CHAPTER IV

FINDINGS AND DISCUSSIONS

In the Chapter IV, the writer analyses the abbreviations types, the categories of original constructions in abbreviations, and the semantic features of abbreviations in the data. In this research, the abbreviations have conveyed a complete message.

4.1 Initialism

4.1.1 Non-elliptical initialism

Data 1

AFK (Away From Keyboard)

Definition of AFK (Away From Keyboard) is players take a break from the game and they have to leave their PC (Personal Computer).

AFK is the abbreviation of *away from keyboard*. The type of AFK is initialism which is non-elliptical initialism. It is called non-elliptical initialism because it takes from the first letter in each word as ***A****way* ***F****rom* ***K****eyboard.* The abbreviations of AFK does not have elliptical things, the input and the output of the abbreviations and the original construction are same. The phonetic transcription of AFK is /eɪ/ /ef/ /keɪ/that has three syllables and it cannot be pronounced as one syllable.

AFK → ***A****way* ***F****rom* ***K****eyboard*

The original construction of AFK is “away from keyboard”. *Away from keyboard* is a kind of phrase, called by prepositional phrase. The head of this phrase is a preposition, “away” and the prepositional phrase, “from keyboard”, as post-modifier. The prepositional phrase of “from keyboard” has the head prepositional, “from” and noun as modifier, “keyboard”. Therefore, it is called by prepositional phrase because *away from keyboard* has a head as preposition and has post-modifier as prepositional phrase which is the head of the modifier is prepositional. The tree diagram analysis for *away from keyboard:*

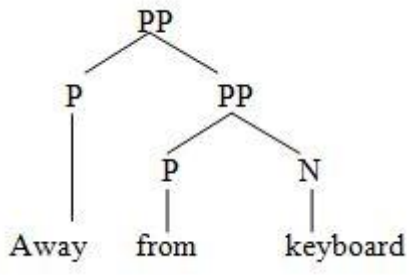


Figure 4.1: Tree diagram of data 1

To make the definition of the “away from keyboard” clearly, this is the table of semantic features of “away from keyboard”:

+/-	Adverb	at a distance from a particular place	to indicate physical separation	Thing	the set of keys that are used for a computer or typewriter
Away	+	+	-	-	-
From	+	-	+	-	-
Keyboard	-	-	-	+	+

Table 4.1: Semantic features of data 1

As the table above, the phrase *away from keyboard* has five semantic features. The first word *away* has two semantic features, “an adverb” and “at a distance from a particular place”. *Away* is an adverb as category of word. *Away* means a distance from a place. In this case, the word *away* means a distance from *keyboard.* Thus, the word *away* has features as at a distance from a particular place. The second word is *from.* It has two semantic features, adverb and to indicate physical separation. The word *from* is an adverb in the category of words. The word *from* indicates that players or someone has physical separation. It has a relation with the first word *away.* The word *away* indicates physical separation because it has a distance or *away* from something. The third word is *keyboard. Keyboard* has two semantic features, noun and the set of keys that are used for a computer or typewriter. *Keyboard* is a noun in the category of word. *Keyboard* is a set of typewriter in computer. Therefore, *away from keyboard* has definition players take a break from the game and they have to leave their PC (Personal Computer) because the players have a distance from the keyboard, and the players have physical separation from the *keyboard.*

Data 2

PTS (Public Test Server)

The definition of PTS (Public Test Server) is a game server where regular players can log in and try out upcoming changes before the changes are put on the standard game servers. The function of PTS is to find unusual bugs, balancing issues, and so on. Often requires the players get a special version of the game client.

PTS is the abbreviation of *public test server*. The type of PTS is initialism which is non-elliptical initialism. It is called non-elliptical initialism because it takes from the first letter in each word as ***P**ublic **T**est **S**erver.* The abbreviations of PTS does not have elliptical things, the input and the output of the abbreviations and the original construction are same. The phonetic transcription of PTS is /pi:/ /ti:/ /es/that has three syllables and it cannot be pronounced as one syllable.

PTS → ***P**ublic **T**est **S**erver*

The original construction of PTS is "Public Test Server". *Public Test Server* is a kind of phrase, called by noun phrase. The head of this phrase is "server" as a noun and noun phrase, "public test", as pre modifier. The noun phrase of "public test" has the head noun, "test" and noun as modifier, "public". Therefore, it is called by noun phrase because *public test server* has a head as noun and has pre-modifier as noun phrase which is the head of the modifier is noun. The tree diagram analysis for *Public Test Server:*

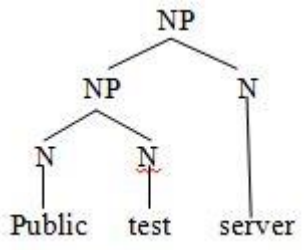


Figure 4.2: Tree diagram of data 2

To make the definition of the “Public test server” clearly, this is the table of semantic features of “Public test server”

+/-	Thing	Relating to community	Something for measuring the quality, performance, or reliability of something, especially before it is taken into widespread use.	computer program that manages access to a centralized resource
Public	+	+	-	-
Test	+	-	+	-
Server	+	-	-	+

