle Arena (MOBA) game, emphasizing teamwork in a five vs five battle format (Widianto, 2019; Hutagaol, 2018).

E-sports, or electronic sports, is a burgeoning field that blends physical and non-physical activities within a virtual gaming environment (Medina, 2021). The Mobile Legends game has become a focal point for E-sports tournaments, including major events such as the Mobile Legends Women Invitational, Mobile Legend Pro League, Sea Games Cambodia, Mobile Legends Southeast Asia Cup, and more (Nurdianti, 2023). In 2022, Indonesia hosted the IESF World E-sport Championship, a global tournament organized by IESF (Rien, 2022). The championship, broadcast on platforms like YouTube, drew significant attention.

Communication within games has evolved over time, transitioning from text-based in-game chat functions to voice chat features, particularly in modern MOBA games. Voice chat enhances real-time communication among players, facilitating strategic planning and immediate feedback. The unique vocabulary and terminology used during gameplay, such as "ganking," signify attacks on opponents, reflect the dynamic nature of in-game communication. Team-based games emphasize collaboration, requiring constant assessment of situations and adaptation of plans.

In a Mobile Legends tournament, casters play a crucial role in guiding and commentating on matches. Commentators aim to create an engaging atmosphere and serve as a reference for the E-sports audience (Olii & Hozolah, 2013). Casters use language specific to the Mobile Legends field, incorporating terms and expressions into their commentary. The language used is not only specific to the game but may also include phrases from other languages, reflecting the unique characteristics of the E-sports caster profession.

Language plays a vital role in Mobile Legends tournaments, serving as a means of communication between casters and viewers. Casters need to master the vocabulary of E-sports to effectively communicate the nuances of the game. The language used in Mobile Legends tournaments includes terms, abbreviations, and newly formed words, contributing to the dynamic nature of language evolution (Yule, 2020). As a caster, it is crucial to continually update one's vocabulary to avoid obsolescence. For viewers, understanding the word formation process enhances language acquisition and facilitates effective communication in the target language.

Previous studies have explored word formation processes in various contexts, such as English and Kojonere languages (Wahyuni, 2019), slang in the movie "Deadpool" (Novianti, 2017), surah in the Holy Qur'an (Auli, 2020), Instagram captions (Siahaan, 2021; Lubis et al., 2022; Prastikawati et al., 2021), Google Play Store applications (Triatmiko, 2020), Jakarta Post health articles (Triwahyuni et al., 2018), Shopee Live streaming (Antika et al., 2023), and movie

"Wonder" (Nur'aini et al., 2021). These studies have employed various word formation theories and identified different types of word formation processes.

However, this research seeks to explore word formation processes specific to online games, with a focus on the language used by E-sports casters in the IESF Mobile Legends 2022 tournament. The unique terminology and expressions used in this context set it apart from traditional sports commentary and other studied domains. The international nature of the tournament, hosted in Indonesia and featuring teams from various countries, adds cultural and linguistic diversity to the study.

In summary, this research aims to contribute to the understanding of word formation processes in online games, specifically in the context of E-sports commentary. By analyzing the language used by casters in the IESF Mobile Legends 2022 tournament, the study intends to shed light on the distinctive vocabulary and expressions that characterize this digital gaming environment. The exploration of word formation processes in this specific context can enhance linguistic studies and provide valuable insights for future research in the field of online gaming language. The theoretical framework for this study is drawn from Yule's (2010) word formation theory, and the focus is on uncovering the dynamic linguistic landscape within the E-sports domain.

B. Research Question

The central inquiry driving this study revolves around the exploration of morphological processes in word formation as utilized by casters during the IESF 2022 Mobile Legends: Bang-Bang tournament when referring to online game

terms. The aim is to uncover and analyze the specific linguistic mechanisms and patterns employed by these E-sports commentators in shaping the language unique to the digital gaming environment. By addressing this question, the study seeks to contribute to a deeper understanding of the dynamic and innovative aspects of language evolution within the E-sports domain, particularly in the context of online game terminology.

C.   Scope and Limitation

This study is specifically centered on the realm of morphology, with a primary focus on unravelling the intricacies of the word formation process employed by casters during the IESF 2022 Mobile Legends: Bang-Bang tournament. The examination is specifically honed in on the linguistic strategies deployed in shaping terms associated with the online game. The primary source of data for this research comprises transcripts of casters' comments during the conclusive match of the tournament. Grounded in Yule's (2010) theoretical framework, the study maintains a focused approach, confining its exploration to the final game. It does not extend its analysis beyond the realm of word formation, nor does it venture into other linguistic phenomena or aspects of morphology outside the stipulated scope.

D.   Significances of the Study

The outcomes of this research hold significant implications for both casters and viewers within the E-sports domain. For casters, the findings offer a valuable resource to enhance their proficiency in presenting E-sports events. By understanding the morphological processes in word formation specific to online

game terms, casters can refine their communication skills, fostering increased effectiveness in conveying information to a broader audience. This, in turn, contributes to a more accessible and comprehensible experience for viewers, enhancing their engagement with E-sports events.

Viewers stand to benefit by gaining a deeper understanding of language variations, particularly in the context of E-sports casting. The study enriches the viewing experience by providing insights into the unique linguistic strategies employed by casters, facilitating a more nuanced appreciation of the commentary. Viewers can thereby enjoy a more immersive and informed engagement with E-sports events, fostering a greater connection to the digital gaming community.

From a linguistic perspective, this research adds to the body of knowledge by shedding light on the dynamic nature of language within the E-sports ecosystem. The identified morphological processes in word formation serve as a foundation for further exploration, opening avenues for future research that may delve into cross-cultural and cross-linguistic comparisons. Such comparative studies could extend beyond the specific context of Mobile Legends: Bang-Bang, exploring diverse game genres or examining the linguistic nuances in different languages utilized by casters. This contributes to the broader field of linguistics, fostering a deeper understanding of language evolution within the dynamic landscape of digital gaming and E-sports.

**E.	Definition of Key Terms**

The definition of terms is part of research that is useful for explaining some terms related to this research.

- Morphology

Morphology, as defined by Yule (2010), is a branch of linguistics that studies the structure of words, focusing on how words are formed from morphemes—the smallest meaningful units in a language. This study is pertinent in analyzing the dynamic and innovative word formations in E-sports language.

- Word Formation

Word formation is the process of creating new words, a key area of study in morphology. This includes various methods such as compounding, clipping, and acronym formation, which are especially relevant in the evolving language of online gaming and E-sports commentary.

- Caster

A caster, in the context of E-sports, is a commentator who provides live commentary during E-sports matches. Casters play a vital role in entertaining and informing the audience, utilizing their linguistic skills, game knowledge, and quick thinking to enhance the viewing experience.

- Mobile Legends: Bang-Bang (MLBB)

Mobile Legends: Bang-Bang is a popular multiplayer online battle arena (MOBA) game, akin to Dota2, played on mobile phones. It involves strategic 5 vs. 5 battles, where players collaborate to defeat the enemy team, and has a significant influence on the E-sports community.

- IESF

The International E-sports Federation (IESF), based in South Korea, is a global organization established in 2008. It functions as the international governing body for E-sports, striving for the global recognition and development of E-sports as a legitimate sport. The IESF organizes tournaments, sets regulations, and works towards the standardization of E-sports competitions worldwide.

CHAPTER II

REVIEW OF RELATED LITERATURE

This chapter describes the theory that forms the basis of the research. The theory in question is stated below.

