CHAPTER III

RESEARCH OBJECT AND METHOD

The research object, the research method, the data collection, and the data analysis are explained in the chapter III as research object and method.

3.1 Research Object

The research object is abbreviation. In this research, the writer is focusing on abbreviations in the terms of online games. The writer analyse //s the types of abbreviations, the word categories of the original construction of abbreviations, and semantic features found in the data. Therefore, in this research, the writer chooses the abbreviation terms as the data. The terms in playing online games have been chosen by the writer as the data for this research.

3.2 Research Method

This research is a qualitative research. Djajasudarma (2010: 11) stated:

> "*Penelitian kualitatif adalah tradisi tertentu dalam ilmu pengetahuan sosial yang secara fundamental bergantung pada pengamatan manusia dalam kawasannya sendiri dan memiliki ciri-ciri seperti latar alamiah, manusia sebagai alat, teori dasar, deskriptif lebih mementingkan proses daripada hasil dan adanya batas yang ditentukan oleh fokus.*"

As the statement above, this research matches for qualitative research, because this research uses human as an instrument to analyse, find, and discover the issue.

In addition, for the research, the writer uses analytic descriptive approach as the method. The analytic descriptive matches for this objectives research, as Saryono (2010: 1) stated:

> *"Penelitian kualitatif merupakan penelitian yang digunakan untuk menyelidiki, menemukan, menggambarkan, dan menjelaskan kualitas atau keistimewaan dari pengaruh social yang tidak dapat dijelaskan, diukur atau digambarkan melalui pendekatan kuantitif"*

According to the statement above, this research is exploring, finding, describing the phenomena or the issue of the research topic. To cover the issue of this research, the theory of abbreviations by Mattiello, the categories theory by Linda, and the semantic features by Nida.

3.2.1 Data Collection

The data are collected in this research by several steps. First, the writer lists the all terms using abbreviations. The terms are not only the abbreviations but also the emoticons and words. The writer only takes the terms in abbreviations. Second, the writer classifies the all terms by the types of abbreviations which are alphabetism, acronym, and clippings. The writer takes six types of the social games from thirty one games in the glossary. The writer classifies the terms that are using in the six social online games, these are Anarchy Online, City of Heroes, Everquest, Ragnarok Online, Asheron's call, and World of Warcraft.

3.2.2 Data Analysis

The data collected and classified are analysed by several steps. First, the writer examines the data based on the types of abbreviations. Second, in each data of the type abbreviations, the writer analyses the process of the abbreviations formation in the data. After analyzing the types and the process of the abbreviations, the writer identifies the word categories of the original construction in each data. The word categories are analysed by using syntax theory by Linda Thomas. The word categories are analysed by using tree diagram as in the Thomas's theory. Then, the writer makes paraphrase with the definition from the source. Lastly, analyses the semantic features to identify the definition more clearly. To identify the semantic features, the writer uses theory of componential analysis (CA) by Nida Eugene.

There are several theories are used in the research. The morphological theory of Booij (2005) and Mattiello (2013) about abbreviations is the grand theory of the research to analyse the data. For the syntactically analysis, Linda Thomas (1993) theory's is used to analyse the word categoried. In componential analysis (CA), theory of Nida Eugene (1975) is used. The example of data analysis, as follows:

- GM (Game Master)

The definition of GM (Game Master): the person who develops a pen-and-paper roleplaying campaign, and who describes scenes, handles combat, and acts the role of various NPCs (Non-Player Character).

GM is the abbreviation of *game master*. The type of GM is alphabetism. It is called alphabetism because it is taken from the first letter in each word as ***G****ame*

***M**aster*. The GM has phonetic value as /dʒiː/ /em/ and it cannot be pronounced as one word.

GM → ***G**ame **M**aster*

The original construction of GM is “game master”. Game master is kind of phrase, it is called by noun phrase. The head of this phrase is “master” as a noun and the “game” as pre-modifier as noun. Therefore, it is called by noun phrase because “game master” has a head as noun. The tree diagram analysis for “game master”:

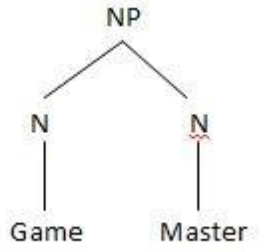


Figure 3.1: Example of GM (Game Master) tree diagram

To make the definition of the “game master” clearly, this is the table of semantic features of “game master”:

+/_	Noun	A form of amusing activity with rules	Someone controlling something
Game	+	+	-
Master	+	-	+

Table 3.1: Table of example data

The table above explains the semantic features in each word of the phrase *game master*. In word *game* there are two features, noun and a form of amusing activity with rules. Since the *game* is noun, therefore the *game* is a form not an

activity. It can be seen that this noun modify the word *master*. The *game* is the form of playing as an activity, amusing people and has some rules.

Commonly, people think that *game master* is someone who is good in playing game. However, it has different meaning *game master* in the terms of online games. In word *master* there are two features, noun and someone controlling something. The feature of *noun* in *master* shows the head of the phrase as noun phrase. The feature of *someone controlling something* means that *master* is *someone controlling something*, and the something is a game. It has feature as *someone controlling something* because the *game master* is a nickname of someone who has powers or jobs to develop a pen-and-paper roleplaying campaign, and who describes scenes, handles combat, and acts the role of various. Since the game has rules, thus the game has someone who controlled it.

Therefore, the definition of "*game master*" becomes the person who develops a pen-and-paper roleplaying campaign, and who describes scenes, handles combat, and acts the role of various NPCs (Non-Player Character).

3.3 Data Sources

The main source of the data is from MIT's online game glossary, http://www.mit.edu/~rei/game-terms.html. The data are secondary data, means that the data are not taken directly from the online game. The abbreviations terms in online game become the data for this research because the data cover the issue for the research.