

**WORD FORMATION AND BOUND-FREE MORPHEME
ANALYSIS ON “GRAND THEFT AUTO 5” VIDEO GAME**

THESIS

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UNIVERSITAS ISLAM NEGERI MAULANA MALIK
IBRAHIM MALANG**

2023

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THESIS

Presented to

Universitas Islam Negeri Maulana Malik Ibrahim Malang

in Partial Fullfilment of the Requirement for the Degree of *Sarjana Sastra* (S.S)

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IBRAHIM MALANG
2023**

MOTTO

“A journey of a thousand miles begins with a single step”

Lao Tzu

STATEMENT OF AUTHORSHIP

STATEMENT OF AUTHORSHIP

I state that my study work entitled **Word Formation and Bound-free Morpheme Analysis on "Grand Theft Auto 5" Video game** is 100% my original work without any plagiarisms. All other people's name included in this study are cited as preferences and written in bibliography. I will take any responsible if anything wrong happens toward my study.

Malang, 04th of December 2023
The Researcher



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APPROVAL SHEET

APPROVAL SHEET

This to certify that Ah Sifaul Mubarak's study entitled **Word Formation and Bound-free Morpheme Analysis on "Grand Theft Auto 5" Video Game** has been approved for thesis examination at Faculty of Humanities, Universitas Islam Negeri Maulana Malik Ibrahim Malang, as one of the requirements for the degree of *Sarjana Sastra (S.S.)*.

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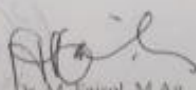
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This is to certify that Ah. Sifaul Mubarak's study entitled "Word Formation and Bound-free Morpheme Analysis on 'Grand Theft Auto 5' Video Game" has been approved by the Board of Examiners as one of the requirements for the degree of Sarjana Sastra (S.S) in Department of English Literature.

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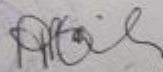
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DEDICATION

In this opportunity, I would like to dedicate my study to my family who always supported me until when I have finally reached this point. Their never-ending support always gave me a motivation on doing this routine of writing. Secondly, this study specifically belonged to my older brother who always helped to keep me standing, even when I fell apart and thought I would fail at this thesis.

ACKNOWLEDGEMENTS

Alhamdulillahirabbil 'alamin, my deepest gratitude always belongs to Allah SWT, the god of the universe, the one I worship for every situation and condition in my precious life. Only by His grace and mercy, I could accomplish my study entitled **“Word Formation and Bound-free Morpheme Analysis on ‘Grand Theft Auto 5’ Video Game”** to finish my undergraduate study. *Sholawat* and *Salam* always belong to the Prophet Muhammad SAW, the people I want to enunciate every day of my life.

First of all, I just want to say a massive thank you to all my families for their endless motivation, spiritual advice, and material support. They are my best support system in life. They are indeed my motivation to sail the ocean of life. Second, I want to thank my study advisor Dr. Agus Eko Cahyono M.Pd., for every piece of advice and incommensurable insight. My deepest gratitude belongs to the board of examiners; Mrs. Deny Efit Nur Rakhmawati, M.Pd. and Mrs. Mira Shartika M.A.. Their advice and unignoreable feedback tremendously increased my understanding of the material of linguistics related to my study. Without their feedback, I feel like I will fail to my thesis. My gratitude also belongs to MSAA. MSAA has become the first place where I can learn a lot about life, especially life lessons. For the MSAA and its whole system, thank you for letting me grow and know how to be a better person for now and for the future.

I am also blessed to be with all the family in the faculty of humanities, especially the English Letters department: The head of the English Letters program,

Mr. Ribut Wahyudi, M.Ed., Ph.D, my conservator teacher, Mr. Zainur Rofiq, M.A, my advisor Mr. Dr. Agus Eko Cahyono M.Pd, and other astonishing lecturers.

My deepest gratitude also belongs to myself because I can be able to create and finish my thesis while working on my life career which is being youtuberr. I even create my own youtube channel as the gaming streamer. I create this because I really fall in love on it, as if I want to spend most of my time to it. It feels like a miracle for me because I still can finish my thesis while doing all of them without any mental pressure.

Last, as an ordinary human, I am truly aware of some imperfections in this thesis. Therefore, I wish this thesis could make an impact on the educational knowledge for those who read it.

The Researcher

Ah Sifaul Mubarok

ABSTRACT

Mubarok, Ah Sifaul (2023), *Word Formation and Bound-free Morpheme Analysis on “Grand Theft Auto 5” Video Game* Undergraduate Thesis. Department of English Literature, Faculty of Humanities, Universitas Islam Negeri Maulana Malik Ibrahim Malang. Advisor Dr. Agus Eko Cahyono M.Ed.

Keywords: Word Formation, Bound-free Morpheme, Grand Theft Auto 5

The present study investigated word formation and bound-free morpheme analysis on “Grand Theft Auto 5” video game. GTA 5 was a massive open-world video game published by Rockstar Games in 2013 that mainly told about robbery actions. The place setting of this game was in the Los Santos which was heavily inspired to Los Angeles. GTA 5 had three main protagonists which are Michael De Santa (previously known as Michael Townley), Franklin Clinton, and Trevor Philips. The main focus on this study was the word formation and bound-free morpheme only on Michael De Santa’s dialogue in GTA 5. The sub-categories of word formation found was derivation and compounding. The sub-part of derivation itself which was mentioned on this study was affixation (suffixation and prefixation) and non-affixation (truncation and acronym). For the bound-free morpheme, the sub-categories which were only included were derivation morpheme and lexical morpheme. The theories used were from Bauer (1983) for word formation and McCarthy (2002) for bound-free morpheme. The research method which was used was qualitative research method because the main focus on the analysis was the number of data and how frequent of each data shown according to the data source. The final result was the suffixation was the most-frequent word formation and free morpheme had way more frequency than bound morpheme. The other main characters (Franklin Clinton or Trevor Philips) were actually able to used as the main object for the future study.

Abstrak

Mubarok, Ah Sifaul (2023), Pembentukan Kata dan Analisis Morfem Bebas Terikat pada Skripsi Video Game “Grand Theft Auto 5”. Jurusan Sastra Inggris Fakultas Ilmu Budaya Universitas Islam Negeri Maulana Malik Ibrahim Malang. Pembimbing Dr. Agus Eko Cahyono M.Ed.

Kata Kunci: Pembentukan Kata, Morfem Terikat-bebas, Grand Theft Auto 5

Penelitian ini menyelidiki pembentukan kata dan analisis morfem bebas terikat pada video game “Grand Theft Auto 5”. GTA 5 merupakan video game open-world masif yang diterbitkan oleh Rockstar Games pada tahun 2013 yang sebagian besar menceritakan tentang aksi perampokan. Setting tempat permainan ini berada di Los Santos yang sangat terinspirasi dari Los Angeles. GTA 5 memiliki tiga protagonis utama yaitu Michael De Santa (sebelumnya dikenal sebagai Michael Townley), Franklin Clinton, dan Trevor Philips. Fokus utama penelitian ini adalah pembentukan kata dan morfem bebas terikat hanya pada dialog Michael De Santa di GTA 5. Subkategori pembentukan kata yang ditemukan adalah derivasi dan pemajemukan. Sub bagian derivasi sendiri yang disebutkan dalam penelitian ini adalah afiksasi (sufiksasi dan prefiksasi) dan non-afiksasi (pemotongan dan akronim). Untuk morfem bebas terikat, subkategori yang dimasukkan hanya morfem derivasi dan morfem leksikal. Teori-teori yang dipakai dari Bauer (1983) untuk pembentukan kata dan McCarthy (2002) untuk morfem bebas terikat. Metode penelitian yang digunakan adalah metode penelitian kuantitatif karena fokus utama analisisnya adalah jumlah data dan seberapa sering setiap data ditampilkan menurut sumber datanya. Hasil akhirnya adalah sufiksasi merupakan pembentukan kata yang paling sering terjadi dan morfem bebas memiliki frekuensi yang jauh lebih banyak dibandingkan morfem terikat. Tokoh utama lainnya (Franklin Clinton atau Trevor Philips) sebenarnya dapat dijadikan objek utama penelitian selanjutnya.

مختصرة نبذة

"Grand" مبارك، آه سيفاول (2023)، تكوين الكلمات وتحليل مورفيم خالي من الحدود في أطروحة جامعية لألعاب الفيديو

قسم الأدب الإنجليزي، كلية العلوم الإنسانية، جامعة الإسلام نيجيري مولانا مالك إبراهيم. "Theft Auto 5"

M.Ed. مالانج. المستشار الدكتور أجوس إيكو كاهيونو

الكلمات الرئيسية: تشكيل الكلمات، مورفيم خالي من الحدود، جرانديثفت أوتو 5

GTA 5. "Grand Theft Auto 5" تناولت الدراسة الحالية تكوين الكلمات والتحليل الصرفي الحر في لعبة الفيديو في عام 2013 وتحدث بشكل أساسي عن أعمال Rockstar Games هي لعبة فيديو ضخمة في عالم مفتوح نشرتها GTA 5 السرقة. تم إعداد مكان هذه اللعبة في لوس سانتوس والتي كانت مستوحاة بشكل كبير من لوس أنجلوس. كان لدى ثلاثة أبطال رئيسيين وهم مايكل دي سانتا (المعروف سابقًا باسم مايكل تاونلي)، فرانكلين كليبتون، وتريفور فيليبس. كان التركيز GTA 5 الرئيسي في هذه الدراسة هو تكوين الكلمات والمورفيم الخالي من الحدود فقط في حوار مايكل دي سانتا في وكانت الفئات الفرعية لتكوين الكلمات التي تم العثور عليها هي الاشتقاق والتكوين. وكان فرع الاشتقاق نفسه الذي ورد في هذه الدراسة هو الإلحاق (اللاحقة والبادئة) وعدم الإلحاق (الاقتطاع والاختصار). بالنسبة للمورفيم الحر، كانت الفئات الفرعية التي تم تضمينها فقط هي مورفيم الاشتقاق والمورفيم المعجمي. وكان أسلوب البحث الذي تم استخدامه هو أسلوب البحث الكمي لأن التركيز الرئيسي في التحليل كان على عدد البيانات ومدى تكرار كل بيانات مبنية وفقا لمصدر البيانات. وكانت النتيجة النهائية هي أن اللاحقات كانت هي تكوين الكلمات الأكثر تكرارًا وكان للمورفيم الحر ترددًا أكبر بكثير من المورفيم المقيد. الشخصيات الرئيسية الأخرى (فرانكلين كليبتون أو تريفور فيليبس) كانت قادرة بالفعل على استخدامها كموضوع رئيسي للدراسة المستقبلية

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CHAPTER I

INTRODUCTION

This chapter outlined background of the study, research question, significance of the study, scope and limitation, definition of key terms to understand the keywords of this study, and previous studies which relevant to this study.