Table 4.2: Semantic features of data 2

As the table above, there are four semantic features of phrase *public test server*. The first word is *public.* The word *public* has two semantic features, noun and relating to community. In the category of word, *public* is a noun and it relates to community. In this case the community is the community of game. The second word is *test*, there are two semantic features of *test,* noun and something for measuring the quality, performance, or reliability of something, especially before it is taken into widespread use. In this case, the game that will be coming up soon, there is a test to make sure the quality of the game is good and there is no bug (failed) while players play the game. The third word is *server*, two semantic features of *server* are noun and computer program that manages access to a centralized resource. *Server* is useful to manage the test of the game because when the founder of the game doing the test of their game, it should be managed. Therefore, the terms of *public test server* is the game test that opens to anyone who wants to play it (public) and it is managed by the founder of the game.

Data 3

HP (Health Point)

Definition of HP (Health Point) is a measurement of PC (Player character)'s health or bar of blood.

HP is the abbreviation of *Health Point*. The type of HP is initialism which is non-elliptical initialism. It is called non-elliptical initialism because it is taken from the first letter in each word as ***H**ealth **P**oint.* The abbreviations of HP does not have elliptical things, the input and the output of the abbreviations and the original construction is same. The phonetic transcription of HP is /eɪtʃ/ /piː/ that has two syllables and it cannot be pronounced as one syllable.

HP → ***H**ealth **P**oint*

The original construction of HP is "Health Point". *Health Point* is kind of phrase, called by noun phrase. The head of this phrase is noun, "point" and the post-modifier, "health", as noun. Therefore, it is called by noun phrase because *Health Point* has a head as noun and has post-modifier as noun. The tree diagram analysis for *Health Point:*

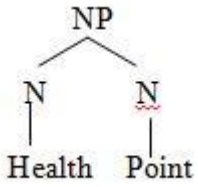


Figure 4.3: Tree diagram of data 3

To make the definition of the “Health Point” clearly, this is the table of semantic features of “Health point”

+/-	A particular detail of something	Condition of someone (players)’s body	a unit of measurement (player’s blood)
Health	-	+	-
Point	+	-	+

Table 4.3: Semantic features of data 3

As the table above, there are three semantic features of *health point*. In the first word *health*, there is a semantic feature as condition of someone (players)’s body. The word *health* means a condition of someone’s body. In this case *someone* is the *player*, therefore it means that *health* is condition of player’s body, especially blood. The second word is *point.* There are two semantic features, as noun and a unit of measurement (player’s blood). The first feature is a particular detail of something. In this case the word *point* shows the detail of the player condition. The *point* means a unit of measurement. In this case, the *point* measures the blood of the player. The measurement of the blood is form as a bar in the game. Therefore the definition of *health point* is a measurement of PC (Player character)’s health or bar of blood.

Data 4

KT (Kill Task)

Definition of KT (Kill Task) is a task to kill monster, the task is given by the NPC (Non-player Character) and NPC will give a reward if the player success the task.

KT is the abbreviation of *Kill Task*. The type of KT is initialism which is non-elliptical initialism. It is called non-elliptical initialism because it takes from the first letter in each word as ***K**ill **T**ask.* The abbreviations of KT does not have elliptical things, the input and the output of the abbreviations and the original construction is same. The phonetic transcription of KT is /keɪ/ /tiː/ that has two syllables and it cannot be pronounced as one syllable.

KT → ***K**ill **T**ask*

The original construction of KT is "Kill Task". *Kill Task* is kind of phrase, called by verb phrase. The head of this phrase is a verb, "kill", and the post-modifier, "task" as noun. Therefore, it is called by verb phrase because *Kill Task* has a head as verb and has post-modifier as noun. The tree diagram analysis for *Kill Task:*

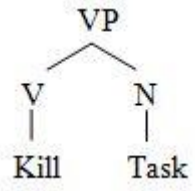


Figure 4.4: Tree diagram of data 4

To make the definition of the "Kill Task" clearly, this is the table of semantic features of "Kill Task"

+/-	Activity	To make somebody (monster in game) die	an activity which is designed to help achieve a particular learning goal
Kill	+	+	-
Task	-	-	+

Table 4.4: Semantic features of data 4

As the table above, there are three semantic features of *kill task.* The first word is *kill,* there are two semantic features of *kill.* These are two semantic features of *kill,* an activity and to make somebody (monster in game) die. The first feature is an activity, the word *kill* is an activity to do something and it is *kill*. *Kill* has feature as to make somebody (monster in game) die. The second word is *task* that has feature as an activity which is designed to help achieve a particular learning goal. Therefore, the phrase *kill task* is the task to the player to kill monster. This task is a mission from the NPC (non-player character) to gain rewards or to level up the player character.

4.1.2 Elliptical Initialism: Noun Phrase

Data 5

GTAE (Ground Target Area of Effect)

The definition of GTAE (Ground Target Area of Effect) is a big explosive spell or attack that is aimed at a section of ground. The attack is not aimed to a specific person or monster.

