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## AN ANALYSIS OF JARGON IN THE MOBILE LEGEND ONLINE GAMES

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### ABSTRACT

Sociolinguistics and language are closely related. Sociolinguistics studies speakers and listeners of languages by studying various aspects. Jargon is a special term that is used within a certain scope that exists within the community, but is also found in online games. In this study, the Mobile Legend Online Game is the object of analysis chosen by the researcher. Data collection and completion of analysis using descriptive qualitative research using data reduction techniques, data display, and conclusion verification. The data taken is also based on terms that are often used by game users to communicate with fellow teams. The researcher found 16 jargons that have denotative meanings and 10 jargons that have connotative meanings in the Mobile Legend Online Game. With the results of this research, the researcher hopes that it can be useful for the linguistic community and become a data source, data benchmark, and comparison for future researchers, especially research on sociolinguistics and it is hoped that the results can add to readers' insights about the meaning of jargon in various game situations and how its use in conversations between users of the Mobile Legend Online Game.

***Keywords: Sociolinguistic, Jargon, Mobile Legend Online Games, Meaning, Linguistic***

### INTRODUCTION

Language is the foundation that humans have to convey messages both in speech, motion, and gestures to fellow human beings. Based on this foundation,



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humans can express themselves in exchanging information by inserting related meanings in context. In other words, language is a means of communication between humans. With this we can understand that communication and language are social actions. Sociolinguistics is very closely related to language. This is because sociolinguistics is a field of science that studies how humans speak. Sociolinguistics involves social conditions with language, such as how users use language, where to use language, what is the level of language, and so on. Sociolinguistics explores speakers and listeners of languages, by looking at several aspects such as where the language is spoken, how speakers and listeners speak, and studying the types and times of speakers of conflicting languages.

Hickerson in Kalangit (2016: 3) explains that sociolinguistics is a learning process in linguistic development that takes a variety of languages as the basis for the focus of the learning process and sees the variety of languages themselves in their social context.

In this regard, the application of sociolinguistics leads to jargon. Jargon is a special word or sentence that is used in a limited way in a particular field of knowledge, profession or group. Jargon can also be interpreted as words, phrases, abbreviations and acronyms that apply and can only be understood by certain people. Jargon can also relate to general matters. Jargon can be interpreted as a motto, slogan, or motto that can be used by everyone and all groups. Jargon is usually a unique word that not everyone can understand. Jargon is not only special words that exist in society, but also found in online games. One of them is the Mobile Legend Online Game, which of course has special jargon. Usually jargon is made to make it easier for all users to understand all terms with the same meaning as those understood by Gamw Online Mobile Legend users. The jargon in this game is very interesting to learn, because not all of the language used is pure English. This study will explain the meaning of each term contained in the jargon of the Mobile Legend Online Game. Jargon is a form of conveying a character that expresses feelings according to the situation experienced by the character. For example when choosing a hero, walking to fight, using skills, talking to the team, using strategies with the team, when the hero dies and so on. Jargon can be a binder or unifier between players. Jargon is a special word that can increase the enthusiasm of its members to continue playing games, finish games, and continue to be enthusiastic about winning games.

Mobile Legend is an online game in the form of a multiplayer online battle arena (MOBA) developed and published by Moonton, a subsidiary of ByteDance, which was released in 2016. This game is increasingly global, especially among young people in the Southeast Asian region. Mobile Legend Online Games can be



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downloaded and played on Android and IOS phones. This Mobile Legend online game is played by two teams, each team consisting of 5 players. The Mobile Legend Online Game does not require supporting gear to be played, so the Mobile Legend Online Game can be played anywhere and anytime according to the wishes of the players. Even now, the Mobile Legend Online Game is not only played to fill spare time, but has become a competition. Mobile Legend Online Games are able to attract the interest of players from all walks of life and all genders because of the cooperative and competitive aspects in it. From the past until now, Mobile Legend Online Games have never gone out of style or faded because there are always updates in all aspects, such as increasing Hero strength, changing features, adding Heroes, adding jargon and so on. Based on the results of the data collection and as a user, researchers found that there are 25 jargons that must be known by players in the Mobile Legend Online Game. This jargon found is jargon that must be understood by every user and player of the Mobile Legend Online Game because this jargon is a special word for all players, not just in a team.

In this study, researchers involved two previous studies as a comparison. The first researcher Wahi Budin and Dinar VYB (2022) entitled "Sociolinguistic Analysis of Jargon Used in Extracurricular Organizations at the Islamic University of Madura". They analyzed sociolinguistics in three extracurricular organizations at Madura Islamic University using three approaches, namely observation, interviews and documentation. The results of this study, researchers found 23 jargon with three types of jargon patterns in the three organizations.