A.   Morphology

A branch of linguistics that focuses on changes in word meaning and form. According to Lieber (2009), Morphology is the study of the formation of words. It's new ways to create terms in language and how they form words. Linguistic morphology refers to the mental system involved in word formation, closely related to the internal structure and formulation process. Furthermore, Aronoff & Fudeman (2011) explained that Morphology in the context of morphology made to the mental system involved in forming words is closely linked to terms, the internal structure, and the formation process. For example, there are people who are native speakers of the language will have an innate ability on how to make new words and it will be easier for them to recognize or understand these new words that have never been heard before.

A part of linguistics that studies the morpheme, so that morphology studies and analyzes the structure, shape, and classification of words. The word morphology comes from the word "morf" meaning shapes, and "logi" meaning knowledge. Therefore, morphology is a science of form (Chaer, 2008). Morphology in biology is the study of the shape of the structure of organisms, while linguistic morphology deals with the internal structure of words and how they are formed (Aronoff & Fudeman, 2011). One case that illustrates the use of

morphology in the scope of casting. When there is a moment when one team wants to attack the opponent using a particular tactic, the casters explain this event briefly using new terms such as "*Ganking*." This word indicates a moment of action to move towards another lane to disturb or kill an unwary enemy. This often involves several players from a team collaborating to achieve that goal.

B.   Morpheme

Morphology and morphemes constitute an inseparable interdependent unit. Morphemes are part of morphology, where are a discussion of character form and meaning. In other words, morphemes are a science that discusses basic word and their affix. According to Colho (2004), English words are made up of morphemes, which are variously used to transform the meaning or meaning of words. This means that by combining morphemes, words can have meaning and function. Morphemes are the smallest part of language and cannot be divided into many other aspects. Besides the smallest unit, morphemes also have meaning based on grammatical functions and word formation.

Morpheme has a definition as the smallest part of grammatical function or meaning (Yule, 2010). Apart from this definition, morphemes are the small units of English where this unit plays an important in the usage of English. According to Katamba (1993), the common definition of morpheme as a minimally significant unit, the assertion that each morpheme has a meaning easily. It can be understood from this statement that one is the minor meaning of a unit that already has a meaning. In practice, a person's use of morphemes at times will vary. We often hear casters say "*Recall*" when a player has low health points. This

indicates the feature players use to return to their starting base during the game. Usually, this is used to replenish the health points of their heroes, or it can also be used to avoid enemy attacks.

C. Type of Morpheme

There are several types of morphemes. Tokar (2012) said generally morpheme are classified into free and bound morphemes. The definition of free and bound morpheme as follows:

1. Free Morpheme

A free morpheme is a type of morpheme that can stand alone. Trask (2007) stated that the term "happy" is also free morpheme because it can stand alone to make a word. This indicates that a morpheme does not need another morpheme to stand. Some words already have meaning without needing affixes. Free morphemes can be in oral form or otherwise. Free morphemes are forms of morphemes that many people produce because these morphemes can stand alone without having to have additional morphemes. Additionally, free morphemes are often called unbound morphemes; words that make sense without the other words are usually called free morphemes. There are other names for free morphemes, such as root word, stem word, or base word. There are also types of free morphemes:

a. Lexical Morpheme

Lexical morphemes can receive an affix, either a suffix or a prefix. Lexical morphemes include nouns, verbs, certain prepositions, and adverbs (Lems et al., 2010). For examples: *Watch* (verb), *handphone*

(noun), *beautiful* (adjective).

b.   Functional Morpheme

Functional morphemes are the opposite form of lexical morphemes. Yule said that it can stand alone, but it cannot receive an affix. This is to indicate aspects of the grammatical function of a word (Yule, 2010). Functional morphemes, however, include most prepositions, articles, pronouns, conjunctions, modals, and auxiliary verbs, and also called function words. Examples of functional morphemes include "*the*" and "*he*" and modal auxiliary verbs, such as " *can*," and auxiliary verbs, such as "*are*." For examples: *and* (conjunction), *above* (preposition), *an* (article), *they* (pronoun).

2.   Bound Morpheme

Bound morphemes are another type of morpheme that cannot stand alone. A bound morpheme can only appear in another word (Hamawand, 2011). Thus, bound morphemes can only be found in the context of another word. Another definition said that a bound morpheme was a morpheme that can only appear if it is attached to other morphemes (Plag, 2003). In conclusion, morphemes that require other morphemes to stand are bound morphemes. This morpheme cannot stand without combining or adding other morphemes. There are also types of bound morpheme:

a.   Derivational Morpheme

Derivational morphemes occur when a morpheme is added and combined with another morpheme to form a word whose meaning differs

from the previous one. According to Yule (2010), the use of bound morphemes is to create new words that have a different grammatical category from the root. It means that it forms a new word or different grammatical category by using bound morpheme is a derivational morpheme. It occurs when a root that added by an affix then changes the base word. For example: An adjective (*possible*) then added by prefix (*im*) become a noun (*impossible*), A noun (*like*) then added by prefix (*dis*) become an adjective (*dislike*).

b.   Inflectional Morpheme

Inflectional morphemes are morphemes that combined or added with other morphemes, do not change the grammar but only identify the grammar. According to Yule (2010), the use of inflectional morphemes is not to create new words with a different grammatical category from the root but to show aspects of the grammatical function of a word. This indicates that this form has no potential for new words. Inflectional morphemes are only related to addition without changing the word class category. For example: *Small* (adjective) + *er* (suffix) = *Smaller* (adjective). Moreover, Yule said that inflectional morpheme divided into eight forms, they are: (-*'s*) for possessive, (-*s*) for plural, (-*s*) for third person singular, (-*ing*) for present participle, (-*ed*) for past tense, (-*en*) for past participle, (-*er*) for comparative, and (-*est*) for superlative.

In tournament, casters often use morphology to describe situations or moments that occur in the game. For example, the use of the free morpheme and the bound morpheme that is often used is "*middle*," which means the middle lane that heroes usually fill with the type "*Mage*" and "*Roamer*," which is mentioned by casters, indicating the player whose task is to initiate attacks against opponents and as the vanguard when the battle occurs.

3. **Affixes**

Word elements that are added before or after to the root or stem to produce words with different meanings are often called affix. There were three types of affixes; prefix, suffix, and infix. Hamawand (2011) stated affixation is a process of deriving a new word by adding an affix to a root. Meanwhile, Katamba (1993) stated a morpheme can be said to be an affix when the morpheme is attached to another morpheme or another stem. From the explanation above, it can be concluded that like bound morphemes, affixes require other morphemes to form them, the meaning of these other morphemes are roots, bases, or stems.

The following is an explanation of Prefix and Suffix.

a) Prefix

The prefix is a letter placed at the beginning of a root, which has the purpose of modifying the word's meaning. Prefix is an affix added at the beginning of word (Yule, 2010). Adding a prefix to a word can change the word class and meaning, but some prefixes do not. There are a lot of prefix such as; *in-, dis-, re-, im-, i-, co-,* etc. There are also prefixes that have a

negative meaning, Plag (2018) categorizes several negative prefixes;

i. a-

The meaning of a means "without". This is a prefix with a negative meaning. For example: *atheist*.

ii. anti-

This prefix means "opposing or against", for examples: *antiseptic, antisocial, antislavery*.

iii. de-

This prefix has the meaning "the opposite of/reverse action", for examples: *devalue, degrade*.

iv. dis-

This prefix has the same meaning as un- and de-. This prefix can be found in the noun meaning "absence of X" or "faulty X", for example: dysfunction. Sometimes it is also found in lexicalized adjectives which have the meaning "not X", for example: *dishonourable*.

v. in-

This prefix literally means "not", for examples: *intolerant, inappropriate*.

vi. mis-

This prefix has the meaning "inaccurately or wrongly", for examples: *misunderstand, miscommunication, misreport*.