GTAE is the abbreviation of *Ground Target Area of Effect*. The type of GTAE is initialism which is elliptical initialism. It is called elliptical initialism because the word *of* is eliminated into the abbreviation GTAE. There is no abbreviation of the word *of* in the abbreviation. The abbreviations of GTAE has elliptical things, the input and the output of the abbreviations and the original construction are different. The input (original construction of abbreviation) is *Ground Target Area of Effect* and the output (the abbreviation) is GTAE. The phonetic

transcription of GTAE is /dʒiː/ /tiː/ /eɪ/ /iː/ that has four syllables and it cannot be pronounced as one syllable.

GTAE → ***G****round* ***T****arget* ***A****rea* *<u>of</u>* ***E****ffect*

The original construction of GTAE is “Ground Target Area of Effect”. *Ground Target Area of Effect* is kind of phrase, called by noun phrase. The head of this phrase is a noun, “area”, the pre-modifier which is noun phrase, “ground target”, and the post-modifier, “of effect” as prepositional phrase. The pre-modifier “ground target” has a head noun, “target”, and noun, “ground” as modifier. The post-modifier of *Ground Target Area of Effect* is “of effect” which is the head preposition, “of” and the modifier is “effect” as noun. The tree diagram analysis for *Ground Target Area of Effect:*

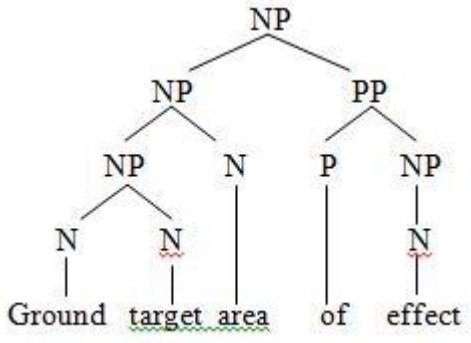


Figure 4.5: Tree diagram of data 5

To make the definition of the “Ground Target Area of Effect” clearly, this is the table of semantic features of “Ground Target Area of Effect”

+/-	the solid surface of the earth	a place that people (player) aim at when attacking	Part of a place	Relating to something	a change that something causes in something else
Ground	+	-	-	-	-
Target	-	+	-	-	-
Area	-	-	+	-	-
Of	-	-	-	+	-
Effect	-	-	-	-	+

Table 4.5: Semantic features of data 5

As the table above, there are five semantic features of *ground target area of effect.* The first word *ground* has a feature as the solid surface of the earth. The second word *target* has a feature as a place that people (player) aim at when attacking, it means that the player attacks the object that chosen by the player. In this case, the target is the *ground*. The third word *area* has a feature as part of a place. In this case, the place is the *ground.* The fourth word *of* has a feature as relating o something. The word *of* is related to the next word *effect.* The last word *effect* has a feature as a change that something causes in something else. It means that there is a change because there is attack to the ground. Therefore, the *ground target area of effect* is the player that attacks the particular area, it is ground, and the attack has an effect for the ground.

Data 6

PBAE (person base area of effect)

The definition of PBAE (Person Base Area of Effect) is an area-of-effect spell that is centered on the caster. Caster is name of character that has ability to cast the spell.

PBAE is the abbreviation of *Person Base Area of Effect*. The type of PBAE is initialism which is elliptical initialism. It is called elliptical initialism because the word *of* is eliminated into the abbreviation PBAE. There is no abbreviation of the word *of* in the abbreviation. The abbreviations of PBAE has elliptical things, the input and the output of the abbreviations and the original construction is different. The input (original construction of abbreviation) is *Ground Target Area of Effect* and the output (the abbreviation) is PBAE. The phonetic transcription of PBAE is /pi:/ /ti:/ /eɪ/ /i:/ that has four syllables and it cannot be pronounced as one syllable.

PBAE → ***P****erson* ***B****ase* ***A****rea* *<u>of</u>* ***E****ffect*.

The original construction of PBAE is “Person Base Area of Effect”. *Person Base Area of Effect* is kind of phrase, called by noun phrase. The head of this phrase is a noun, “area”, the noun phrase “person base” as pre-modifier, and the post-modifier is the prepositional phrase, “of effect”. The pre-modifier “person base” has a head noun, “base” and the modifier “person” as noun. The post-modifier of *Person Base Area of Effect* is “of effect” which is the head preposition, “of” and the modifier is “effect” as noun. The tree diagram analysis for *Person Base Area of Effect:*

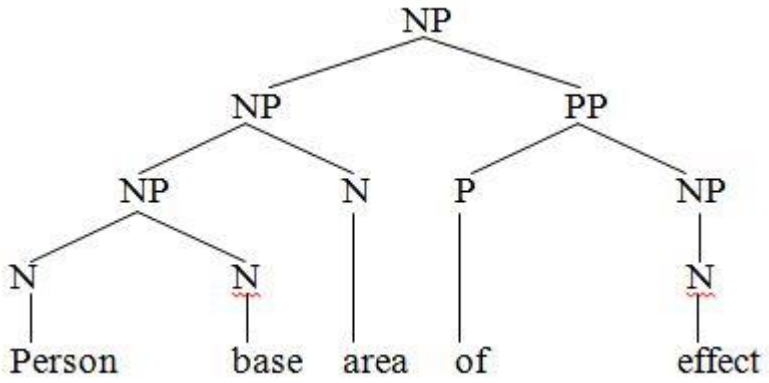


Figure 4.6: Tree diagram of data 6

To make the definition of the "Person Base Area of Effect" clearly, this is the table of semantic features of "Person Base Area of Effect"