The second comparative research material is research conducted by Pria Rizki Pratama (2021) with the title "Analysis of the Use of Jargon in Point Blank Online Games". The results of his research reveal that there are 41 jargons known in Game Point Blank Online. Based on the categories of meaning, most of the meanings of jargon are connotative meanings with a total of 31 items of jargon and 10 items of denotative meaning of jargon. Based on the first function, jargon is given to speakers of special knowledge with precise and unambiguous terms to define their actions with 28 jargon items, and based on the second function, jargon is given to speakers of sub-groups by marking access in group membership. . It is not classified as an outsiders with 13 jargon items.

Based on the results of the two studies, there has not been a detailed explanation of the meaning of each jargon in online games. Therefore, in order to broaden the knowledge and understanding of the community, especially online game users in all circles, the researcher is interested in studying the meaning of jargon in the online game Mobile Legend as its object with the title "An Analysis Of Jargon In The Mobile



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Legend Online Games". There is a difference between the previous research and this research, namely the previous research focused on the sociolinguistic jargon found in extracurricular organizations and the use of jargon in the Point Blank online game, while this research focused on the meaning of the jargon in the online game Mobile Legend.

### **THEORETICAL FRAMEWORK**

According to Harimurti Kridalaksana (1978:94), sociolinguistics is a study of the characteristics of various languages, and what are the relationships between various types of language and these languages in public places. Djoko Kentjono (1990:14) explains that sociolinguistics is a science that hides the relationship between language and society, but combines sociology with linguistics. Sumarsono (2007:2) defines sociolinguistics as institutional linguistics which has an attachment between language and the people who use that language. According to Abdul Chaer (2004: 2), basically sociology is an objective study of human affairs in society, regarding institutions, and a social process that exists in society, while the notion of linguistics is a field of knowledge that studies language or the field of language. Bram & Dickey, (ed. 1986:146) states that Sociolinguistics focuses on its study of how language functions in society. They have also stated that sociolinguistics is a science that seeks to explain the human ability to use language rules appropriately in various situations.

According to Aslinda and Leni Syafyahya (2014:18), Jargon is a variety of language used by certain social groups or groups of workers and the meaning of which is not understood by other groups. According to Luriwati (2010:5) Jargon is a language that is only owned by some of these groups, in which the language consists of two basic aspects, namely form and meaning.

The definition of jargon according to Chaer and Leonie Agustina (2004: 68) is that jargon is a social variety that is applied by one social group in a limited way. This reveals that this variety of language is only understood by certain groups who use it or are confidential, and it is not certain that other groups can understand its meaning and function. Jargon forms vary, including single word phrases, abbreviations, and acronyms.

According to Hornby (1995) the notion of meaning is what is referred to or indicated by e.g. sounds, words, or signals. Chaer (2007: 289-296) divides meaning into 6 types, namely: (1) lexical meaning, grammatical meaning and contextual meaning, (2) referential and non-referential meaning, (3) denotative meaning and connotative meaning, (4) meaning words and term meanings, (5) conceptual meanings and associative meanings, (6) idiomatic meanings and proverbs.



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In this study, the authors provide theoretical boundaries regarding denotative meaning, connotative meaning, emotive meaning, and contextual meaning. The relationship between theory and this research is good words that replace figurative/connotative meanings that have emotional value (emotive value) because they are in accordance with situational meanings.

According to (Keraf, 2007: 27-28), the meaning of denotation is a word that does not contain additional meaning or feelings, or we can call it the actual meaning, while the meaning of connotation is a word that contains additional meaning, certain feelings, or certain sense values. beside the general basic meaning, or there is a veiled meaning.

## **METHOD**

The completion of this research was carried out using descriptive qualitative research by collecting data from the Mobile Legend Online Game then analyzing the data and drawing conclusions. The object of research is the jargon that users must know about the Mobile Legend Online Game. In this study, researchers analyzed the meaning of jargon in the Mobile Legend Online Game.

Research data is taken from every term used by users of the Mobile Legend Online Game to facilitate communication within the team. While the source of the data in this study was taken from the online game Mobile Legend which was published by Moonton, a subsidiary of ByteDance which was released in 2016.

In collecting data, the researcher obtained data from the Mobile Legend Online Game. Several procedures were carried out in data collection, namely: accessing the Mobile Legend Online Game via cellphone, playing the Mobile Legend online game published by Moonton repeatedly, and writing every jargon contained in the game.