vii. non-

    This prefix has two meanings. The first one means "not X" if this prefix is added with an adjective. For example: non-alcoholic. Then this prefix means "absence of X" or "not having the character of X" when it meets a noun. For example: *non-fiction*.

viii. un-

    This prefix is often found paired with adjectives and sometimes with nouns. This prefix means "remove X". For examples: *unfamous, uncouple*.

b) Suffix

    The suffix is an affix word placed at the end of the base word. This addition will give a different meaning to words with suffix endings. There are various suffixes, for examples: *-ate, -able, -ed, -ful, -ish, -ing, -less,* etc. There are two types of suffixes, namely suffixes that can change word class and suffixes that cannot change word class. Or often called Derivational and Inflectional suffixes. Based on theory from Brinton & Brinton (2010) categorizes derivational suffixes into 4, they are:

i. Verbalizer

    A suffix that changes nouns or adjectives into verbs, for example: *clarify, widen, activate*.

ii. Nominalizer

    This category changes the basic words of adjectives or verbs into nouns, for example: *driver, happiness*.

iii. Adjectivalizer

Meanwhile, this suffix is in the form of adjectives, these adjectives are formed from nouns, verbs, or other adjectives, for example: *hopeless, nervous, painful*.

iv. Adverbilizer

This suffix belongs to the smallest group of class change suffixes. Adverbilizer is a verb, noun, or adjective, which, if an additional word element is added to the end, the word will act as an adverb, for example: *lovely, somewhere, forward*.

Then there is also the category of inflectional suffixes. Based on Brinton & Brinton (2010), there are 8 categorizes of inflectional suffixes, they are:

Table 2.0

Table of Inflectional Suffix

Plural	-s	Nouns
Possessive case	-'s	
Present tense	-s	Verbs
Past tense	-ed	
Past participle	-en, -ed	
Present participle	-ing	
Comparative degree	-er	Adjectives
Superlative degree	-est	

In its use, the most frequently used example of affixes is the word "Recall," which has an additional prefix (Re+), which is the word most frequently used by casters. The reason is that the casters will say this word when a player or hero is low on health points. They will use this technique to replenish their health points, and the frequency of using this feature often depends on the intensity of the attacks in the game. Players also use this technique to avoid attacks from the opposing team.

D.   Word Formation

According to Yule (2010), word formation is a process of forming and creating new words from old words. Based on the understanding of the morphology mentioned above, this study uses word formation theory to analyze the case proposed by the researcher where the theory of word formation is one of the morphological materials in forming new words.

According to Yule (2010), there are ten types of word formation processes, those are coinage, borrowing, compounding, blending, clipping, backformation, conversion, acronym, derivation, and multiple processes.

1.   Coinage

Coinage occured when a new word was needed but no exact word to express. It happened when a new word was needed. The most typical sources were invented trade names for commercial products that become general terms for any versions of that product. Yule (2010) stated that Coinage is the invention of totally new terms in a word. For examples; "*Pepsodent*" for toothpaste and "*Sanyo*" for water pump. The word "*Freya*" is used as the name

of a fertility goddess in Norse mythology, but in Mobile legends it is used as the name of a hero.

2. Borrowing

By the history, English language has adopted of words from other languages, including Arabic, French, Dutch, Italian, German, and so on. Yule (2010) said that borrowing is the taking over of words from other languages. For examples; "*Tattoo*" borrowing from Tahitian, "*Pian*" from Italian, and "*Basiboru*" borrowing from English than used in Japanese. Dalam mobile legends "*Khaleed*" borrowing from an Arabic.

3. Compounding

Compounding was the result and the merging process between free morpheme and/or bound morpheme, thus forming a new construct that has a different or a new identity. As stated by Yule (2010), Compounding is a joining of two separate words to produce a single form. For example, the word "*sandbag*" comes from two words, namely Sand and Bag, which are combined and have the meaning of the figure who received the most significant damage in a match.

4. Blending

According to Yule (2010), blending was the combination of two separate forms to produce a single new term, was also present in the process called blending. Blending was similar to compounding but parts of the words that are combined are deleted and so they are "less than" compounding. Blending was taking at the beginning of one word and joining it to the end of the other word.

For examples; word "*smog*" came from smoke and fog, and word "*brunch*" came from breakfast and lunch.

5. Clipping

Clipping was one of the ways in which we change the words. Clipping was popular speech of the students that has yielded the new form. Cited from Yule (2010) Clipping process happens when a word of more than one syllable is reduced to a shorter form. The word "*dormitory*" was shorted to "*dorm*" if the situation is informal and the longer term if the situation is formal.

6. Backformation

Backformation occurred when a new word created by deleting the affixes from another word in the language. Back formation is the process when a word of one type (usually a noun) is reduced to form a word of another type (usually a verb)(Yule, 2010). An example was the noun word "*television*" became the verb word "televise".

7. Conversion

Conversion is a process of a changing the function of a word without any reduction (Yule, 2010). It allowed us to create additional lexical items out of the lexical which already exist. This process usually changing a noun to a verb. For example, the word "water," which was a noun, became a verb in "Have you watering the flower?." Apart from that, the word "Jungle" is used as a verb "Jungling" in Mobile Legends, which means killing all the monsters in the game to get gold/money to buy items.

8. Acronym

An acronym was an abbreviation, because it was shortened word or phrase. Acronyms are new words formed from the initial letters of a set of other words that pronounced as new single words, as in NATO, NASA or UNESCO (Yule, 2010). Furthermore, there was another type of abbreviation, it was called Intialism. It was the shortening from the initial letters of each word and can be read with spelling of each letter. For examples, "*BFF*" from "Best Friends Forever" and "*UK*" from "United Kingdom" or in Mobile Legends "CC" from "Crowd Control."

9. Derivation

This derivation is used to form derivative words that have new meanings. Usually this derivation is formed from a base word and also an affix word. These affixes can come from any type or class of words according to the process and needs. Derivational morphemes aim to form new words or change the grammatical category of the original (Yule, 2010). This process aim to make the word class assignment clear. For example, the word changes from verb to noun, "*Sing + er*" become "*Singer*". And the word changes "*un + happy*" become "*Unhappy*". Then, an affixe added at the end of the root, it called suffixes. And for the beginning of the root, it called Preffixes. But in some case, there is affixes that added in the middle of the root, it called Infexes. For example, "*Absogoddamlutely*" which has affixes "*goddam*" in the middle. Casters often use the word "Roamer," which has the root word "Roam," and then add the suffix (+er) to indicate a player whose task is to be at

the forefront of defense or attack against the enemy.

10. Multiple processes

This process is the operation of more than one process which has objective to creat a particular word. This process provides flexibility to users to make their own innovative word by using two or more formation process. In Yule (2010) explained that multiple process occurs when one root is not enough to require one word formation process in terms of forming new roots. The word "*Internet*" for example, it composed of Clipping for "*Inter*" and "*Net*" then become blending in "Internet".

E.   IESF

Through its initiatives and activities, the IESF plays a crucial role in the development, standardization and promotion of E-sports internationally. It strives to make E-sports a recognized respected form of competitive sport and to create for E-sports athletes around the world. Based on IESF (2023), it's main objectives are;

1.   Global Representation

The IESF aims to represent the interests of E-sports globally. It brings together national E-sports associations from different countries and regions, acting as a platform for collaboration, knowledge sharing and fostering unity between E-sports communities around the world.

2.   Standardization and Regulation

The IESF strives to establish rules, standards and unified standards for E-sports competitions. By providing a framework for fair play, policies and other

guidelines, the IESF ensures the integrity and professionalism of E-sports as a competitive activity.

