COMPARING WORD FORMATION PROCESSES OF

JARGONS ON HONOR OF KINGS AND MOBILE LEGENDS

THESIS

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LITERATURE FACULTY OF HUMANITIES

UNIVERSITAS ISLAM NEGERI MAULANA MALIK IBRAHIM

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COMPARING WORD FORMATION PROCESSES OF JARGONS ON HONOR OF KINGS AND MOBILE LEGENDS

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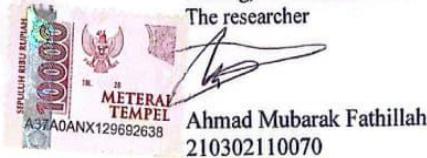
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APPROVAL SHEET

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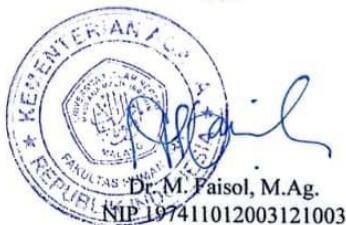
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MOTTO

"Segala hal butuh proses, karena di setiap proses ada pembelajaran. Jika dipercepat, Allah ingin kita bersyukur, jika diperlambat, Allah ingin kita bersabar. "

— Maulana Habib Luthfi bin Yahya.

DEDICATION

I dedicate this thesis with deep gratitude to my parents Abah Pai and Umik Maslahah. Thank you for always being my frontline support, a source of strength, prayers, and faith, always present at every step of my life. I also dedicate this thesis to my siblings, Roshina Hila Dini and her husband, Dhanny Agus Nuryahya, to M. Fakhrul Islam Masruri and his wife, Hanifa Nur Rahmadini, to my nephew, Ahmad Faqih Yahya, to my friends, and to everyone who has accompanied me throughout this journey. Lastly, I dedicate this thesis to myself who, despite stumbling many times, chose to finish what I once began.

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ABSTRACT

Fathillah, Ahmad Mubarak (2025). *Comparing Word Formation Processes of Jargons On Honor Of Kings And Mobile Legends.* Thesis. Department of English Literature, Faculty of Humanities, Universitas Islam Negeri Maulana Malik Ibrahim Malang. Advisor: Mazroatul Ishlahiyah, M.Pd.

Keywords: MOBA games, jargon, word formation processes, Mobile Legends, Honor of King.

This study examines the use and development of jargon in two popular games, Mobile Legends and Honor of Kings. The purpose of this study is to identify the types of word formation processes found in the jargon of both games and to explain the differences in their usage patterns. This study uses Yule's (2019) word formation processes theory as the basis for recognizing morphological processes, and Plag's (2003; 2018) word formation processes theory as the main framework for morphological classification and analysis. Based on these theories, word formation processes are classified into compounding, borrowing, conversion, derivation, clipping, and multiple processes. A total of 53 jargon terms were collected and analyzed in this study. The results show that compounding and borrowing are the most dominant word formation processes in both games. This dominance reflects the need for clear, descriptive, and efficient communication in Multiplayer Online Battle Arena (MOBA) games. Compounding allows the formation of easily understood terms by combining free morphemes, while borrowing provides technical terms with stable meanings widely recognized in the global gaming community. Although both games share many terms, differences in jargon usage patterns remain. Mobile Legends tends to use general and functional English terms to support global standardization. At the same time, Honor of Kings combines technical terms with cultural and mythological elements to strengthen the game's identity. This research shows that in-game jargon functions not only as a communication tool but also as a means of identity formation and linguistic creativity within the MOBA community. This cross-game morphological analysis is expected to contribute to the study of digital language and language variation within online gaming communities.

الملخص

فتح الله أحمد مبارك (٢٠٢٥). مقارنة الجارغون في لعبتي هونور أوف كينغز وموبايل ليجندز. بحث تخرّج. قسم اللغة الإنجليزية، كلية العلوم الإنسانية، جامعة مولانا مالك إبراهيم الإسلامية الحكومية مالانج. المشرف: مزروعات الإصلاحية، ماجستير التربية.

الكلمات المفتاحية: ألعاب موبا، مصطلحات الألعاب، عمليات تشكيل الكلمات، التحليل الصرفي، موبايل ليجندز، أونر أوف كينغز.

تتناول هذه الدراسة استخدام وتطوّر المصطلحات الخاصة في لعبتين شائعتين من نوع ساحة المعركة متعددة اللاعبين عبر الإنترنت، وهما موبايل ليجندز وأونر أوف كينغز. وتهدف الدراسة إلى تحديد أنواع عمليات تشكيل الكلمات المستخدمة في مصطلحات اللعبتين، وشرح أوجه الاختلاف في أنماط استخدامها. وتعتمد هذه الدراسة على نظرية تشكيل الكلمات ليول (٢٠١٩) بوصفها أساسًا للتعرّف على العمليات الصرفية، وعلى نظرية تشكيل الكلمات لبلاغ (٢٠٠٣؛ ٢٠١٨) بوصفها الإطار الرئيس لتصنيف هذه العمليات وتحليلها. وبالاستناد إلى هاتين النظريتين، تُصنَّف عمليات تشكيل الكلمات إلى: التركيب، والاقتراض اللغوي، والتحويل الصرفي، والاشتقاق، والاقتطاع، والعمليات المتعددة. وقد جُمع في هذه الدراسة ٥٣ مصطلحًا من مصطلحات الجارغون، وتم تحليلها تحليلاً صرفيًا. وتُظهر نتائج الدراسة أن التركيب والاقتراض اللغوي يُعدّان أكثر عمليات تشكيل الكلمات استخدامًا في كلتا اللعبتين. وتعكس هذه الهيمنة الحاجة إلى تواصل واضح ودقيق وفعّال في ألعاب ساحة المعركة متعددة اللاعبين. إذ يتيح التركيب تكوين مصطلحات سهلة الفهم من خلال دمج وحدات صرفية حرة، في حين يوفّر الاقتراض اللغوي مصطلحات تقنية ذات دلالات مستقرة ومعروفة على نطاق واسع داخل مجتمع الألعاب العالمي. وعلى الرغم من اشتراك اللعبتين في عدد كبير من المصطلحات، فإن الاختلاف في أنماط استخدام الجارغون لا يزال قائمًا. تميل لعبة موبايل ليجندز إلى استخدام مصطلحات إنجليزية الأصل ذات طابع عام ووظيفي لدعم التوحيد اللغوي العالمي، في حين تجمع لعبة أونر أوف كينغز بين المصطلحات التقنية والعناصر الثقافية والأسطورية بهدف تعزيز هوية اللعبة. وتُظهر هذه الدراسة أن الجارغون المستخدم داخل الألعاب لا يقتصر على كونه أداة للتواصل فحسب، بل يُعدّ أيضًا وسيلةً لتشكيل الهوية وإبراز الإبداع اللغوي داخل مجتمع ألعاب ساحة المعركة متعددة اللاعبين. ومن المتوقّع أن تسهم هذه الدراسة المقارنة في التحليل الصرفي بين الألعاب في إثراء دراسات اللغة الرقمية وتنوع اللغة داخل مجتمعات الألعاب الإلكترونية.

ABSTRAK

Fathillah, Ahmad Mubarak (2025). *Perbandingan Jargon Honor of King dan Mobile Legend.* Skripsi. Jurusan Sastra Inggris, Fakultas Humaniora. Universitas Islam Negeri Maulana Malik Ibrahim Malang. Pembimbing: Mazroatul Ishlahiyah, M.Pd.

Kata kunci: Game MOBA, Jargon, Proses Pembentukan Kata, Mobile Legends, Honor of Kings.

Studi ini meneliti penggunaan dan perkembangan jargon dalam dua game populer, Mobile Legends dan Honor of Kings. Tujuan studi ini adalah untuk mengidentifikasi jenis proses pembentukan kata yang ditemukan dalam jargon kedua game tersebut dan untuk menjelaskan perbedaan pola penggunaannya. Studi ini menggunakan teori proses pembentukan kata Yule (2019) sebagai dasar untuk mengenali proses morfologis, dan teori proses pembentukan kata Plag (2003; 2018) sebagai kerangka utama untuk klasifikasi dan analisis morfologis. Berdasarkan teori-teori ini, proses pembentukan kata diklasifikasikan menjadi penggabungan, peminjaman, konversi, derivasi, pemotongan, dan proses berganda. Sebanyak 53 istilah jargon dikumpulkan dan dianalisis dalam studi ini. Hasil menunjukkan bahwa penggabungan dan peminjaman adalah proses pembentukan kata yang paling dominan di kedua game tersebut. Dominasi ini mencerminkan kebutuhan akan komunikasi yang jelas, deskriptif, dan efisien dalam game Multiplayer Online Battle Arena (MOBA). Penggabungan kata memungkinkan pembentukan istilah yang mudah dipahami dengan menggabungkan morfem bebas, sementara peminjaman kata memberikan istilah teknis dengan makna stabil yang diakui secara luas dalam komunitas game global. Meskipun kedua game tersebut memiliki banyak istilah yang sama, perbedaan dalam pola penggunaan jargon tetap ada. Mobile Legends cenderung menggunakan istilah bahasa Inggris umum dan fungsional untuk mendukung standardisasi global. Pada saat yang sama, Honor of Kings menggabungkan istilah teknis dengan unsur budaya dan mitologi untuk memperkuat identitas game. Penelitian ini menunjukkan bahwa jargon dalam game tidak hanya berfungsi sebagai alat komunikasi tetapi juga sebagai sarana pembentukan identitas dan kreativitas linguistik dalam komunitas MOBA. Analisis morfologi lintas game ini diharapkan dapat berkontribusi pada studi bahasa digital dan variasi bahasa dalam komunitas game online.

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CHAPTER I

INTRODUCTION

This chapter contains the research's background, research questions, significance, scope, limitations, and key terms.

A. Background of The Research

The language used in gaming communities has several features that make it different from everyday communication. One of the most noticeable features is the use of jargon. Jargon refers to special terms used by a particular group that may not be easily understood by people outside that group. In gaming, jargon plays an important role because players need short and clear expressions to talk about in-game actions, strategies, and situations (Iskandar et al., 2021). For example, players often use terms such as flicker, retribution, and ulti to give quick instructions or responses during gameplay. This type of language helps players communicate faster and more efficiently, while at the same time showing their membership in the gaming community (Novrianti, 2023).

The objects of this study are two popular online games, Honor of Kings and Mobile Legends. These games were chosen because both belong to the Multiplayer Online Battle Arena (MOBA) genre, which requires teamwork, fast communication, and the use of specific terms to coordinate strategies during matches. Honor of Kings is a mobile game developed by TiMi Studio Group and published by Tencent (Yao & Chen, 2022). Mobile Legends: Bang Bang is a mobile MOBA game developed and published by Moonton, a subsidiary of ByteDance (Rosyidi, 2021). Although both games are in the same genre, they are produced by

different companies and have different player communities. Therefore, comparing the jargon used in these two games is useful for understanding differences in language use within MOBA games.

This study is related to previous research that examines language use in online gaming communities, especially studies that focus on jargon and word-formation processes. Earlier studies have different focuses and methods, but they provide a useful background for this research. (Iskandar, 2021), for example, discusses how gaming jargon helps players communicate during digital gameplay. Although this study does not analyze word-formation processes in detail, its focus on communication function is relevant to the present study, which also views jargon as a tool for effective interaction. However, the current study differs because it examines the morphological forms of jargon rather than focusing only on their communicative function.

(Magria, 2021) finds that borrowing and compounding are the most common word-formation processes in Mobile Legends jargon. This study uses a morphological and sociolinguistic approach to explain how gaming terms are formed through community interaction. These findings are similar to the results of the present study, as borrowing and compounding are also frequently found in the data. The main difference is that Magria focuses on one game, while this study compares two MOBA games. In addition, (Matini, 2014) explains that new words are often created in digital communities and that language changes quickly in online environments. Although Matini's study does not focus on a specific game or

provide detailed morphological categories, it supports the idea that online spaces encourage word creation.

Other studies also show that several word-formation processes are commonly used in digital communication. (Shcherbina, 2022) and (Printsipalova, 2024) report that processes such as affixation, shortening, blending, and borrowing are often used to form new terms in online contexts. Their findings support this study because similar processes are found in the jargon of Honor of Kings and Mobile Legends. However, these studies examine digital language in general, while the present study focuses specifically on the MOBA gaming community.

(Faydullah, 2022) reports that clipping and compounding are the most frequently used processes in the creation of gaming terms. This result is partly similar to the findings of the present study, as both processes are also found in the research data. However, the current study examines a wider range of word-formation processes and compares their distribution across two games. In contrast, (Hermawan and Putra, 2020) find that abbreviation is the most dominant process in the language used by Mobile Legends players. This finding is different from the results of the present study, which show that compounding and borrowing are more dominant. These differences suggest that language use can vary across gaming communities.

Some studies focus more on meaning and social function than on word structure. (Kamal and Gayo, 2020), for example, examine the use of slang among Arena of Valor players and focus on its social meaning and role in communication. Because of this focus, their study does not explain which word-formation processes

are dominant. Similarly, (Klavan, 2022) finds that clipping is commonly used in Twitch chat because communication happens very quickly and messages need to be short. This situation is different from MOBA gameplay, where players communicate strategically and use a wider variety of word forms. (Varian, 2023) analyze the use of abbreviations in Valorant player communication and show that abbreviations help players communicate more efficiently and strengthen group identity. However, their study does not examine other word-formation processes in detail. As a result, their focus is different from the present study, which analyzes several types of word-formation processes.

Based on the discussion above, this study takes a different approach by comparing the jargon used in two popular MOBA games, Honor of Kings and Mobile Legends, using word-formation theory. This approach is expected to contribute to studies on digital language and online communities by providing a clearer understanding of language variation and word creation in online games. This research uses word-formation theory as its main theoretical framework. The theory explains how new words are formed through processes such as compounding, borrowing, conversion, derivation, coinage, clipping, and multiple processes. In this study, the term jargon refers to formal terms that are part of the game system, not words created freely by players. This focus helps ensure that the analysis examines standard terms used to describe game mechanics, which are shared and understood by players in general.

B. Research Questions

The following questions will guide the research in comparing the gaming jargon of Honor of Kings and Mobile Legends.

1. What types of word formation processes are used in the jargon of Honor of Kings and Mobile Legends?

2. How do the word formation processes of jargon in Honor of Kings differ from those in Mobile Legends?

C. Research Significance

This research applies word-formation processes proposed by Yule (2019) as the main framework to analyze the jargon found in Mobile Legends and Honor of Kings. The study examines how jargon in both games is formed through processes such as compounding, borrowing, conversion, derivation, coinage, clipping, and multiple processes. This research also applies Plag's (2018) perspective on word-formation, particularly the concepts of productivity and process preference, to explain the differences in the distribution of word-formation processes between the two games. By combining these theoretical perspectives, this research contributes to a clearer understanding of how game developers select and apply certain word-formation processes in creating jargon. Therefore, this study helps fill the gap in understanding how jargon is formed, structured, and diffused within and across digital gaming contexts, especially in the MOBA genre.

D. Scope and Limitations

This research focuses on the jargon used in Honor of Kings and Mobile Legends. The analysis is strictly limited to official terms created by game

developers and integrated into the game system. Player-generated slang, informal abbreviations, and non-system-based terms are excluded from the analysis.More specifically, this study employs Yule's (2019) word-formation theory to classify jargon into seven categories: compounding, borrowing, conversion, derivation, coinage, clipping, and multiple processes. Furthermore, Plag's (2018) theory is used as a supporting framework to explain tendencies and preferences in the use of word-formation processes identified in the data.

Since this research only examines two MOBA games, the findings cannot be generalized to other online games or genres. In addition, this study does not analyze player communication or interaction but is limited to examining the linguistic form and word-building processes underlying the jargon used in both games.

E. Definition of Key Terms

Below are some definitions of key terms to help readers understand this research.

1. Word Formation Processes: Generating new words based on a root word by using compounding, borrowing, derivation, etc.

2. Jargon: A technical terminology designed by a restricted group and not usually used in conventional discussion.

3. MOBA Games: A gaming genre in which five players with different abilities work together to destroy the enemy base and reach victory.

4. Honor of Kings: Multiplayer Online Battle Arena (MOBA) online game developed by Tencent with Asian character heroes.

5. Mobile Legends: Multiplayer Online Battle Arena (MOBA) online game developed by Moonton with global character heroes.

CHAPTER II

REVIEW OF RELATED LITERATURE

This chapter presents the research's theoretical foundation by discussing relevant literature on word formation processes, jargon, and MOBA games.

A. Word Formation Processes

Word formation processes is creating new words. It is a process that demonstrates how languages respond to users' need to name things or to speed up communication. In this study, Yule's forming attitude is used to analyze how the jargon of the games Honor of Kings and Mobile Legends was formed. It then includes jargon for various processes: compounding, borrowing, conversion, derivation, coinage, clipping, and multiple processes. The player communities' slang of Honor of Kings and Mobile Legends can be distinguished into types based on the word formation processes theory by Yule (2019), that is:

1. Compounding

Compounding is the process of combining two complete words to create a new meaning. In gaming, this technique is often employed to title positions, tactics, and locations on the game board. Example: *Mid lane* is the compounding from middle and lane, which actually means the middle line on the field. Here, we see how smushing two words with varying definitions together helps us create an expression that is clean and means just what it sounds like in the context of the game.

2. Borrowing

Another change in words is borrowing, that is, adopting a word from another language without extensive shaping of the original form. Examples: *Tank.* The following expressions are borrowed straight from English (and often used by gamers worldwide) to describe a hero's role/gimmick, such as a tank hero with high defense and a support hero who can help the team.

3. Conversion

Conversion is the act of using a word from one class as if it were a member of another class, but without changing the form. Often in games, nouns are verb depending on the game's context. Example: *Recall.* As a verb to return to base and make one of your damaged heroes under Recover again. This shows how the role of words can shift according to what players need in terms of communication during play.

4. Derivation

Derivation means forming a new word from an existing one, usually by the addition of a prefix or a suffix that has no related word forms that have entirely different meanings. Example: Fighter, the suffix -er allows people to derive a word from fight: *Fighter* (one who fights). For instance, a *Fighter* will be controlled as a melee role in the video game. This shows how a given morpheme may be manipulated to produce new words whose meanings and functions are related but significantly different, in this case, terms for roles or characters in a game.

5. Coinage

This is how new words come about, and they are generally only relevant to a specific realm - examples from game vocabulary. Coinaged words generally become an official part of the game's language system and are widely used by players.

6. Clipping

Clipping is a word formation processes that shortens a polysyllabic word by dropping one or more syllables without changing its meaning. This method is commonly used to accelerate communication, particularly when time is of the essence. For example, *Ulti* is short for ultimate skill, meaning every character in the game has their own particular super move. This is a common form of shortening because players won't have enough time to say the full term while playing. Clipping is a form of language efficiency that helps players communicate quickly and maintain mutual understanding throughout the game.

7. Multiple Processes

Multiple processes occur when a single word is formed by more than one word-formation process simultaneously. Example: *EXP Lane* is formed through clipping and is also a compounding, as it originates from an English term whose use is retained.

While Yule's (2019) word-formation theory provides a comprehensive classification of how jargon is formed through various processes, it primarily

focuses on structural categorization. However, the theory does not specifically explain why certain word-formation processes are more dominant than others in particular domains. Therefore, to complement Yule's classification, this study also refers to Plag's (2018) perspective, which emphasizes productivity and preference as key factors influencing the frequency and dominance of word-formation processes.

Plag (2003) explains that word formation is not only a structural linguistic process but also reflects tendencies and preferences in language use. According to Plag, word-formation processes differ in their productivity, meaning that some processes are used more frequently than others because they are simpler, more efficient, and more transparent in conveying meaning. In specialized domains, such as digital games, productive word-formation processes are preferred because they allow users to understand new terms quickly without requiring complex interpretation. Furthermore, Plag emphasizes that speakers tend to favor word-formation processes that produce forms which are easy to recognize and widely acceptable within a community.