A. Background of the Study

The present study investigated bound-free morpheme analysis on word formation process in Grand Theft Auto 5 (known as GTA 5) video game. GTA 5 was a massive open-world video game published by Rockstar Games in 2013 that mainly told about robbery actions. The place setting of this game was in the Los Santos which was heavily inspired to Los Angeles. GTA 5 has three main protagonists which were Michael De Santa (previously known as Michael Townley), Franklin Clinton, and Trevor Philips.

In GTA 5, there were many words and sentences which could be found in stats, missions' name, characters' dialogues, text messaging, e-mail, web browser, game notifications, and also in-game cutscenes. In this game, there were not only formal words and sentences but also unusual words and sentences, as some of the characters were the gangster which always spoke without the regular formula. Some of the words spoken by certain characters were bad words and should not be spoken in real life, for instance, word "nigga", "yee-yee ass haircut", "F word", etc. There

were also some initial names only found in this game like **F** and **T**. Because of the unique words found from this game, this study actually gave some interests in morphological aspect.

Morphology was one of the linguistics subjects that taught the analysis of the structure of the words (Yule, 2020). It analyzed the words and parts of words like stem, root word, prefix, and suffix. Morphology also learnt about the speech, intonation and stress, and the ways of changing a word's pronunciation and meaning; for instance: we may know about the word “play” which is the root word of the words “unplayable”, “playing”, “played”, etc. The sub-chapters of Morphology subject were lexemes and word forms, word formation, bound-free morpheme, paradigms and morphosyntax, allomorphy, and lexical morphology.

The first theory used for this study was word formation. Word formation was a term which refers to either the process through which words can change (i.e. morphology), or the creation of new lexemes in a particular language (Bauer, 1983). There were two main types of word formation: morphological and non-morphological. The morphological type consists of derivation and inflection, while non-morphological type consists of abbreviation, acronyms, initialisms, back-formation, blending, and compounding.

The bound-free morpheme sub-theory was also used in this study as the second theory. The bound morpheme was a word element that was not able to stand alone and must attach to another form (Yule, 2020). The most-known example of the bound morpheme was all types of affixation. The free morpheme, by contrast, was

a word element that can stand alone without necessarily attach to other word and cannot be separated further into other word elements (Yule, 2020), for instance the base morphemes which were used for word formation process. It did not matter what type of the base morpheme, either a noun, a verb, or an adjective. All of these types of base morpheme were the free morpheme because these cannot be separated further into fewer word elements.

There were some previous studies related to the main topic of this study. Those studies use different object but with the same theory which was word formation. The first study came from Chrismadia (2021), the second study came from Vera, Asridayani, and Rosa (2021), the third study was conducted by Shavitri (2016), the fourth study was from Bagas (2018), and the fifth one was Herina (2018).

Chrismadia's study (2021) used "Cyberpunk 2077" video game as its main object. The theory used for the study was word formation, but with different approach which was based on semantics domain. This previous study uses data collecting and data analyzing as its method and in result of finding many analysis results, for instance the words which was made by affixation, neologism, compounding, clipping, abbreviation, and conversion.

In the meantime, Vera, Asridayani, and Rosa (2021) analyzed the word formation process of slang words used in "Mobile Legends" online game. The research field of this previous study was on the online chat in order to identify slang words which contain word formation process. This previous study was organized to identify and analyze the word formation process of slang words used by most

gamers using word formation theory found by Yule (2010) and Katamba (2005) and to describe the slang words' meaning used by most gamers.

After that, Shavitri (2016) analyzed the online chat on "Dragon Nest" online game which contains word formation process, same as Vera's. The purpose of this previous study was to identify the chat language in the online chat which contained word formation process. Not only that, this previous study also analyzes the chat language from NPC (Non-Playable Character) in order to identify the word formation process.

Bagas' study (2018) did analyze the word formation process, but the main object of his study was on basketball terms instead of video game. There were some types of word formation process which could be found in basketball terms such as derivation, inflection, acronym, compounding, and initialism. Reposed on the result of the analysis, inflection was used on nine terms, derivation was used on twenty terms, conversion was used on seven terms, compounding was used on sixty terms, and blending was used on five terms.

Lastly, the study created by Herina (2021). Her study used the morphological analysis to analyze the word formation in the "Jakarta Post Newspaper". Based on the analysis and many discussions about kinds of word formation process on art and culture column in Jakarta Post Newspaper, it had been summed up that there were five kinds of word formation found namely twenty three data of affixation, sixteen data of borrowing, five data of compounding, three data of acronym, and a data of multiple process. It had been known that affixation was the kind of word formation mostly used on art and culture in Jakarta Post Newspaper.

This study had relations with some of these previous studies, as some of them have a similar topic. Many of them analyzed word formation in gaming terms, but some of the previous studies analyzed on board game terms and sports terms, and there was only one which did not even analyze on gaming terms but instead of analyzing a newspaper. So, the similarity between this study and all of these previous studies was the usage of word formation theory as the theory for the analysis, while the differences were the main object of the study, the source of theory used, the usage of bound-free morpheme theory, and also the complex words which was found between this study and previous studies.

The complex words found from this study were actually not found in any other video games or even any media. GTA 5 had so many unique words, including complex word, which was able to be analyzed. The complex words which were commonly found in other source than GTA 5 were not included in this study, like the word **businessman** which was found from even any movies or other media. This was to make the complex words found from this study felt unique among the others.

B. Research Question

As can be seen in the background of the study, this study investigated the word formation and bound-free morpheme analysis to examine the words found in Grand Theft Auto V video game. Therefore, the problems were stated as follow:

1. What types of word formation process are used in GTA 5 video game?
2. How bound or free morpheme is found from word formation process in GTA 5 video game?

C. Significance of the Study

The main purpose of this study was to show the further research field of linguistics research. Indeed, this study gave the further insight of bound-free morpheme and word formation approach and shows that even bound-free morpheme and word formation can be used for the future study which uses video games as its main object. For the word formation itself, it had been concluded that words from video games also contained words which have word formation elements, such as complex words which were made from two root words and use compounding to create one. Video games were still valid to be used to recent linguistics studies.

This study also made the readers able to learn further from video games, as many people did not believe that video games gave huge benefits if it was used correctly. One of the video games' benefit was not only just playing for fun, but

also giving a new study field, such as a new field to learn English independently. Video games not always gave disadvantages, not at all, as long as we could keep using and playing them with carefully not to being addicted. Readers could also find any linguistics elements which probably could never be found in any other than video games.

D. Scope and Limitation

This study used bound-free morpheme sub-theory as its main theory. The use of this sub-theory on this study was for the scope of this study. Specifically, the purpose was to analyze word formation process in the words and sentences found in the object of this study. The reason of using bound-free morpheme sub-theory on word formation process was because all of research data was only words found from texts and subtitles in the game, not neither from the characters' way of speak nor characters' psychological condition when they interact each other. The theory used for this study were from Bauer (1983) for word formation theory and McCarthy (2002) for bound-free morpheme.

The main object of this study was only offline version of "GTA 5" video game. This study had found any incoming texts from subtitles of characters dialogues which were found in some events and in-game cutscenes to identify the word formation process and later be analyzed to identify either bound or free morpheme. The character dialogues themselves which were analyzed were limited to only from one of the main protagonists of that video game which was Michael De Santa.

E. Definition of Key Term

This sub-chapter showed and explained the keywords in this study:

Bound morpheme : A morpheme (the elementary unit of morphosyntax) that was only appeared as part of a larger expression.

Free morpheme : A morpheme which could stand alone

Word formation : The sub-study of morphology which explained about the complex word formed from the basic existing one (Bauer, 1988)

Grand Theft Auto 5 : A popular single-player massive open world video game. It was first released in 2013

CHAPTER II

REVIEW OF RELATED LITERATURE

This chapter consists of the theory used for this study. Furthermore, this chapter explains about theories concerning several keywords, for instance bound-free morpheme, word formation, and Grand Theft Auto 5.

A. Morphology

In a common, the definition of morphology was the study of the structure and content of word forms in sentences. Many theorists gave a different definition about morphology, or at least what they had found about morphology. Kiparsky (1982) and Inkelas (1993) had searched to create morphological and phonological systems void of diacritic features while explaining the different types of changes in phonological terms at the boundaries of Latinate and affixes in English.

Georges Matheron and Jean Serra (1966) found Mathematical Morphology (MM). Mathematical Morphology was a morphology study about images and signals based on transformation of their word shapes. A central paradigm in MM was the representation of dilations, union, and composition. Sentences of the morphological language are called *morphological operators*. An implementation of the morphological language is called *morphological machine*. Recently, a large number of these machines are available to use.

Chomsky (1995) had found about three models of morphology-syntax interface which is now proposed that affixation is done in the lexicon, and formed words are inserted in the syntactic derivation. The derivation of the sentence is hugely governed by the “top level” properties of words. This sounds like a theory at the opposite end of the lexicalist pole, at the atomic end. In fact, this account is still quite antilexicalist. Affixes are fundamentally related with syntactic positions.

B. Bound-free Morpheme

The bound-free morpheme was the morphology’s sub theory which was used as the main theory of this study. This sub theory consisted of two main points which were bound morpheme and free morpheme. The free morpheme was a morpheme which had its own meaning and able to stand alone without necessarily attach to other word, while the bound morpheme was a morpheme which did not has its own meaning and unable to stand alone unless attaching to the other word first.

In English language, the only example of the bound morpheme was the affix (both suffix and prefix), for instance the suffix “-al” and the prefix “dis-“. Both of these words did not have their own meaning (based on the Oxford Dictionary) and it felt weird to stand alone because of that condition. For the free morpheme, it was actually easy to figure it out because most words which have a meaning and were able to stand alone were counted as free morphemes.

Based from Beard (1995), free grammatical morphemes shared much in common with lexemes, it was not clear that the same component accounted for

bound and free morphemes. Free morphemes such as determiners, pronouns, and auxiliaries were often movable and themselves would be affixed with bound morphemes. However, the similarities they shared with bound morphemes were much more striking. First, free morphemes belonged to closed classes like bound morphemes, and some even form paradigms. Second, because they belonged to closed paradigmatic classes, they were subject to omissive (zero) morphology and cumulative exponence. Third, they reflected the same morphological categories as do affixes in other languages. The interaction of the English Definite and Indefinite articles with Number exemplified all three of these attributes.

McCarthy (2002) gave a theory about bound morpheme which was a morpheme or allomorph which cannot stand on its own as a word. Bound morpheme was mostly found on both prefix and suffix (as mentioned before). Free morpheme, otherwise, was a morpheme or allomorph that was able to stand on its own as a word.