3. Promotion and Development

The IESF is committed to promoting the growth and development of E-sports globally. It organizes tournaments, championships and events, giving E-sports athletes the opportunity to show off their skills and compete at the highest level. The IESF also supports the establishment of grassroots programs, educational initiatives and talent development for the next generation of E-sports athletes.

4. International Recognition

IESF is working to get E-sports recognized as a sport. It engages with various international sports organizations and institutions to raise awareness about E-sports and its cultural significance. The IESF aims to have E-sports recognized by national committees and ultimately hopes to see E-sports included in sporting events, such as the Olympic Games.

5. Community Building

The IESF fosters a sense of community and camaraderie among E-sports enthusiasts and professionals. It provides a platform for networking, collaboration and knowledge sharing between E-sports associations, teams, and fans. By bringing together E-sports enthusiasts, the IESF contributes to the cohesion and unity of the global E-sports community.

CHAPTER III

RESEARCH METHOD

This chapter contains data sources, research instruments, data collection, and data analysis used in the study.

A. Research Design

This study delves into the analysis of social relations, specifically focusing on the interactions between individuals within the context of the IESF 2022 Mobile Legends: Bang-Bang tournament. To achieve a nuanced understanding of these social links, the researcher adopts a qualitative descriptive research design. The choice of this method is deliberate, aiming to provide a comprehensive summary in everyday terms, particularly within the unique setting of online games.

Qualitative descriptive research is well-suited for exploring the roles of individuals or groups within a social context (Creswell, 2012). In this research, the primary objective is to identify and analyze the terms involved in the word formation process within conversations among casters. These conversations were meticulously transcribed from video footage capturing matches lasting approximately two hours each. The transcriptions serve as the raw data for the analysis.

The theoretical framework guiding this research is Yule's (2010) word formation process theory. By applying this framework, the study aims to unravel the various types of word formation processes used by casters during the entire duration of the video. The qualitative descriptive approach allows for a detailed

and in-depth exploration of these word formation processes, providing a rich and nuanced understanding of the terms utilized by casters in the context of the IESF 2022 Mobile Legends: Bang-Bang tournament.

B.   Data & Data Source

The primary data source for this research was derived from a single video on the Garudaku ESI YouTube channel, with a duration of approximately two hours   (https://www.youtube.com/watch?v=T6M3cw3_724&t=6061s).   The selected video captured the entirety of the IESF 2022 Mobile Legends: Bang-Bang tournament's final match, a pivotal encounter with significant viewership. It is important to note that this tournament was broadcast in two languages, Indonesian and English.

The LigagameeSport YouTube channel provided the Indonesian language commentary, while Garudaku ESI and TRANS7 served as the official broadcast casters in English. The researcher opted for the Garudaku ESI channel due to its superior connection stability during the data acquisition process, ensuring a more reliable and comprehensive dataset. The chosen video featured the grand final match between Indonesia and the Philippines, with English-speaking casters, making it a strategically relevant and linguistically rich resource for the study.

The researcher manually transcribed the caster's conversations from the entire video, focusing on capturing words that underwent the word formation process. This meticulous process of data extraction ensured that the study obtained a detailed and comprehensive dataset to analyze the various types of word formation used by casters in the context of the IESF 2022 Mobile Legends:

Bang-Bang tournament.

C.   Research Instrument

The principal instrument employed in this research was the researcher, who played a pivotal role in every stage of the data collection process. The researcher served as the primary instrument, actively involved in tasks ranging from the selection of the video to the meticulous transcribing of conversations within the video. Furthermore, the researcher undertook the responsibility of presenting and explaining the data, particularly focusing on the word formation processes observed in the online game terms used by casters during the IESF 2022 Mobile Legends: Bang-Bang tournament, in accordance with Yule's (2010) theory.

The researcher's active involvement as the primary instrument holds particular significance as it ensures a hands-on approach to the data collection process (Creswell, 2014). This direct engagement guarantees the accuracy and reliability of the transcribed conversations and subsequent analyses, as the researcher is intimately familiar with the nuances of the linguistic content under examination. As such, the researcher's role as the instrument is foundational to the integrity of the study and the validity of the findings.

D.   Data Collection

The data collection process for this research unfolded in several systematic steps. Initially, the researcher sought out live broadcasts of the Mobile Legends: Bang-Bang tournament, focusing specifically on the final match between Indonesia and the Philippines. The selection of this match was based on its

significance, considering Indonesia's hosting role and the participation of the Indonesian team in the final. The researcher prioritized matches with higher viewer numbers, recognizing the importance of providing meaning to the terms used by casters.

Subsequently, the researcher identified YouTube channels featuring English-speaking casters for the live broadcast. Among the chosen channels, the Garudaku ESI channel, known for its stable connection during broadcasts, was selected. The transcription process began with the researcher adjusting the playback speed to 0.75x slower, ensuring clear comprehension of the casters' dialogue. To enhance accuracy, the researcher occasionally adjusted the playback speed, played segments backward, or vice versa, to verify the correspondence between spoken words and the written transcript. This meticulous process was repeated three times to validate the accuracy of the transcriptions.

Upon completion of the transcription process, the researcher undertook the task of underlining terms indicative of word formation, guided by Yule's (2010) theoretical framework. This step involved systematically identifying and highlighting terms within the transcribed conversations. The final step involved transferring this underlined data, representing the word formation processes, into a tabulated format for subsequent analysis and interpretation.

E.   Data Analysis

The data analysis process involved several sequential steps. Initially, the researcher commenced by scrutinizing the list of morphemes present in the transcribed conversations. In the subsequent phase, the researcher systematically

identified and categorized the morphemes in accordance with Yule's (2010) classification. Yule's taxonomy comprises ten distinct types of word formation processes, namely Borrowing, Clipping, Acronym, Derivation, Backformation, Compounding, Multiple process, Conversion, Coinage, and Blending.

Following the identification of morphemes, the researcher proceeded to elucidate the rationale behind the inclusion of each morpheme within the context of the respective word formation process. To enhance clarity, the researcher provided explanations rooted in the definitions sourced from reputable dictionaries such as Oxford or Cambridge. Furthermore, for terms specific to in-game usage, the researcher furnished explanations detailing the meaning and significance of the words within the gaming environment.

In the final phase of analysis, the researcher synthesized the findings, offering a comprehensive summary and drawing conclusions based on the examined data. This synthesis encapsulated the outcomes of the data analysis process, encapsulating the nuances of word formation processes and their implications within the context of the IESF 2022 Mobile Legends: Bang-Bang tournament.

CHAPTER IV

FINDINGS AND DISCUSSIONS

This chapter contained findings and discussions of the research. First, in the findings, the researcher focuses on the analyzed data. Then, the discussion included the result of the data analysis.

A.   Findings

Previously, it was mentioned that the researcher analyzed the online game terms in the IESF 2022 Mobile Legends: Bang-Bang. This video is approximately two hours long. After the researcher recorded all the data, the researcher found several online game terms that used by casters. There were 39 online game terms. Then, the researcher categorized them into ten types of word formation processes based on (Yule, 2010), they are borrowing, coinage, compounding, clipping, blending, backformation, conversion, acronym, derivation, and multiple process.

After all the data was collected, the researcher categorized each term according to Yule (2010) regarding the word formation process. As a result, researcher found four of the ten types used by casters in online game terms, which will be explained below.