+/-	A human, an individual	Particular area/person	Part of a place	Relating to something	a change that something causes in something else
Person	+	-	-	-	-
Base	-	+	-	-	-
Area	-	-	+	-	-
Of	-	-	-	+	-
Effect	-	-	-	-	+

Table 4.6: Semantic features of data 6

As the table above, there are five semantic features of *person base area of effect.* The first word *person* has a feature as a human or an individual. It means *person* who is alive, not a robot. The second word *base* as feature as a particular area/person. It means there is particular player who attacked by another player. The third word *area* has feature as part of place, but in this case, the *part of place* means particular person. It is because the attack is about the *person base,* therefore the *area* is about the *person base.* The fourth word *of* has features as relating to something,

because it is relating to the next word of *effect.* The last word *effect* has a feature as a change that something causes in something else. It means that there is a change because there is attack to the *person base*. For that reason, *person base area of effect* is attack to the *person base*, in this case is a caster (name of character that has ability to cast the spell), and it is causes an effect to the caster.

4.2 Acronym

4.2.1 Non-Elliptical Acronym

Data 7

LOP (Low on Power)

LOP (Low on Power) indicates the player who can give the power, but he/she cannot give the power for a while.

LOP is the abbreviation of *Low on Power*. The type of LOP is acronym which is non-elliptical acronym. It is called non-elliptical acronym because it takes from the first letter in each word as ***L****ow* ***o****n* ***P****ower.* The abbreviations of LOP does not have elliptical things, the input and the output of the abbreviations and the original construction are same. The LOP can be pronounced as one syllable as /ləʊp/.

LOP → ***L****ow* ***o****n* ***P****ower*

The original construction of LOP is “Low on Power”. ***L****ow* ***o****n* ***P****ower* is kind of phrase, called by noun phrase. The head of this phrase is a noun, “low” and the prepositional phrase, “on power”, as post-modifier. The post-modifier “on power” has

head preposition, “on”, and the modifier “power” as noun. Therefore, it is called by noun phrase because *Low on Power* has a head as noun and has post-modifier as prepositional phrase. The tree diagram analysis for *Low on Power:*

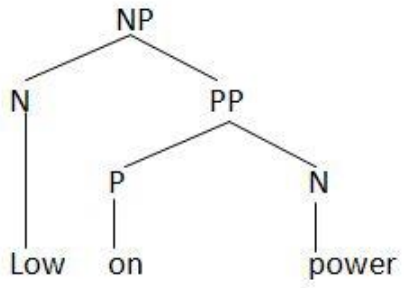


Figure 4.7: Tree diagram of data 7

To make the definition of the “Low on Power” clearly, this is the table of semantic features of “Low on Power”

+/-	less than average height	Connected to something (power)	An ability/strength to do something
Low	+	-	-
On	-	+	-
Power	-	-	+

Table 4.7: Semantic features of data 7

As the table above, there are three semantic features of *low on power.* The first word *low* has a feature as less than average height. The second word *on* has a feature as connected to something, in this case it is connected to the next word *power.* The last word *power* has feature as an ability/strength to do something. Therefore, the *low on power* means the player cannot use their ability/strength, because their strength or ability is less than average height of the strength/ability.

Data 8

LOS (Line of Sight)

The definition of LOS (Line of Sight) is when the player can see the target straightly.

LOS is the abbreviation of *Line of Sight*. The type of LOS is acronym which is non-elliptical acronym. It is called non-elliptical acronym because it takes from the first letter in each word as ***L****ine* ***o****f* ***S****ight.* The abbreviations of LOS does not have elliptical things, the input and the output of the abbreviations and the original construction are same. The LOS can be pronounced as one syllable as /*l*əʊs/.

LOS → ***L****ine* ***o****f* ***S****ight*

The original construction of LOS is "Line of Sight". *Line of Sight* is kind of phrase, called by noun phrase. The head of this phrase is a noun, "line" and the prepositional phrase "of sight" as post-modifier. The post-modifier "of sight" has head preposition, "of" and the modifier "sight" as noun. Therefore, it is called by noun phrase because *Line of Sight* has a head as noun and has post-modifier as prepositional phrase. The tree diagram analysis for *Line of Sight:*

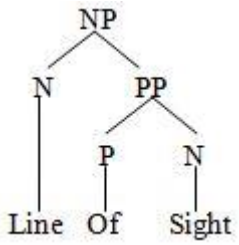


Figure 4.8: Tree diagram of data 8

To make the definition of the “Line of Sight” clearly, this is the table of semantic features of “Line of Sight”:

+/-	A way of dealing about something (sight)	Connected to something (sight)	Ability to see	Straight
Line	+	-	-	+
Of	-	+	-	-
sight	-	-	+	-

Table 4.8: Semantic features of data 8

As the table above, there are four semantic features of *line of sight.* The first word *line* has two features as a way of dealing about something (sight) and straight. It means the *line* has connection with the sight and the sight is straight. The second word *of* has a feature as connected to something. It means the word *of* is connected to the next word *sight.* The last word *sight* has a feature as an ability to see. Therefore, the *line of sight* means when the player play the game, the player can see the target of their enemy which is a monster or another player as straightly.