This preference results in the dominance of certain processes, such as compounding and borrowing, especially in technical or professional fields. Less productive processes, on the other hand, appear less frequently because they require higher cognitive effort or are less transparent in meaning. This perspective is relevant to the present study because it helps explain why certain word-formation processes are more dominant in the jargon of Honor of Kings and Mobile Legends. By applying Plag's theory, the differences in the

distribution of word-formation processes between the two games can be interpreted as a result of productivity and preference rather than as random variation.

B. Jargon

Jargon is a form of language that develops and is used by a particular group to aid communication among its members. Jargon terms and words are technical, brief, and known only to those participating in the same activity or field. According to Crystal, (2003), jargon is technical vocabulary: the kind of vocabulary that develops within a language community whose members have a particular need for specialized communication. This distinguishes jargon from other forms of language, like slang, which is more about style or relationship. Thus, the language of a profession is not only technical lexicon; it is idiomatic as well and helps it be understood within the group (Mykulanynets, 2020).

The jargon is peculiar to itself and has a particular usage of other words. First, it is generally used only within a limited circle, so its message does not register with others. Secondly, it is pretty short and pragmatic – and that comes from the need to get through when you are conveying a message. Third, jargon is frequently just a shorthand reference, an acronym, or a technical term that conveys meaning only in the narrow context in which it is discussed. Fourth, jargon within the group is repeated until members no longer have to think about it (Shulman et al., 2020). However, those traits also make jargon an excellent means of internal communication and for parsing meaning in a given context.

Aside from enabling comprehension, jargon plays a critical linguistic role. On the one hand, jargon can accelerate the flow of information by allowing messages to be recorded succinctly and accurately (Safitri & Mujianto, 2021). On the other hand, the use of jargon facilitates continued effective communication within the group, as its members know precisely what is being referred to. Accordingly, between Horn (2014) and Farrell et al. (2020), jargon does double duty communicating effectively as well as functioning as shorthand within an insider group.

There is no doubt that the progression of our digital age has also contributed to much new jargon — particularly in places where we all communicate online. New terms are being quickly hatched on social media, online forums, and gaming communities. Online gaming refers to playing games over the internet, and the jargon used to facilitate instant communication among players based on the game's events (Iskandar et al., 2021). For instance, players use certain words to issue commands, explain strategies, or describe game states precisely.

To illustrate how this jargon works, consider a few of the more common terms in online gaming. For instance, a jungler is a character who takes up buffs in the jungle (Codarcea, 2021). In video games, recall refers to when your character almost dies or loses mana, and it comes back to the base. The tower is the name of the building that can attack your character, and ganking is a strategy used against the opponent as a group. These terms arose from the need

to communicate quickly, briefly, and accurately, but over time, they have come to constitute part of everyday player communication (Mihailova, 2022).

C. Moba Games

Multiplayer Online Battle Arena (MOBA) is a team-based subgenre of real-time strategy games where players control a single character (hero or champion) and assist their teammates in combat against the opposing team. In MMORPG, shooters, etc, and other types of top-played games, especially MMO (Massively Multiplayer Online Gaming) genre, such as FPS (First-Person Shooter) game genre, games such as MOBA (Multiplayer Online Battle Arena), takes the role of communication as part of facial character in the form of real team coordination (Novrianti, et al., 2023).

As is typical for a Multiplayer Online Battle Arena (MOBA) game, five vs. five matches wherein two squads should conquer the rival base while safeguarding their own (Shou, 2023). The battlefield is split into three lanes: the top, mid, and bottom, requiring strategic positioning and movement. Between these lanes is the jungle area, a neutral area containing monsters that drop valuable buffs and gold. They choose roles such as Tank, Marksman, Mage, Assassin, and Support, and use each role's special abilities to compete as a team. It also has considerable objective-based gameplay, players need to defend or attack the primary overlaying objectives, one of some towers of their own and for Radiant more powerful jungle creeps, or primary bosses, capable of game in a serious fashion, as another player was in, Juggernauts (Fedra, 2024).

Playable quickly and intensely competitive, MOBAs demand precision communication from teammates to achieve coordination, and a new vernacular grows up around making that happen. This slang enables players to convey strategic attacks and specify movement, as well as to ensure everyone is in sync when completing team objectives, which are necessary for success (Zheng & Farzan, 2023).

Moonton's Mobile Legends is a massively popular MOBA widely played in Southeast Asia and around the world. Since then, it has established itself as a titanic force in mobile esports, boasting millions of active players. Mobile Legends fast-action games are 10-20 minutes long, the ideal timeframe for mobile gaming (Ong et al., 2023). With 100s of unique heroes, players have a wide range of strategies and tactics to fight on the battlefield.. As for modes, players can play ranked or casual, along with a rotating buff system for neutral monsters that grants temporary attack, mana, and speed buffs. With auto-lock and movement via a joystick, it lowers the bar for mobile users, placing its bag over the sofa instead of the desk of any seasoned PC-based MOBA player (Alfarisi et al., 2022).

Since Mobile Legends depends on team play, strategic communication is key. Game jargon is a tool by which players can communicate quickly and effectively to coordinate specific in-game roles and movements. Standard terms such as Gank, Jungle, roam, and buff priority are often mentioned to maximize teamwork and strategy execution (Ananda et al., 2022).

However, Honor of Kings is the most profitable mobile game in the world, and it even shattered the earnings of Genshin Impact. It is one of the most played games in China, and it was developed by Tencent's TiMi Studios. Initially launched in 2015, it was retooled as Arena of Valor for the international market. Honor of Kings is primarily based on Chinese mythology, resulting in various heroes based on Chinese legends and folklore characters (Ye et al., 2022). Features a longer, more strategy-based match time between 20 and 30 minutes with more tactical depth than Mobile Legends. Complex jungle mechanics are present where HoK goes a step further in that it requires you to manage your resources (other than time) that you nice and resource light in HoTS, but it needs every mana and every energy used well, Map control and vision also has a greater emphasis on than HoK, with players better at jungle invading, planning more strategically (Yao & Chen, 2022).

On the jargon side, Honor of Kings stresses high-level concepts like map control and resource management, which are commonly used terms: Invade, River Vision, Blue Buff Priority, Roam Synergy, etc (Cheng et al., 2019). There are overlaps in the Jargon between Mobile Legends and Honor of Kings. However, as the gameplay mechanics of the two games diverge in significant ways, there are different ways to execute strategies. Thus, these patterns can be further influenced by player skill level. While the two games have the same core game mechanics of a MOBA, the nature of the gameplay style, hero balancing, competitive structure, and communication between players vary widely between Mobile Legends and Honor of Kings. There is a

difference in pace; Mobile Legends has faster, shorter matches with more casual Jargon (Novrianti et al., 2023), while Honor of Kings is slower, more strategic, and much more structured regarding tactical communication (Shou, 2023). Because of these differences in gameplay and communication styles, the two games have very different jargon.

CHAPTER III

RESEARCH METHODS

This chapter discussed the research method used: research design, research instruments, data and data sources, data collection, and data analysis.

A. Research Design

A descriptive qualitative approach was used to explore the jargon in Honor of Kings and Mobile Legends. A qualitative design was selected, given that it allowed the researcher to examine language in use and the social purposes that underpinned such terms more deeply (Creswell, 2018). This research used Yule's (2019) Word Formation Processes to determine how and why jargon is constructed for each game. The effects were analyzed across seven kinds of word-formation: compounding, borrowing, conversion, derivation, coinage, clipping, and multiple processes.

In addition, the theory of word formation processes proposed by Plag (2018) was used as a supporting framework to explain the differences in the distribution and tendency of word-formation processes between the two games. According to Plag, word-formation processes may vary in productivity and preference depending on contextual and communicative needs. This perspective was used to strengthen the comparative analysis of jargon in Honor of Kings and Mobile Legends.

B. Research Instruments

The researcher served as the primary instrument of this study. The researcher played both Honor of Kings and Mobile Legends and directly observed the jargon used in each game. To ensure accuracy and reliability, the jargon data

were documented through in-game screenshots taken during gameplay. All collected jargon terms were compiled, systematized, and analyzed using Word-Formation Theory proposed by Yule (2019). The researcher identified, categorized, and analyzed each term based on its word-formation process, while insights from Plag (2018) were used to support the explanation of dominant and less frequent processes.

C. Data and Data Sources

The data of this research consisted of jargon found in Honor of Kings and Mobile Legends. The data source was the jargon recorded and documented by the researcher through in-game screenshots. Only jargon officially used by the game developers and integrated into the game system was included as data. Player-created slang or informal expressions were excluded from this research to maintain data consistency and relevance.

D. Data Collection

All data were obtained through documentation. The researcher played both games and collected jargon by taking screenshots of in-game elements, such as menus, hero roles, skill names, spells, items, and other system-generated terms. Each collected term was then compiled into a list. The researcher ensured that every jargon item was officially used in the game and relevant to the focus of the study.

E. Data Analysis

The analysis of data was performed in several steps:

1. The researcher collected all jargon found in Honor of Kings and Mobile Legends by documenting in-game elements through screenshots during gameplay.

2. Each jargon item was classified using Yule's (2019) word-formation theory, including compounding, borrowing, conversion, derivation, coinage, clipping, and multiple processes.

3. The classified data from both games were compared to identify similarities and differences in the distribution of word-formation processes.

4. The differences identified were explained using Plag's (2018) concept of productivity and preference to describe tendencies in the use of certain word formation processes.

5. Based on the results of the analysis, conclusions were drawn to answer the research questions and to summarize the dominant patterns of jargon formation in Honor of Kings and Mobile Legends.

CHAPTER IV

FINDINGS AND DISCUSSION

In this chapter, the researcher presented the research findings and discussion. The researcher focused on the findings, which were presented in the form of data analysis, and these were further explained in the discussion.

A. Findings

The data in this research were obtained by rewriting jargon from two games: Mobile Legends and Honor of Kings. A total of 53 jargon items were identified across both games. Each jargon was analyzed using Yule's (2019) Word Formation Processes theory, which explains various word-formation processes, including compounding, borrowing, conversion, derivation, coinage, clipping, and multiple processes. The analysis focused on how each term is formed and used within the game context.

The findings indicate differences in how the two games name English-based jargon. Mobile Legends is improving English wording to simplify the understanding of jargon. Meanwhile, Honor of Kings localizes its jargon more closely to cultural aspects and mythology related to the game's characters and themes. This variation indicates that every contributor's decisions help accommodate the game language to each cultural context and player profile.

Table 4. 1 Clasification Data of Word Formation Processes

No	Jargon	Word Formation	Jargon Meaning	Game Origin	Part of Speech
1	EXP Lane	Compounding, Clipping, Multiple Processes	A lane that gives more experience points for faster hero leveling	Mobile Legends	Noun Phrase

2	Clash Lane	Compounding	A lane where more frequent battles between heroes occur	Honor of Kings	Noun Phrase
3	Gold Lane	Compounding	A lane that provides more gold from minions	Mobile Legends	Noun Phrase
4	Farm Lane	Compounding	A lane designed for farming gold	Honor of Kings	Noun Phrase
5	Tempest Dragon	Compounding	A major neutral monster that grants buffs when defeated	Honor of Kings	Noun Phrase
6	Teleport	Compounding	A spell that allows instant movement to another location	Honor of Kings	Noun
7	Marksman	Compounding	A hero role that deals continuous ranged damage	Both	Noun
8	Flameshot	Compounding	A spell that shoots a fireball to damage and knock back enemies	Mobile Legends	Noun
9	Mid Lane	Compounding	The central path of the battlefield	Both	Noun Phrase
10	Dangerous Grass	Compounding	A risky bush area where enemies often ambush	Mobile Legends	Noun Phrase
11	Flying Cloud	Compounding	A map feature or skill effect that allows fast movement	Mobile Legends	Noun Phrase
12	Broken Walls	Compounding	Ruined structures or areas used for cover or decoration in the map	Mobile Legends	Noun Phrase
13	Cooldown	Compounding	The waiting time before a skill can be used again	Both	Noun
14	CC (Crowd Control)	Compounding, Clipping, Multiple Processes	An ability that restricts or disables enemy movement	Both	Noun Phrase
15	First Blood	Compounding	The first kill that occurs in a match	Both	Noun Phrase
16	Double Kill	Compounding	Killing two enemies consecutively in a short time	Both	Noun Phrase
17	Triple Kill	Compounding	Killing three enemies consecutively in a short time	Both	Noun Phrase
18	God Among Men	Compounding	A status for players who achieve many kills without dying	Mobile Legends	Noun Phrase
19	Solo Kill	Compounding	Killing an enemy alone without help from teammates	Mobile Legends	Noun Phrase

20	Quadra Kill	Compounding	Killing four enemies consecutively in a short time	Honor of Kings	Noun Phrase
21	Penta Kill	Compounding	Killing five enemies in quick succession	Honor of Kings	Noun Phrase
22	Retribution	Borrowing	A spell used to deal damage to jungle monsters or minions	Mobile Legends	Noun
23	Smite	Borrowing	A spell that deals instant damage to monsters in the jungle	Honor of Kings	Noun
24	Lord	Borrowing	A powerful neutral monster that helps the team push after being defeated	Mobile Legends	Noun
25	Turtle	Borrowing	A neutral monster that grants experience and gold when slain	Mobile Legends	Noun
26	Tyrant	Borrowing	A jungle monster that provides a team buff when killed	Honor of Kings	Noun
27	Vengeance	Borrowing	A spell that reflects damage back to attackers	Mobile Legends	Noun
28	Frenzy	Borrowing	A spell that boosts attack speed and power for a short duration	Honor of Kings	Noun
29	Mage	Borrowing	A hero role that uses magic to deal high burst damage	Both	Noun
30	Assassin	Borrowing	A hero role that specializes in quick kills with high burst damage	Both	Noun
31	Aegis	Borrowing	A spell that grants a temporary shield to absorb damage	Mobile Legends	Noun
32	Tower	Borrowing	A defensive structure that protects the base from enemy attacks	Both	Noun
33	Base	Borrowing	The main area or headquarters that must be defended from enemies	Both	Noun
34	Maniac	Borrowing	Killing four enemies in a row without dying	Mobile Legends	Noun
35	Savage	Borrowing	Killing five enemies consecutively in one fight	Mobile Legends	Noun
36	Flash	Conversion	A spell that lets a hero move quickly to another position	Honor of Kings	Noun
37	Heal	Conversion	A spell or ability that restores health points	Honor of Kings	Noun

38	Inspire	Conversion	A spell that increases attack speed for a short time	Mobile Legends	Verb
39	Stun	Conversion	A control effect that temporarily disables an enemy	Honor of Kings	Noun
40	Tank	Conversion	A durable hero that absorbs damage and protects teammates	Both	Noun
41	Sprint	Conversion	A spell that increases movement speed for a short period	Both	Noun
42	Execute	Conversion	A spell that deals finishing damage to low-HP enemies	Both	Verb
43	Purify	Conversion	A spell that removes crowd control effects	Both	Verb
44	Disrupt	Conversion	A spell that disables an enemy turret for a few seconds	Honor of Kings	Verb
45	Recall	Conversion	The action of returning to the base to restore HP and MP	Both	Noun
46	Support	Conversion	A hero role that heals or protects allies	Both	Noun
47	Fighter	Derivation	A hero role that focuses on close combat and balanced offense and defense	Mobile Legends	Noun
48	Flicker	Derivation	A spell that allows a hero to teleport a short distance	Mobile Legends	Noun
49	Revitalize	Derivation	A spell that creates a healing area to restore HP for allies	Mobile Legends	Verb
50	Petrify	Derivation	A spell that stuns or immobilizes nearby enemies	Mobile Legends	Verb
51	Arrival	Derivation	A spell that teleports a hero to an allied turret or minion	Mobile Legends	Noun
52	Intimidate	Derivation	A spell that reduces the enemy's damage or control ability	Honor of Kings	Verb
53	Legendary	Derivation	A status for players who achieve many kills	Mobile Legends	Adjective

Word Formation Processes
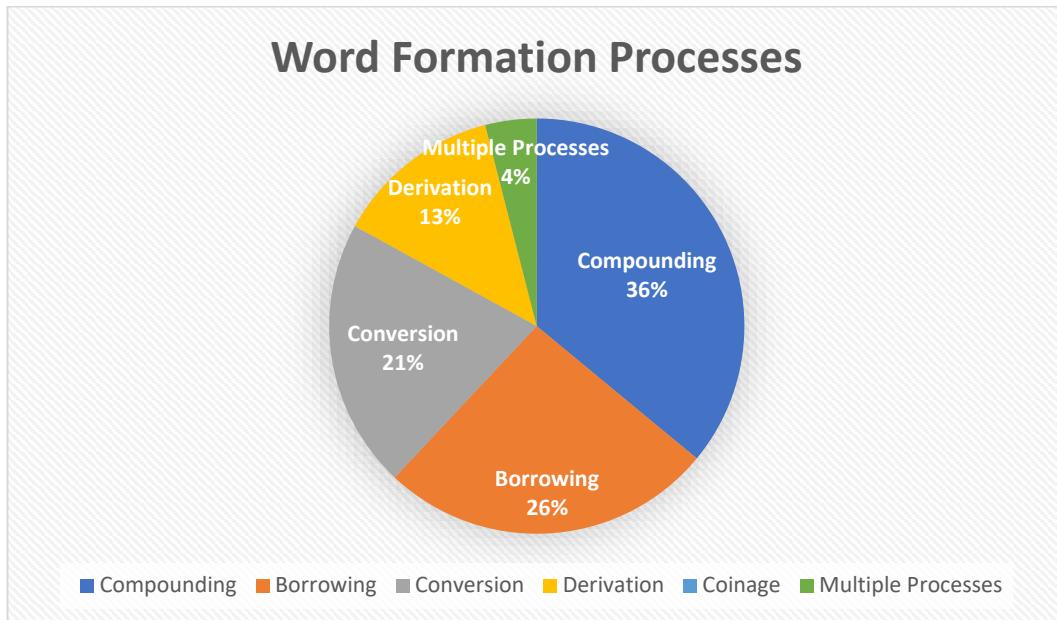
Based on the pie chart of word-formation processes in this study, comparing jargon in Honor of Kings and Mobile Legends, it can be concluded that compounding is the most dominant process, accounting for 36%. This indicates that most jargon in both games is formed by combining two or more words to create new terms, such as mid lane, jungler, and base turret. The dominance of this process suggests that the MOBA player community tends to use practical, descriptive terms to quickly and efficiently describe roles, positions, and game mechanics.

The most prominent word-formation process is borrowing, accounting for 26%. This finding indicates that much of the jargon used in Honor of Kings and Mobile Legends originates from English vocabulary already widely used in the MOBA genre, such as buff, cooldown, and gank. The heavy reliance on borrowing reflects the strong influence of English as a global language in the gaming industry and in player communication across countries.

Furthermore, conversion ranked third at 21%. This process occurs when a word is used in a different word class without changing its form. In the context of gaming, terms like support and tank can function as both nouns and verbs. This demonstrates the language flexibility that players utilize to communicate effectively during gameplay. Meanwhile, derivation only accounted for 13% of the total data. This process involves adding affixes to form new words. This relatively small number suggests that jargon formation in MOBA games prioritizes practicality and ease of understanding over more complex morphological processes.

The multiple processes category had the lowest percentage, at 4%. This indicates that only a small amount of jargon is formed by combining more than one word-formation process simultaneously. This low percentage confirms that most jargon in both games is generated by a single, simple, easily understood process. Regarding clipping, it is not included as a separate category in the pie chart because it never appeared independently in this research data. Clipping was found only in conjunction with other processes, such as the terms EXP Lane and CC (Crowd Control), so methodologically, it is classified as a multiple-process category. Therefore, clipping was still analyzed in the study, but is not counted as an independent category in the chart.