Table 4.1

Table of Word Formation data used by casters

No	Word Formation Process	Frecuency
1	Borrowing	0
2	Coinage	0
3	Compounding	7

4	Backformation	0
5	Clipping	1
6	Blending	0
7	Conversion	0
8	Acronym	7
9	Derivation	24
10	Multiple process	0
	Total	39

Based on 39 data that have been found, the researcher took some samples for analysis. There are 20 data which will be explained regarding the word formation processes in online game terms that used by casters. The researcher only took 20 data because the selected data was data that had an explanation that could represent other data. The selected data are:

1. Compounding : Snowball, Sandbag, Zone away, Riverse sweep, Heavy Spin.

2. Clipping : Mid.

3. Acronym : MVP, BOD, HP.

4. Derivation : Risky, Representing, Recall, Effectiveness, Passively, Roamer, Unexpected, Indonesian, Dangerous, Manipulation, Multidimension

The selected data which fall into the word formation categories. There are five categories that will presented as follows.

1. Compounding

A process of combining two free morphemes with the aim of producing a new word where the resulting word is a noun, verb or adjective. Yule (2010) said that compounding occurs when two words combine to make one to produce a single form. This form of compounding is often found such as by writing as one word (*toothbrush*), or with two hyphenated words (*baby-sitter*), and sometimes as two separate words (*wonder woman*).

a) Open Compound Word

A series of two or more words are collectively forming a single word that written with space between the words. The following are the analysis of online game terms used by casters in IESF 2022 Mobile Legends: Bang-Bang that categorized in open compound words:

i. Zone away

The term "Zone away" falls under the category of open compound words, where two or more words collectively form a single entity but are written with space between them. In this term, the morphemes are "Zone" and "Away," free morphemes capable of standing alone with distinct meanings. According to the Oxford Dictionary, "Zone" refers to a distinct area within an object, setting it apart from its surroundings. "Away," on the other hand, denotes a sense of distance in space or time.

Grammatically, "Zone" can adopt various forms, but it is used as a verb in the context of IESF 2022 Mobile Legends: Bang-Bang commentary. When combined with "Away," which functions as an

adverb in this compound, "Zone away" becomes a verb compound. The term is categorized as a verb compound due to the head of the compound being a verb, followed by an adverb.

"Zone away," in the context of Mobile Legends: Bang-Bang gameplay, describes keeping an enemy at a distance from an ally or teammate, particularly one the opponent is targeting. This term represents a strategic move in the game, emphasizing the tactical aspect of positioning and spatial control. Creating "Zone away" reflects the evolving nature of language within specific domains like online gaming, where new words or phrases emerge to describe actions or strategies specific to that context. Notably, this term does not appear in standard dictionaries like Oxford or Cambridge, underscoring its specialized use in the gaming community and the dynamic nature of language in specialized fields.

ii.   Reverse sweep

Another online game term that includes an open compound word is Reverse sweep. This word combines two free morphemes that can stand alone, the morphemes are "Reverse" and "Sweep", when combined and added space, it form a new word with a different meaning. According to Oxford Dictionary, the word "Reverse" means "changing something completely so that it is the opposite of what it was before", and "Sweep" means "cleaning a room, surface, etc. using a broom."

In its use, grammatically, this word consists of the verb "Reverse"

followed by the verb "Sweep." This word is included in the compound verb. The head of this compound is included in the verb, which is then followed by the verb.

The meaning of this word is not recorded in the Oxford or Cambridge dictionaries. However, in its use, it means "a situation where a team is in a state of defeat but instead manages to sweep away the factory in the following match."

iii.   Heavy spin

This term is an open compound because it forms by adding a space between free morphemes. It consists of two free morphemes. Both words are forms of free morphemes, "Heavy" and "Spin." Each of these morphemes can stand alone and have its meaning. The word "Heavy" means "weighing a lot," and "Spin" means "turning round and round quickly," according to the Oxford Dictionary. It forms a noun compound because this term consists of "Heavy" as the head of this compound, including an adjective, then followed by "Spin," which is included in the noun. This term is not recorded in the Oxford or Cambridge dictionaries for its meaning but the casters pronounce it in referring to the ultimate of a hero in the Mobile Legends: Bang-Bang game.

b) Closed Compound Word

The use of closed compound is a term when written in one word. The closed compound processes occur when two words are combined into one without adding a space between them. The followings are the

analysis of online game terms in IESF 2022 Mobile Legends: Bang-Bang which used by casters.

i.   Snowball

The researcher found an online game term used by casters. This term is categorized as a compound word because it consists of two morphemes that are put together. The words "snow" and "ball" both can stand alone. Moreover, "Snowball" is also categorized as a *closed compound* because these two words are combined without any space between them.

In addition, when these two words are combined, it has a different meaning from the original one. Each word has a meaning, namely "Snow" which means "small soft white pieces of frozen water that fall from the sky in cold weather," and "Ball" which means "a round object used for throwing," according to the Oxford dictionary.

In its use, grammatically, this word consists of the noun "Snow" and is followed by the noun "Ball," this term is included in the noun compound because the head of this compound is a noun followed by a noun. In the Oxford and Cambridge dictionaries, this word means "a ball that you make out of snow," but this compound word is used to indicate a tactic in the game where a hero or team becomes increasingly difficult to stop. In other words, taking advantage of the hero or team's advantage during the early game is to dominate the opposing hero or team.

ii.   Sandbag

The following term that the researcher found is "Sandbag." This word consists of two free morphemes; each morpheme has its meaning, and each can stand alone. The definition of each word is "Sand" which means "a substance that consists of very small fine grains of rock," then "Bag" means "a container made of cloth, leather, plastic or paper, used to carry things in", according to Oxford dictionary. This term is included as a closed compound word because there is no space separating the two. Moreover, this term is grammatically included in the noun compound because it consists of a noun as the head of the compound and is followed by a noun. The meaning of "sandbag" indicates or refers to the figure who received the most significant damage in the match. Often, a sandbag is indicated by the player who has recorded the most deaths on the team.

2. Clipping

Clipping is one of the word formation processes where this process occurs when removing some segments of an existing word to form a kind of synonymous word. Furthermore, Yule (2010) provided an explanation that Clipping process is the process of reducing one word to a shorter one. The researcher only found one form of clipping used by caster in IESF 2022 Mobile Legends: Bang-Bang, as follow:

i. Mid

The term "Mid" is considered the result of the Clipping process because this is a shortened form of the word "Middle". According to the Oxford Dictionary, this word means the central point, position, or part. By shrinking or shortening the term, the resulting meaning also does not change in line with changes in the form of the word itself. Likewise, with parts of speech from the Middle, hanging the form of the word does not affect the part of speech of the word.

3. Acronym

An acronym is a combination of letters or syllables that are written or spoken. According to Yule (2010), a word or group of words that is formed and pronounced in one new single word, as in *ASAP*, *DIY* or *FYI*.

i. MVP

MVP is an abbreviation for Most Valuable Player, a player with the most significant contribution in a match game. This player is an MVP if he has the most important or most prominent role in supporting his team. Usually, this MVP is given to the winning team. Even though there is also an MVP for the losing team, the organizers only display the MVP from the winning team. Usually, the MVP selection can be based on the number of kills obtained by a player or the number of assists they provide to the team during the game.

ii. BOD

BOD is one of the most expensive in-game items. This item is included in the physical attack items. Often, this item is bought by players to strengthen their physical attacks. Meanwhile, casters often pronounce this item in its acronym form during team fights to shorten the pronunciation, which should be Blade of Despair. However, the recitation of Blade of Despair is often recited by casters when the situation is relaxed without certain short and fast moments.

iii. HP

HP is one of the words that casters often say. What is meant by HP is a health percentage or what is usually called the blood of a game character. HP was created so that players could estimate whether a character could survive in a team fight. This HP or health point can run out, which means the character will "die." The more HP a character has, the longer that character will last in a team fight.