Data 9

BAF (Bring a Friend)

The definition of BAF (Bring a friend) refers to monster when the player fights the monster then the monster will bring the other monster.

BAF is the abbreviation of *Bring a Friend*. The type of BAF is acronym which is non-elliptical acronym. It is called non-elliptical acronym because it takes from the first letter in each word as ***B****ring* ***a F****riend.* The abbreviations of BAF does

not have elliptical things, the input and the output of the abbreviations and the original construction are same. The BAF can be pronounced as one syllable as /bɑf/.

BAF → ***B****ring* ***a*** ***F****riend*

The original construction of BAF is “Bring a Friend”. *Bring a Friend* is kind of phrase, called by verb phrase. The head of this phrase is a verb “bring” and the noun phrase, “a friend” as post-modifier. The post-modifier “a friend” has head noun, “friend” and the modifier “a” an article. Therefore, it is called by verb phrase because *Bring a Friend* has a head as verb and has post-modifier as noun phrase. The tree diagram analysis for *Bring a Friend:*

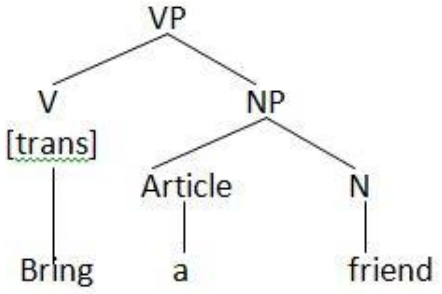


Figure 4.9: Tree diagram of data 9

To make the definition of the “Bring a Friend” clearly, this is the table of semantic features of “Bring a Friend”

+/-	Carry something to a place	Refer to a single thing	Someone (monster) who has same kind
Bring	+	-	-
A	-	+	-
Friend	-	-	+

Table 4.9: Semantic features of data 9

As the table above, there are three semantic features of *bring a friend.* The first word *bring* has a feature as carry something to a place. The second word *a* has a feature as refer to a single thing. The third word *friend* someone who has same kind. Therefore *bring a friend* means when the player fights the monster, but there is another monster to attack the player. So for that reason, *bring a friend* is monster who carries the other monster to attack the player.

4.2.2 Semantically-irrelevant acrostics acronym

Data 10

MUD (Multi-User Dungeon)

The definition of MUD (Multi-User Dungeon) is a particular place that many monsters in there for the players kill monsters to gain the level or level up.

MUD is the abbreviation of *Multi-User Dungeon*. The type of MUD is acronym which is semantically-irrelevant acrostics acronym. It is called semantically-irrelevant acrostics acronym because it takes from the first letter in each word as ***M****ulti-****U****ser* ***D****ungeon.* The abbreviation of MUD has the meaning as *lumpur* in bahasa but there is no semantic connection between the abbreviation, original construction, and the definition of MUD (Multi-User Dungeon) itself. The MUD can be pronounced as one syllable as *mʌd.*

MUD → ***M****ulti-****U****ser* ***D****ungeon*

The original construction of MUD is “Multi-User Dungeon”. *Multi-User Dungeon* is kind of phrase, called by noun phrase. The head of this phrase is a noun “dungeon” and the noun “multi-user” as pre-modifier. The pre-modifier “multi-user” is a noun. Therefore, it is called by noun phrase because *Multi-User Dungeon* has a head as noun and has pre-modifier as a noun. The tree diagram analysis for *Multi-User Dungeon:*

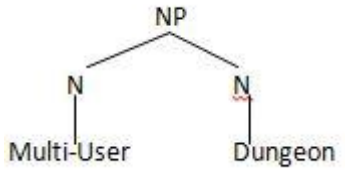


Figure 4.10: Tree diagram of data 10

To make the definition of the “Multi User Dungeon” clearly, this is the table of semantic features of “Multi-User Dungeon”

+/-	Having many	A player who uses something (dungeon)	A dark place	An underground place
Multi-	+	-	-	-
User	-	+	-	-
Dungeon	-	-	+	+

Table 4.10: Semantic features of data 10

As the table above, there are four semantic features of *multi-user dungeon.* The first is *multi-* has a feature as having many that means not only one, but there are many. Then the next *user* has a feature as a player who uses something, because there is *multi-* in the word *user,* so the user becomes plural. It means there are many user that use something. In this case, *something* refers to next word *dungeon* that has a

feature as an underground place. Therefore, *multi-user dungeon* is a place where every player can gain level. All players can come to this place. It looks like a dungeon because most of the place to gain level in the game is like a dungeon.