Meanwhile, coinage is also not shown in the pie chart because no data falls into this category. All of the analyzed jargon is derived from pre-existing vocabulary widely used in MOBA contexts, rather than being words created from scratch. Nevertheless, coinage is still considered within the theoretical framework

of word-formation processes to demonstrate that all categories of the theory have been tested in this study. For readers who wish to see the exact frequency and distribution of each type of word-formation process, detailed data are available in the appendix.

1. Compounding

This is the process by which two words combine to create a new meaning. It is adopted to create additional places, skills, or functions in gaming. Examples: Gold Lane (Mobile Legends) and Farm Lane (Honor of Kings). The letters of these two terms are from the conjunction of gold/farm and lane, meaning a particular lane in the game which serves a role.

In this research, 21 terms were found to have been formed through compounding, include *EXP Lane, Clash Lane, Gold Lane, Farm Lane, Tempest Dragon, Teleport, Marksman, Flameshot, Mid Lane, Dangerous Grass, Flying Cloud, Broken Walls, Cooldown, CC (Crowd Control), First Blood, Double Kill, Triple Kill, God Among Men, Solo Kill, Quadra Kill, and Penta Kill*.

Datum 1

*EXP Lane is the side lane closer to the first Turtle's spawn location.*
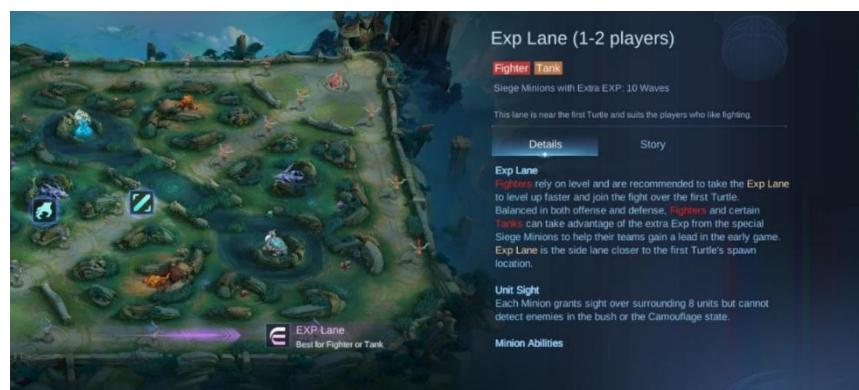
Figure 1.

EXP Lane indicates the specific route or path in a battle map that players take to get additional experience (EXP) points by defeating enemy minions/monsters. This term is typically used in the early stages of the game, especially when selecting hero lanes. Using the jargon *EXP lane* makes it easier for players to convey information concisely and efficiently because it directly refers to a specific lane with a strategic function that is widely understood by the player community. This is typically the path for players who need to level up quickly (whether you're a fighter or something else). The noun phrase is *EXP Lane*, because it is the name of a particular place or region in the game.

This term is formed through the process of compounding, or combining two words to produce a new meaning. The two words that form it are EXP, a noun meaning experience and an abbreviation of the word experience, and Lane, a noun meaning path or path. When these two words are combined, the new term *EXP Lane* is formed, which has a specific meaning in the context of the game: a path used to gain experience points faster than other paths. Therefore, *EXP Lane* is classified as the result of the compounding process because it combines two nouns into a single term with a new meaning.

Datum 2

Kill mage minions on the Clash Lane to earn more EXP.
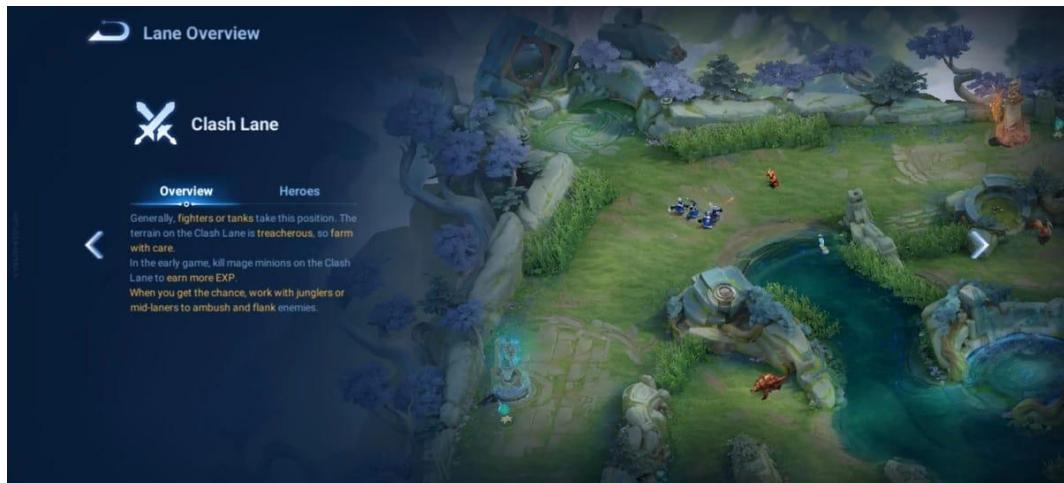
Figure 2.

Clash Lane refers to one of the main lanes on the map where intense battles between heroes occur. This term is typically used in the early stages of the game, particularly when selecting hero lanes. Using the jargon *Clash Lanes* makes it easier for players to convey information concisely and efficiently because it directly refers to specific lanes with strategic functions that are commonly understood by the player community. This lane is usually a strategic area that shapes the game's balance, as it is often where hero type fighters fighting each other.

Clash Lane is a noun phrase because it functions as the name of a specific area in the game. This is jargon that compounds two words together to create a new meaning. The first word is a noun meaning battle, and the second is also a noun meaning path. The result of this compound is a place where the characters are hero type fighters fighting each other.

Datum 3

Gold Lane is the side lane away from the first Turtle's spawn location.

Figure 3.

Gold Lane grants players more gold than other lanes. Gold is a resource used to purchase items to strengthen heroes during the match. *gold lane* often found in Mobile Legends player communication, when players discuss lane allocation strategies and hero roles. This term is typically used in the early stages of the game when determining the position of heroes who require rapid gold accumulation, such as marksmen. Using the term *gold lane* allows players to convey information concisely, clearly, and efficiently because the term directly refers to a lane with a gold collecting function that is already understood by the player community.

Gold Lane is a noun phrase because it serves as the name of a specific area or location in the game. This term was formed through compounding, the combination of two words, each with its own meaning, to create a new one. This is a compound term made from two words: gold and lane. Gold is a noun referring to money, and lane is also a noun meaning path. Combined, *Gold Lane* is where players make the most money.

Datum 4

Marksman take Farm Lane this position. The terrain is relatively save, making it great for farming.
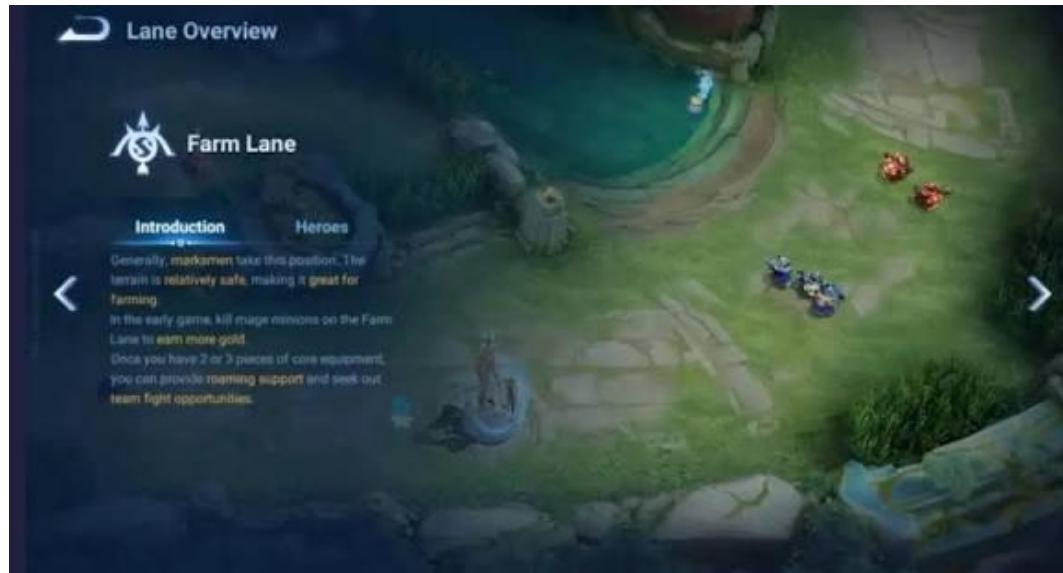
Figure 4.

Farm Lane is a Map location where players farm gold. *Farm lane* is found in Honor of Kings player communication, where players discuss lane allocation strategies and hero roles. This term is commonly used in the early stages of the game when determining the position of heroes who require rapid gold accumulation, such as marksmen. Using *farm lane* jargon allows players to convey information concisely, clearly, and efficiently because the term directly refers to the lane with a gold collecting function that has been widely understood by the player community. Players in *Farm Lane* are the members who killed minions to get the economic edge over enemies.

Farm Lane, on the other hand, is a noun phrase, as it acts as a name for an area in the Honor of Kings map. It is a compound formed by combining two words. The two words make up the common construction *farm* and *lane*. The *farm* is for

feeding, gaining resources by killing minions, while *Lane* is the path. These two words combined form the word *Farm Lane,* which means a lane where you can generate currency or money for upgrading your character faster.

Datum 5

After a hero deals the final blow to the Tempest Dragon.
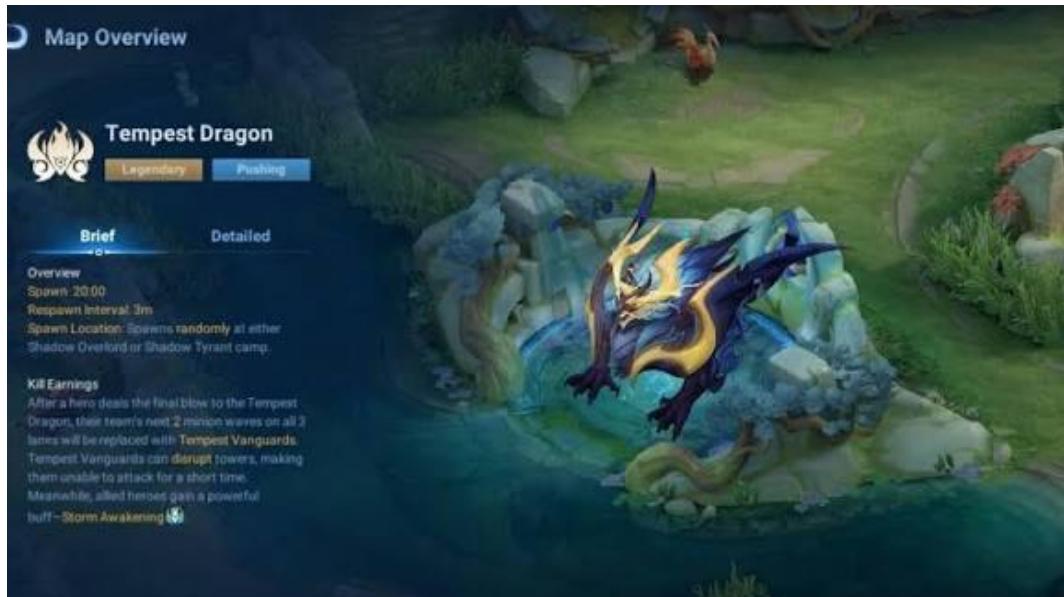
Figure 5.

Tempest Dragon is a term used to describe one of the jungle monsters. The term *Tempest Dragon* in Honor of Kings is found in the context of neutral objectives in the jungle, particularly in the river area connecting the main lanes. The term is used when players discuss capturing important objectives that provide strategic advantages to the team, such as increased strength and momentum. *Tempest Dragon* jargon appears most frequently in team communications during the mid to late game phase, particularly when the team is planning to contest, secure, or capture these objectives.. Due to its immense power, the *Tempest Dragon* is the point of battles between teams for control the game.

Tempest Dragon is a noun phrase, as it serves as the name of a specific creature or entity in the game. The term is formed through compounding: the combination of two words, each with its own meaning, to create a new term. The two words are tempest and dragon. The word tempest is a noun meaning storm or hurricane, while dragon is also a noun meaning dragon, a powerful and large legendary creature. When these two words are combined, the new term *Tempest Dragon* is formed, which means forest monster.

Datum 6

Teleports the hero next to an allied structure or minion.
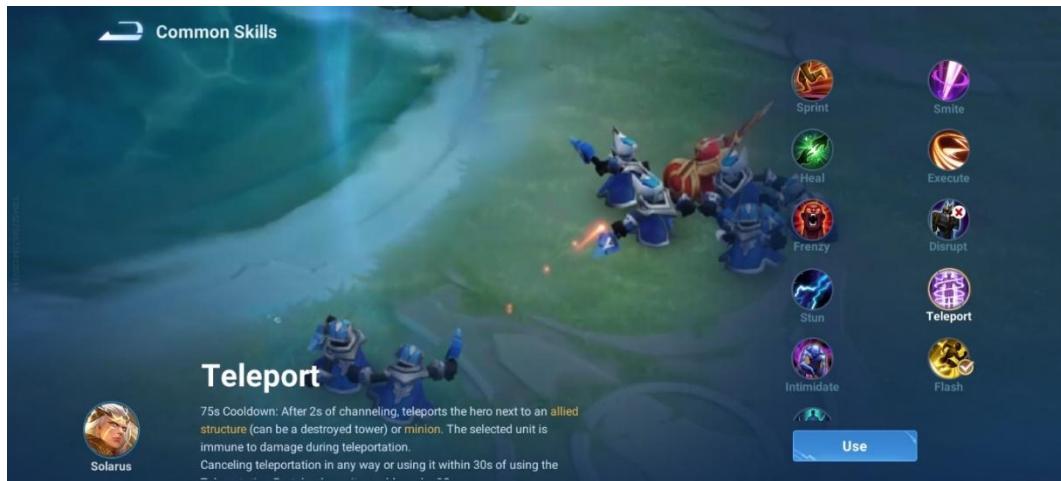
Figure 6.

*Teleport* is a spell in the game that allows a hero to move to a location instantly. This ability is usually used to help the hero launch a surprise attack or escape from a dangerous situation. The term *teleport* in Honor of Kings is most often found in the context of using skills or battle spells that allow heroes to quickly move around the map. The term is used when players discuss quick escapes or surprising

opponents. Teleport jargon commonly appears in team communication via in-game chat, especially during the mid-game when mobility and quick response are crucial.

Teleport is a noun phrase. This term is formed through compounding, the combination of two word to create a new meaning. The two words that form it are tele and port. The word *tele* comes from Greek and means far, while *port* is a noun meaning place or gate. When these two words are combined, the new term *Teleport* is formed, which literally means "to move from a distance," in accordance with its actual function in the game to instantly move a hero's position to another location on the battlefield.

Datum 7

Marksman rely on equipment and are recommended to farm in the gold lane.

Figure 7.

Marksman is a term for a role or type of hero in a game that focuses on long-range attacks with weapons or projectiles. The term *marksman* is most often found in the context of hero role assignments in MOBA games, including Mobile Legends and Honor of Kings. This term is used when players determine team composition

and hero placement, focusing on long-range attacks and high physical damage output. *Marksman* typically appears in the early stages of the game, during the hero selection process. *Marksman* plays a crucial role in the game, as they are the team's primary source of strength in the mid- to late-game.

Marksman is a noun because it is used to name a specific role or character in the game. This term was formed through compounding, the combination of two words to create a new meaning. The two words that form it are mark and man. The word *mark* is a noun meaning target, while *man* is also a noun meaning person. When these two words are combined, the term *Marksman* is formed, which literally means shooter, in keeping with the role of the hero in the game, who focuses on long-range attacks.

Datum 8

Flameshot

Figure 8.

Flameshot is a term used to describe an ability or spell in the game that shoots a flaming projectile at an enemy. This ability not only deals damage to enemies but

also pushes them back, making it often used to attack and defend from a safe distance. The term *Flameshot* in Mobile Legends is most often found in the context of players battle spell selection and use. This term appears when players discuss match strategies, particularly when determining the appropriate spell for a particular hero or specific game situation. *Flameshot* is typically used in the early stages of the game, when draft picks and strategy preparation are taking place.

Flameshot is a noun because it functions as the name of a specific ability in the game. This term is formed through compounding, The two words that form it are *flame* and *shot*. The word *flame* is a noun meaning fire, while *shot* is also a noun meaning blast. When these two words are combined, the term *Flameshot* is formed, meaning a ball of fire that attacks and boosts the enemy.

Datum 9

*Mid Lane to help another lanes whenever needed.*
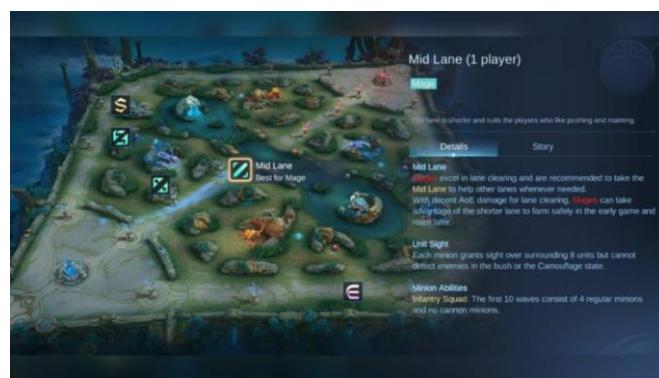
Figure 9.

Mid Lane is the term for the middle path on a game map that connects the bases of both teams. This lane is the most strategic area because it provides direct access to the top and bottom of the map. Hence, players occupying this position usually play a crucial role in assisting the team in various areas. The term *mid lane* often

found in the context of lane assignments in MOBA games, including Mobile Legends and Honor of Kings. This term is used when players determine the position of a hero placed in the middle lane of the map, which plays a crucial role in game rotation and control. The *mid lane* typically appears in the early stages of the game when hero lanes are being determined. The mid lane is often guarded by mage heroes who have magic damage.

Mid Lane is a noun phrase because it functions as the name of a specific place in the game. This term is formed through compounding, namely the combination of two words to create a new meaning. The two words that form it are *mid* and *lane*. The word mid comes from clipping middle, while lane is a noun meaning path. When these two words are combined, the term *mid lane* is formed, meaning the middle path on the game map.

Datum 10

Dangerous Grass existing bushes on the map are extended.
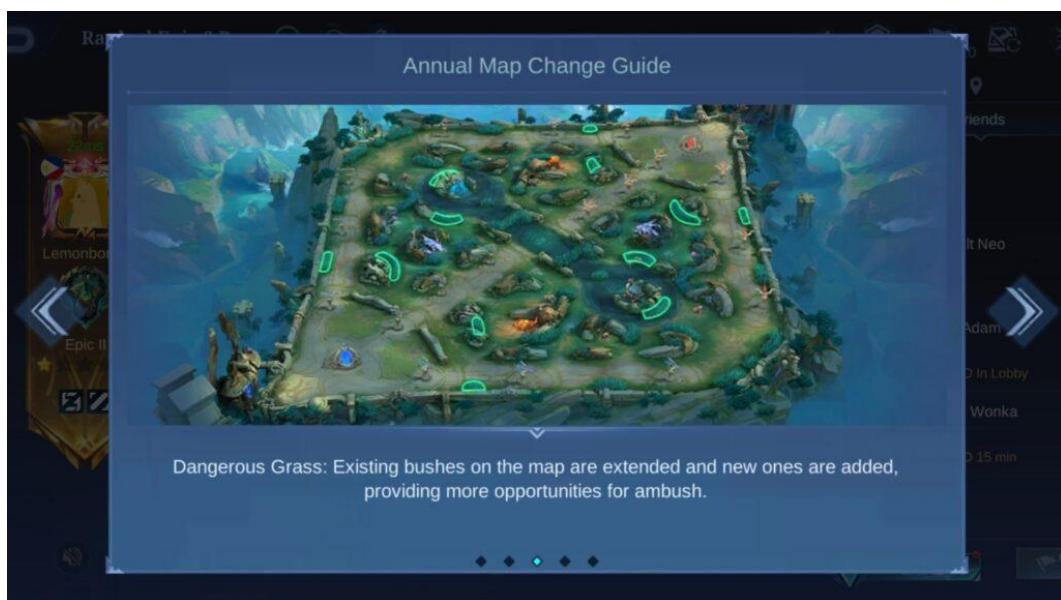
Figure 10.