Another theorist which gave an insight about this bound-free morpheme was Booij (2007). Based from his theory, bound morpheme was a morpheme that only occurred in combination with other morphemes within a word, for instance, the affixation which happened to a morpheme. Either prefixation or suffixation, both of these processes were done by combining either prefix or suffix (which was considered as the bound morpheme) with a morpheme, like the word “able” was turned into “disable” by combining the bound morpheme (prefix) “dis-“. On the other hand, free morpheme was a morpheme that was able to function as a word of its own, for instance the morpheme “able” from the case word “disable” itself.

In a common, bound and free morpheme had its own sub-parts; bound morpheme had two sub-parts and same for free morpheme. The sub-parts of bound morpheme were derivation morpheme and inflection morpheme, while lexical morpheme and functional morpheme were the sub-parts of free morpheme.

1. Derivation and Inflection Morpheme

Derivation morpheme was a sub-part of bound morpheme which transformed words into different grammatical categories from the root word (a free morpheme). These morphemes transformed words into different parts of speech. The example of this changing about part of speech was the word **operate** and **operation**. The word **operate** was actually a verb, but because the addition of word **-ion** and turning to the word **operation**, the part of speech was changed into a noun. The meaning was also changed. For the changing from verb to noun, the meaning was changed from the activity people did in that time to what kind of activity people did.

Inflection morpheme, on the contrast, was a morpheme that indicated aspects of the grammatical function of word, such as changing a word into a plural or possessive form. In English language, they were only eight inflectional language: noun (**-s** and **s**); verb (**-s**, **-ing**, **-ed**, and **-en**); and adjective (**-er** and **-est**). The example was the word **act** and **acted**. Even though adding the word **-ed**, the meaning and part of speech were still the same. The only different was the time setting. The word **act** was used for the present activity (V₁), while the word **acted** was for the past activity (V₂). Another example was the word **book** and **books**.

They had the same meaning and part of speech (noun), the different was the function. Adding –s to any noun mostly showed as plural noun.

2. Lexical and Functional Morpheme

Lexical morpheme was a sub-part of free morpheme that carried the content or meaning of the messages. In the other word, these were the words which were very important on any sentences. Mostly words which were considered as lexical morphemes were the base words of complex word, for instance the word **write** from the sentence **I write a book**. The word **write** was a free morpheme that was too crucial to be removed from that sentence. Otherwise, it would make the sentence felt ambiguous, like the sentence **I a book**. The readers were not able to understand that sentence. Therefore, the word **write** was a lexical morpheme.

Functional morpheme, on the contrast, was a morpheme that did not carry the main content of a sentence, but rather gave grammar of the sentence function and also for additional information or setting. The example of this was the sentence **I read a book yesterday**. The word **yesterday** was actually still a free morpheme because it was able to stand alone, but the position of that word was only for time setting. This word was able to be safely removed without making the sentence ambiguous. The addition of this word was mostly to give a more detailed information from that sentence.

C. Word Formation

Based from Laurie Bauer (1983), word formation was created from the speakers of a language which have their possibility to create new words based on the basic of existing ones, including the addition and subtraction of phonetic material. The study of word formation was defined as the study of how new complex words are mostly created from the root words and morphemes. Morphemes was known as the smallest form of a word. Not only learning about the forming of complex words, word formation theory also shows derivation and inflection.

Wolfgang U. Dressler (1985) developed the word-formation in natural morphology. In natural morphology, the word “natural” is similar to understand easily, even by kids. Natural morphology starts with the two primary functions of language; the communicative and the cognitive function. Word formation gives both these functions, as the primary functions of word formation are share with inflectional morphology like semantic and formal motivation of a complex word. Only the word formation has the lexical function of lexical enrichment.

Ronald W. Langaker (1991) had developed the cognitive grammar (CG) in order to create a cognitive approach to word formation. Based on cognitive grammar theory, a grammar is an inventory, not a machine. The inventory consists of units which must be linguistics, defined as either semantic, phonological, or symbolic. The units of the language are conventional, and by mean they are established by usage of many people.

Peter Ackema and Ad Neeleman (2004) were another theorists who have found the word formation in optimality theory. Optimality theory underlines the role of competition to specify which form is grammatical and which is not. The important question is which form that competes for the realization of the concept satisfies the principle of grammar. Indeed, this form describes that grammatical structures can break the principle of grammar and different principles can impose demands on structure which are in conflict.

Based from the word formation theory of Laurie Bauer, there are two main types of word formation; derivation and compounding.

1. Derivation

Derivation is a part of word formation which encodes lexical meaning and often changes the part of speech (Bauer, 1983, p.22). Derivation is classified into two parts which are affixation and non-affixation.

1.1. Affixation

Affixation was a part of derivation which creates the change of most morphemes by adding the additional words located in the front or near the morpheme (Bauer, 1983, p.130). Changing the morpheme with affixation not only changes the speech of morpheme but also the meaning of that word because most of affixation added to morpheme change the position from noun or verb into

adjective, some case can change the position from verb into noun. Some affixation does not change the speech. The added word which has the possibility to change the speech and meaning is called affix.

1.1.1. Suffix

Suffix is a part of the affixation which was able to change the way of speech and meaning of a free morpheme by adding an added word or affix at the end of morpheme. The suffixes found on this study are “-able”, “-age”, “-ate”, “-er”, “-ing”, “-ion/-(at)ion”, “-ly”, “-ment”, “-ry/-(be)ry”, and “-ship”. All of suffixes found in this study are categorized into four types of suffix: nominal suffixes, verbal suffixes, adjectival suffixes, and adverbial suffixes.

I. Nominal Suffixes

Nominal suffixes were often employed to originate abstract nouns from verbs, adjectives, and nouns. Such abstract nouns were able to denote actions, results of actions, or other related concepts, but also properties, qualities and the like. Another large group of nominal suffixes received person nouns of various sorts. Very often, these meanings are extended to other, related senses so that practically each suffix can be shown to be able to express more than one meaning, with the semantic domains of different suffixes often overlapping. The suffixes which were counted as nominal suffix were “-er”, “-ry”, “-ion”, “-ment”, and “-ship”.

a. -er (and its orthographic variant “-or”)

The suffix “-er” derivatives frequently signify entities that are active or volitional participants in an event. This is, however, only a sub-class of “-er” derivatives, and there is a wide range of forms with quite heterogeneous meanings. Apart from performers of actions we find instrument noun, nouns denoting entities associated with an activity. Furthermore, “-er” is used to create person nouns indicating place of origin or residence. This heterogeneity suggests that the semantics of “-er” should be described as rather underspecific, simply meaning something like “person or thing having to do with X”. The suffix “-er” is often described as a deverbal suffix, but there are numerous that are derived on the basis of nouns or even phrases. The orthographic variant “-or” occurs mainly with Latinate bases ending in /s/ or /t/.

b. -ry and -bery

Formations in “-ry” and “-bery” refer to locations which stand in some kind of connection to what is denoted by the base. More specific meanings such as ‘place where a specific activity is carried out’ or ‘place where a specific or service is available’ could be postulated. In addition to the location, “-ry” and “-bery” derivatives can also denote collectives or activities.

c. -ion

This Latinate suffix had three allomorphs: when attached to a verb in “-ify”, the verbal suffix and “-ion” surface together as “-ification”. When attached to a verb ending in “-ate”, we find “-ion”, and we find the allomorph “-ation” in all other cases. Phonologically, all “-ion” derivatives were characterized by having their primary stress on the penultimate syllable, which meant that “-ion” belonged to the class of suffixes that caused a stress shift.

Derivatives in “-ion” denoted events or results of processes. As such, verbal bases were by far the most frequent, but there was also a comparatively large number of forms where “-ation” was directly attached to nouns without any intervening verb in “-ate”. These forms were found primarily in scientific discourse with words denoting chemical or other substances as bases.

d. -ment

This suffix derives action nouns denoting processes or result from (mainly) verbs, with a strong preference for monosyllables or disyllabic base words with stress on the last syllable.

e. -ship

This suffix forms noun denoting ‘state’ or ‘condition’, similar in meaning to derivatives in “-age”, “-hood”, and “-dom”. Base words are mostly person nouns

like “leadership” and “dealership”. Extensions of the basic senses occur, for instance ‘connection’, as in “relationship”.

II. Verbal Suffix

There is only one suffix which derive verbs from other categories (mostly adjectives and nouns) which is the suffix “-ate”. Forms ending in this suffix represent a rather heterogeneous group. There is a class of derivatives with chemical substances as bases, which systematically exhibit so-called ornative and resultative meanings. However, a large proportion of forms in “-ate” do not conform to this pattern, but show various kinds of idiosyncrasies, with “-ate” being apparently no more than an indicator of verbal status. Moreover, any words which are added with the suffix “-ate” will transform into verb.

III. Adjectival suffixes

The adjectival suffixes of English can be subdivided into two major groups. A large proportion of derived adjectives are relational adjectives, whose role is simply to relate the noun the adjective qualifies to the base word of the derived adjective. On the other hand, there is a large group of derived adjectives that express more specific concepts, and which are often called qualitative adjectives. Sometimes, relational adjectives can adopt qualitative meanings, as can be seen with the derivative grammatical, which has a relational meaning ‘having to do with grammar’ in the sentence “she is a grammatical genius”, but which also has a

qualitative sense ‘conforming to the rules of grammar’. Note that relational adjectives usually occur only in attribute position, i.e. as prenominal modifiers. There are suffixes which are counted as adjectival suffixes: “-able”, and “-ous”.

a. -able

The suffix chiefly combines with transitive and intransitive verbal bases, as in adjectives “playable”, respectively, as well as with nouns, as in adjectives “reasonable”, “comfortable”, and “suitable”. The semantics of deverbal “-able” forms seem to involve two different cases, which have been described as capable of being X-ed like the previous examples. What unites the two patterns is that in both cases the referent of the noun modified by the “-able” adjective is described as a potential non-volitional participant in an event.

b. -ous

This suffix derives adjectives from nouns and bound roots, the vast majority being of Latinate origin like “dangerous” and “nervous”. Like derivatives in “-al”, “-ous” formations are stressed either on the last but one syllable or last but two syllable.

1.1.2. Prefixes

A prefix is an affix which is placed before the stem of a word. Adding it to the beginning of one word changes it into another word. For instance, when the prefix “un-“ is added to the word “stable”, it creates the word “unstable”. Prefixes, like other affixes, can be either inflectional or derivational, and are usually bound morphemes. Based on this study, there were only one prefixes found from the object which was the prefix “anti-“.