There are several Data Analysis techniques. Several procedures or procedures were carried out by researchers in collecting data, namely: first the researcher accessed the Mobile Legend Online Game via cellphone, the second the researcher played the Mobile Legend online game published by Moonton repeatedly, the third the researcher wrote down every jargon in the Mobile Legend Online Game, then the researcher conducted data analysis with several techniques. There are several data analysis techniques used by researchers. The techniques are data reduction, data display, and conclusion verification. The initial step taken by the researcher is to reduce the data, the researcher recognizes and classifies the formulation of the problem based on the data obtained. The next step is the researcher interprets and explains the jargon in the Mobile Legend Online Game. Then after the researcher has identified all the data the



researcher explains, interprets, classifies the identified data, so that the researcher draws conclusions and makes research results based on the data.

## **FINDINGS AND DISCUSSION**

Jargon is a special term that is usually used in certain areas of life (environment). The researcher found the jargon contained in the Mobile Legend Online Game, meaning terms related to expressions that are in the game or what players often say. Here researchers can find jargon that has 2 meanings, namely denotative and connotative meanings. Denotation meaning is the meaning of a word that mainly refers to the actual word (fact) in a dictionary, book, computer, game, and so on. On the other hand, connotative meaning is when a word suggests an imaginative conveyance or emotional suggestion that is imaginary and related to words, while the reader or listener can connect with the conveyance. Connotative meaning is also known as implied meaning, emotional meaning, or evaluative meaning. Connotative meaning occurs on the basis that the speaker wants to create agreement or disagreement, happy or unhappy, and so on from the speaker and vice versa. Connotative meaning is actually a denotative meaning that has had many additions so that the meaning is like made up (fantasy). There are positive connotations and negative connotations as expressed by Tarigan (1985:60) this variety of connotation is divided into two types:

### **1. Good connotation**

Good connotations are further divided into two types: 1) high connotations, namely literary words and classical words that are more beautiful and graceful to the common ear. Such words get high connotations or taste values; 2) friendly connotations are words that come from dialects or regional languages, because they can give a more familiar impression, can feel each other, and are easy to communicate in getting along.

### **2. Unfavorable connotations**

Unfavorable connotations are divided into five types, including 1) Dangerous connotations, which are words that are closely related to people's belief in magical things; 2) Inappropriate connotations are words that are spoken out of place and receive an inappropriate taste value, because when spoken to another person, the other person will feel embarrassed, ridiculed, and reproached; 3) Bad connotations are a type of connotation or bad taste value that is closely related to social relations in society; 4) Rude connotations are words that sound rude as well as impolite and receive a rough taste value; 5) Loud connotations are expressions that make an exaggerated statement by exaggerating something. Association here is a shift in the meaning of a word that occurs due to the existence of things that have similar characteristics to the word. In



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this study, there are 26 jargons that users must know in the Mobile Legend Online Game.

The table below is the meaning of each jargon in the Mobile Legend Online Game in this study.

No.	Jargon	The meaning of the jargon	Denotative Meaning	Connotative Meaning
1.	CD	CD stands for cool down or cooldown. CD means the time off before using skills or items in the game. During cooldown, players must wait some time until skills or items can be used again.	√	
2.	Backdoor	Backdoor is the term for attacking enemy towers without any help from creeps or minions. This strategy can only be carried out by heroes who can shoot outside the range of the tower or shoot long distances. This term is usually used if the tower's blood is low. Some heroes who can carry out this strategy include Layla, Lesley, Beatrix, and others.		√
3.	Funneling	Funnel or funneling is a strategy where support heroes hold back creeps or minions until the hard carry comes to pick them up. This strategy is used if you want to defend one hero. Through this strategy, gold will be given by carry heroes and not by support heroes.		√
4.	Gold Lane	Gold Lane is one of the lanes opposite the Exp Lane which		



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		can be located above or below and the location is far from the first turtle that will appear. The hero who usually occupies this lane is Maksman so he can develop quickly and buy items because this hero is quite difficult to jungle at the start of the game and is not suitable for roaming.	√	
5.	Exp Lane	Exp Lane or Experience Lane is one of the lanes or lanes that will give the hero more Exp when playing on this lane when killing enemies or minions. The Exp Lane location is located close to the location of the first turtle that will appear either above or below. A suitable hero to fill the Exp Lane is a fighter or tank hero who has high resistance and damage in the late game.	√	
6.	Mid Lane	Mid Lane is a lane in the middle of the map that has a strategic position for the entire team. This lane is very strategic because it is close to offlane, lord/turtle, jungle, and buff. The mid lane is usually filled by Mage or Marksman but is also flexible to be occupied by other roles.	√	
7.	Jungler	Jungler is a role that controls parts of the forest to get a number of objectives such as turtles or lords which are very useful during the game to increase hero damage. When	√	