Dangerous Grass is a term used to describe hazardous bushy areas on game maps that are often used as hiding places for enemies to launch surprise attacks or ambushes. These areas look like ordinary bushes, but they pose a high risk of ambush. Players passing through or hiding in these areas must be careful not to be suddenly attacked by enemies waiting within. The term *Dangerous Grass* in Mobile Legends is most often found in the context of bushy areas on the map. This term is used when players warn teammates that certain bushes are potentially dangerous due to the possibility of enemies hiding or ambushing.

Dangerous Grass is a noun phrase because it is used to name specific areas or places in the game. This term is formed through compounding. From two words *Dangerous* and *Grass*. The word *dangerous* is an adjective meaning dangerous, while Grass is a noun meaning Grass or bush. When these two words are combined, the new term Dangerous Grass is formed, which literally means dangerous Grass, aptly describing the function and risk of this area in the game.

Datum 11

Two Flying Cloud have been added to the base.
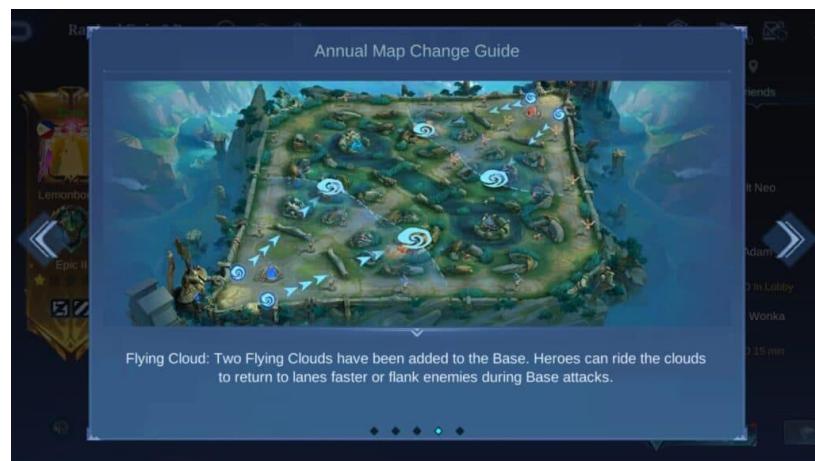
Figure 11.

Flying Cloud is a term used to describe a map feature or skill effect in games that allows heroes to move extremely fast, as if floating on clouds. This term is usually used to describe a fast transportation mechanism or abilities that increase movement speed. The *Flying Cloud* jargon in Mobile Legends is most often found in the context of item usage by certain heroes, particularly those with high mobility who require increased movement speed. The use of *Flying Cloud* makes it easier for players to directly refer to a specific item whose function is already understood by the Mobile Legends player community. *Flying Cloud* is often associated with visual effects that show grace and high speed.

Flying Cloud is a noun phrase because it is used to name an object or special effect in the game. This term is compounding. The two words that form it are *flying* and *cloud*. The word flying is the participle form of the verb fly, which means to fly, while *cloud* is a noun. When these two words are combined, the term *Flying Cloud* is formed, which literally means the high-speed or mobile effect in the game.

Datum 12

Broken Walls multiple obstacles on the map become thinned or broken.

Figure 12.

Broken Walls are walls that are incomplete or damaged on game maps. Usually, they show up as decoration or terrain features. The term *Broken Walls* in Mobile Legends is most often found in the context of map conditions, particularly in areas where walls or barriers can be bypassed due to special map effects. Understanding *Broken Walls* is directly related to map control and hero movement strategies.

Broken Walls is a noun phrase because it refers to the situation in the game. It is a compounding. From two words, *broken* and *walls*. *Broken* is an adjective meaning damaged, while *walls* is the plural of the noun wall. When these two words are combined, the new term *Broken Walls* describes the condition or appearance of the area in the game.

Datum 13

Non-Ultimate Skills Cooldown Reduction.

Figure 13.

Cooldown is jargon in both Mobile Legends and Honor of Kings that refers to the "recharge time" you need after using an ability (skill). The term *Cooldown* is

most often found in the context of skill and battle spell usage in MOBA games, including Mobile Legends and Honor of Kings. It's used when players discuss the waiting time required before a skill or spell can be used again. *Cooldown* commonly appears during matches through in-game chat, especially when players are communicating skill readiness information, coordinating attacks, or determining the best time to engage. Furthermore, *Cooldown* management is a crucial aspect of decision-making and gameplay effectiveness. This is very important in the game, since not knowing it means you're missing the beat of battle and when to use your skills. All players will have to effectively use attacks, defenses, or getaways as the moment requirese.

Cooldown is a determining factor in victory because players who can manage their ability usage efficiently will have a tactical advantage on the battlefield. *Cooldown* is a noun because it is used to name a concept or mechanism in the game. This term is formed by compounding. The two words that create it are *cool* and *down*. *Cool* is an adjective meaning calming or lowering the temperature, and *down* is a preposition indicating motion in a lower direction. The two words *cooldown* literally describe the idea of something being used up and then cooled down before you can use it again, which fits with the game's time-based approach.

Datum 14

High level CC (Crowd Control); Prevents a target from moving.

Figure 14.

CC (Crowd Control) is a term used in both Mobile Legends and Honor of Kings to refer to abilities that restrict enemy movement or actions in combat. *CC* effects can include stuns, and slows of control that prevent enemies from moving or responding to attacks. *CC (crowd control)* often found in the context of hero skills that affect the movement or actions of opponents in MOBA games, including Mobile Legends and Honor of Kings. The term is used when players discuss abilities like stuns and slows that serve to hinder opponents. *CC* commonly appears in team communication via in-game chat during matches. This ability is crucial to team strategy because it can open opportunities to eliminate opponents, stop dangerous heroes, or secure objectives such as Turtle, Lord, or Tyrant.

CC (Crowd Control) is a noun phrase because it is used to name a specific category of abilities in the game. This term is formed by compounding. The two words that create it are *crowd* and *control*. The word *crowd* is a noun meaning a

group, while *control* is both a noun and a verb meaning to regulate. When these two words are combined, the term *Crowd Control* is formed, which literally means controlling the movement of several enemies or targets so they cannot act freely.

Datum 15

First Blood. First kills in the battle.
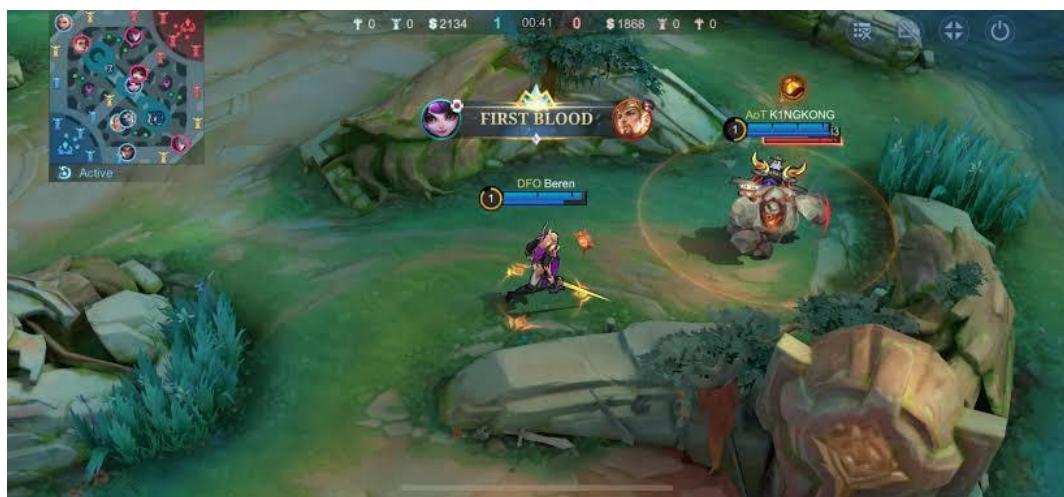
Figure 15.

First Blood is also the first kill of a match in Mobile Legends and Honor of Kings. *First Blood* often refers to the first elimination in a MOBA game, such as Mobile Legends or Honor of Kings. This term is used when one team achieves the first kill, which typically occurs early in the game. First blood is displayed automatically in the in-game system notification, either text or audio. This moment is considered crucial because it signals the team's initial lead and can influence the players' momentum and confidence throughout the match.

This term is formed by compounding. The two words that form it are *first* and *blood*. The word *first* is an adjective meaning one, while *blood* is a noun. When

these two words are combined, the term *First Blood* is formed, describing the first kill that opens the battle in the game.

Datum 16

Double Kill. Two kills in single time.

Figure 16.

Double Kill is held when a player kills two enemy players in quick succession. It is also commonly used in Mobile Legends and Honor of Kings. *Double Kill* starts when a player succeeds in eliminating the second opponent within the time limit between victory announcements. *Double Kill* is usually used to describe a player who successfully eliminates two opposing heroes in quick succession in a single MOBA game, such as Mobile Legends or Honor of Kings. The term appears when such an event occurs and is automatically displayed via in-game system notifications, either in text or audio.

Double kills typically occur during team fights or ganks.*Double Kill* can give you a vital edge, as you get more gold and XP to help our hero develop. *Double Kill* is a noun phrase since it serves as a name for the achievement itself. The term is formed through a compounding process. The two words that create it are *double* and *kill*. The phrase *double* is an adjective meaning twofold, while *kill* is a noun. When these two words are combined, the term *Double Kill* is formed, which literally means the event that occurs in the game when a player successfully defeats two enemies in quick succession.

Datum 17

Triple Kill three kills in single time.

Figure 17.

Mobile Legends and Honor of Kings use the term *Triple Kill* for achieve if the player defeat three opponents in rapid succession, which is announced after the player eliminates a third enemy within a specific time frame. The term appears automatically via in-game system notifications, either in text or audio form, and

typically occurs during team fights. This emphasizes the player's great battlefield power. This achievement provides a significant benefit to the team in terms of gold, experience, and map control, as the elimination of three enemies, opens up the opportunity to capture important objectives such as turrets, Lords, or Tyrants without significant pressure from the opposing team.

Triple Kill is a noun phrase because it is used to describe a specific achievement in the game. Through a combination, the term is formed. It consists of two words, *triple* and *kill*. *Triple* is an adjective meaning three times, while kill is a noun meaning putting to death. This term is formed by combining these two words, the meaning is, when a player successfully defeats three enemies once time.

Datum 18

God Among Men being killer without die.

Figure 18.

God Among Men is a term in Mobile Legends that honors players who play excellently and never die. *God Among Men* is a form of recognition or title given to a player who demonstrates exceptional dominance during a match. This term is

typically displayed through in-game system notifications at the end of, or during, a game, particularly when a player achieves exceptional statistics, such as a high kill count with few deaths. The player never dies, and still healthy. This status not only indicates that the player is first-rate at maneuvering, but also shows his conquests over opponents in the game.

God Among Men is a compound because it refers not to one particular thing but comes from various parts. This term has three members. The word *god* is a noun meaning a strong figure, the word *among* is a preposition, and the word *men* is the plural form of the noun man, meaning human. When these three elements are combined, the term *God Among Men* is used to describe players who appear very dominant and become the most powerful figures on the battlefield.

Datum 19

Solo Kill, perfect clash between 2 heroes no supporting from other.

Figure 19.

Solo Kill refers to a player successfully defeating an enemy alone, while all his teammates are unlucky to arrive. This accomplishment demonstrates the player's

strong individual skills, which extend beyond game mechanics to include perfect timing. The term *Solo Kill* is typically used when a player successfully eliminates an opposing hero single-handedly without the assistance of teammates in MOBA games, including Mobile Legends and Honor of Kings. This term typically appears in the early to mid-game, particularly during duels in lanes or the jungle. *Solo Kill* are often displayed through in-game system notifications. Getting these in any match will give an advantage of additional gold and experience, which can let you advance more rapidly than competitors with their own deeds.

This term is formed by compounding. The two words that make it up are *solo* and *kill*. The word solo is an adjective, meaning alone or without assistance, while kill is a noun, meaning to kill. When these two words are combined, the term *Solo Kill* is formed, which literally means a player kills an enemy alone.

Datum 20

Quadra Kill four kills in single time.

Figure 20.

In Honor of Kings, *Quadra Kill* refers to a player on the team beating four enemies in quick succession. This kind of accomplishment reveals an extraordinary power in team combat, as the player effectively uses momentum, position, and the hero's ability. *Quadra Kill* occurs when a player successfully eliminates four opposing heroes in a single match. This term appears automatically via in-game system notifications, either text or audio, and typically occurs during major team fights.

Quadra Kill is a noun phrase because it is used to name a specific achievement in the game. This term is formed by compounding. The two words that create it are *quadra* and *kill*. The word quadra comes from the numeral element meaning four, while kill is a noun meaning to kill. When these two words are combined, the term *Quadra Kill* is formed, which literally means four consecutive kills, referring to the event that describes a player's success in quickly defeating four enemies in a single battle.

Datum 21

Penta Kill five kills in short time.
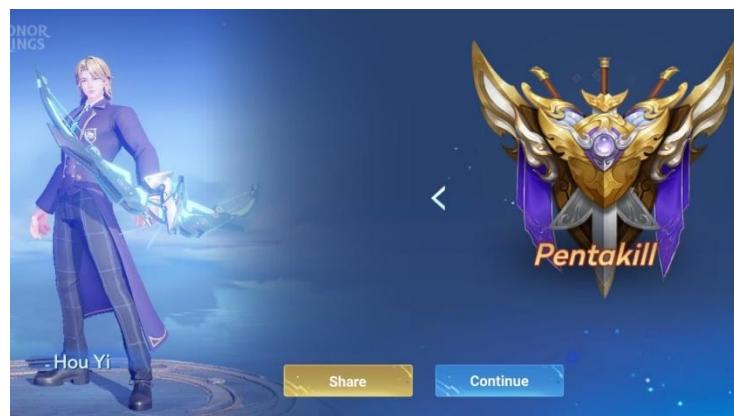
Figure 21.

Penta Kill is a term used in the game Honor of Kings to describe the achievement of a player defeating five enemies in a row in a very short period of time. *Penta Kill* in Honor of Kings occurs when a player successfully eliminates five opposing heroes in a single match. This term appears automatically via in-game system notifications, either text or audio, and typically occurs during team fights. This achievement is one of the highest forms of dominance in the game because it demonstrates excellent mechanical skills, decision-making, and positioning. When a player achieves a *Penta Kill*, it usually changes the match drastically, as the loss of all members of the opposing team opens up a significant opportunity to capture important objectives such as towers, Tyrants, or even outright suppress.

Penta Kill is a noun phrase because it is used to name an extraordinary achievement in the game. This term is formed by compounding. The two words that create it are *penta* and *kill*. The word *penta* is a numerical prefix meaning five, while *kill* is a noun meaning to kill. When these two words are combined, the term Penta Kill is formed, which literally means five kills, referring to the event that occurs when a player successfully defeats five enemies at the same time.

2. Borrowing

Borrowing occurs when a word is borrowed or taken from another language with little change in form or meaning. Examples: Tyrant (Honor of Kings) and Lord (Mobile Legends). English originated both words, for games to refer to any powerful monster that materialises during a match.

In this research, 18 terms were found to have been formed through borrowing, the following jargon is considered borrowed: Retribution, Smite, Lord, Turtle, Tyrant, Vengeance, Mage, Assassin, Aegis, Frenzy, Tower, Base, Maniac, and Savage.

Datum 22

Retribution damage dealt to creeps or minions.

Figure 22.

Retribution is the name of a battle spell in Mobile Legends, causing instant damage to jungle monsters or minions when used, enabling the player to farm faster and safer. Junglers usually have this spell because it helps them secure essential objectives, such as Turtle and Lord. Retribution is found in the context of using battle spells that function to inflict massive damage to jungle monsters or specific objectives. This term most often appears when players discuss the role of the jungler, securing buffs, Turtle, or Lord. Retribution is used in both the early and late game phases and is often mentioned in in-game chat when teams coordinate to secure an object. Furthermore, the term Retribution is also frequently used in

discussions in the Mobile Legends community outside the game, such as forums, strategy guides, and video or live-streaming content, as this battle spell is considered crucial for controlling objectives and game tempo. *Retribution* often decisive in the fight for buff monsters, as its effect can deal significant damage in one go, increasing the team's chances of winning the objective.

Retribution is a noun used to name specific abilities in the game. This word falls under borrowed as it was taken from another language and retained its meaning in English and within gaming. The term *retribution* from the Latin word retribuere, meaning to repay or to return, some indication those who have offended and returned evil for good (Lang, 2019). This original meaning has since been expanded in gaming to name an ability that delivers *retribution* in the form of an instant attack against a specific target. Thus, *Retribution* is included in the borrowing process because it is a loanword from a Latin term adopted into English and then used as a spell name in the game without undergoing significant changes in form.

Datum 23

Smite: Buy Hunting Knife to upgrade to Smite Aura.
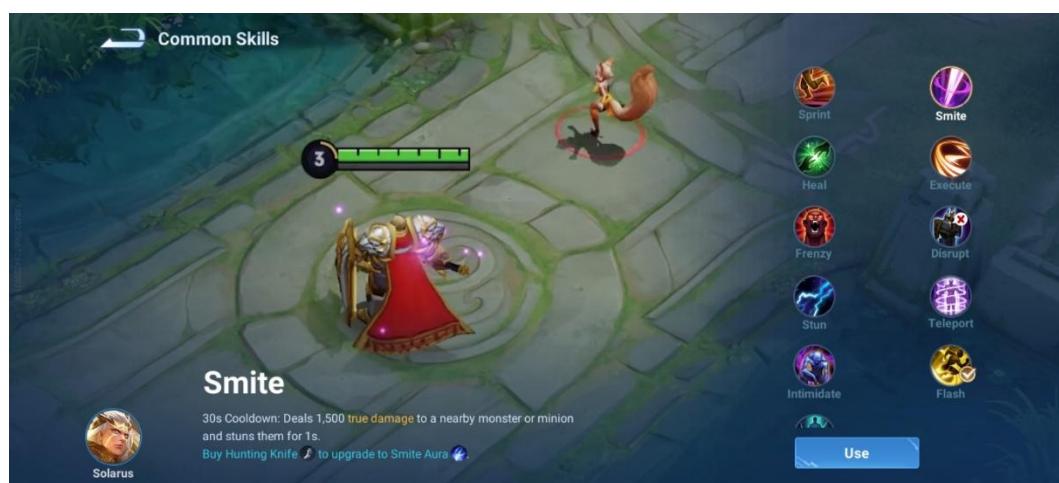
Figure 23.