The polysemous prefix “anti-“ could express two different, but related notions. In words like “anti-virus” can be paraphrased as ‘against or opposing’, with denominal, de-adjectival and deverbal derivatives behaving like adjective. The prefix “dis-“ had a similar meaning with the prefix “anti-“. While the meaning of “anti-“ mostly referred to the word “against”, the meaning of “dis-“ was truly the opposite of its base word. For instance, the word “disable” had an opposite meaning with the word “able”.

1.2. Non-Affixation

Based from the analysis of research data, it can be concluded that there are words which contain one of these types of non-affixation which are truncation, blending, and acronym.

1.2.1. Truncation

Truncation is a process in which the relationship between a derived word and its base is expressed by the lack of phonetic material in derived word. The words from research data which contains truncation are mostly a nickname or how one of the main character from “Grand Theft Auto 5” video game calls the other character’s name, for instance the nickname “F”, “T”, “Trace”, “James”, “Davey”.

1.2.2. Acronym

The acronym is the process which is commonly formed by taking initial letter of multi-word sequences. The way to say the initial letter taken is by pronouncing like regular words (Bauer, 1983, p.164). The initial letters must conform to the phonological pattern of English, which can create problems in applying regular reading rules if the reading out would result in illegal phonological words (Bauer, 1983, p.164).

2. Compounding

Compounding is a word which is created by combining two words which are its base morphemes. The words which are used to combine in order to create a compounding word are they which binary structure, in which roots, words, and even phrases are possible elements (Bauer, 1983, p.181). The way which determines what counts as a compound is through spelling and lexicalization, as both of them are commonly agreed to be poor criteria for compoundhood (Lieber, 2005, p.376).

Compounds can be distinguished from phrases on the basis of lexicalization, while many compounds have lexicalized meaning, for instance the compound “redneck”.

Compounding is similar to blending, creating a new complex word by combining two different words or morphemes. The main difference is in blending, some letters in both morphemes will be deleted and then combined, while in compounding, there is no letter which is deleted. It means both morphemes are combining directly without any changing. The meaning is the other difference. Blending changes the meaning completely, while compounding still has a related meaning with its base morphemes, for instance the compound “headshot” which has a relation with the morpheme “shot”.

There are two main types of compounding discussed in this study which are nominal compound and verbal compound.

2.1. Nominal Compound

Nominal compound is the compound which the noun is considered as the main head while the non-head is filled by either a different noun or a verb. The result of the combination between main head and non-head is always being a noun, no matter the non-head is. The only types of nominal compound is noun-noun compound.

The noun-noun compound, which is the first sub-type of the nominal compound, is the most common type of compound in English language. The majority of noun-noun compounds are right headed which means they have a head

and this head is the right member of the compound (Bauer, 1983, p.185). Therefore, the noun-noun compound shows the specific kind of a noun which is considered as the main head.

2.2. Verbal Compound

Verbal compound is a compound where is created by combining the two different morphemes. One morpheme is a verbal where is considered as the main-head of a compound and located on the back of a compound, and the other morpheme is either a different verb, a noun, or an adjective. This other morpheme is the off-head of a compound and always located on the front of a compound. Based from the research data, there is only one sub-type of the verbal compound on the research object which is a noun-verb compound. This type of compound is created by combining a noun which is the non-head and a verb which is the main head. All noun-verb compounds are a noun.

D. Grand Theft Auto 5

Grand Theft Auto 5 (mostly known as GTA 5) was a massive open world offline video game published by Rockstar Games in 2013. This game was first released on Playstation 3 and XBOX 360 consoles, and later released on many game platforms like Playstation 4 and 5. The main theme of this video game was about criminal, furthermore about the robbery action. This game took many world

records, one of the records was the most number of copies sold on the first 24 hours since the game released.

CHAPTER III

RESEARCH METHOD

This chapter provided about the research method of this study. This included research design, data and data source, data collection, and data analysis.

A. Research Design

This study used qualitative research method, as the analysis data was to show how many data found and how frequent of each data according to the study. This study analyzed the complex words found from Michael De Santa's dialogues. He was the only main character from GTA 5 video game which was analyzed. His dialogues found were both during the gameplay and in-game cutscene. In order to analyze the data, this study used descriptive research because the data was analyzed from the research object and the try to describe the research found.

For the data itself, it was shown on each part of video containing word formation process known as **datum**. This called datum included the time when Michael spoke the word containing word formation process along with the name of the mission, the screen shot of the moment, the dialogue, and also the source link of the video. The analysis of each datum was also included after all the descriptions of each datum to determine which word formation process found and later analyzed again to identify whether it was bound or free morpheme.

B. Data and Data Source

The data on this study itself was not data of number, but instead words data found in the source. The main data on this study was the complex words and bound-free morpheme found in data source. The meaning was every single complex words from the main character Michael De Santa's dialogues were analyzed during entire gameplay. The data later was analyzed to identify the words which contain word formation process and later be analyzed again to find out whether it was bound morpheme or free morpheme.

The reason why only the dialogues from Michael De Santa without other main protagonists (both Franklin Clinton and Trevor Phillips) were analyzed was because he was the most influential protagonist. He knew the most characters in this game and had the most problems or conflicts among the others, starting from his family (there even was a time when he was being left by his own family which was from the mission **Did Somebody Say Yoga?**), his past life along with his own criminal history, until the upcoming events when he got conflicts with many antagonists in this game, like **Steve Haines** and **Devin Weston**. He even had the most-screen time when compared to other main protagonists. Surely the other main protagonists had their own problem or conflict, but the portion was not as much as Michael's.

For the data source itself, the research data was collected by watching the GTA V walkthrough from **GTA Series Video** youtube channel. That youtube channel actually had their own GTA V walkthrough playlist (named GTA 5 (PS 5

and XBOX Series X|S) Gold Medal Playthrough in 4K) and they had played that game without any commentary voices (mostly known as no commentary videos). That playlist was created in year 2022 along with all of the videos uploaded. There were around eighty nine videos with eighty seven walkthrough parts, one about a compilation of the final mission (this mission actually had three endings, so the video showed three endings in a single video), and one about the closing credits. The “GTA Series Video” youtube channel was used to find all data necessary for the analysis. Indeed, some of the conversation from few missions was different depending on which ending we got, but otherwise the conversation was always the same.

C. Research Instrument

The main tools or instruments which were used for this analysis were a laptop, an internet connection (whether using WI-FI or cellular data), and the researcher itself. The laptop was necessarily used both for collecting the data and creating the analysis, while the internet connection was for searching the data in research object, remembering that the research objects in this study were a number of videos from a youtube channel. This analysis was done without any volunteers or other people, but instead by the researcher itself, because the analysis was done by collecting the data through youtube videos.

D. Data Collection

The way to collect the research data was by watching the gameplay walkthrough from the data sources and finding words which contain word formation process as many as possible. The main focus of the analysis was not the way how the characters interact, but instead the subtitle (the text showed below the scene of interaction in order to make the interaction easier to understand) on both during the gameplay and cutscene. From the subtitle, the researcher was able to identify which words containing word formation.

E. Data Analysis

First, the researcher watched the gameplay from **GTA Series Videos** youtube channel. The researcher watched from the first part until the end. The only parts or missions which were analyzed were those which included the main protagonist Michael De Santa. Any parts or missions which did not include Michael were not watched. The analysis of each datum began each time Michael spoke. The researcher fully focused on the subtitle to find out which words containing word formation process. If any of his dialogue had a word containing word formation process, the video was added to the analysis video called **datum**.

Second, after identifying the videos or datum which had words containing word formation process, the analysis was done to identify what type of word formation on each words found from each datum. The theory of word formation used for this study was from Bauer (1983). The word formation process found from

each datum was described on the analysis of each datum, both what type of the word formation found and how each type of word formation found was determined. The word formation processes used for this study were derivation and compounding. For the derivation, it included affixation (both suffixation and prefixation), truncation and acronym.

Third, the bound-free morpheme analysis was done right after the word formation analysis on each datum was clear. This second analysis was to identify the words which were included in the previous analysis whether it was bound morpheme or free morpheme without categorizing the sub-type of each bound or free morpheme found, like derivation morpheme, inflection morpheme, etc (See chapter 2). The theory used was from McCarthy (2002). This second analysis also included why either free or bound morpheme was determined on each word.

After finishing all the analysis, the discussion of the analysis was created in order to show which word formation process was the most-frequent and which was the least one, same with the bound-free morpheme. The discussion also included the reason of each sequence both on word formation process and bound-free morpheme, the relation between this study and the theorists providing their own definition, the comparison between this study and the previous studies, the benefit of this study. The researcher also created the conclusion of this study and the suggestion for the upcoming studies which used the same research object (GTA 5).

CHAPTER IV

FINDINGS AND DISCUSSION

This chapter showed the data that consisted of morphological analysis on word formation process found in “Grand Theft Auto 5” video game. The finding data included the word formation process, like choosing words which contain word formation process and the bound-free morpheme based on the findings of word formation process found. In conclude, this chapter showed the analysis data and the discussion about all of them. This chapter was divided into two parts, the first part was about the finding of word formation process and bound-free morpheme found from “Grand Theft Auto 5” video game while the second part was about the discussion on the finding of word formation process and bound-free morpheme based on this study.

A. FINDINGS

This sub-chapter exhibited the word formation process and bound-free morpheme found during the gameplay of “Grand Theft Auto” 5 video game. The words which were picked to be analyzed are limited to only the dialogues from one of three main protagonists from that video game which were those from Michael De Santa. The other characters’ dialogues were not counted. The word formation theory which are applied for this study are from Bauer (1983), so there were two main word formation processes which were being discussed: derivation and compounding. For derivation, it was split into affixation and non-affixation;

affixation had suffixation and prefixation; while non-affixation had truncation, acronym, and blending. For the bound-free morpheme, the theory from McCarthy (2002) was used. All of the data were summed based on the Michael's dialogues during gameplay or cutscene (datum) and sorted based on the walkthrough. Each analysis of datum explained what type of word formation process found and later determined whether it was bound or free morpheme. Note that the words found from the research object were the unique words which were found from this game and maybe in other games (not in movies or books). Otherwise, the data result was too short if the words were literally ONLY found from this game.

Datum 1



Prologue mission, during gameplay after the character Michael blew off the safety door

Dialogue

(Right after the safety door is blown)

Trevor: “Alright, we gonna do this, huh? Haha! Show me the money!”

Michael: “Slow and steady, **T**, slow and steady.”

Source: *GTA PS5 – Mission #1 - Prologue (01:49)*

https://www.youtube.com/watch?v=eVtEKMUUp08s&list=PLQ3KzJPBsAHnEKhs_hb94EW7UdzVCeWdJR&index=1&t=108s

Context of Datum 1

After the moment Michael blew the safety door which leads to money they wanted to rob, Trevor freaked out and seemed as if he was starting impatient. Michael tried to calm Trevor down. From this moment, we could firstly know that Michael called Trevor with the initial name “**T**” instead of using his real name.