Data 11

FOP (Full of Power)

FOP (Full of Power) means the player can give the power to another player because the player has many powers.

FOP is the abbreviation of *Full of Power*. The type of FOP is acronym which is semantically-irrelevant acrostics acronym. It is called semantically-irrelevant acrostics acronym because it takes from the first letter in each word as ***F****ull* ***o****f* ***P****ower*. The abbreviation of FOP has the meaning as *pesolek* in bahasa but there is no semantic connection between the abbreviation, original construction, and the definition of FOP (Full of Power) itself. The FOP can be pronounced as one syllable as *fɒp*.

FOP → ***F****ull* ***o****f* /***P****ower*

The original construction of FOP is "Full of Power". *Full of Power* is kind of phrase, called by adjective phrase. The head of this phrase is an adjective, "full" and the prepositional phrase, "of power" as post-modifier. The post-modifier "of power" has head preposition, "of" and the modifier "power" is a noun. Therefore, it is called by adjective phrase because *Full of Power* has a head as adjective and has post-modifier as a prepositional phrase. The tree diagram analysis for *Full of Power:*

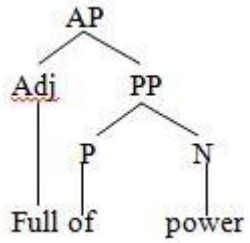


Figure 4.11: Tree diagram of data 11

To make the definition of the "Full of Power" clearly, this is the table of semantic features of "Full of Power"

+/-	Containing a lot	Connected to something (power)	An ability/strength to do something
Full	+	-	-
Of	-	+	-
Power	-	-	+

Table 4.11: Semantic features of data 11

As the table above, there are three semantic features of *full of power*. The first word *full* has a feature as containing a lot. The second word *of* has a feature as connected to something, that is connected to the next word *power*. The third word *power* has a feature as an ability/strength to do something. Therefore, *full of power* means the player who has a lot ability and strength to do something, for example to attack monsters.

Data 12

PUG (Pick up Group)

The definition of PUG (Pick up Group) is a group made up of people to play together in game.

PUG is the abbreviation of *Pick up Group*. The type of PUG is acronym which is semantically-irrelevant acrostics acronym. It is called semantically-irrelevant acrostics acronym because it takes from the first letter in each word as ***P****ick* ***u****p* ***G****roup.* The abbreviation of PUG has the meaning as a kind of a small dog with short hair and a wide flat face with deep folds of skin but there is no semantic connection between the abbreviation, original construction, and the definition of PUG (Pick up Group) itself. The PUG can be pronounced as one syllable as *pʌg*.

PUG → ***P****ick* ***u****p* ***G****roup*

The original construction of PUG is "Pick up Group". *Pick up Group* is kind of phrase, called by verb phrase. The head of this phrase is a verb, "pick up" and the noun phrase, "group" as post-modifier. Therefore, it is called by verb phrase because *Pick up Group* has a head as verb and has post-modifier as a noun phrase. The tree diagram analysis for *Pick up Group:*

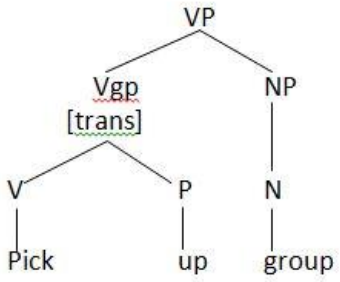


Figure 4.12: Tree diagram of data 12

To make the definition of the "Pick up Group" clearly, this is the table of semantic features of "Pick up Group"

+/-	An activity	A number of things	To get someone from somewhere	A number of people that put in the same place
Pick up	+	-	+	-
Group	-	+	-	+

Table 4.12: Semantic features of data 12

As the table above, there are four semantic features of *pick up group.* The first one *pick up* has two features as an activity and to get someone from somewhere. The second *group* has features as a number of things and a number of people that put in the same place. Therefore, *pick up group* means the player who made a group, the group is some players, and they play together. The players in the group can pick from random place, for example from chatting or another group.

Data 13

DOT (Damage over Time)

The definition of DOT (Damage over Time) is an affect that causes damage once every few seconds. It is because attacked by another player or monsters.

DOT is the abbreviation of *Damage over Time*. The type of DOT is acronym which is semantically-irrelevant acrostics acronym. It is called semantically-irrelevant acrostics acronym because it takes from the first letter in each word as ***D****amage* ***o****ver* ***T****ime.* The abbreviation of DOT has the meaning as a full stop or *titik* in bahasa but there is no semantic connection between the abbreviation, original construction, and the definition of DOT (Damage over Time) itself. The DOT can be pronounced as one syllable as *dɒt.*

DOT → ***D****amage* ***o****ver* ***T****ime*

The original construction of DOT is “Damage over Time”. *Damage over Time* is kind of phrase, it is called by noun phrase. The head of this phrase is noun, “damage” and the prepositional phrase “over time” as post-modifier. The post-modifier of “over time” has head preposition, “over” and modifier “time” as noun. Therefore, it is called by noun phrase because *Damage over Time* has a head as noun and has post-modifier as a prepositional phrase. The tree diagram analysis for *Damage over Time:*