Smite is a term used in the game Honor of Kings to describe an ability or spell that grants instant damage to jungle monsters. This spell is used to help junglers speed up farming and secure important objectives like the Tyrant or Tempest Dragon. *Smite* is crucial in competitive play because it determines who captures large monsters, which can provide significant advantages to the team. *Smite* is a noun, to name a spell. This term is a borrowed word, adopted from another language, and retaining its basic meaning. *Smite* comes from the Old English word smitan, meaning to hit, to strike, or to strike hard. This true meaning works well in the game, serving as an immediate hit or attack on a single targeted character. Accordingly, *Smite* is a word borrowed in this case from Old English, meaning a spell name in Honor of Kings.

Datum 24

Lord will be enhanced at 12m.
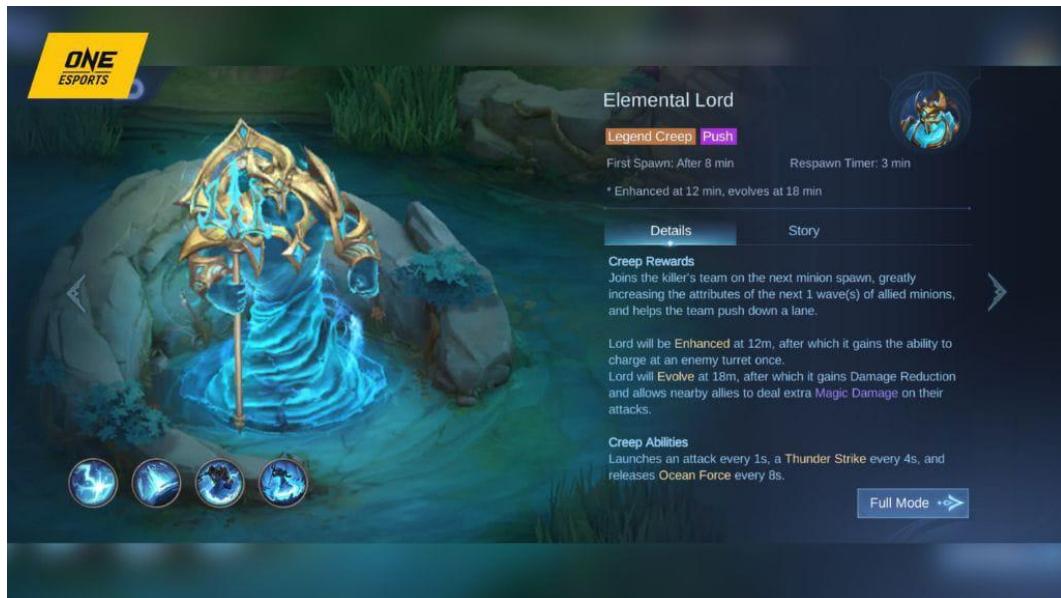
Figure 24.

Lord is a term used in Mobile Legends to refer to one of the main boss monsters that appear in the jungle. *Lord* is found in neutral objectives in the jungle, specifically on the riverside at the top of the map. *Lord* is the primary objective contested by both teams, as it provides significant lane support after being defeated. *Lord* most frequently appears in player communications via in-game chat when teams are planning objective security and determining the right time to attack. In terms of in-game appearances, *Lord* has a 100% appearance rate because it is a system objective that always appears in every match. *Lord* first appears after the last Turtle disappears, around the eighth minute of the game, and can reappear several times until the end of the match. Therefore, *Lord* is not a random objective, but rather a fixed objective whose presence is consistent and a crucial part of the strategic flow of Mobile Legends.

Lord presence can change the course of a game, especially in the mid- to late-game stages, as the pressure it creates often forces the opposing team to defend and lose map control. In the game, *Lord* is used as a noun to name a creature or entity that plays a strategic role. This term is a borrowed word, adopted from English without any change in form. *Lord* comes from the Old English hlāford, which historically meant leader, or ruler, Its basic meaning as an influential figure was then adapted in the game to describe a large monster that dominates a specific section of the map and grants immense power to the team that successfully controls or leads it. Thus, *Lord* is classified as a result of borrowing, as it is a legacy word from Old English that retains its form and meaning when used as the name of an essential monster in Mobile Legends.

Datum 25

The side lane near the first Turtle is EXP Lane.

Figure 25.

Turtle is a term used in Mobile Legends to refer to one of the buff monsters that appear early to mid game. *Turtle* are found in neutral objectives in the jungle, specifically in the river area between the top and mid lanes, during the early game phase. They are a crucial objective because they provide gold and experience benefits to all team members who defeat them. They frequently appear in in-game chat when teams are planning rotations, securing objectives, or contesting with the opposing team. In terms of in-game appearances, *Turtle* have a 100% appearance rate because they are a system objective that is always present in every Mobile Legends match. They first appear at the start of the game and will reappear several times at specific intervals until Lord finally replaces them in the mid-game phase. Thus, *Turtle* are consistent and a crucial part of a team's early strategy in establishing a game advantage.

In the game, *Turtle* is used as a noun to refer to particular neutral creatures that play a strategic role in the early stages of the match. This term is a form of word-formation borrowing, as it is derived from English without any change in form. The word *turtle* itself comes from English and means a hard-shelled creature that moves slowly but boasts strong defense. This meaning perfectly fits the *Turtle* character in the game, which is depicted as a monster with high defense and provides significant value to the team that can defeat it. Thus, *Turtle* is classified as a result of borrowing, as it is an English word borrowed as is and used as the name of an objective monster in Mobile Legends.

Datum 26

Killing the Tyrant also applies the Primal Bond debuff.

Figure 26.

Tyrant is a term used in Honor of Kings to refer to one of the main objective monsters in the jungle. *Tyrant* in Honor of Kings are found as neutral objectives in the jungle, particularly in river areas, which serve as meeting points between lanes. *Tyrant* serve as crucial objectives because they provide significant advantages to

the team that successfully secures them, such as increased strength and control of the game's tempo. *Tyrant* most often appears in player communication via in-game chat when teams are coordinating rotations, capturing objectives, or preparing for team fights. In terms of in-game appearance, *Tyrant* have a 100% appearance rate because they are a system objective that is always present in every Honor of Kings match. *Tyrant* appear in the early stages of the game and can reappear multiple times throughout the game cycle until the mid-stage. Therefore, *Tyrant* are not random objectives but rather consistent, fixed elements that play a crucial strategic role throughout the match.

This term is a form of word borrowing, as it was borrowed from another language and used without any change in form. The word *Tyrant* comes from the Greek tyrannos, meaning absolute ruler, arbitrary leader, or oppressive ruler. This word, before it was constructed into *Tyrant*, could be broken down to mean overpowering, overbearing, and domineering, which illustrates the *Tyrant* as a monster (Giant) that inflicts great domination on your party if you succeed in beating this colossal beast. *Tyrant* is a borrowing, since it comes into English from Greek, and the underlying meaning isn't lost when the monster is an essential one in Honor of Kings.

Datum 27

Vangeance magic damage back to the attacker each time you receive damage.

Figure 27.

Vengeance in Mobile Legends is found in the context of players' battle spell selection and use. *Vengeance* is a defensive spell used by certain heroes to reflect a portion of their damage back to their opponents for a set duration. This term most often appears in the early stages of the game during draft picks and battle spell selection, as well as during matches via in-game chat when players provide information about the spell's readiness or usage. In terms of in-game appearance, *Vengeance* has a 100% appearance rate because it is a system-default battle spell that is always available in every Mobile Legends match. Although not always chosen by players, *Vengeance* presence as a spell option is a constant and consistent feature, making it a strategic element of the game, especially for heroes with tank or fighter roles.

In the game, *Vengeance* is used as a noun to name an ability that has both defensive and offensive functions. This word is borrowed when one language takes a term from another and integrates it into its speech. The term comes from Old French venjance, meaning revenge. It fits with Vengeance spell, when players

return some damage back to enemies. Thus, *Vengeance* is classified as a borrowing because it is a word borrowed from Old French into English and retains its meaning when used as a spell name in Mobile Legends.

Datum 28

Frenzy 60s Cooldown: Increase damageby 10%.

Figure 28.

Frenzy is a term used in Honor of Kings to describe an ability or spell that increases attack speed and sometimes also increases attack power for a short period of time. This effect allows players to deal damage faster and more frequently for a particular duration, making it very useful in close-quarters combat and when chasing down opponents. Frenzy is found in the context of using skills or spells that increase a hero's attack power for a specific period of time. This term most often appears when players discuss selecting spells that support an aggressive playstyle, particularly for heroes with fighter or assassin roles. Frenzy is used throughout the match and is frequently mentioned in in-game chat and voice chat when players

coordinate attacks or team fights. In terms of in-game appearance, Frenzy has a 100% appearance rate because it is a system spell that is always available in every Honor of Kings match. While not always chosen by all players, Frenzy remains a permanent option that can be used to support the team's strategy, ensuring its consistent presence in the game. *Frenzy* can provide a significant advantage in duels and team battles because it allows heroes to increase their attack output drastically.

Frenzy is used as a noun to name an ability that provides increased attack aggression. This term is a form of word borrowing, as it was borrowed from another language and used without alteration. The word *Frenzy* is an Old French frenesie, meaning madness to be out of one's mind with anger or fear. This also relates to what *Frenzy* actually does within the game. It increases attack intensity, allowing heroes to attack more quickly. Thus, *Frenzy* is categorized as a borrowing, as it is a from Old French used to name abilities in games.

Datum 29

Mage is magical heroes straight to mid lane

Figure 29.

Mage is a term used in both games, Mobile Legends and Honor of Kings, to describe a role or category of hero that relies on magical powers to deal damage. *Mage* heroes typically possess long-range abilities with high burst damage, making them highly effective in eliminating enemies quickly, especially in the early to mid-game. Despite their high damage output, Mages generally have low defense, requiring good positioning and protection from teammates. The term *Mage* is found in the context of hero role assignments that focus on magic damage-based attacks. This term is most often used in the early stages of the game, particularly during hero selection and team composition, to determine which heroes are responsible for providing long-range damage, area control, and support in team fights. Furthermore, *Mage* also appears during matches through in-game chat, as players coordinate rotations, mid lane defense, or objective capture.

In terms of in-game presence, the mage role has a 100% appearance rate because this hero category is always available and almost always used in every match, especially in the mid lane. The presence of *Mage* is consistent and a crucial part of team strategy in both Honor of Kings and Mobile Legends. *Mage* is used as a noun to name characters or heroes with magical abilities. This term is a loanword-its arrival from some other language and its use in English. *Mage* derives from Old French magicien, meaning magician. This original definition fits perfectly with how they are used in games, as magical heroes who play a significant role in dealing magic damage. *Mage* is a borrowing; the word is borrowed from another language and has a particular meaning in English, but not others. Thus, *Mage* is categorized

as a borrowing, as it comes from Old French used to refer to the hero category in games Mobile Legends and Honor of Kings.

Datum 30

Assasin is hero to collected buff to encourage mana, EXP, and gold more than other heroes.
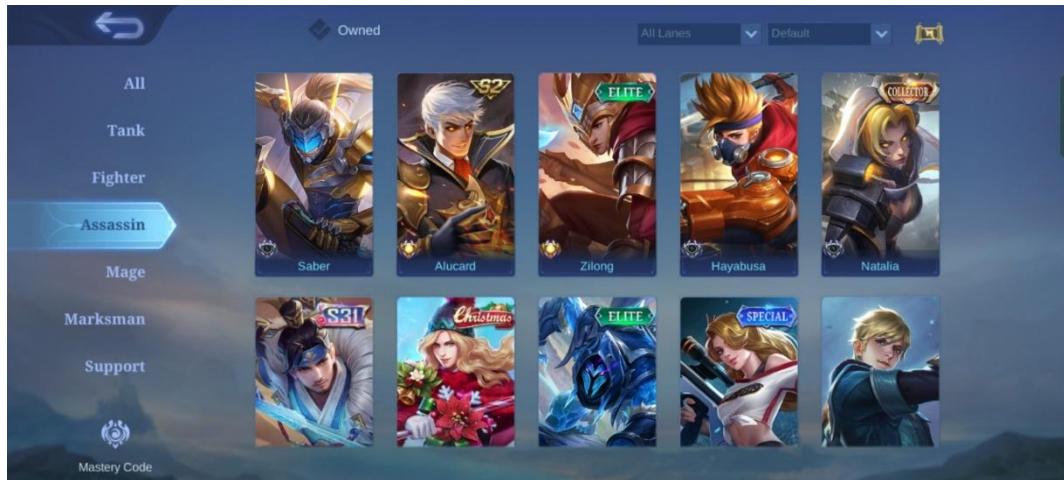
Figure 30.

Assassin is a hero role in Mobile Legends and Honor of Kings, a class of heroes that has a high-damage burst attack while relying on speed-off or hit-and-run tactics to survive. *Assassin* heroes generally have excellent mobility, can move unseen or in and out of battle quickly, and their focus is on taking out squishier targets like marksman, support, and mages. *Assasin* are even more critical for this: taking out enemy key figures can directly influence when and where battles start and sow chaos in enemy ranks. The term *Assassin* refers to a player who can execute fast, lethal kills.

This term is most often used in the early stages of the game, during hero selection and team composition, particularly to determine which heroes are responsible for ganking, hunting down the opponent's core heroes, and controlling

the game's tempo. During matches, *Assassin* also frequently appears in in-game chat when players coordinate rotations, surprise attacks, or priority targets. In terms of in-game presence, *Assassin* role has a 100% appearance rate because this hero category is always available and almost always used in every match, whether as a jungler or roamer. *Assassin* are consistent and a crucial element of team strategy in both Honor of Kings and Mobile Legends.

This term is borrowed, as it was adopted from another language and brought into English without significant change in meaning. The word *Assassin* derives from the Arabic ḥashshāshīn, referring to a group of medieval assassins. Over the course of linguistic history, the term later entered French and English with the meaning of "someone who kills secretly or suddenly." This meaning perfectly aligns with the characteristics of *Assassin* heroes in games, known for their ability to kill quickly, suddenly, and often from unexpected positions. *Assasin* is borrowing because its source is an Arabic word that entered French and English, meaning hero category in Mobile Legends and Honor of Kings.

Datum 31

Aegis is a shield for 5s

Figure 31.

Aegis is a term used in Mobile Legends to describe a battle spell that provides a shield to the player, allowing them to absorb a certain amount of damage for a specific period of time. This spell is handy for heroes who require additional protection when entering combat, especially for roles like Tanks, Supports, or heroes in a vulnerable position. *Aegis* is often used to defend against burst damage or to buy players extra time to escape or counterattack the enemy. Aegis is found in the context of using a battle spell that functions to provide additional shields to the user's hero and nearby teammates. This term is most often used in the early stages of the game during the battle spell selection process, as well as during matches via in-game chat when players inform about the use or readiness of Aegis in combat situations.

Aegis has a 100% appearance rate because it is a system-default battle spell that is always available in every Mobile Legends match. Although not always chosen by all players, Aegis' presence is a constant and consistent strategic option, especially for heroes with support or tank roles. *Aegis* is used as a noun to name abilities that function as a shield. The word *Aegis* is borrowed from the Greek term aigis, which means shield. This name refers to armor. That seems spot-on when players use it as a defensive barrier in Mobile Legends to ward off assaults from enemies. *Aegis* is a borrowing, as it's a Greek term borrowed into English and used as the name of a spell that protects someone from damage in the game.

Datum 32

Tower attack minion and enemy heroes in his area.
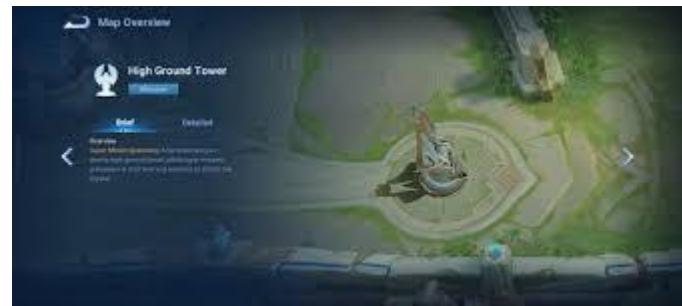
Figure 32.

Tower is a term used in Honor of Kings to refer to the main defensive structure that attacks approaching enemies and protects the team's lane and base. Towers are crucial elements in the game because their presence determines the team's defensive structure, and destroying the opponent's *Tower* is one of the main goals for paving the way to victory. *Tower* will automatically attack any enemy that enters their range, especially if they are attacking a teammate. Because of their role as lane guards and territorial defenders, *Tower* are the focal point of offensive and defensive strategies throughout the game.

Tower are found as primary defensive structures located in each lane on the game map the top, middle, and bottom lanes as well as in each team's base area. *Tower* protect the team's territory from enemy attacks and serve as a significant obstacle to game progress. The term is most often used when players discuss offensive strategies, lane defenses, or the destruction of objectives. *Tower* have a 100% appearance rate in the game, as they are a system element that is always present in every Honor of Kings match. *Tower* are fixed, not random, and are a

fundamental part of the map structure and the primary objective that must be destroyed to achieve victory.

Tower is used as a noun to name a specific defensive structure on the map. This term is a form of word borrowing, as it was borrowed from English and is unchanged. The word *Tower* comes from the Old English torr or tor, meaning "tall building." This meaning continues in the game: a high structure that guards the country and attacks enemies automatically. Thus, *Tower* is categorized as a result of borrowing, as it is a word inherited from Old English to modern English and is used in a gaming context to name the main defensive structure in Mobile Legends and Honor of Kings.

Datum 33

Base restore 165 Hp every 5s.
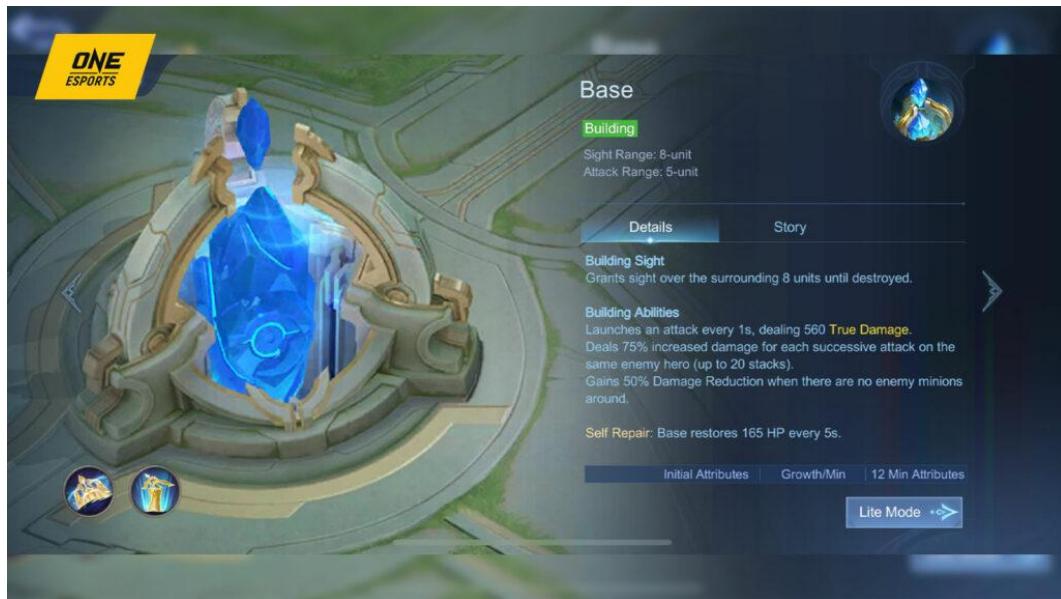
Figure 33.

Base is used in both games, Mobile Legends and Honor of Kings, to refer to a team's main area or headquarters. The most crucial place in the game is the *Base*, which is the starting point, where a hero respawns after being killed, and you must defend it at all costs throughout the course of play. *Base* is equipped with protective structures and a final turret, serving as the team's final line of defense. The most essential thing in the game is the destruction of opposing bases as well as the defense of your own, so this region is strategically crucial and often determines victory or defeat among all players.