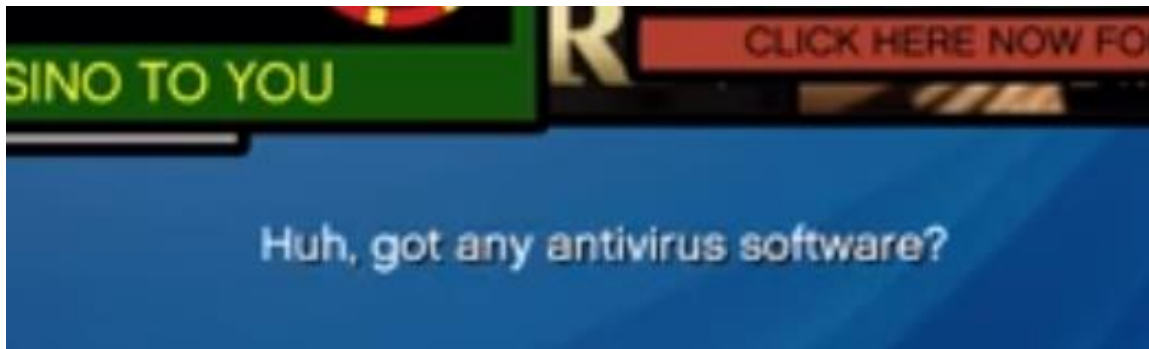
Analysis of Datum 1

The word formation process found from the prologue is the nickname “**T**” which has the truncation process. This nickname showed the initial of the name of the main character Trevor. From the **Prologue** main mission until the end of the game, Michael almost calls Trevor using the nickname “**T**” every single time because Michael and Trevor have a very close friendship from the beginning, only a few times Michael calls Trevor with his real name.

Same as the truncation process in a common, the unique nickname was mostly picked from the certain words or letters of the real nickname. The nickname “**T**” was picked from the letter **T** of the name **Trevor**. Michael should call Trevor with the nickname “Treve” or “Vor”, but the reason itself about why Michael decided to use the nickname “**T**” instead to call Trevor in order to show their best friend relationship was remain unknown.

Because the founding of this datum was the initial name, this did not include neither bound morpheme nor free morpheme. A morpheme should be either noun, verb, or adjective. Therefore, there was no bound-free morpheme analysis on this datum.

Datum 2



Friend Request mission, when Michael was asked by Rickie to help deleting the NSFW ads.

Dialogue

(Michael stares at the monitor)

Michael: “You’ve been at it on PC. Huh, got any **antivirus** software?”

Rickie: “I think so. Behind this junk, on the left. Clicked an NSFW link, bro. Bite me on the a**.”

Michael: “Yeah, not safe for work, eh. You know, my son’s computer runs into the same kind of problems.”

Source: GTA PS5 – Mission #10 – Friend’s Request (07:05)

<https://www.youtube.com/watch?v=BfTsKCJTvL8&list=PLQ3KzJPBsAHnEKhshb94EW7UdZVCeWdJR&index=10>

Context of Datum 2

On the mission, when Michael met Rickie for the first time, later Rickie asked Michael to help him deleting the NSFW (not safe for work) ads showing on his PC. Michael and Rickie entered the Life-Invader building together to look at

Rickie's PC and later Michael fulfilled the request from Lester which was to plant a bomb to a prototype phone.

Analysis of Datum 2

The adjective "antivirus" was highlighted as the prefixation process found from the mission. The adjective "antivirus" was separated into words "anti-" and "virus". This adjective was considered as the prefixation process because it contained one of the prefixes, "anti-". The word "anti-" was commonly known as the word which could not stand alone (or mostly known as a bound morpheme (later discussed on the next sub-chapter)). Any additional words which could not stand alone and placed in front of the base words was considered as a prefix.

The noun "virus", which was the base morpheme of the adjective "antivirus", means tiny living thing that causes an infection disease. This noun was also known as an object or a group inside the electronic like computer or smartphone which is able to ruin all of those. The word "antivirus" itself meant against the virus. The word "antivirus" was an adjective because any word with a prefix "anti-" was mostly used to describe the noun which do the opposite, for instance the sentence "was antivirus software" which showed the meaning of the software program which its main function was to determinate virus containing in somebody's computer.

The prefix "anti-" was determined as a bound morpheme because this prefix was not able to stand alone and did not have its own meaning. Mostly prefix was a

bound morpheme because the prefix felt ambiguous if it stood alone without attaching to other word. In the opposite, the word “virus” was the free morpheme because it was able to stand alone and had its own meaning.

Datum 3



Friend Request mission, after Michael planted a bomb to a prototype phone and went back to his house.

Dialogue

Lester: “Hey, Michael. Hold on... Hold on... domed! I domed you...”

Michael: “Lester? The thing’s in the prototype. I’m going home to watch the **keynote.**”

Lester: “Teabag time, my friend!”

Michael: “Lester, did you hear me? Are you playing that game?”

Lester: “Yeah, yeah, Sorry... Phone is rigged. What’s your problem, you don’t like shooters?”

Source : GTA PS5 – Mission #10 – Friend’s Request (09:17)

<https://www.youtube.com/watch?v=BfTsKCJTvL8&list=PLQ3KzJPBsAHnEKhshb94EW7UdZVCeWdJR&index=10>

Context of Datum 3

This datum was found from the same main mission as the previous datum (datum 3). After fulfilled the request from Lester, Michael went back to his home and told Lester about the keynote (or in the case, the bomb) he had planted before.

Analysis of Datum 3

The next word formation found was the compound “keynote”. This was the only compounding process found from this study. This compound was created from the nouns “key” and “note”. Both words “key” and “note” were nouns which were considered as the fragments on creating a compound. They had their own meanings without having a relation meaning on them.

The noun “key”, which was the non-head of the compound “keynote”, meant a piece of metal which locked or unlocks a door. This noun had a different meaning (based on the context) which was something that makes you able to understand something (retrieved from Oxford Dictionary). The noun “note”, which was a main head of the compound “keynote”, meant a short piece of writing to help remembering something (retrieved from Oxford Dictionary). When both of these nouns were combined into the compound “keynote”, the meaning was changed into the central idea of a note.

The founding of this datum was a compound, which meant there were two free morpheme found which were the base word “key” and “note”. The reason was because a compound was a combination of two word which had their own meaning, no matter either noun, verb, or adjective. As long as having a meaning itself without

necessarily attaching to other word, this was counted as free morpheme. This datum had no bound morphemes.

Datum 4



The Jewel Store Job (Loud Approach), when Michael told the plan to his heist crews.

Dialogue

Michael: “Alright, I wanna say thanks for being a part of our little **operation**. We’re all professionals, and we know all the score.”

Source: GTA PS5 – Mission #14 – The Jewel Store Job Loud Approach (00:05)

https://www.youtube.com/watch?v=lOArUsjH5DQ&list=PLQ3KzJPBsAHnEKhs_hb94EW7UdZVCeWdJR&index=14

Context of Datum 4

In the cutscene from the start of the mission, Michael spoke in front of his heist crews and told the heist plan from beginning (take the robbing action) until the end (how to escape successfully). The loud approach means the player who played the game decided to complete this heist mission undisguised. This heist mission had two different ways to complete, one is the loud approach while the other one is the smart approach (player must complete the heist quietly/undetected).

Analysis of Datum 4

The noun “operation” was the noun found from the mission. The noun “operation” was divided into base verb “operate” and the suffix “-ion”. The suffix “-ion” had no meaning and also could not stand alone without attaching the other word. This suffix attached other word by replacing the last vowel of the word like the word “operation” which was from the base verb “operate”.

The base verb “operate” means work in a particular way. This word was counted as verb because it can transform into “operates”, “operated”, and “operating” depending on the sentence. The noun “operation”, which was formed by replacing the second letter “e” from the base verb “operate” with the suffix “-ion”, in common meant a process of cutting part of the body to remove an injured part. That noun also has a meaning of an organized activity depending on the sentence, for instance, the robbery operation (based from that main mission) means the organized robbery activity where a group of people do a planned robbery action.

The verb “operate” was categorized as a free morpheme because it had their own meaning and was able to stand alone, while the suffix “-ion” was a bound morpheme because it was not able to stand alone and did not have its own meaning, just like the behavior of prefix.

Datum 5



The Jewel Store Job (Loud Approach), when Michael and his heist crews went to the target location.

Dialogue

Michael: “So, in the interest of fostering that type of **relationship** in the short time that we’ve got, let me introduce myself. I’m Michael. I’ve done this type of things before more than few times. I’ve made good money doing it, enough to spend a long time not doing it.”

Source: GTA PS5 – Mission #14 – The Jewel Store Job Loud Approach (02:18)

https://www.youtube.com/watch?v=lOArUsjH5DQ&list=PLQ3KzJPBsAHnEKhs_hb94EW7UdZVCeWdJR&index=14

Context of Datum 5

Same mission as the previous datum (datum 4), but this time when Michael started driving to the target location alongside with the heist crews. In order to make a good team, Michael wanted his crews to introduce themselves which started from Michael first.

Analysis of Datum 5

The noun “relationship” was the word formation process found from the mission. This noun was the result by the addition of the suffix “-ship” to its previous form, “relation”. Actually, the word “ship” was able to stand alone, as this word had its own meaning which meant a large boat which carried people (retrieved from Oxford Dictionary). In some case, this word was used for the suffix in order to create a new word from the base one, for instance, the noun “relationship” itself which was from the base noun “relation”.

The noun “relation” meant way in which two people or countries behave towards deal with each other. The noun “relation” itself actually has its base word which was a verb “relate”. The verb “relate” meant making a connection between two people or things. The noun “relation” was formed by replacing the second letter “e” from verb “relate” with the suffix “-ion”. For the noun “relationship”, it meant way in which two people or countries behave towards or deal with each other.

The suffix “-ship” was actually a rare suffix because it had its own meaning and was able to stand alone. Therefore, this suffix was considered as free morpheme. For the noun “relation”, it was known that this noun was also counted as a free morpheme.

Datum 6



The Jewel Store Job (Loud or Smart Approach), when Michael insulted the bad-skilled hacker (Rickie).

Dialogue

Rickie: “Bros, I wouldn’t stay in there for too long, okay? This alarm is gonna go... at some point.”

Michael: “You gotta be kidding me! Why did I employ a **hacker** who can’t run an antivirus software?”

Rickie: “S***, ummm, okay. The alarm hasn’t gone off yet.”