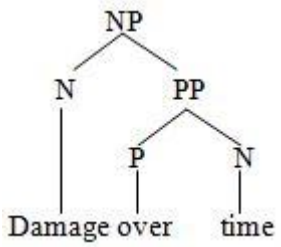


Figure 4.13: Tree diagram of data 13

To make the definition of the “Damage Over Time” clearly, this is the table of semantic features of “Damage Over Time”

+/-	Harmful effects on someone (player)	During a period of time	Measured in minutes, days, hours, etc.
Damage	+	-	-
Over	-	+	-
Time	-	-	+

Table 4.13: Semantic features of data 13

As the table above, there are three semantic features of *damage over time.* The first word *damage* has a feature as harmful effects on someone. The second word

over has feature as during a period time. The third word *time* has a feature as measurement in minutes, days, hours, etc. Therefore, *damage over time* means the attack's effect that is caused by monster or another player. The *over time* means the effect of the attack is every few seconds. For that reason, *damage over time* has definition as an affect that causes damage once every few seconds. It is because attacked by another player or monsters.

4.3 Clippings

4.3.1 Back Clipping

Data 14

EXP (Experience)

The definition of EXP (Experience) is reward points given for killing a monster, and serve to eventually increase one's skills, hp, stats, and other such vital things.

EXP is the abbreviation of *Experience*. The type of EXP is clippings which the type is back clipping. It is called back clipping because it is deleted the back letters of the word ***EXP****erience.* The letters *EXP* left behind and the other letters is deleted.

EXP → ***EXP****erience*

The original construction of EXP is "experience". *Experience* is a noun phrase. The tree diagram analysis for *experience*:

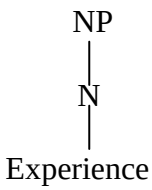


Figure 4.14: Tree diagram of data 14

These are semantic features of EXP (experience):

+/-	Positive statement	Benefits	the knowledge and skill that you have gained through doing something
Experience	+	+	+

Table 4.14: Semantic features of data 14

As the table above, the word *experience* has three semantic features. The first is positive statement. The second is benefits. It means the *experience* has a positive effect for the player and it has benefits for the player. The third feature is the knowledge and skill that you have gained through doing something. It means when the player kill monster or take the mission from NPC (Non-player character) they will get new knowledge and new skill. Therefore, the players get the benefits and this is positive for the players. It is useful for leveling up.

Data 15

Res (resurrection)

The definition of res (resurrection) is a dead player can be resurrected by someone who has the resurrection power.

Res is the abbreviation of *Resurrection.* The type of *res* is clippings which the type is back clipping. It is called back clipping because it is deleted the back letters of the word ***RES****urrection.* The letters *res* left behind and the other letters is deleted.

Res → ***RES****urrection*

The original construction of *Res* is "resurrection". *Resurrection* is a noun phrase. The tree diagram analysis for *resurrection*:

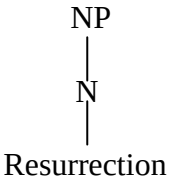


Figure 4.15: Tree diagram of data 15

These are semantic features of *Res* (Resurrection):

+/-	An ability	Back from the dead	Someone ability to make another alive
Resurrection	+	+	+

Table 4.15: Semantic features of data 15

As the table above, there are three semantic features of *resurrection.* The first feature is an ability that means the *resurrection* is an ability to do something. The second feature is back from the dead. The *resurrection* is someone who alive again and this is an ability. The third feature is someone ability to make another alive. The *resurrection* in game is a player's ability to make another player alive again. Therefore, the definition of *resurrection* is a dead player can be resurrected by someone who has the resurrection power.

Data 16

Med (meditate)

The definition of Med (meditate) is a player take a rest to gain the power again.

Med is the abbreviation of *meditate.* The type of *Med* is clippings which the type is back clipping. It is called back clipping because it is deleted the back letters of the word ***MED****itate.* The letters *Med* left behind and the other letters is deleted.

Med → ***MED****itate*

The original construction of *Med* is "meditate". *Meditate* is a verb phrase in the word category. The tree diagram analysis for *meditate*:

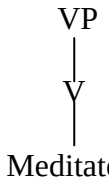


Figure 4.16: Tree diagram of data 16

These are semantic features of *Med* (meditate):

+/-	An action	Resting in silence place	Relax to gain the power
Meditate	+	+	+

Table 4.16: Semantic features of data 16

As the table above, there are three semantic features of *meditate.* The first feature is an action that means *meditate* is to do something. The second feature is resting in silence place. It means the player get a rest in silence place without monster that will attack them, so they can gain their power again quickly without monster is

disturbing them. The third feature is relaxing to gain the power. It means the player relax in the silence place without another layer or monster to attack them while they are resting.

Data 17

Con (Consider)

The definition of Con (Consider) is a measure of a monster's relative power and difficulty of killing, compared to oneself.