Base is found as each team's core area, located at the edge of the map. It serves as the final defense, the hero spawn point, and the location of the main structure that must be protected from the opposing team. This term is most often used when players discuss end-game conditions, defensive strategies, or decisive attacks. In terms of in-game presence, the base has a 100% appearance rate because it is a system element that is always present in every match in both games. *Base* presence is permanent and serves as the game's final objective, thus playing a crucial role in determining a team's victory or defeat.

Base, is noun used to refer specifically to the main area or a landmark on the game map. This term is part of the process of borrowing vocabulary from English. The word *Base* comes from the Old French base and the Latin basis, which means foundation. This meaning fits with its use in the game, as the starting point of the battle, the control center, and the main *Base* that decides the match. Thus, *Base* is classified as a borrowing, as it is a word borrowed from Old French and Latin, then

used in modern English and adapted into the gaming context to name the team's main *Base* in Mobile Legends and Honor of Kings.

Datum 34

Maniac 4 kills in one time.
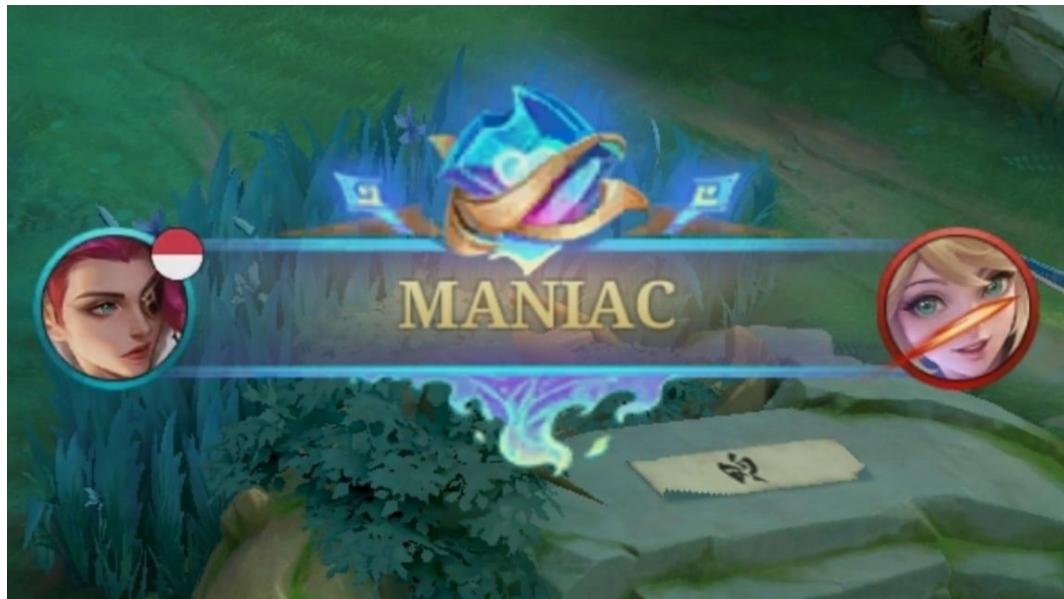
Figure 34.

Maniac is a term used in Mobile Legends to describe the achievement of a player successfully killing four enemy heroes in a row in a very short period of time. This term appears as a special announcement in the game and indicates that the player is at the peak of their performance, especially in team fights. *Maniac* achievement demonstrates extraordinary dominance by allowing the player to maintain momentum and defeat almost the entire opposing team in a single battle. This situation usually opens up a significant opportunity for the team to capture essential objectives, such as the Lord or turrets, or to directly pressure the enemy base.

Maniac is awarded for an achievement when a player successfully eliminates four opposing heroes within a short period of time in a single match. This term appears automatically in-game via system notifications, either text or audio, and usually occurs during the team fights. In terms of in-game presence, *Maniac* has a 100% occurrence rate because it is a system feature that is always available in every MLBB match. Although not always achieved by players, the presence of *Maniac* notifications is consistent and indicates individual dominance and significant contribution to the course of the game.

Maniac is a noun referring to the act of killing four opponents in a row. This word falls into the category of borrowing, since it is borrowed from English and taken as such, directly without alterations. The term *Maniac* comes from the Greek and Latin word maniacus, meaning crazy. And this definition applies to the game's context, since players who achieve *Maniac* are seen as aggressive and crush their battles by force. *Maniac* is included in the borrowing category because it is a word borrowed from Greek and Latin, adopted into English, and then used in Mobile Legends to name the achievement of a four-kill streak.

Datum 35

Savage 5 kills in one time.

Figure 35.

Savage is a term used in Mobile Legends to describe the highest kill streak, when a player kills five enemy heroes consecutively in a very short period of time. The *Savage* announcement appears in-game as recognition of this extraordinary performance. Obtaining Savage indicates total dominance in a team fight because the player can eliminate all members of the opposing team in a single moment. This condition is almost always a turning point in the match, as the loss of all enemy heroes opens up an excellent opportunity for the team to take the Lord, destroy turrets, or directly attack the enemy base.

Savage is found in the context of an achievement when a player successfully eliminates five opposing heroes in a short time in a single match. This term appears automatically through in-game system notifications, either in text or voice, and generally occurs during decisive team fights. In terms of in-game presence, *Savage* has a 100% occurrence percentage because it is a system feature that is always available in every MLBB match. Although not always achieved by players, the presence of *Savage* notifications is permanent and symbolizes the highest achievement, signifying complete dominance and a player's crucial contribution to the match.

Savage is used as a noun to describe the highest kill streak achievement. This term is included in the process of word-formation borrowing, as it is borrowed from English and used without changing its form. The word savage comes from the Old French sauvage and the Latin silvaticus, meaning wild, ferocious, or uncontrollable. Players who reach *Savage* can be very aggressive, with a *Savage* performance on

the battlefield. *Savage* is borrowed, as the original senses of the Latin and Old French roots are retained when describing what used to be called high kill streak in Mobile Legends.

3. Conversion

Conversion is the process of changing the function or class of a word without changing its form. Example: Recall (Both), which was initially a verb (to recall = to call back) but in the gaming context is used as a noun meaning the action of returning to base.

This research identified 11 words that were derived by conversion are Flash, Heal, Inspire, Stun, Tank, Sprint, Execute, Purify, Disrupt, Recall, and Support.

Datum 36

*Flash a short distance in the target directions.*
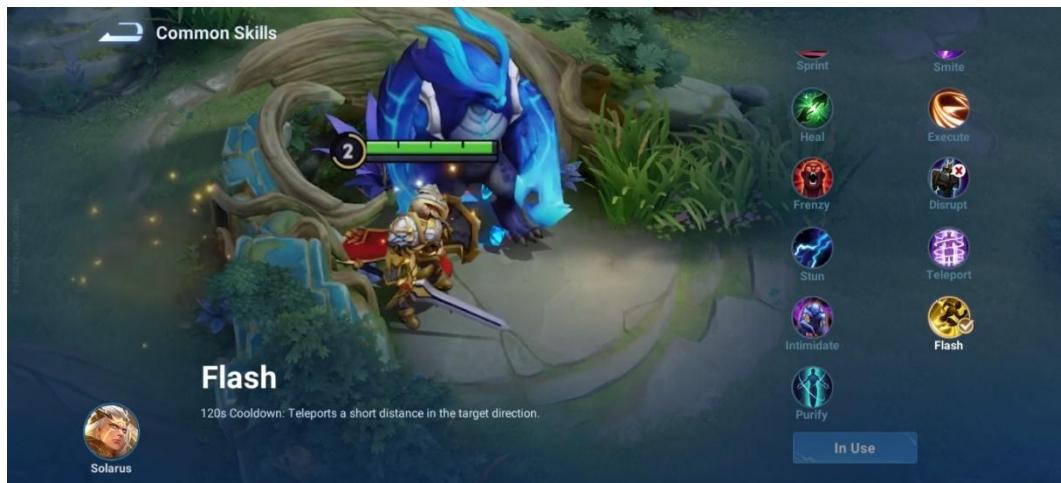
Figure 36.

Flash is a term used in Honor of Kings to describe a battle spell that allows a hero to move quickly over short distances. This spell is crucial for heroes who require high mobility, whether for attacking, evading enemy attacks, repositioning

in team fights, or escaping dangerous situations. *Flash* is found in the context of using mobility spells or skills. This term most often appears in the early stages of the game during spell selection, as well as during matches via in-game chat when players coordinate to initiate, escape, or pursue opponents. In terms of in-game presence, *Flash* has a 100% occurrence rate because it is a system-default spell that is always available in every Honor of Kings match. While not always chosen by all players, *Flash* presence is consistent and is one of the most critical mobility elements in the game's strategy.

Flash is categorized as a noun because it is used to name specific abilities in the game. This term falls under the process of word conversion, which is a change in word class without changing its root form. The meaning of the word *Flash* shifts from a verb to a noun and functions as a modifier without changing its form, namely, the name for a magic that grants lightning-fast movement. *Flash* is an example of the conversion process because its word form remains the same, but its word class changes from a verb to a noun when used as a spell name in Honor of Kings.

Datum 37

Health to self and nearby teammates.
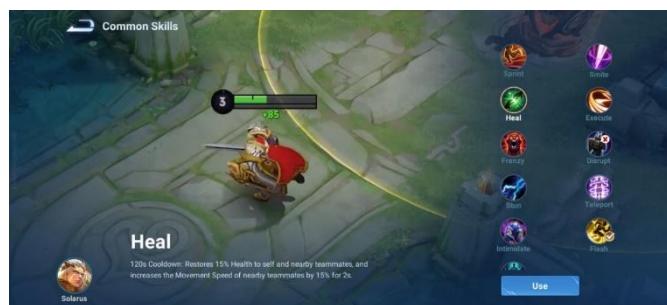
Figure 37.

Heal is a term used in Mobile Legends to describe a battle spell that restores a certain amount of HP (Health Points) to the hero and surrounding teammates. *Heal* is used in spells that restore the HP of the user's hero and their teammates. This term most often appears in the early stages of the game when selecting spells, as well as during matches via in-game chat when players coordinate *Heal* usage in combat situations or team fights. In terms of in-game presence, *Heal* has a 100% appearance rate because it is a system-default spell that is always available in every Honor of Kings match. Although not always chosen by all players, *Heal* presence is constant and an important strategic option, especially for heroes in support or roaming roles. *Heal* is often used by Support, Marksman, or Mage heroes who require additional sustain to last longer in battle.

Heal is a noun since it's the name of an ability. This is a lexeme in the process of conversion, in which the word class of its root form changes. *Heal* is a verb that means return to good condition. However, in the context of the game, this word changes function to a noun without any change in form, used to name a recovery spell. *Heal* is an example of the conversion process, as its word form remains the same, but its category changes from verb to noun when used as the name of a healing spell in Mobile Legends.

Datum 38

Inspire increase Attack Speed to 1.5 Times.

Figure 38.

Inspire is a term used in Mobile Legends to describe a battle spell that increases attack speed and often enhances basic attacks for a specific period of time. This spell is highly effective for Marksman or Fighter-type heroes who rely on basic attacks to deal significant damage. By using *Inspire*, players can apply stronger pressure in duels, accelerate turret destruction, or win close-quarters combat thanks to the substantial increase in attack speed. *Inspire* functions as a noun because it is used to name a specific ability.

Inspire is found in the context of using battle spells, which increase the attack speed and effectiveness of a hero's basic attacks for a particular duration. This term most often appears in the early stages of the game when selecting battle spells, as well as during matches via in-game chat when players coordinate the use of Inspire in combat situations or team fights. In terms of in-game presence, *Inspire* has a 100% appearance rate because it is a system-default battle spell that is always available in every match. While not always chosen by all players, *Inspire* presence

is consistent and a crucial strategic option, especially for heroes with marksman or fighter roles.

This term is included in the word formation processes of conversion, which is a change in word class without changing the base form. In general, *Inspire* is a verb in English meaning to encourage. However, in the context of the game, this word undergoes a change in function to a noun without changing its form, used as the name of a spell that provides increased attack ability. *Inspire* is an example of a conversion process: its form remains the same, but its word class changes from verb to noun when used as the name of a battle spell in Mobile Legends.

Datum 39

Stuns all nearby enemies for 0.75s and slows them for 1s.
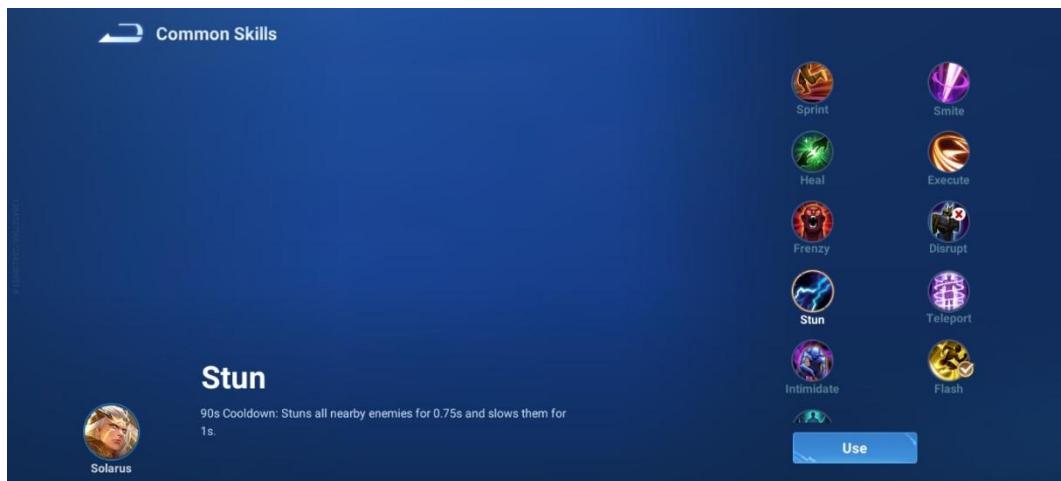

Figure 39.

Stun is a term in Mobile Legends and Honor of Kings that refers to a type of crowd-control that renders an enemy hero unable to move or use abilities for a period. *Stun* are found in the context of crowd control effects produced by specific hero skills and serve to stop an opponent's movement and actions temporarily. This

term most often appears in matches via in-game chat, where players share information about successfully applied control effects or coordinate initiations and team fights. In terms of in-game presence, *Stun* have a 100% occurrence rate because they are a basic mechanism that is always available through various heroes and skills in every Honor of Kings match. *Stun* are consistent and a crucial element in opponent-control strategies, determining the outcome of battles. *Stun* spells are typically found in Tank and Fighter heroes who focus on initiating and controlling the battle.

Stun is used as a noun to name a condition or effect experienced by a hero. This term is categorized as a conversion process, a change in word class from its base form without altering its form. *Stun* is basically a verb that implies to become unconscious. This term has followed a similar functional path, shifting into a noun unchanged from actual form that now categorises the controlling effect that prevents the enemy from moving. Stun is an example of a conversion process, because the form of the word remains the same, but the word class changes from verb to noun when used as a term for CC effects in Mobile Legends and Honor of Kings.

Datum 40

Tank protect other heroes to win the battle.
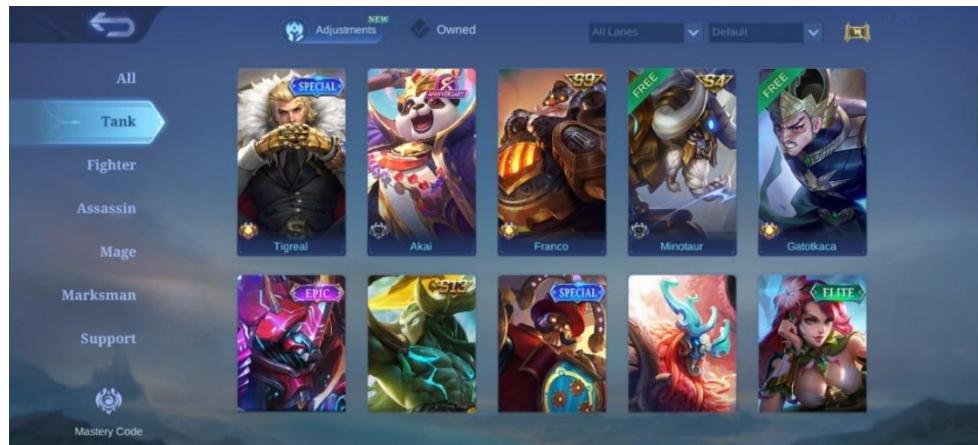
Figure 40.

Tank is a term used in both Mobile Legends and Honor of Kings to describe a role or category of hero with extremely high defense that serves as the vanguard in battle. *Tank* heroes typically possess high HP, high armor and magic defense, and crowd control abilities that allow them to protect teammates, absorb damage, and open the way in team fights. In team strategy, *Tank* play a crucial role as initiators, engaging in fights, protecting more vulnerable heroes like Marksmen or Mage, and maintaining team formations that last longer on the battlefield.

This term is most often used in the early stages of the game during hero selection and team composition to determine which heroes are responsible for blocking enemy attacks, opening up vision, and initiating team fights. During matches, the term *Tank* also frequently appears in in-game chat when players coordinate teammate protection or battle positioning. In terms of in game presence, the *Tank* role has a 100% appearance rate because this category of heroes is always available and almost always used in every match, whether as roamers or core

defenders. The presence of *Tank* is consistent and a fundamental element of team strategy in both Honor of Kings and Mobile Legends.

Tank is a noun because it names a specific type of hero. This term is included in the process of word formation processes conversion, which is a change in word class without changing the base form. The term tank is of English origin and originally referred to a covered vehicle. However, it also works as a verb as in to absorb damage. *Tank* shifts in function and meaning, becoming the technical term for a character whose role is to absorb damage. *Tank* is an example of a conversion process, as the word form remains the same, but its word class is used differently in the gaming context to name the defensive hero role in Mobile Legends and Honor of Kings.

Datum 41

*Sprint gain 50% extra Movement Speed and Slow Immunity for 6s.*
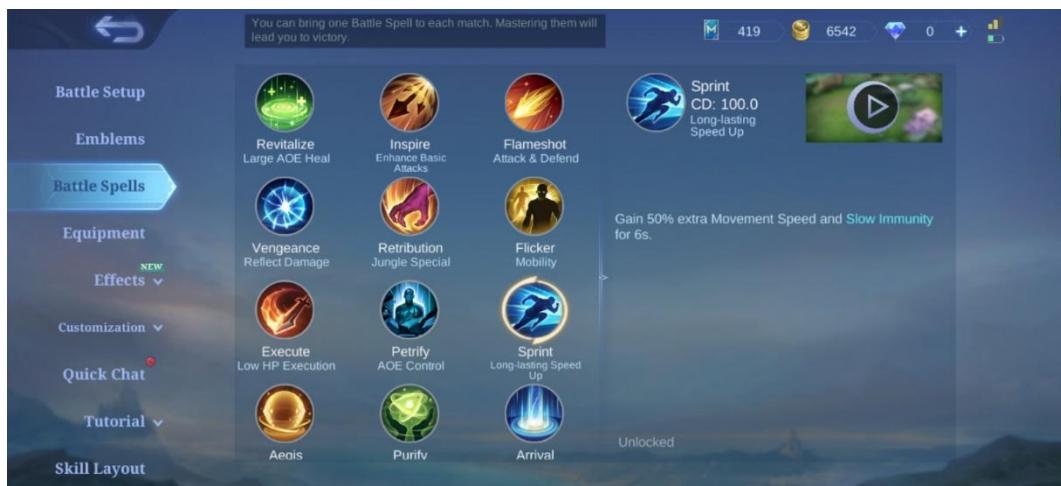
Figure 41.