Source: GTA PS5 – Mission #14 – The Jewel Store Job Loud Approach (04:16)

https://www.youtube.com/watch?v=lOArUsjH5DQ&list=PLQ3KzJPBsAHnEKhs_hb94EW7UdZVCeWdJR&index=14

Context of Datum 6

Either picking a loud approach or smart approach, this dialogue was triggered when the player picked Rickie who was known as the bad-skilled hacker instead of the other professional ones. Michael thought that the heist would had the 90-seconds time limit before the alarm was going to reactivate, but because Rickie hadn’t a good hacking skill, the heist was on 60-seconds time limit instead, and Michael went mad knowing that.

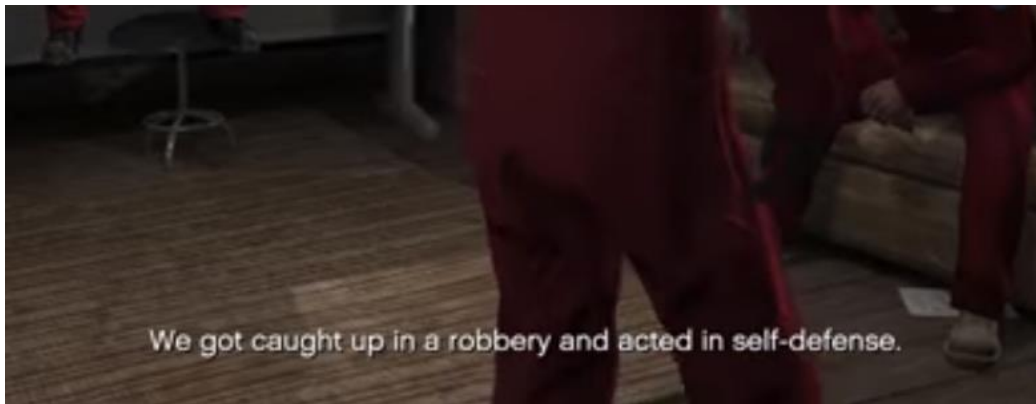
Analysis of Datum 6

The word formation process found was the suffixation “-er”. Same as all kind of suffixes, this suffix could not stand alone and also had no meaning. The suffix “-er” was mostly meant to change the word’s meaning from an activity to someone who did that activity. In any case, the noun “hacker”, which was found from the datum, was the good example about this one.

The noun “hacker” was formed from the base verb “hack” that had a meaning of secretly look and/or change the information to somebody else’s computer. The noun “hacker” which was formed by adding the suffix “-er” means a person who looks at somebody else’s computer data without permission. The noun “hacker” based on the research data mainly referred to the person or group of people who hijacks the target’s computer or security system in order to achieve their goals. They were mostly hired for specific missions which require some technological things to be completed.

The verb “hack” was counted as a free morpheme because it was able to stand alone without necessarily attaching to other word, while the suffix “-er” was a bound morpheme because it had the same behavior as most suffixes.

Datum 7



The Jewel Store Job (Smart Approach), when Michael began speaking to his heist crews

Dialogue

Michael: "This wasn't organized, we don't know each other. We got caught up in a **robbery** and acted in self-defense. But, that's not going to be an issue because everything's gonna just fine."

Source: GTA PS5 – Mission #17 – The Jewel Store Job Smart Approach (00:25)

<https://www.youtube.com/watch?v=E3tE92iLkJw&list=PLQ3KzJPBsAHnEKshb94EW7UdZVCeWdJR&index=17>

Context of Datum 7

The first cutscene would show different from the loud approach if the player chose the smart one. The context of the first cutscene was pretty much same as the first cutscene on the loud approach, the only difference was the sentences Michael spoke. In this smart approach, we can find the new word formation processes which cannot be found in the loud approach.

Analysis of Datum 7

The founding of this datum was a noun “robbery” which was formed by adding the suffix “-bery” to the base verb “rob”. The suffix “-bery” commonly used to a verb. Any verb which was added with this suffix turned into a noun. The meaning was also changed from an activity people did in a specific time to what kind of activity people did.

The base verb “rob” meant steal a money from a person or a place. This word could be defined as verb because “rob” can be transformed into “robs”, “robbed”, and “robbing” depending on the tenses. The complement noun “robbery” meant a crime activity of stealing money or goods from a bank or specific place. The word “robbery” was one of the common words which could be easily found from “Grand Theft Auto 5” video game, as the main theme of the game itself was about the robbery crime of the main protagonists.

The verb “rob” was considered as a free morpheme because it had the same behavior as the previous findings or foundings. It had its own meaning and able to stand alone without attaching to other word first. On the opposite, the suffix “-bery” was considered as a bound morpheme as it was not able to stand alone and must attach to other word.

This datum actually had other word containing word formation process which was the word **acted**. The reason why this word was not included because it was determined as an inflection process based from Bauer (1983). As known from

the data analysis (see Chapter 3), the inflection process was not included in this study, so the word **acted** was not included on this datum.

Datum 8



The Jewel Store Job (Smart Approach), when Michael went to the jewelry store with Franklin

Dialogue

Michael: “Well, the guy coming inside with me is tough. The driver and hacker, they ain’t so good, but, you know, how much of Madrazo’s money am I meant to give away? Huh?”

Franklin: “S***, sounds **reasonable**.”

Michael: “We’ll find out just how **reasonable** in a couple of hours.”

Source: GTA PS5 – Mission #17 – The Jewel Store Job Smart Approach (02:46)

<https://www.youtube.com/watch?v=E3tE92iLkJw&list=PLQ3KzJPBsAHnEKshb94EW7UdZVCeWdJR&index=17>

Context of Datum 8

Same mission as previous datum (datum 7), but this time when Michael went with Franklin to the jewelry store a.k.a. the location target for the robbery. He remembered Franklin about the reason why he decided to rob a jewelry store,

because he had a \$2.500.000 debt to the character Martin Madrazo after he had stupidly destroyed Martin's daughter's house (in **Marriage Counseling** mission). He hoped that the result of this robbery would be able to pay his debt.

Analysis of Datum 8

The adjective suffixation found was the adjective "reasonable". This adjective was not only spoken by Michael but also the other main character, Franklin. The suffixation found was the suffix "-able". Actually, the word "able" itself actually could stand itself without attaching the other word because it had its own meaning. The meaning was similar to the verb "can". Although that, this word was also able to be used as suffix, same case as the suffix "-ship" (from the datum 7).

The word "reasonable" was created by adding the suffix "-able" to its base word, "reason". The base word "reason" could be used as noun or verb, depending on the sentence. The base word "reason" as noun meant an explanation for something that has happened, while as verb meant forming a judgement about something after a careful thought. The word "reason" was rarely used as verb, as there are few example of sentences which used the word "reason" as verb, for instance the sentence "he is just reasoning". The adjective "reasonable" itself meant being fair, for example the sentence "that is truly reasonable".

The suffix "-able" actually had the same case as the datum 5, where this suffix was actually also a free morpheme. It actually had its own meaning and also

was able to stand alone even without attaching to other word. For the word “reason”, it was known as a free morpheme.

Datum 9



Fame or Shame mission, when Michael called her daughter, Tracey

Dialogue

Michael: “Hey, **Trace**, what’s up?”

Tracey: “What’s up? Are you joking? You ruined my life!”

Michael: “I did? I thought I’d already ruined your life. Remember after that boat thing.”

Tracey: “Take this seriously! Do you know how I wanted that? Fame or Shame is like an amazing opportunity! You’re such a f***** f***, you really are.”

Michael: “You’ll get over it. You’ll see. I did you a favor.”

Tracey: “Never! I hate you.”

Source: *GTA PS5 – Mission #24 – Fame or Shame* (14:23)

<https://www.youtube.com/watch?v=clGUFcvRFIw&list=PLQ3KzJPBsAHnEKshb94EW7UdZVCeWdJR&index=24>

Context of Datum 9

After completing the mission, when the player manually called Michael’s daughter, Tracey, this conversation appeared. Apparently, Tracey went mad because Michael once again interrupted her (the first one was when the **Complication** mission) by invading the Fame or Shame audition with Trevor and cancelling her attempt on that show.

Analysis of Datum 9

The word formation process found on this mission was the truncation process. The nickname which had the truncation process was the nickname “Trace”. Same as the previous datum (datum 1), the truncation process was found from the different nickname called by the certain character, especially the nickname “Trace”. Michael sometimes called his daughter, Tracey, with her real name and the other time calls her with the nickname “Trace”. One example when Michael calls Tracey with the nickname “Trace” was from this mission.

Same as datum 1, this nickname was not neither bound nor free morpheme. It was because the morpheme should be a thing or activity, not a name.

Datum 10



Dead Man Walking mission, on the first cutscene

Dialogue

Michael: “**Davey!** How ya doing?”

Dave: “About as good as can be expected, but the news is not good.”

Michael: “I don’t know what you’re talking about.”

Source: GTA PS5 – Mission #25 – Dead Man Walking (00:03)

<https://www.youtube.com/watch?v=tr9m3c1vEyM&list=PLQ3KzJPBsAHnEKhshb94EW7UdZVCeWdJR&index=25&t=11s>

Context of Datum 10

On the beginning of this mission, there was a cutscene where Michael met Dave Norton, one of the FIB agents. Dave called Michael because he knew that Trevor finally met Michael once again after long time ago (around ten years ago) since Michael had been presumed dead.

Analysis of Datum 10

The nickname found from the mission was the nickname “Davey”. Based on the founding of the datum 1 and 9, this nickname was also considered as the truncation process, as this nickname was not Dave’s real name. This nickname was used by Michael to call character Dave which was an FIB agent on “Grand Theft Auto 5” video game. In the beginning, Michael called Dave with his real name, but since this mission until the very end, Michael started using the nickname “Davey” to call Dave.

Same as previous datums (datum 1 and 9) , this nickname was not neither bound nor free morpheme. It was because the morpheme should be a thing or activity, not a name.

Datum 11



Three's Company mission, on the first cutscene.

Dialogue

Michael: "Maybe you could define 'team' for me. Is that just three of you? Or the greater **FIB**? Or the entire government? Because I'm tempted to argue that, thus far, we haven't shown a lot of your colleagues a whole lot of respect."

Source: GTA PS5 – Mission #26 – Three's Company (01:32)

<https://www.youtube.com/watch?v=9jxm2cgfzKw&list=PLQ3KzJPBsAHnEKshb94EW7UdZVCeWdJR&index=26>

Context of Datum 11

On the start of the mission, there was a cutscene where Michael met an FIB team which consisted of Steve Haines, Andreas, and also Dave Norton. They gave Michael a mission to arrest the target, Mr. K.