Con is the abbreviation of *Consider*. The type of *con* is clippings which the type is back clipping. It is called back clipping because it is deleted the back letters of the word ***CON****sider*. The letters *pot* left behind and the other letters is deleted.

Con → ***CON****sider*

The original construction of *Con* is “consider”. *Consider* is a verb phrase in the word category. The tree diagram analysis for *consider*:

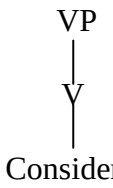


Figure 4.17: Tree diagram of data 17

These are semantic features of *Con* (consider):

+/-	Verb	possibility	Think about something
Consider	+	+	+

Table 4.17: Semantic features of data 17

As the table above, there are three semantic features of *consider*. The first feature is verb that means *consider* is a verb in the category of word. The second feature is *possibility.* It means it is no sure enough, because in the third feature is thinking about something. It means *consider* is a player who thinks about the possibility to kill monster. The player measure her/his power/level compared with the monster.

4.3.2 Random Clipping

Data 18

Grats (congratulation)

The definition of grats (congratulations) is player that expresses congratulation to another player who has gained something or succeeded to kill boss monster.

Grats is the abbreviation of *congratulations.* The type of *grats* is clippings which the type is random clipping. It is called random clipping because it is deleted the letters randomly, in the middle, beginning, or ending, such as *con**GRAT**ulation**S***. The letters *grats* left behind and the other letters is deleted.

Grats → *con**GRAT**ulation**S***.

The original construction of *grats* is “congratulation”. *Congratulations* is a noun phrase. The tree diagram analysis for *congratulations*:

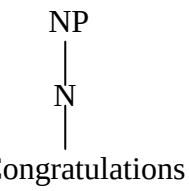


Figure 4.18: Tree diagram of data 18

These are semantic features of *grats* (congratulations):

+/-	Expression	Pleased	A message
Congratulations	+	+	+

Table 4.18: Semantic features of data 18

As the table above, there are three semantic features of *congratulations.* The first feature is an expression. It is the player's expression to congrats for another player. The second feature is *pleased.* It means the player who express the *congratulations* for another player feels pleased to the other player because he/she successful to kill monster. The third feature is a message. It means the word *congratulation* is a message to express of pleased feeling to another players.

Data 19

Dc (disconnect)

The definition of dc (Disconnect) is a player has lost connection to the game, and his or her character stops moving and eventually disappears.

Dc is the abbreviation of *disconnect.* The type of *dc* is clippings which the type is random clipping. It is called random clipping because it is deleted the letters

randomly, in the middle, beginning, or ending, such as ***D****is****C****onnect.* The letters *dc* left behind and the other letters is deleted.

dc → ***D****is****C****onnect*

The original construction of *dc* is "disconnect". *Disconnect* is a verb phrase in the word category. The tree diagram analysis for *disconnect*:

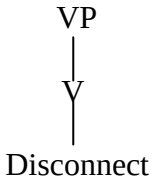


Figure 4.19: Tree diagram of data 19

These are semantic features of *dc* (disconnect):

+/-	Suddenly stop	Have bad connection (internet)	An activity
Disconnect	+	+	+

Table 4.19: Semantic features of data 19

As the table above, there are three semantic features of *disconnect.* The first feature is "suddenly stop from the game". It means the connection of the internet is bad. The player suddenly off or stop play the game because the internet connection stops. The second feature has bad connection. It means, the *disconnect* has connection with the internet, the internet suddenly stop and that means has bad connection of internet. The third feature is an activity. It means *disconnect* is an activity to stop the connection of internet. Therefore, the definition of *disconnect* is a player has lost

connection to the game, and his or her character stops moving and eventually disappears.

4.3.3 Fore clipping: Noun phrase

Data 20

Bot (robot)

The definition of bot (robot) is a secondary character a player creates in order to facilitate his own gameplay. Some bots in some games act as vendors and service-providers. In other games, bots simply exist to provide buffs to the primary character. In one game, bots are automated ways of claiming rare monsters, so as to get rare loot.

Bot is original construction from “robot”. Robot is a word. *Bot* is the type abbreviation of fore clipping. It is called fore clipping because there is some letters is shortened. The first and second letters is shortened and left the letters “bot”. In addition, the word *ro**BOT*** is the abbreviations of initial clipping

BOT → ro***BOT***

The original construction of *bot* is “robot”. *Robot* is a noun phrase in the word category. The tree diagram analysis for *robot*:

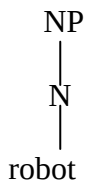


Figure 4.20: Tree diagram of data 20

The semantic features of robot are:

+/-	Automatically action	A computer program	Player character
Robot	+	+	-

Table 4.21: Semantic features of data 21

There are three features of “robot”, there are automatically action, a computer program, and player character. The first feature is automatically program, it means that “robot” has action as automatically and it is not controlled by human. The second feature is a computer program. The “robot” is not controlled by human, so it means a program of computer. The third feature is player character, the minus sign means that the “robot” is not the player character since it is a computer program. In addition, “robot” has a meaning as an act, vendors and service-providers and it is controlled by the computer or non-player character.