4. Derivation

Derivation is a process that forms new words or lexemes. This process is the process most often found in the word formation process (Yule, 2010).

i. Risky

The term "Risky" used in the context of comments at IESF 2022 Mobile Legends: Bang-Bang is a form of language change to suit the environment and user needs. The term comes from the noun "Risk," which means the possibility of something terrible happening, based on

the definition from the Oxford Dictionary. In this tournament, the casters modify this word's form and meaning.

In gaming commentary, "Risky" changes from noun to adjective. This grammatical change shifts the meaning of the word significantly. In its use, "Risky" refers to the meaning involving the possibility of something terrible happening. The change in word form that occurs in this term also occurs in the term "Tanky." Changes in grammatical categories and meanings also occur in "Tanky." This term has a grammatical category as the noun "Tank," which turns into an adjective. In terms of meaning, it has also changed. The initial meaning was a container that holds liquid or gas, changed to a hero with the highest body resistance during a battle among heroes in a team.

ii.   Representing

The basic form of this term is "present," which is included in the verb word class. According to the Oxford Dictionary, this term means to give, provide, or make something known. In IESF 2022 Mobile Legends: Bang-Bang, casters change the meaning of the terms without changing the grammar to adjust the language used to be in line with the depiction of the conditions that occur in the game.

In gaming, "Represent" changes its meaning to make something known again. This happens because the casters add affixes to the term. This affix is a prefix (Re+), which means repetition or repeating. Apart from that, the affixes given by casters are also placed at the end of words,

namely the suffix (+ing). This suffix is a form of progressive type.

iii.   Recall

The word "Recall" has the root word "Call," which means "to give someone or something a name, or to know or address someone by a particular name," based on the Oxford Dictionary. Its use in IESF 2022 Mobile Legends: Bang-Bang changes the meaning and grammar.

In gaming, "Recall" has a grammatical category as a noun. This changed with its use by casters, whose original form was a verb. In terms of meaning, this word also changed. This happened because the casters added the prefix (Re+). In gaming, "Recall" means a feature that functions to return to the initial base during the game. This is done to replenish the hero's HP.

The change in grammatical category and meaning in the term "Call" also occurs in "Build." With the addition of the suffix, the grammatical changes from verb to noun. The meaning has also changed to build or put something together again.

iv.   Effectiveness

In the word class, "Effectiveness" is included in the Noun. This is the result of adding a suffix to the word. In gaming, the casters in IESF 2022 Mobile Legends: Bang-Bang have changed their grammatical categories. This is done due to environmental factors and the needs of the casters. According to the Oxford Dictionary, this term refers to the degree to which something is practical.

This term is a form of word change used by casters based on the word "Effective." Based on the Oxford Dictionary, this word means successful or achieving the results you want and is classified as an adjective. Due to the changes made by the casters by adding the suffix (+ness), this impacts the meaning and grammatical category.

v.   Passively

The term "Passively," as used in the context of IESF 2022 Mobile Legends: Bang-Bang commentary, describes a change in language in a gaming context. The term originates from the adjective "passive," which, in the Oxford dictionary, has the meaning "The passive form of a verb is being used when the grammatical subject is the person or thing that experiences the effect of an action, rather than the person or thing that causes the effect." However, the context of Mobile Legends: Bang-Bang influences this term's grammatical changes and meaning.

This term changes from an adjective to an adverb in the gaming sphere. The changes in grammatical categories in this term align with changes in meaning. In Mobile Legends: Bang-Bang, "Passively" refers to a way that does not act to influence or change a situation in a way that allows other people to be in control.

The changes in this term illustrate that language is flexible depending on the environment and needs. This also happens on technically, defensively, and honestly. This word is used by casters in the context of the game at IESF 2022 Mobile Legends: Bang-Bang.

vi.   Roamer

In the context of the game at IESF 2022 Mobile Legends: Bang-Bang, the term "Roamer" refers to someone who likes to move around and travel, especially without a clear idea of what they want to do. This term has the root word "roam," which means "to move about or travel, especially without a clear idea of what you are going to do." This definition is based on the Oxford dictionary, and this root is included in the grammatical verb category. In the context of its use, this term changes its grammatical category to roam. This happens because its use is influenced by a particular context, in this case, regarding the scope of the game used by casters in IESF 2022 Mobile Legends: Bang-Bang.

The original form of this word is classified as a verb, which later changed to a noun due to the addition of a suffix. The word suffix (+er) in this research has two meanings, namely (+er), which means "profession" like the word found in the data analyzed: Jungler, Dealer, and Player.

However, a suffix (+er) also has meaning as a form of a comparative term, which means "more." According to data found by the researcher, the word "Younger" has a suffix (+er) whose original meaning is "not yet old, not as old as others," based on the Oxford Dictionary, and then changed to "younger; with a lower average age."

vii.   Unexpected

The researcher found this term used by casters in the game scope in the IESF 2022 Mobile Legends: Bang-Bang tournament. This word has the root word "Expect." In its use, casters add affixes to the beginning and end of the word to change its meaning according to the context used in moments within the game.

By giving this affix, the casters change the meaning and grammatical category of the term. The term "Expect" has a grammatical category as a verb. In the Oxford dictionary, this word means "to think or believe that something will happen or that someone will do something." In this context, the term "Unexpected" changes to an adjective with a change in meaning to "if something is unexpected, it surprises you because you were not expecting it." This meaning is based on the Oxford Dictionary.

viii.   Indonesian

According to the Oxford Dictionary, it is derived from the word "Indonesia," this term means "a country in Southeast Asia formed of a group of islands." In the context of IESF 2022 Mobile Legends: Bang-Bang, casters add affixes to the end of words, namely the suffix (+an).

Grammatically, the addition of this suffix does not affect the grammatical category, it remains the same, namely noun. However, this affects the meaning of the term. The casters changed the meaning by giving the suffix "a person from Indonesia" based on the Oxford Dictionary.

ix.   Dangerous

The term "Dangerous," according to the Oxford Dictionary, means "the possibility of something happening that will injure, harm or kill someone, or damage or destroy something." In its use, within the game's scope, the casters in IESF 2022 Mobile Legends: Bang-Bang use this term as an adjective, originally belonging to the grammatical noun category.

Furthermore, there is a change in meaning from the original meaning. This change occurred because the situation that occurred in the tournament required the casters to change it to "likely to injure or harm someone or to damage or destroy something," based on the Oxford Dictionary. The casters change this meaning by adding the suffix (+ous).

x.   Manipulation

This word comes from "Manipulate," which is included in the grammatical category as a Verb. Oxford Dictionary defines it as "to control or influence someone/something, often in a dishonest way so that they do not realize it." This term has changed grammatical category and meaning in the context of IESF 2022 Mobile Legends: Bang-Bang.

This change occurs when "Manipulate" is added by (+ion). This causes the grammatical category of this term to change from verb to noun. In its use, the resulting meaning also changes to "behavior that controls or influences someone/something, often in a dishonest way so that they do not realize it," based on the Oxford Dictionary.

xi.   Multidimension

In developing the situation, the casters use a method by creating a new term specifically used in the game. Like this term, it is a significant change in meaning and grammatical category to make it easier to convey meaning to viewers. The term "Dimension" has a grammatical category as a noun.

In the Oxford dictionary, this term means "a measurement of something in a particular direction, especially its height, length, or width." When using it in the gaming realm, IESF 2022 Mobile Legends: Bang-Bang, the casters do not change the grammatical type but the meaning. The casters added the prefix (Multi+) to change the meaning.