In Mobile Legends, *Sprint* is a battle spell that gives some movement speed to the hero. This spell can be used to flee from life-threatening situations, chase fleeing

opponents, get back into lanes, or move quickly around the map during team fights. This spell is handy for any hero with high mobility, including Marksman, Mages, or any other heroes with no dash skill. The term "tank" refers to hero roles that serve as a team's frontline and have high durability. This term is most often used in the early stages of the game during hero selection and team composition to determine which heroes are responsible for blocking enemy attacks, opening up vision, and initiating team fights. During matches, the term *Tank* also frequently appears in in-game chat when players coordinate teammate protection or battle positioning. In terms of in-game presence, the *Tank* role has a 100% appearance rate because this category of heroes is always available and almost always used in every match, whether as roamers or core defenders. The presence of *Tank* is consistent and a fundamental element of team strategy in Mobile Legends.

Sprint is used as a noun because it functions as the name of a spell. This term is included in the word-formation process of conversion, which is a change in word class without changing its base form. Generally, Sprint is a English verb meaning to run very fast. However, this word has been transformed into a noun without changing its form, used to name an ability that provides increased movement speed. *Sprint* is an example of a conversion process, because the form of the word remains the same, but the word class changes from verb to noun when used as the name of a battle spell in Mobile Legends.

Datum 42

Execute giving true damage to the target enemy hero.

Figure 42.

Execute is a term used in Mobile Legends to describe a battle spell that deals instant damage to enemy heroes with low HP. This spell is highly effective for securing kills, especially when the enemy is trying to escape or still has low HP and is difficult to reach with regular attacks. *Execute* is often the choice of Fighter or Assassin heroes who rely on quick kills to gain an advantage in lanes and team fights. With proper use, *Execute* can change the outcome of a duel and give players momentum to dominate the match.

Execute is found in the context of using battle spells that serve to deal instant damage to enemy heroes with low HP. This term most often appears in the early stages of the game when selecting battle spells, as well as during matches via in-game chat when players coordinate the use of Execute to secure opponent eliminations. In terms of in-game presence, Execute has a 100% appearance rate because it is a system-default battle spell that is always available in every MLBB

match. Although not always chosen by all players, Execute's presence is persistent and an important strategic option, especially for heroes with aggressive playstyles.

Execute functions as a noun because it is used as the name of a special ability. This term is included in the word formation processes of conversion, which is a change in word class without changing the base form. In English, *Execute* is a verb meaning to finish. However, this word undergoes a change in function to a noun without changing form, referring to a spell that delivers a finishing blow to an enemy. *Execute* is an example of a conversion process, because the form of the word remains the same, but experiences a change in class from verb to noun when used as the name of a battle spell in Mobile Legends.

Datum 43

Purify remove all debuff andgain control immunity.

Figure 43.

Purify is a term used in Mobile Legends to describe a battle spell that removes crowd control (CC) effects such as stuns, slows, airborne spells, freezes, and other hindering effects applied by enemies. In addition to removing CC, Purify also provides a short-term movement speed boost, allowing players to escape dangerous

situations or reposition during team fights quickly. This spell is crucial for heroes vulnerable to control, such as Marksmen or Mages, as it allows them to survive and still contribute to the battle.

Purify in Mobile Legends: Bang Bang (MLBB) is found in the context of using a battle spell that functions to remove crowd control effects and provide temporary immunity to those effects. This term is most often used in the early stages of the game when selecting a battle spell, as well as during matches via in-game chat when players coordinate the use of *Purify* to escape lock-ins or respond to enemy attacks. In terms of in-game presence, *Purify* has a 100% appearance rate because it is a system-default battle spell that is always available in every MLBB match. Although not always chosen by all players, *Purify* presence is persistent and an important strategic option, especially when facing opposing team compositions with many crowd control effects.

Purify is used as a noun because it functions as the name of a spell with a special ability. This term is included in the word-formation process of conversion, which is a change in word class without changing its base form. Generally, *Purify* is a verb in English meaning to clean, or to remove dirt. However, this word has been transformed into a noun without changing its form, used to name an ability that removes adverse effects on a hero. *Purify* is an example of a conversion process, because the form of the word remains the same but undergoes a class change from verb to noun when used as the name of a battle spell in Mobile Legends.

Datum 44

Disrupt grants damage immunity and double attack speed for 4s when used on allied structures.
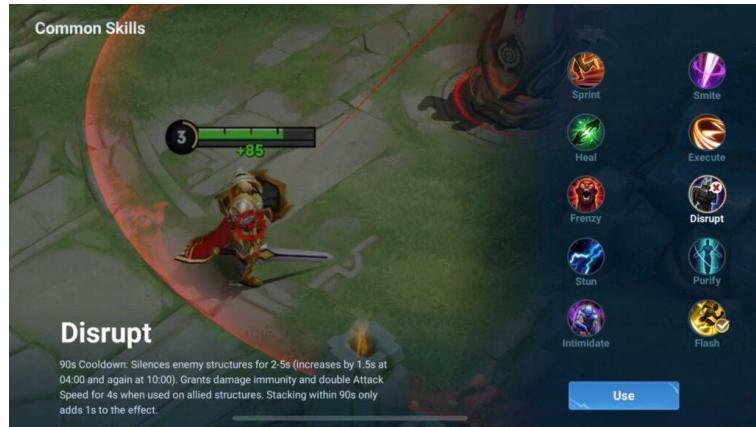
Figure 47.

Disrupt is a term used in Honor of Kings to describe a battle spell that reduces the defenses of enemy turrets for a short period of time. By lowering the turret's defenses, this spell allows players and their teams to destroy the structure more quickly and safely. *Disrupt* is very useful during sieges or pushes on specific lanes, especially when the team wants to capture objectives before the enemy can respond. *Disrupt* can create significant opportunities to break down the opponent's defenses and accelerate the game's progress toward victory.

Disrupt is found in the context of using spells that function to disrupt the movement and effectiveness of opponents, especially by disabling or limiting the function of towers in a particular area. This term is most often used in the early stages of the game during spell selection, as well as during matches via in-game chat when players coordinate attack strategies or tower dives. In terms of in-game presence, *Disrupt* has a 100% occurrence rate because it is a system-default spell that is always available in every Honor of Kings match. While not always chosen

by all players, *Disrupt* presence is consistent and is an important strategic option, especially in aggressive strategies and objective capture.

Disrupt is used as a noun because it is used to name a specific ability or spell. This term is included in conversion, which is a change in word class without changing the base form. In English, *Disrupt* is a verb meaning to disturb, to disrupt order, or to disrupt. However, in the context of the game, this word is used as a noun without changing its form to name spells that *Disrupt* or weaken enemy turrets defenses. *Disrupt* is an example of a conversion process, because the word form remains the same, but the word class changes from verb to noun when used as the name of a battle spell in Honor of Kings.

Datum 45

Recall return to the base quickly.

Figure 45.

Recall is a term used in both games, Mobile Legends and Honor of Kings, to describe an ability that allows a hero to instantly return to Base after channeling for a few seconds. *Recall* is crucial to game strategy because it provides a safe way for heroes to recover HP and mana, purchase new items, or escape dangerous situations without having to travel far. *Recall* is found within the game's basic mechanics. This term is most often used in matches through in-game and voice chat when

players announce their intention to return to base, reset their positions, or avoid dangerous situations. In terms of in-game presence, *Recall* has a 100% occurrence rate because it is a system feature always available to all heroes in every match. *Recall* is a permanent, fundamental part of resource management and survival strategies in MOBA games.

Recall is used as a noun because it is the name of a special ability that all heroes can use. This term is included in the word formation processes of conversion, which is a change in word class without changing the base form. In general, *Recall* is a verb in English meaning to call back, to return, or to remember. However, in the context of the game, this word has changed its function to a noun without changing its form, used to name the mechanism for recalling a hero back to Base. *Recall* is an example of a conversion process, because the form of the word remains the same but experiences a change in word class from verb to noun when used as the name of the ability to return to Base in Mobile Legends and Honor of Kings.

**Datum 46**

Support other heroes to win the battle.
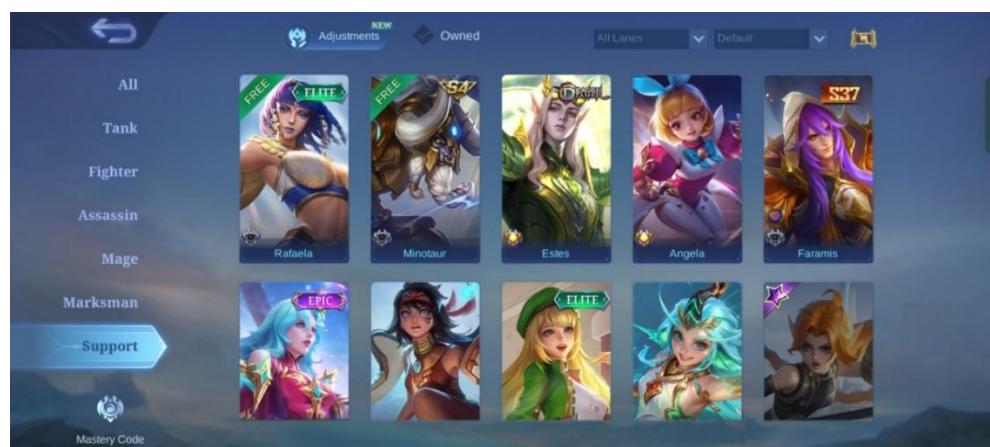
Figure 46.

Support is a term used in both games, Mobile Legends and Honor of Kings, to refer to a role or category of hero tasked with assisting and protecting teammates in battle. *Support* heroes typically can provide healing, shields, buffs, or crowd control effects that help the team win battles. They also play a crucial role in guarding Marksmen or Mages in the early game, providing vision, and controlling the tempo of the game through rotation and *Support* in team fights. Although not focused on damage, *Support* is crucial to the stability and success of a team's strategy.

Support is defined by hero role assignments that support teammates through healing, protection, ability enhancements, or crowd-control effects. This term is most often used in the early stages of the game, during the hero selection and team composition process, to determine which heroes are tasked with assisting the core hero and maintaining team balance. During matches, *Support* also often appears in in-game chat when players coordinate regarding protection, rotation, or securing objectives. In terms of in-game presence, the support role has a 100% appearance percentage because this category of heroes is always available and almost always used in every match, either as a companion to marksman or roamer. *Support* is a consistent, crucial element of team strategy in Honor of Kings and Mobile Legends.

Support is used as a noun because it names a type of hero with a specific role. This term is included in the word formation processes of conversion, which is a change in word class without changing the base form. In English, *Support* is basically a verb meaning to sustain, or to help. However, in the context of the game, the word is used as a noun without changing form to name a category of heroes

whose primary function is to provide *Support* to the team. *Support* is an example of the conversion process, because the word form remains the same, but the word class changes from verb to noun when used as a term for a hero role in Mobile Legends and Honor of Kings.

4. Derivation

The derivation process occurs when a root word is given an affix (prefix or suffix) to form a new word. Example: Jungler (Both), which is derived from the root word jungle with the addition of the suffix -er to indicate the actor, namely a player who is assigned to the jungle area.

This research found 7 terms formed through derivation include *Fighter, Flicker, Revitalize, Petrify, Arrival, Intimidate, and Legendary.*

Datum 47

*Fighter clash with other fighter in EXP Lane to win the battle.*
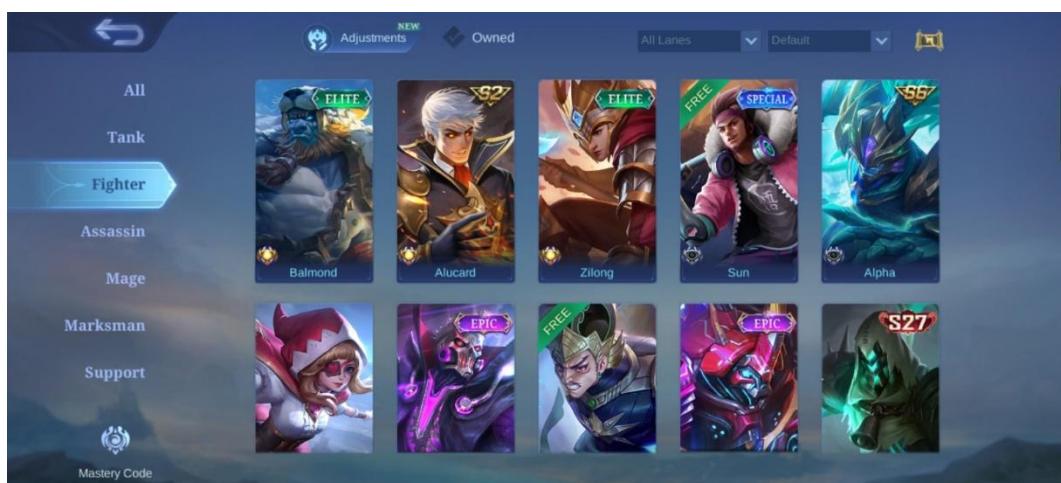
Figure 47.

Fighter is a term used in Mobile Legends to describe a role or category of hero that balances attack and defense. *Fighter* heroes typically play in the EXP Lane or

on the front lines in team fights because they can produce stable damage while also absorbing some of the opponent's attacks. *Fighter* generally have strong mobility, strong dueling ability, and some form of sustain to get through extended fights. In team play, *Fighter* are the bridge between Tanks and the rest of the carry heroes; they help to deal out damage in-lane and also support kicking off and finishing fights.

Fighter is found in the context of hero role divisions that balance attack power and durability. This term is most often used in the early stages of the game during hero selection and team composition to determine which heroes are tasked with fighting on the front lines, controlling lanes, and contributing to team fights. During matches, *Fighter* jargon also often appears in in-game chat when players coordinate rotations, initiations, or pressure on opponents. In terms of in-game presence, the fighter role has a 100% appearance rate because this hero category is always available and almost always used in every match, whether as an EXP laner or a situational roamer. The presence of fighters is consistent and a crucial element in the team's strategic structure.

This term is included in the process of word derivation, which is the formation of new words by adding affixes to the base word. The word *Fighter* is formed from the base word fight (verb), which means to fight, and then the suffix -er to form a noun with the meaning someone who performs a certain action. With the addition of the suffix, fight becomes *Fighter*, which literally means combatant or one who fights. *Fighter* is included in the derivation process because it is formed by adding

the suffix -er to the root word fight, resulting in a new noun that is used to name

hero roles in Mobile Legends.

Datum 48

Flicker blink a fixed distance in the target direction.

Figure 48.

Flicker is a battle spell used in Mobile Legends that lets the hero instantly move

a little This spell is handy whether you need to reposition yourself on the battlefield

during a bout with teammates, dodge any dangers that come from other directions

in your view, pursue an enemy and tie him up for your teammates to knock out, or

suddenly start initiating something big and totally unexpected. *Flicker* is often the

primary choice for heroes who lack the innate dash skill, providing high flexibility

in rotation and combat. *Flicker* is often the key to victory in duels and team fights

because even slight movements can change the course of battle.

Flicker is found in the context of using battle spells that allow heroes to

instantly shift positions over short distances to escape, chase opponents, or initiate

attacks. This term most often appears in the early stages of the game when selecting

battle spells, as well as during matches via in game chat when players coordinate the use of *Flicker* for mobility and battle strategy. In terms of in-game presence, *Flicker* has a 100% occurrence rate because it is a system-default battle spell that is always available in every match. Although not always chosen by all players, *Flicker* presence is persistent and an important strategic option, especially for heroes with assassin, marksman, or mage roles.

 Flicker is a noun because it is used as the name of a spell. This term is included in the process of word derivation, which is the formation of new words through the addition of affixes. The word *Flicker* comes from the root word flick (verb), which means to flick, to move quickly, or to push with a lightning movement, then the suffix -er is added to form a noun with the meaning something that performs a certain action. By adding this suffix, the word *Flicker* is formed, which conceptually describes a fast movement or short jump a meaning that is very appropriate to the function of the *Flicker* spell in the game. *Flicker* is included in the derivation process because it is formed through the addition of the suffix -er to the root word flick, resulting in a noun that is used to name battle spells in Mobile Legends.

Datum 49

Revitalize heal effect to hero itself and nearby friends.

Figure 49.

Revitalize is a term used in Mobile Legends to describe a battle spell that creates a healing field that regenerates HP for the user's hero and surrounding teammates. This spell is highly effective in team fights, especially when the team needs additional sustain to last longer in combat. *Revitalize* is commonly used by support and tank heroes, who are often also support heroes. It is used to keep other team members from running low on HP.

Revitalize is used in the context of battle spells that restore the HP of the user's hero and surrounding teammates. This term is most often used in the early stages of the game when selecting battle spells, as well as during matches via in-game chat and voice chat when players coordinate the use of *Revitalize* to maintain team survival in team fights or to counter enemy attacks. In terms of in-game presence, *Revitalize* has a 100% appearance rate because it is a system-default battle spell that is always available in every match. Although not always chosen by all players, *Revitalize* presence is consistent and an important strategic option, especially for heroes in support or tank roles.

Revitalize is not a verb. *Revitalize* is used as a noun because it represents a particular spell that needs to be cast during live play. This term is a form of word derivation, as it is formed by adding affixes to the root word. The word *Revitalize* is derived from the root word vital (meaning "vital to life" or "giving energy"), followed by the prefix re, meaning "to return" or "to repeat," and the verbal suffix ize, which forms the verb meaning "to revive" or "to restore. *Revitalize* is a verb that is then used as a noun to designate the recovery spell in the game without any change. The word *Revitalize* consists of the base word Vital, the prefix Re, & The suffix ize. All of these words have undergone derivation to acquire new meanings and are now used as spell names in Mobile Legends.

Datum 50

Magic damage to nearby enemies, Petrify them for 0.8s.

Figure 50.

Petrify is a term used in Mobile Legends to describe a battle spell that provides a crowd control (CC) effect in the form of an area stun to enemies around the user. *Petrify* immobilizes the opponent or prevents them from moving or using any

abilities for several seconds, making it very effective in opening team fights, thwarting enemy initiations, or helping team heroes launch follow-up attacks. This spell is usually chosen by fighter and tank heroes who are often in the middle of battle and need additional abilities to lock down enemy movements. Proper use of *Petrify* is often a decisive moment in team fights because its CC effect can stop multiple heroes at once.

Petrify is found in the context of hero skills that provide crowd-control effects, such as stun or immobilize, preventing opponents from moving or performing specific actions for a few seconds. This term most often appears in matches via in-game chat, where players coordinate to use the *Petrify* effect in team fights. In terms of in-game presence, the *Petrify* effect has a 100% occurrence rate because it is a basic mechanic available through certain heroes in every match. *Petrify* presence is consistent and a crucial element in opponent-control strategies and in determining the outcome of battles.

Petrify is used as a noun in the context of the game because it functions as the name of a spell. This term is included in the process of word formation processes derivation because it is formed by adding affixes to the root word. The word *Petrify* comes from the Greek root petro or petra, meaning "stone," and is formed by adding the suffix fy (from -ify), which turns a noun into a verb meaning "to make into stone" or "to paralyze like a stone." In the game, the verb *Petrify* is used as a noun, unchanged, to name a spell that paralyzes enemies. This is a derivation process, as

it comes from a root word with the suffix fy, which produces a new verb, which is then used as the name of a battle spell in Mobile Legends.

Datum 51

Arrival is teleport to the target allied turret, base, minion, or trap.

Figure 52.

Arrival is the name of a Battle Spell in Mobile Legends. *Arrival* can teleport to any turret, minion, or specific object on the map. This spell helps make quick turns to return home, handling a turret under attack, split pushing, or unexpectedly jumping to a specific area on the map to aid teammates. *Arrival* is also often used in macro strategies because it allows players to quickly move locations without having to travel far, thus changing the tempo of the game and applying pressure in various lanes.