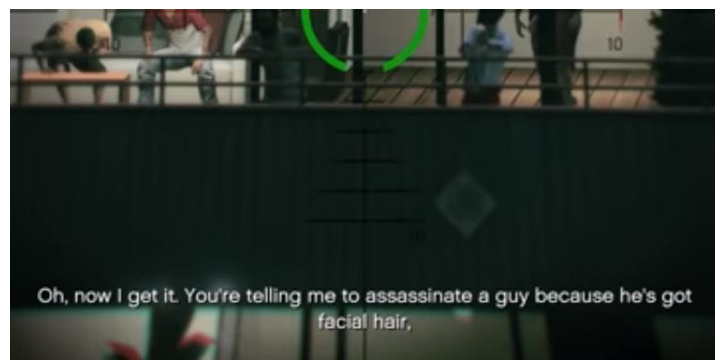
Analysis of Datum 11

The initial name FIB was the initial letter found from the mission when Michael firstly mentioned FIB (acronym). Based from the data, this word was the only one which contained acronym process. The FIB was a law enforcement agency in the "Grand Theft Auto 5" video game (derived from gta.fandom.com). This

initial name was inspired from the name FBI (Federal Bureau of Investigation) in the real world and actually had the same behavior.

As known from Bauer (1983), the acronym was about a word which stood for a number of words which were considered as a number of free morphemes. It was because all of these word were actually able to stand alone and each had its own meaning. Therefore, the words “federal”, “bureau”, and “investigation” were all free morphemes.

Datum 12



By the Book mission, when Michael was trying to identify the assassination target

Dialogue

Dave: “Steve’s calling me he chain smokes Redwoods.”

Michael: “It ain’t the cigarette that’ll kill him. It’s the guy who put the warnings on the packets he should worry about.”

Dave: “And he’s left handed.”

Michael: “Oh, now I get it. You’re telling me to **assassinate** a guy because he’s got facial hair, a cigarette, and he’s left-handed?”

Source: *GTA PS5 – Mission #27 – By the Book* (15:53)

https://www.youtube.com/watch?v=WqmyyupKuAw&list=PLQ3KzJPBsAHnEKhs_hb94EW7UdZVCeWdJR&index=27

Context of Datum 12

On the mission, Steve and Trevor interrogated Mr. K while Dave and Michael went to locate, identify, and kill the assassination target known with the name Azerbaijani. Michael looked for the target using the sniper scope and shot using that sniper once he finally found the target which matched with all the informations given from Steve.

Analysis of Datum 12

The word formation process found was the verb “assassinate”. The verb “assassinate” was formed by adding the suffix “-ate” to its base noun, “assassin”. The word “ate” actually had its own meaning. If we looked at the oxford dictionary, the word “ate” was actually the past tense version (or known as V₂) of the verb “eat”. The meaning of the verb “ate” was putting some food to people’s mouth but in the past time (ex: yesterday, last week, etc.) In some case, this word was also able to be used as the suffix (same as the suffix “-ship” found from datum 7).

The base noun “assassin” meant person who murdered somebody important, while the verb “assassinate”, which was formed by adding the suffix “-ate” to the base noun “assassin”, meant an action of murdering somebody important. The addition of the suffix “-ate” changed its position from noun to verb, as the word “assassinate” could turn into “assassinates”, “assassinated”, and “assassinating” depending on the sentence.

Based on the word formation analysis of this datum, it was known that the noun “assassin” was a free morpheme because it was able to stand alone and had its own meaning, while the suffix “-ate” was a bound morpheme because this suffix must attach to other word.

Datum 13



Did Somebody Say Yoga? mission, when Michael called Jimmy.

Dialogue

Michael: (Went upstairs) “Jimmy, you’re still here? **James!**”

Jimmy: “Go away!”

Source: GTA PS5 – Mission #28 – Did Somebody Say Yoga? (07:37)

<https://www.youtube.com/watch?v=2b3-h8sTFAU&list=PLQ3KzJPBsAHnEKshb94EW7UdZVCeWdJR&index=28>

Context of Datum 13

On that mission, right after Amanda decided to leave Michael because of getting sick around him, Michael called Jimmy because he was afraid that Jimmy would also leave Michael. He asked Jimmy to get out together, and it was a coincidence that Jimmy actually wanted to meet his friend at the Burger Shot (inspired from Burger King).

Analysis of Datum 13

The nickname “James” was the word formation process found on this datum. This nickname is used by Michael to call his son, Jimmy. This nickname was actually rarely used by Michael as he mostly called Jimmy by his real name. One of the few moments where Michael called Jimmy with the nickname “James” instead of Jimmy’s real name was of course on this mission.

Same from the founding of previous datums (datum 1, 9, and 10), this nickname was also not included as neither bound nor free morpheme, as the nickname was never counted as a morpheme at all.

Datum 14



The Paleto Score Setup, when Michael was still on his way to return to Trevor’s workplace

Dialogue

Michael: “Look, you had any ideas about the bank? Are you sure we can’t **disable** the alarm?”

Lester: “The alarm is UXVF one even classification. Minute long relay interval third party verification. Multiple monitoring centers. Sure, I can **disable** it.”

Michael: “But.....”

Lester: “Bur it’ll cost more than the job is worth.”

Source: GTA PS5 – Mission #48 – The Paleto Score Setup (11:29)

<https://www.youtube.com/watch?v=fhqSS7zI-Zk&list=PLQ3KzJPBsAHnEKhshb94EW7UdZVCeWdJR&index=48>

Context of Datum 14

After analyzing the bank to figure how to best robbing at that place, Michael, Lester, and Trevor went back to Trevor’s workplace to discuss the robbery plan. Trevor went back riding a motorcycle by himself, while Michael went back with Lester in a car. On that time, Trevor challenged Michael and Lester to race who would arrive first at his workplace.

Analysis of Datum 14

The next word formation process found was the prefixation. The prefixation meant was the word “disable”. The word which was attached by a prefix mostly had an opposite meaning of its base word (which was before attached by a prefix). Some cases were changing its position, like changing from noun to verb, but sometimes the position was still remain same. This word was not only spoken by Michael but also by Lester.

The word “disable” was separated into the prefix “dis-“ and “able”. The word “able” meant having the skill, intelligence, and opportunity needed to do something (retrieved from Oxford Dictionary). By adding the prefix “dis-“, the meaning was changed to its opposite, which meant not having the skill, intelligence, and opportunity.

For the bound-free morpheme analysis, it was determined that the prefix “dis-“ was a bound morpheme like the prefix “anti-“ from datum 2, while the word “able” was a free morpheme because it was able to stand alone without necessarily attaching to other word.

Datum 15



The Bureau Raid (Fire Crew Approach), when Michael and his crew stole the document

Dialogue

Michael: “**F**, the door’s locked. Fit a bomb and blow it.”

Source: *GTA PS5 – Mission #65 – The Bureau Raid (Fire Crew Approach)* (10:10)

<https://www.youtube.com/watch?v=rJ9Hq6Wx1Lk&list=PLQ3KzJPBsAHnEKhshb94EW7UdZVCeWdJR&index=65>

Context of Datum 15

On this mission, after Michael put some C4 bombs in the certain spots while disguising as the janitor, Michael disguised again as the firefighter alongside with his crews and blew up the bombs. Right when FIB building was on fire, they went upstairs until reach to the top floor in order to retrieve the document. The document which was taken was for Dave's final favor in order to erase Michael's criminal history (supposedly).

Analysis of Datum 15

The nickname found on this mission was the nickname "F". This nickname was only spoken by Michael. The nickname "F" was known as the initial of the name Franklin. Michael started calling Franklin using the nickname "F" since from this mission, especially when Michael started having a strong friendship with Franklin, which was pretty much same as Michael always called Trevor with the nickname "T" (see Datum 1).

Because the founding of this datum was a nickname, the bound-free morpheme was not included on this datum. It had the same behavior as the nickname found from all previous datums which had the same founding.

B. Discussion

This sub-chapter shown the major discussion of the founding from all previous sub-chapters. The discussion included what was the result found from word formation process in “Grand Theft Auto 5” video game and bound-free morpheme analysis on it. From all of these analysis results, it was determined from which one was the most frequent category to the least frequent, furthermore sorting from the most used to least word formation and determining which was the most used between bound morpheme and free morpheme. These discussions were provided with related reasons which were based on the context of founding and supporting all of these.

The first part of this sub-chapter was determining and sorting from the most used word formation process to the least used one. Based from sub-chapter A, it was concluded that the most used word formation process was the suffixation process with the total of six words which contained suffixation. These six words were “operation” (operate + **ion**), “relationship” (relation + **ship**), “hacker” (hack + **er**), “robbery” (rob + **bery**), “reasonable” (reason + **able**), and “assassinate” (assassin + **ate**). From these suffixation processes, one of them was verbal suffixation (assassinate), while the other one was adjectival suffixation (reasonable). The rest of them was considered as nominal suffixation.

The reason why the suffixation process was the most frequent from all word formation processes was because the main character **Michael De Santa** mostly spoke with the words which contained suffixation process (as seen from how many

datums which contained suffixation process). Actually, the affixation (both suffixation and prefixation) was the most common word formation process (Bauer, 1983, p.130), and it was because both suffixation and prefixation were the easiest word formation to be created. For this study, the suffixation did have the most frequent, while the prefixation had way less than suffixation.

The second most frequent word formation found from this study was the truncation process with five words (or in the case, the initial names). The character Michael liked to call some characters with the initial names instead of their real name compared to other main characters (Franklin and Trevor). Michael called with the initial names to the characters who had uncommon relationships with Michael, not only just know each other like when Michael always called character Devin with his real name. The example moments when Michael called someone with the initial name were when Michael usually called Trevor with the initial name “**T**” (as seen in datum 1) and called Franklin with the initial name “**F**” (as seen in datum 15).

Another examples of truncation founding were when Michael called the other character with the initial name were the moment when Michael called Jimmy with the initial name “**James**” which showed that Jimmy was Michael’s son (as seen in datum 13) and Tracey with the initial name “**Trace**” which showed the same behavior as Jimmy (as seen in datum 9). Michael also called the character Dave with the initial name “**Davey**” because Michael had a close working-friend relationship with him even though not as close as Trevor (as seen in datum 10).

The third one was the prefixation process with just two prefixation processes found from the analysis. Even though prefixation was as common as suffixation, this word formation process was barely found on this study. In fact, the other main characters (both Franklin and Trevor) spoke way more words containing prefixation process than Michael did. The two moments when Michael spoke words which contained prefixation were from the mission “**Friend Request**” when Michael spoke “anti-virus” (as seen in datum 3) and “disable” on the mission “**Paletto Score Setup**”.

The least frequent word formation processes were both compounding and acronym process with only one frequent. The reason why the compounding process was the fewest was because the compounding process found from this game was mostly actually a compound which was able to be found from other sources or media like movies, books, or magazine, so it was difficult to find a compound which was literally only found from this game. For the acronym, because there was literally only one acronym process among the storyline in this game.