In the context of meaning, when this word is given a prefix, the meaning changes to "having many dimensions." The word "Dimension" is when the prefix (Multi+) is added to the word; not a single dictionary, either Oxford or Cambridge, has a definition of the word "Multidimension."

xii.   Immunity

In IESF 2022 Mobile Legends: Bang-Bang, this term comes from the adjective "Immune," which indicates protection from a particular disease. According to the Oxford Dictionary, "Immune" means "that cannot catch or be affected by a particular disease or illness." Then, in the context of Mobile Legends: Bang-Bang, there is a change in meaning and grammatical role.

In gaming, "Immunity" changes from an adjective to a noun. Changing the grammatical category results in a significant change in the meaning of the word. In Mobile Legends: Bang-Bang, "Immunity" refers to "the body's ability to avoid or not be affected by infection and disease."

The grammatical and meaning changes in "Immune" are a form of language flexibility in adapting to the environment and needs. Changes in situations in the game make this term change to describe the complexity of the situation that occurs more concisely and accurately and can be communicated between players, casters, and viewers.

xiii.   Laning

The term "Laning," as used in the context of IESF 2022 Mobile Legends: Bang-Bang commentary, illustrates the dynamic nature of language, particularly in gaming. The term originates from the noun "lane," which typically refers to a marked path or track. According to the Oxford Dictionary, a lane is "one of two or more marked paths in a road to keep vehicles traveling in the same direction a safe distance apart." However, in the specialized context of Mobile Legends: Bang-Bang, the term takes on a distinct meaning and grammatical role.

In gaming commentary, "Laning" transforms from nouns to verbs. This shift in grammatical category alters the word's meaning significantly. In Mobile Legends: Bang-Bang, "Laning" refers to an in-game activity that involves securing and controlling a specific lane or

path on the game map. This strategic aspect of gameplay is critical, especially in the initial stages of a match. The activity of "Laning" typically begins with the emergence of minions (in-game characters) and continues until one of the turrets (defensive structures) in a lane is successfully destroyed. This period is crucial for gaining an advantage regarding map control and resources.

The adaptation of "Laning" as a verb in this context underscores the flexibility of language in adapting to new environments and needs. In the gaming world, where specific actions and strategies constantly evolve, new terms are often created, or existing words are repurposed to describe these unique aspects of gameplay. The term "Laning" in Mobile Legends: Bang-Bang is a prime example of how language evolves within a specific subculture, developing its lexicon to accurately describe and communicate the game's complexities to players and spectators alike.

B.   Discussion

Within the dataset examined, the most prevalent category of word formation processes in the online game terms used by casters during the IESF 2022 Mobile Legends: Bang-Bang tournament was found to be Derivation. This category comprised the highest number of instances, with twenty-four data points, and the suffix (+er) emerged as the most frequently encountered morpheme. This prevalence aligns with previous research, such as Triwahyuni et al.'s (2018) study on word formation processes in medical terms within Jakarta Post's health articles, where Derivation was also identified as the dominant type.

The predominance of Derivation can be attributed to the casters' imperative to swiftly convey information to viewers. As effective communicators, casters must articulate concise and precise descriptions of ongoing events during the game. This need for brevity is essential due to the fast-paced nature of gameplay, where crucial moments unfold rapidly, necessitating quick and clear communication. The frequent use of Derivation allows casters to modify language dynamically, ensuring efficient information transmission.

Contrary to the substantial occurrence of Derivation, the Clipping category exhibited minimal data, with only one instance identified. This contrasts with Prastikawati et al.'s (2021) research on word formation processes in English slang used on Instagram captions by Justin Bieber, where Clipping emerged as the most frequently employed type. Despite the disparity in prevalence, both studies underscore the importance of communication effectiveness. In the context of the IESF 2022 Mobile Legends: Bang-Bang tournament, casters employ minimal Clipping to avoid potential information ambiguity, ensuring accurate and comprehensible delivery of information to viewers.

The minimal use of Clipping in the tournament setting aligns with the goal of maintaining viewer interest and engagement. Viewers play a pivotal role in the E-sports ecosystem, influencing the success of tournaments through ticket purchases and online viewership. Caster language styles are crucial in attracting and retaining viewer interest, necessitating an effective blend of informative and entertaining communication. The limited use of Clipping serves to minimize potential misunderstandings and contributes to the precise delivery of information

to the audience.

Differences in the use of Clipping between the context of online gaming tournaments and social media platforms like Instagram can be attributed to various factors, including the diversity of language users and their purposes. Social media platforms often host a heterogeneous user base, encompassing individuals with varied ethnicities, social statuses, educational backgrounds, and occupations. In such diverse settings, language variations and Clipping may be more pronounced.

In the IESF 2022 Mobile Legends: Bang-Bang tournament, the researcher identified four primary categories of word formation processes: Derivation, Acronym, Clipping, and Compounding. Notably, other categories such as Coinage, Borrowing, Conversion, Backformation, Blending, and Multiple processes were not identified in the data. This absence can be attributed to the specific requirements of caster communication during the tournament. Casters focused on delivering easily understandable, concise, and explanatory language tailored to specific in-game moments. The omission of certain word formation types, like Blending, ensured that casters' explanations were clear and avoided potential confusion among viewers.

The complex diversity of word formation types within Mobile Legends: Bang-Bang adds a layer of intricacy to the game's linguistic landscape. Developers strategically employ the Borrowing type, as evidenced by the hero's name "Khaleed," derived from Arabic. Similarly, Coinage is utilized in naming the fighter hero "Freya," drawn from Norse mythology as the goddess of fertility.

However, casters in the IESF 2022 Mobile Legends: Bang-Bang tournament primarily relied on Derivation, Acronym, Clipping, and Compounding due to the specific linguistic demands of their commentary during gameplay.

In summary, the discussion underscores the nuanced and deliberate use of word formation processes by casters in the IESF 2022 Mobile Legends: Bang-Bang tournament. The prevalence of Derivation aligns with the need for efficient communication in the fast-paced gaming environment. The limited use of Clipping emphasizes the importance of clear information delivery to maintain viewer engagement. The absence of certain word formation types is rationalized by the unique requirements of caster communication in the context of E-sports tournaments.

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter contains two parts. They are conclusion and suggestion based on the finding and discussion above.

A.   Conclusion

The analysis of online game terms used by casters in the IESF 2022 Mobile Legends: Bang-Bang tournament revealed a total of 39 data points falling into four distinct categories of word formation processes: Compounding, Clipping, Acronym, and Derivation. Among these, Compounding had 7 instances, Clipping had 1 instance, Acronym had 7 instances, and Derivation had the highest occurrence with 25 instances.

The prevalence of Derivation in the data can be attributed to casters' strategic use of affixes to shorten and streamline language, ensuring effective communication in the fast-paced gaming environment. The addition of affixes altered the meaning of the words, creating terminology specific to the gaming context. For instance, words like "Tanky," "Jungler," and "Scaling" may require identification in dictionaries like Oxford or Cambridge due to their altered meanings in the gaming domain.

The imperative for rapid and direct information transmission during gameplay led to the creation of new words that deviate from conventional language rules. An example is the term "Dealer," which, while having a definition in the Oxford Dictionary as a person involved in buying and selling, takes on a distinct meaning in the gaming context. In E-sports terminology, "Dealer" refers

to a player or hero responsible for inflicting significant damage on opponents. The nuanced meanings of such terms highlight the importance of audience comprehension within the gaming community.

The language employed by casters in the IESF 2022 Mobile Legends: Bang-Bang tournament reflects the dynamic nature of language. It serves as a testament to the continuous evolution of language, shaped by the specific needs and contexts of its users. Casters, as influential communicators within the gaming community, contribute to the ongoing development and adaptation of language, creating a lexicon that resonates with the unique experiences and demands of the gaming world.