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		pushing rank, a team must have a player who acts as a jungler. Hero Assassin is very suitable to fill this role by bringing the retribution spell.		
8.	META	META stands for “Most Effective Tactics Available”. This is the most effective strategy or tactic to win the match. META can be used or learned by anyone and can change at any time when the developer releases new patches, nerfs and buffs for certain heroes.	√	
9.	Nerf	Nerf is one of the actions to reduce the strength of heroes who are too overpowered. This is done to provide balance to the strength of one hero with another so that there is no imbalance when fighting.		√
10.	AFK (Away from Keyboard) & (Disconnect)	AFK means that the player is not in front of control, which means you are not playing in complete condition. Meanwhile, DC or disconnect is a term for those who leave the game that is currently running.	√	
11.	Buff	Buff is an additional status that must be owned by heroes, especially with carry heroes or those who are able to bring victory and distinction. You can get this status by killing jungle creeps. Your level will increase,		√



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		both in terms of physical and magical attacks.		
12.	Early, Mid, Late Game	Early starts from the beginning to the third minute, then mid from three to ten minutes. Meanwhile, late game is a term in Mobile Legends which means a match of more than ten minutes until the end of the match.	√	
13.	Ganking	Ganking is an initiation to kill one or two enemies who are not guarded by the opponent's support/tank.	√	
14.	Pushing	Pushing means pushing, this means that you push the agro minions on the lane. This of course serves to destroy the enemy's last stronghold.	√	
15.	Farming	Farming is the process of looking for gold, either from the jungle or kidnapping enemies who make mistakes to increase the level and increase attack speed and damage. Farming is done before Ganking so that you can fight with enough strength.		√
16.	Kill, Death, Assist	Kill, death, and assists are the numbers that are written as long as you play in a match. The number in question is the number of times we kill, die, and help.	√	
17.	Minion	Minions is a sources of assistance as well as farming methods that you can get in the game. Minions have several		√



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		additional functions such as pushing towers, giving additional damage to the team.		
18.	Turtle	Turtle became a huge source of money and impacted the entire team. Of course there is a method of attacking the turtle quickly in order to get a true damage buff while increasing the team's gold coffers and increasing the hero level.	√	
19.	Lord	Lord is arguably one of the keys to victory and can turn things around when you lose. Lane or lanes will be randomly pushed by the Lord with the Super Minion which is more difficult to kill.		√
20.	Talent	Talent is a passive skill bonus that is obtained from several available emblems. Several types of talent include fighter, jungle, assassin, physical, magical and many others.		√
21.	Build	Build is the order of items or gameplay that you determine from the selected item range. You can use the burst damage, tank, sustain or whatever method depending on your team's strategy.		√
22.	Battle Spell	If talent is an assistive passive skill, there is a battle spell that acts as an additional active skill. In its function, battle spells often make a significant difference.		√



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23.	Roaming	Roaming means walking from one lane to another to help friends. Some heroes can switch positions or rotate and roam at the right time.	√	
24.	Bait	Bait itself means luring the enemy out of the strategy they set. For example, when they are defending, the opposing team attacks the Lord in order to provoke enemy aggression and fight and end the match.	√	
25.	Solo, Offlane	Before the game starts, a strategy is usually formed, including friends who ask to go solo. The point of solo is to carry out farming activities or take care of the lane yourself. Offlane itself also has the same term, but is in a position above the lane.	√	
26.	Carry	Carry is a way or position when one or two heroes are able to improve the performance of the entire team. With the appropriate term it means "carrying" the team to the point of victory.	√	

In this case, the researcher has analyzed the jargon used based on the chosen problem formulation, namely what is the meaning of the jargon used in the Mobile Legend online game, and the meaning of the jargon used in the Mobile Legend online game. There are two meanings associated with jargon, namely denotative meaning and connotative meaning. Researchers have found 16 jargons that have denotative meanings and 10 jargons that have connotative meanings in this study. Denotative meaning is the literal meaning, this is the meaning that corresponds to the original meaning. Connotative meaning is the emotion and various meanings associated with a



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word. Connotative tends to carry memories, moods or images, or it can also be called figurative meaning.

## CONCLUSION

Based on the objectives of the first research and the data sources found, the results of the analysis show that there are two meanings contained in the jargon used by online game players of Mobile Legend, namely the real meaning or denotative meaning and figurative meaning or connotative meaning. There are 16 jargons that contain denotative meanings, namely CD, Gold Lane, Exp Lane, Mid Lane, Jungler, META, AFK (Away from Keyboard) & (Disconnect), Early Mid Late Game, Ganking, Pushing, Kill Death Assist, Turtle, Roaming, Bait, Solo Offlane, Carry and 10 jargons that contain connotative meanings namely Backdoor, Funneling, Nerf, Buff, Farming, Minion, Lord, Tellent, Build, Battle Spell from the 26 data found. Based on the jargon found by researchers in the online game Mobile Legend, the jargon is used according to the situation that occurs.

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