Arrival is found in the context of using battle spells that allow heroes to instantly move to a specific position on the map, usually towards a minion or turret. This term is most often used in the early stages of the game when selecting battle spells, as well as during matches via in-game chat and voice chat when players

coordinate quick rotations, assist teammates, or initiate attacks. In terms of in-game presence, *Arrival* has a 100% occurrence rate because it is a system-default battle spell that is always available in every match. While not always chosen by all players, *Arrival* presence is consistent and a crucial strategic option for mobility, map control, and quick response in combat.

Arrival is used as a noun because, in the game, it functions as the name of a spell. This term is included in the process of word derivation because it comes from the root word arrive (verb), which means to arrive, and is then modified with the suffix -al, which changes the verb into a noun with the meaning arrival. This process produces the word *Arrival*, which literally means "the act or process of arriving. In the context of the game, this meaning is very appropriate because the Arrival spell allows heroes to arrive or appear at a specific location on the map. Arrival is an example of a derivation process because it is formed by adding the suffix -al to the root word arrive, resulting in a new noun used as the name of a battle spell in Mobile Legends.

Datum 52

Intimidate reduces damage output of nearby enemies.
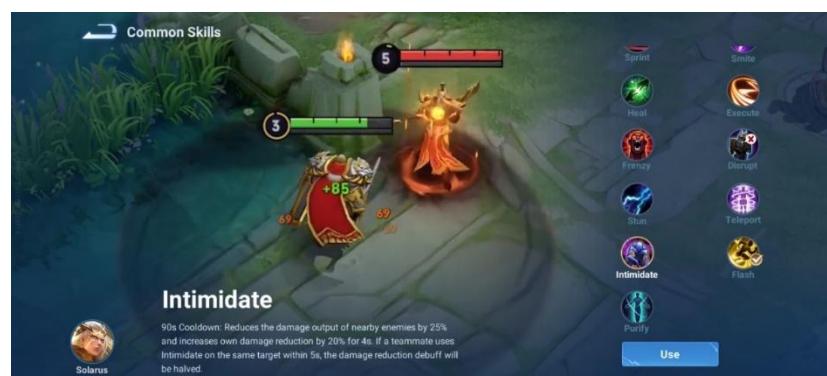
Figure 52.

Intimidate is a term used in Honor of Kings to describe a battle spell that weakens enemies by reducing specific attributes usually attack power or physical defense for a short period of time. *Intimidate* is particularly useful when facing high-damage enemy heroes, as the reduction in their attack power can help the team survive longer in battle. Tank or Fighter heroes often use this spell on the front lines, as they can utilize the attribute reduction effect to protect teammates and reduce the threat posed by opposing heroes. Proper use of *Intimidate* can provide significant advantages in duels and team fights.

Intimidate is a spell that reduces the opponent's attack or defense capabilities, creating psychological pressure and strategic advantages for the user's team. This term is most often used in the early stages of the game during spell selection, as well as during matches via in-game chat when players coordinate the use of Intimidate to initiate team fights or disrupt opponents. In terms of in-game presence, *Intimidate* has a 100% occurrence rate because it is a system-default spell that is always available in every match. Although not always chosen by all players, *Intimidate* presence is persistent and is a crucial strategic option for battle control and objective capture.

Intimidate is used as a noun, because it functions as the name of a spell. This term is included in the process of word derivation. The word *Intimidate* comes from the root word timid meaning cowardly or unconfident, then formed by adding the prefix in, meaning to make or to change into, and the suffix -ate, which forms the verb meaning to make someone feel afraid or threatened. The verb *Intimidate* is

used as a noun to name a spell that weakens or scares an enemy by reducing its attributes. *Intimidate* is a derivation process, as it is formed by adding affixes in and -ate to the root word timid, resulting in a new verb that is then used as the name of a battle spell in Honor of Kings.

Datum 53

Legendary perfect kills without die.
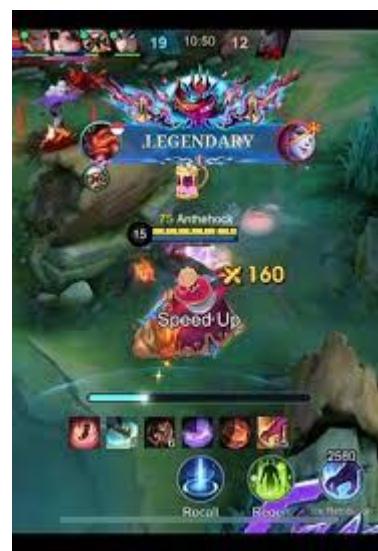
Figure 53.

Legendary is a Mobile Legends terminology to describe a player who killed multiple enemies in succession without being killed, typically after completing an extremely long kill streak. When a hero reaches *Legendary* status, it indicates complete dominance in the match because the player has managed to maintain high performance for a long time without being killed. This status usually suggests that the hero is powerful and poses a significant threat to the opposing team, so the opponent must be more careful in rotations and team fights. *Legendary* can also be a determining factor in victory, as it shows the player's ability to control the match's course.

Legendary status is found in the context of individual player achievements when a hero manages to achieve consecutive kills without dying. This term serves as a marker of a player's high-performance status and usually appears automatically through the game system as visual and audio announcements. Legendary jargon generally appears when the intensity of the battle increases and the chance of a kill streak increases. In terms of its presence in the game, legendary jargon does not have a 100% appearance rate because its appearance is situational and depends on the player's abilities and match dynamics. Not all matches result in legendary status, especially in games with a high level of team balance. Nevertheless, legendary jargon remains an essential element in games because it symbolizes a prestigious achievement and helps build a competitive atmosphere, increase player motivation, and shape the psychology of both the opposing team and one's own team.

Legendary is an adjective used in the game to indicate an achievement status. This term is included in the process of word formation processes derivation, because it is formed by adding a suffix to the root word. The word *Legendary* comes from the root word legend (noun), which means heroic story, famous figure, or heroic story, then the suffix ary is added to form the adjective meaning worthy of being a legend. This combination produces the word legendary, which the game uses to denote extraordinary feats worthy of being called legendary actions. *Legendary* is a derivation process, as it is formed by adding the suffix ary to the root word legend, resulting in a new adjective used to name high kill streaks in Mobile Legends.

5. Clipping

Clipping is when a long word has its end cut off to make it shorter, but still means the same thing.

Example: *CC* (Based) Shortened form *crowd control*.

This term has been abbreviated to expedite player communication during play.

Exp Lane

EXP Lane in Mobile Legends is also a member of the clipping family, where Experience has been shortened to EXP. This is a game path where heroes gain more experience and level up faster. Even if it is affected by compounding (EXP + lane), clipping still plays an essential role in its creation, as the meaning of experience is cut down to make it easier to use.

CC (Crowd Control)

Crowd Control itself can be included in the clipping category because the core process is cutting the form of words into a shorter version while still maintaining the original meaning.

6. Multiple Processes

Two terms in games can be formed through more than one morphological process. The term EXP Lane was formed through two word-formation processes: clipping, from the word experience, shortened to EXP, and compounding, by

combining EXP and lane. The result is a new form of EXP Lane, meaning a game path that provides more experience to level up heroes quickly.

Similarly, the expression CC (Crowd Control) was also created through multiple steps. Crowd Control was a term coined by combining two words, as it was meant for those who walked the narrow patch in between; it simply restricts and influences enemy movement. The following post-contact term was later clipped to the truncated version CC, which many game players use for brevity during play. Thus, EXP Lane and CC (Crowd Control) are classified as multiple processes, since both involve more than one word-formation process in their creation.

B. Discussion

Based on the research results, from 53 jargon datasets collected from two games, Mobile Legends and Honor of Kings, six word-formation processes were identified: compounding, borrowing, conversion, derivation, clipping, and multiple processes. The findings indicate that compounding is the most dominant process, followed by borrowing, conversion, and derivation, while clipping and multiple processes are the least common categories. The dominance of compounding and borrowing suggests that jargon formation in both games prioritizes clarity, stability of meaning, and ease of understanding. In particular, borrowing is dominant because English functions as a global technical language in the gaming industry.

According to Plag, borrowing is commonly used when a language community requires established terms with stable meanings. As a result, terms such as Buff, Cooldown, Tank, and Support are retained in their original forms to

maintain consistency of meaning and facilitate communication across different player communities. This pattern indicates that Mobile Legends is more strongly oriented toward global standardization and accessibility. At the same time, Honor of Kings combines English technical terms with words that carry mythological or heroic nuances, such as Tyrant, thereby reinforcing a stronger game identity.

Clipping and multiple processes are the least frequently encountered categories due to their functional limitations within the gaming context. Plag explains that clipping removes part of a term's lexical form, making its meaning highly dependent on contextual knowledge. In MOBA games that require quick, precise coordination, overly short forms can lead to ambiguity, particularly for new players. Therefore, clipping is restricted to well-established terms such as EXP Lane and CC. A similar explanation applies to multiple processes, which involve more than one word formation processes mechanism and result in morphologically complex forms. These forms tend to be less productive because they require greater cognitive processing and are not well-suited to fast and practical in-game communication.

Overall, although both games employ relatively similar word formation processes especially compounding and borrowing is the main differences in their patterns of usage and linguistic orientation. Mobile Legends uses word formation processes to maintain clarity, accessibility, and global standardization, whereas Honor of Kings employs jargon to strengthen its identity, cultural elements, and aesthetic appeal. This finding aligns with Plag's view that differences in word

formation processes are determined not only by the type of morphological process used but also by the manner and context in which it is applied within a particular language community.

In relation to the word formation processes theory proposed by Plag, (2018), these differences can be understood through the concepts of productivity and patterns of morphological-process use. Plag explains that each word-formation process has different characteristics and levels of productivity, depending on the extent to which it can produce forms that are easily understood and used in a particular context. In this study, the differences in word-formation processes between Mobile Legends and Honor of Kings are not in the types of processes used, but rather in the methods and orientations of these processes in forming jargon.

The previous studies Iskandar (2021) emphasized, the communicative role of jargon in online games and explained that these terms enhance communication efficiency between players. Although the study did not delve into morphological aspects in depth, the findings remain relevant because they demonstrate the importance of jargon in the dynamics of game communication. Furthermore, Magria (2021) found that borrowing and compounding are the dominant word-formation processes in Mobile Legends jargon. This finding aligns with the results of this study, particularly regarding the dominance of these two processes in the formation of game terms.

Then Matiini's (2024) research, which demonstrated the high productivity of neologisms and language change in digital communities. This phenomenon

aligns with the formation processes of new terms found in the two games studied. Furthermore, Shcherbina (2022) and Printsipalova (2024) demonstrated that morphological processes such as affixation, shortening, blending, and borrowing are widely used in term formation in digital spaces. This similarity in patterns strengthens the validity of this study's findings. Faydullah (2022) also found that gaming communities frequently create new terms through clipping and compounding, reflecting gamers' linguistic creativity.

Hermawan (2020) stated that abbreviation is the most dominant process in Mobile Legends jargon, while this study found compounding and borrowing to be more dominant. This difference indicates linguistic variation across gaming communities. Kamal and Gayo's (2020) survey on slang in Arena of Valor also does not fully support this study, as it emphasizes the meaning and social function of slang rather than the dominance of morphological processes. Klavan (2022) found that clipping is the most common process in player communication on Twitch, a different context from that of MOBA games, suggesting that the communication medium also influences word-formation patterns. Meanwhile, Varian (2023) focused more on the social role of abbreviation in Valorant without addressing other morphological processes.

This study also shows several standard jargon shared across both games, such as Mid Lane, Tank, Support, Marksman, and Base. This phenomenon suggests that technical language in MOBA games is becoming increasingly universal. As explained by Chevalier (2019), the globalization of gaming drives the spread of

technical terms across gaming contexts, allowing terms from one game to be used and understood in another with relatively similar meanings. Therefore, the similarities in jargon across both games are primarily driven by the need for fast, efficient communication and by the use of a globally standardized terminology system.

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter present conclusion from the research findings and also provide suggestions for futher analysis.

A. Conclusion

The present study intended to explore and contrast the jargon in Honor of Kings and Mobile Legends based on word-formation theory. All responses were collected from in-game screenshots with real-time jargons that are widely employed by players during gameplay. The research aimed at revealing the word-formation mechanisms extracted from the two games as well as examining communication and creativity exhibited in the linguistic formations.

According to the study, Honor of Kings and Mobile Legends have many word formation processes patterns, including clipping, compounding, derivation and conversion. But the rate and preference of each process are different for both games. Mobile Legends has somewhat shorter terms (such as *Ulti* for ultimate and *Exp Lan*e for experience lane) to facilitate a faster and smarter style of communication during gameplay. In comparison, Honor of Kings features a higher proportion of derived and translated (such as *Revitalize)* effects that exhibit the influence of translation considerations.

The results also reveal that game-speak serves not only as linguistic forms but also as social tokens symbolizing gamer identity, membership and culture among the community of gamers. A contrast between the two games shows

that language variation in gaming is formed by the cultural and communicative practices of the players. Accordingly, word games in gaming fulfill practical and social functions: they contribute to a proper intercommunication process-keeping as partners as mutual peers. The present results suggest that the development of gaming jargon is an ongoing process, driven by communicative requirement and cultural factors. Comparing and contrasting the linguistic features identified in Honor of Kings and Mobile Legends, we can see that Digital Language is always working to keep up with player innovation and cultural diversity.

B. Suggestion

Further research into gaming terminology might be widened in scope to include more games or combined with other linguistic perspectives, for example semantics and pragmatics to gain a better grasp of meaning and context. In addition, researchers can explore the influence of cultural and translation factors on the making and understanding of jargon in multilingual gaming spaces. This study can work as material for students to adopt a sociolinguistic perspective on language change online and to appreciate the richness of gaming as an object of linguistic investigation. Game developers and translators could also work more effectively if they understood the functions of jargon in order to produce game terminology that is clearer and culturally adapted.

Ultimately, this study seeks to inspire the games industry to properly recognize that utilization of language as technique in game design. It serves as a reminder that gaming is more than just entertainment; it's also an environment in which new idioms, neologisms and social categories are constantly created through language use.

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CURRICULUM VITAE

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APPENDIX

Word Formation of Gaming Jargon in Mobile Legends and Honor of Kings (Based on Yule, 2019)

No	Data	Source	Borrowing	Coinage	Compounding	Derivation	Conversion	Clipping	Multiple / Other	Description
1	EXP Lane	Mobile Legends			✓			✓	✓	From 'experience' (shortened EXP) + 'lane', meaning the lane for gaining EXP.
2	Clash Lane	Honor of Kings			✓					From 'clash' + 'lane', meaning a path where battles occur.
3	Gold Lane	Mobile Legends			✓					Combination of 'gold' and 'lane', meaning the path for earning gold.
4	Farm Lane	Honor of Kings			✓					Formed from 'farm' + 'lane', referring to a resource-gathering path.
5	Tempest Dragon	Honor of Kings			✓					From 'tempest' + 'dragon', referring to a storm-powered boss monster.
6	Teleport	Honor of Kings			✓					From 'tele' + 'port', meaning move instantly across distance.
7	Marksman	Both			✓					From 'mark' + 'man', referring to a ranged shooter hero role.
8	Flameshot	Mobile Legends			✓					Formed from 'flame' + 'shot', referring to a fiery projectile skill.
9	Mid Lane	Both			✓					Combination of 'mid' and 'lane', meaning the middle path on the map.
10	Dangerous Grass	Mobile Legends			✓					From 'dangerous' + 'grass', meaning a hazardous hiding spot.

No.	Term	Game								Description
11	Flying Cloud	Mobile Legends			✓					Formed from 'flying' + 'cloud', indicating fast-moving map effects.
12	Broken Walls	Both			✓					From 'broken' + 'walls', meaning destructible map barriers.
13	Cooldown	Both			✓					From 'cool' + 'down', meaning waiting time before using a skill again.
14	CC (Crowd Control)	Both			✓			✓	✓	From 'crowd' + 'control', ability to restrict enemy movement.
15	First Blood	Both			✓					From 'first' + 'blood', the first kill in a match.
16	Double Kill	Both			✓					From 'double' + 'kill', meaning two consecutive kills.
17	Triple Kill	Both			✓					From 'triple' + 'kill', meaning three consecutive kills.
18	God Among Men	Mobile Legends			✓					From 'god' + 'among' + 'men', meaning an invincible player.
19	Solo Kill	Both			✓					From 'solo' + 'kill', meaning killing without team support.
20	Quadra Kill	Both			✓					From 'quadra' + 'kill', meaning four kills by one player.
21	Penta Kill	Both			✓					From 'penta' + 'kill', meaning five consecutive kills.
22	Retribution	Mobile Legends	✓							Borrowed from Latin 'retribuere', meaning to repay or punish.
23	Smite	Honor of Kings	✓							Borrowed from Old English 'smitan', meaning to strike.

No	Word	Source								Etymology
24	Lord	Mobile Legends	✓							From Old English 'hlaford', meaning ruler or leader.
25	Turtle	Mobile Legends	✓							Borrowed from English 'turtle', symbolizing a slow, tough monster.
26	Tyrant	Honor of Kings	✓							From Greek 'tyrannos', meaning ruler or oppressor.
27	Vengeance	Mobile Legends	✓							From Old French 'venjance', meaning revenge.
28	Frenzy	Both	✓							From Old French 'frenesie', meaning madness or zeal.
29	Mage	Both	✓							From Middle English 'magicien', meaning magic user.
30	Assassin	Both	✓							From Arabic 'ḥashshāshīn', meaning secret killer.
31	Aegis	Mobile Legends	✓							From Greek 'aigis', meaning shield or protector.
32	Tower	Honor of Kings	✓							Borrowed from English 'tower', meaning defensive structure.
33	Base	Both	✓							Borrowed from English 'base', meaning central area or headquarters.
34	Maniac	Mobile Legends	✓							Borrowed from English 'maniac', meaning a crazed or obsessed person.
35	Savage	Mobile Legends	✓							Borrowed from English 'savage', meaning fierce or wild.
36	Flash	Honor of Kings						✓		Originally a verb meaning 'move quickly', now a noun for spell.
37	Heal	Honor of Kings						✓		From verb 'heal', used as noun meaning restore health.

No.	Word	Game								Description
38	Inspire	Mobile Legends					✓			Verb used as a noun, meaning to empower or boost speed.
39	Stun	Honor of Kings					✓			Verb used as a noun, meaning to immobilize enemy.
40	Tank	Both					✓			Originally a noun, used as hero role meaning protector.
41	Sprint	Both					✓			Verb used as noun, meaning fast movement spell.
42	Execute	Both					✓			From verb 'execute', used as noun meaning finishing ability.
43	Purify	Both					✓			From verb 'purify', meaning to cleanse effects.
44	Disrupt	Honor of Kings					✓			From verb 'disrupt', used as noun meaning tower-disable skill.
45	Recall	Both					✓			From verb 'recall', used as noun meaning return to base.
46	Support	Both					✓			From verb 'support', used as noun meaning assist role.
47	Fighter	Mobile Legends				✓				From 'fight' + '-er', meaning one who fights.
48	Flicker	Mobile Legends				✓				From 'flick' + '-er', meaning quick movement.
49	Revitalize	Mobile Legends				✓				From 're-' + 'vitalize', meaning restore life or energy.
50	Petrify	Mobile Legends				✓				From 'petra' + '-fy', meaning turn into stone.
51	Arrival	Mobile Legends				✓				From 'arrive' + '-al', meaning act of appearing.

No	Word	Game								Notes
52	Intimidate	Honor of Kings				✓				From 'timid' + prefix 'in-', meaning to threaten or frighten.
53	Legendary	Mobile Legends				✓				From 'legend' + '-ary', meaning remarkable player or feat.
Total			14	-	21	7	11	2	2	Total = 53
Mobile Legends			7	-	6	6	1	1	1	
Honor of Kings			2	-	4	1	4	0	0	
Both			5	-	11	0	6	1	1	