B.   Suggestion

Building on the insights gained from the research, it is recommended that the findings be utilized for language learning purposes and to enhance communication skills among gamers. Future researchers may explore alternative theories to investigate the word formation process in upcoming Mobile Legend tournaments. Additionally, the analysis could extend to sociolinguistics and cognitive linguistics, delving into social factors or cognitive processes influencing language use in E-sports. From a historical perspective, researchers might examine the impact of technological advancements in gaming and broadcasting on the historical development of language in E-sports, recognizing that language is an abstract element that evolves over time, with each field having its unique ways of constructing terms.

The hope is that future research will conduct comparative analyses of word formation processes in other tournaments or different games. This can illuminate specific linguistic patterns exclusive to Mobile Legends: Bang-Bang or identify general trends across various gaming environments. Further investigations into the word formation process with different terms from diverse fields could provide valuable insights, expanding our knowledge and understanding of language.

Future researchers are encouraged to incorporate elements of linguistic and cultural diversity in analyzing the word formation process in E-sport casting. Exploring the viewers' perspective on their comprehension of terms used by casters in the gaming environment could offer a nuanced understanding of the linguistic dynamics at play. Additionally, there is potential for subsequent research to compile a dictionary or glossary specifically tailored for E-sports, providing explanations for frequently used terms in E-sports casting. This would contribute to creating a standardized reference for both seasoned gamers and newcomers to the E-sports community.

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A.   Word Formation Process of game terms used by casters in IESF 2022

Mobile Legends: Bang-Bang

WORD FORMATION PROCESS OF GAME TERMS USED BY CASTER IN IESF 2022 Mobile Legends: Bang-Bang				
No.	Type of Word Formation	Data	Meaning on Oxford Dictionary	Meaning on Game
1	Compounding	Snowball	A ball that you make out of snow to throw at somebody/something.	A tactic in the game where a hero or team becomes increasingly difficult to stop.
		Zone away	-	The action of distancing an enemy from an ally or teammate whom the opponent is targeting
		Sandbag	A bag filled with sand used to build a wall as a protection against floods or explosions.	The figure who received the most significant damage in the match.
		Reverse sweep	-	A situation where a team is in a state of defeat but instead manages to sweep away the victory in the following matches.
		Heavy spin	-	The ultimate skill of Akai.
		Bloody hunt	-	The ultimate skill of Franco.
		Ultimate snipe	-	The ultimate skill of Lesley
2	Clipping	Mid	The part of	The lane in the

			something that is at an equal distance from all its edges or sides.	middle of the map has a strategic position for the entire team.
3	Acronym	DPS	-	Damage PerSecond
		CC	-	Crowd Control
		GGWP	-	Good Game Well Played
		META	-	Most Effective Tacticts Available
		HP	-	Health Points
		BOD	-	Blade of Despair
		MVP	-	Most Valuable Player
4	Derivation	Technically	In a way that is connected with the skills needed for a particular job, sport, art, etc.	-
		Roamer	-	A role where there is one player whose job is to rotate from the top lane to the bottom lane throughout the game.
		Jungler	-	One of the roles in the Mobile Legends game whose job is to take all the buffs or jungle monsters in the game.
		Passively	Without trying to change anything or oppose what happens or what people do.	-

		Representing	To be a member of a group of people and act or speak for them at an event, a meeting, etc.	-
		Unexpected	If something is unexpected, it surprises you because you were not expecting it.	-
		Indonesian	A person from Indonesia.	-
		Dangerous	Likely to injure or harm somebody, or to damage or destroy something.	-
		Risky	Involving the possibility of something bad happening.	-
		Manipulation	Behaviour that controls or influences somebody/something, often in a dishonest way so that they do not realize it.	-
		Tanky	-	Refers to the player or hero who has the strongest durability in the battle during the game.
		Multidimension	-	Relating to multiple dimensions or aspects.

		Immunity	The body's ability to avoid or not be affected by infection and disease.	-
		Effectiveness	The fact of producing the result that is wanted or intended; the fact of producing a successful result.	-
		Defensively	In a way that involves protecting somebody/something against attack.	-
		Rebuild	To build or put something together again.	-
		Honestly	In an honest way.	-
		Safety	The state of being safe and protected from danger or harm.	-
		Recall	To order somebody to return.	A feature that functions to return to the initial base during the game.
		Dealer	A person whose business is buying and selling a particular product.	Refers to the player or hero who produces the most damage to the opponent.
		Younger	Consisting of young people or young	-

		children.		
		Laning	A layer of material used to cover the inside surface of something.	An in-game activity aimed at securing the lane.
		Scaling	-	Increase the hero's strength as the game progresses, originating from basic attributes, skill damage bonuses, or passive stacks.
		Player	A person who takes part in a game or sport.	-

B.   The Compounding process of game terms

The game terms in IESF 2022 Mobile Legends: Bang-Bang		
No.	**English game terms**	**Word formation process**
1.	Snowball (snow (*n*) + ball (*n*))	Compounding
2.	Zone away (zone (*n*) + away (*adv*))	Compounding
3.	Sandbag (sand (*n*) + bag (*n*))	Compounding
4.	Reverse sweep (reverse (*v*) + sweep (*v*))	Compounding
5.	Heavy spin (heavy (*adj*) + spin (*v*))	Compounding
6.	Ultimate snipe (ultimate (*adj*) + snipe (*v*))	Compounding
7.	Bloody hunt (bloody (*adj*) + hunt (*v*))	Compounding

C.   The Clipping process of game terms

The game terms in IESF 2022 Mobile Legends: Bang-Bang		
No.	**English game terms**	**Word formation process**
1.	Mid → *Middle*	Clipping

D.   The Acronym process of game terms

The game terms in IESF 2022 Mobile Legends: Bang-Bang		
No.	**English game terms**	**Word formation process**
1.	DPS→*Damage per Second*	Acronym

No.		
2.	CC→*Crowd Control*	Acronym
3.	GGWP→*Good Game, Well Played*	Acronym
4.	META→*Most Effective Technique Available*	Acronym
5.	HP→*Health Point*	Acronym
6.	BOD→*Blade of Despair*	Acronym
7.	MVP→*Most Valuable Player*	Acronym

E.   The Derivation process of game terms

The game terms in IESF 2022 Mobile Legends: Bang-Bang		
No.	**English game terms**	**Word formation process**
1.	Technically (+*ly*)	Derivation
2.	Roamer (+*er*)	Derivation
3.	Jungler (+*er*)	Derivation
4.	Passively (+*ly*)	Derivation
5.	Representing (*Re*+…+*ing*)	Derivation
6.	Unexpected (*Un*+…+*ed*)	Derivation
7.	Indonesian (+*an*)	Derivation
8.	Dangerous (+*ous*)	Derivation
9.	Risky (+*y*)	Derivation
10.	Manipulation (+*ion*)	Derivation
11.	Tanky (+*y*)	Derivation
12.	Multidimension (*Multi*+)	Derivation
13.	Immunity (+*ty*)	Derivation
14.	Effectiveness (+*ness*)	Derivation
15.	Defensively (+*ly*)	Derivation
16.	Rebuild (*Re*+)	Derivation
17.	Honestly (+*ly*)	Derivation
18.	Safety (+*ty*)	Derivation
19.	Recall (*Re*+)	Derivation
20.	Dealer (+*er*)	Derivation
21.	Younger (+*er*)	Derivation
22.	Player (+*er*)	Derivation
23.	Laning (+*ing*)	Derivation
24.	Scaling (+*ing*)	Derivation