The only compounding process found from this study was the “keynote” from datum 3. He spoke the sentence with this compounding process to show planning progress or something necessary on a task or mission. This was only the unique compound found from this study.

Based on this study, the founding of acronym process was “**FIB**”. Michael firstly spoke this word from first cutscene of the mission “**The Three’s Company**”

(as seen in datum 11). Actually, the acronym process found from this study was not only “**FIB**” but also “**IAA**” which was inspired from the name CIA (Civic Intellectual Agency), but sadly this was spoken by the other character (Dave and Steve), not Michael himself. Therefore, the word “**FIB**” was considered as the only acronym process found on this study.

For the bound-free morpheme, it was concluded that the number of free morpheme found on this study was way more than bound morpheme. The analysis result was fifteen free morphemes and seven bound morphemes found. The reason why bound morphemes were rarely found on this study was because mostly the bound morphemes were only found from affixation (suffixation and prefixation). The bound morphemes found were “**anti-**”, “**-ion**”, “**-er**”, “**-ation**”, “**-bery**”, “**-ate**”, and “**dis-**”. Five of these bound morphemes were suffixes while the other two were prefixes.

The free morpheme was way easier to be found than bound morpheme. In sum, there were fifteen free morphemes and found from almost all word formation processes on this study, except truncation process. There were eight free morphemes from suffixation process (**Operate**, **relation**, **ship**, **hack**, **rob**, **reason**, **able**, and **assassin**); two from prefixation process (**virus** and **able**); three from acronym process (the words **Federal Investigation Bureau** were all considered as nouns); and two from compounding process (**key** and **note**).

The word formation processes used on this study were related from Bauer’s word formation theory (1983). Based on her word formation theory, the main parts

of word formation were derivation and compounding. For the derivation, it was divided into affixation such as suffixation, prefixation, and affixation; and non-affixation like conversion, truncation, acronym, and blending. For this study, the affixation, blending, and conversion processes were not added because they were not found from the research object.

As known from the analysis result, some of the used derivation processes, both suffixation and prefixation, changed part of the word, either by adding it or removing it. The main rule of the affixation was changing the word in order to create a different meaning. Thus, this also made a change on the way of speech which was being one of the main characteristics of the derivation (Bauer, 1983, p.22). The non-affixation processes like acronym and truncation also had this behavior, for instance the word **FIB** from datum 11 (instead of speaking /*fib*/, this word should be spoken based on the alphabet (/e*faibi*/)) and the word **James** from datum 13. On the contrast, compounding process did not change the way of speech.

For the case of compounding process, it was known that the compounding process was made by combining two words (or rather, two free morphemes) into a new word (Bauer, 1983, p.170), for instance the word **key note** from datum 3 which was made by combining the words **key** and **note**. The compounding process was one of the common used word formation process and able to be found anywhere, and the way to determine whether compounding or not was through both spelling and lexicalization (Lieber, 2005, p.376).

The meaning of spelling aspect from Lieber (2005) was how flexible of the word. The compounding process was a flexible word formation process because it was able to be written as either as two separate words, two words hyphenated, and one word (Lieber, 2005, p.376). Take a look at the word **key note**. This was a compound which was written as two separated words. It was actually able to be written as the different form, such as **key-note** (two words hyphenated) and even **keynote** (one word). This unique characteristics was only found from the compounding process and the reason why the compounding process was actually not a word formation process but rather a syntactic process (Bauer, 1983, p.203).

The lexicalization aspect from Lieber (2005) meant the meaning between the compound word and its base words was totally different and did not relate each other. The word **key** and **note** from the compound **key note** was able to be used as the example of this case. The word **key** meant a piece of metal which locked or unlocked a door, while the word **note** a short piece of writing to help remembering something. When combined, the compound **fire truck** had a total different meaning (as seen in datum 3) and did not relate to neither **fire** nor **truck**'s meaning. It was known that compounding was highly productive and new compounds were very often compositional in meaning, at least when context was taken into account (Lieber, 2005, p.376).

As known from the analysis result, it was concluded that bound morphemes were only found from both suffixation and prefixation process. It was likely because bound morpheme was a morpheme that only occurred in combination with other

morphemes within a word (Booij, 2007). The word “disable”, which had the prefix “dis-”, from datum 14 was used for this example. The prefix “dis-“ did not have any meaning, therefore it was ambiguous to stand alone. Bound morpheme mostly was not able to stand alone as a word (McCarthy, 2002).

The free morphemes had an opposite behavior with the bound morpheme. The free morpheme was a morpheme that was able to stand alone (McCarthy, 2002). The free morpheme was able to be found from almost all word formation processes, but the easiest one was from the compounding process, as mostly the two base words which were used for the compound combination were counted as free morphemes, for instance the word “key note” from datum 3.

Both of these words were actually able to stand alone, as both of them had their own meaning. For the case of the other word formation processes, the free morpheme was mostly found from the base word of the word formation process, for example the word “disable” from datum 14, where the word “able” was considered as its base word (in this case, this word was counted as free morpheme). Free morpheme, such as word “able”, was a morpheme that was able to function as a word of its own (Geert Booij, 2007).

The analysis result of this study was the word formation and bound-free morpheme analysis on character’s dialogues. This analysis result was different from previous studies like Chrismadia (2021) where the founding was word formation process on the gaming terms in “Cyberpunk 2077” video game, Kalma (2007)

where the founding was word formation process on internet gaming forum like slang words, and Fauzi (2018) where the founding was word formation process on new words found in oxford dictionary which was not even related on video games.

For the bound-free morpheme, sadly there were no previous study which used this theory. The researcher actually had searched any previous studies which may use this theory, but none of them used this theory probably because this theory was actually too common for research purpose and not interested for reader. This study used this theory along with word formation theory in order to create a complex yet interesting study for reader.

This study was done to provide word formation process analysis with different perspective. In the previous study, there was a study about semantics domain on word formation process with video game as the main object of the study, so with this study it would be able to give a further knowledge about word formation. This study also gave a new insight to bound-free morpheme. The bound-free morpheme theory was rarely taken as studies, as this theory was actually difficult to be used as a study. The last but not least, the benefit of this study was to show that video games were relevant main objects of the further studies, as there were many things only found from them and not in movies or books, or even novels.

Even though with all of the benefits mentioned, this study actually had limitations in order to keep giving short but straightforward analysis. The limitations were only using main character **Michael De Santa** for the analysis purpose without other main characters (Franklin Clinton and Trevor Phillips) and

main storyline or missions for the analysis field. The future study could be able to use this video game as the main object but with different approach, for instance using the main character Franklin Clinton and analyzing all of his dialogues (both main and side missions).

CHAPTER V

CONCLUSION AND SUGGESTION

In this chapter, the researcher concluded every explanation and description which had been discussed toward the finding data and the bound-free morpheme analysis of the word formation process found from “Grand Theft Auto 5” video game. In addition, this chapter also revealed a suggestion for the next scholar related with an analysis of the word formation process.

A. Conclusion

The researcher had elucidated the bound-free morpheme analysis on word formation process found from “Grand Theft Auto 5” video game. The analysis objects were the dialogues which were only from the main character **Michael De Santa** from that video. It was concluded that the suffixation process was the most-counted word formation process found from this video game with a total of six, following with truncation with five, prefixation with two, and acronym and compounding which were both the fewest with only one. For the number of bound-free morphemes found from the word formation process, there were fifteen free morphemes and seven bound morphemes.

B. Suggestion

The “Grand Theft Auto 5” video game was actually a good choice to be used as a research object of the future research which used a video game as the main research object, since this video game had a truly massive scale compared to other video games. The research object used for this study was the dialogue from only the main character Michael De Santa. The researcher suggested for future research to use the other main characters like Franklin Clinton and/ or Trevor Philips. This study was actually able to be continued by adding other types of analysis like semantics and syntax analysis.

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APPENDIX A

APPENDIX OF AFFIXATION PROCESS ON “GRAND THEFT AUTO 5”

VIDEO GAME

No	Word	Function	Type of Affixation	Bound Morpheme	Dialogue	Meaning
1	Antivirus	Noun	Prefixation	Anti-	“You’ve been at it on PC. Huh, got any antivirus software?” <i>(Datum 2)</i>	Against the virus
2	Operation	Noun	Suffixation	-ion	“Alright, I wanna say thanks for being a part of our little operation. ” <i>(Datum 4)</i>	A process of cutting part of the body to remove an injured part
3	Relationship			-	“So, in the interest of fostering that type of relationship in the short time that we’ve got, let me introduce myself. I’m Michael.” <i>(Datum 5)</i>	A way in which two people or countries behave towards or deal with each other.
4	Hacker			-er	“You gotta be kidding me! Why did I employ a hacker who can’t run an antivirus software?” <i>(Datum 6)</i>	A person who looks at somebody else’s computer data without permission
5	Robbery			-bery	“This wasn’t organized, we don’t know each other. We got caught up in a robbery and acted in self-	A crime activity of stealing money or goods from a bank or specific place

					defense. <i>(Datum 7)</i>	
6	Reasonable	Adjective		-	“We’ll find out just how reasonable in a couple of hours.” <i>(Datum 8)</i>	Being fair
7	Assassinate	Verb		-ate	“Oh, now I get it. You’re telling me to assassinate a guy because he’s got facial hair, a cigarette, and he’s left-handed?” <i>(Datum 12)</i>	Murdering somebody important
8	Disable	Adjective	Prefixation	Dis-	“Look, you had any ideas about the bank? Are you sure we can’t disable the alarm?” <i>(Datum 14)</i>	Not having the skill, intelligence, and opportunity.

APPENDIX B

APPENDIX OF NON-AFFIXATION ON “GRAND THEFT AUTO 5”

VIDEO GAME

No	Word	Function	Type of Non-Affixation	Dialogue	Meaning
1	F	Noun	Truncation	“ F , the door’s locked. Fit a bomb and blow it.” (<i>Datum 15</i>)	Known as the initial of the name Franklin.
2	T			Slow and steady, T , slow and steady (<i>Datum 1</i>)	The initial of the name of the main character Trevor.
3	Trace			“Hey, Trace , what’s up?” (<i>Datum 9</i>)	Other nickname of the character Tracey
4	James			“Jimmy, you’re still here? James! ” (<i>Datum 13</i>)	Other nickname of the character Jimmy
5	Davey			“ Davey! How ya doing?” (<i>Datum 10</i>)	Other nickname of the character Dave
6	FIB		Acronym	“Maybe you could define ‘team’ for me. Is that just three of you? Or the greater FIB ?” (<i>Datum 11</i>)	Federal Investigation Bureau
7	Keynote		Compounding	“Lester? The thing’s in the prototype. I’m going home to watch the keynote .” (<i>Datum 3</i>)	The central idea of a note.