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THE USE OF JARGON IN *GARENA FREE FIRE* ONLINE GAME: SOCIOLINGUISTICS APPROACH

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Abstract: This study investigated the sociolinguistics phenomenon in terms of jargon. This study investigates the usage of jargon in Garena Free Fire Online Game: A Sociolinguistic Approach. This study looked at two characteristics of jargon used in the online game Garena Free Fire: its form and purpose. The objectives of this study are to identify types of jargon used in the online game Garena Free Fire and to define the function of the jargon that appears in Garena. Online games offer an alternate way to engage oneself while or after activities, and researchers are using Garena Free Fire to perform jargon research. This study makes use of qualitative research methods. The data were collected from Garena Free Fire while also taking note of the vocabulary used in this study. The researcher collects data using Kridalaksana's (2008) theory for jargon forms and Brown, S., and Attardo's (2000) theory for jargon functions. The findings of this study are as follows: (1) There are 30 data points for three types of jargon: twelve for phrases, ten for abbreviations, and eight for words. (2) Based on the first function, jargon were provided to speakers of specialized domains with clear, unambiguous terms to refer to their activities with sixteen data, and based on the second function, jargon were provided to speakers of a subgroup with a means of marking group membership and excluding outsiders with fourteen data.

  Keyword: *Sociolinguistics, Jargon, Online Game, Garena Free Fire.*

INTRODUCTION

Social networking has become an integral part of modern life. Social media is a virtual way of interaction or socialization that allows humans to engage with one another and share or trade information without regard for place or time.Aside from that, playing social media uses a range of languages; hence, language is one of the most significant aspects of daily life because it serves as a communication tool for interacting with one another. Language is extremely vital in our life. It is a cultural element inextricably linked to human civilization. Brown, (2000) defines it as a system of arbitrary sound symbols used for human communication.

One of the most common social media activity is playing online games. Many individuals enjoy playing games because, in this day and age, people require a break from their everyday activities. In today's world, children now have their own gadgets, allowing them to effortlessly play online games with their friends using simply their cell phones. Online games are an alternative way to keep yourself entertained while or after activities. Furthermore, many people frequent peaceful spots like cafés simply to rest and unwind by playing their favorite game.

On the other hand, Wardaugh (2006) states that the purpose of sociolinguistics is to produce a theory that provides a logical explanation of how language is used in a community

and the decisions that people make while using language.Djawa (2018).Sociolinguistic studies and language study will address the various social factors that may influence how language is utilized in social interactions.

As a result of these socioeconomic circumstances, many languages of a particular social group become known exclusively to people who speak them. According to Djawa (2018), language has two particular aspects: form and meaning. Formal aspects include music, text, and structure. Meaning consists of three components: lexical meaning, functional meaning, and structural meaning. Language in form and meaning will highlight the contrasts in greater detail. For example, the term "urang" means "aku atau saya" in Sundanese, but "urang" means "udang" in the Javanese tribe. Language variety refers to the variances between different forms of language.

Researchers and readers may quickly find the selected jargon in this game, as well as play and engage in it, discover and develop their new vocabulary, and learn how the jargon is generated and why it is utilized in the game. Furthermore, the researcher expects that people can utilize jargon in settings that are consistent with the findings of the study.

OBJECTIVES OF THE RESEARCH

The objectives of the study the researcher applied theory of forms of jargon from Kridalaksana and theory of function of jargon from Brown and Attardo.

LITERATURE REVIEW
Sociolinguistics

Sociolinguistics is the study of how language and society interact. According to Yule (2010), sociolinguistic research studies the relationships between language and society as a whole. This study will benefit communication. Sociolinguistics is the study of the various aspects, situations, and effects of language on society. The purpose of sociolinguistics, according to Holmes (2013), is to create a theory that offers a logical explanation of how language is utilized in a community and the decisions people make while using language. According to Andrews (2006), sociolinguistics is the study of the link between language and social variables such as ethnicity, socioeconomic status, age, gender, and level of education. They argue that one of the most powerful social symbols is language.

Language is used by people to convey social cues about who they are, where they are from, and with whom they are interacting. Sociology, Chaer(2004) explain is the objective study of how individuals behave in their institutions, communities, and social settings.

Language Variation

Every language has variations, especially in terms of pronunciation. Each language has its unique set of characteristics that contribute to its diversity. People may not only speak one language, but they also use it to communicate with others on a regular basis. Language variety is caused by the interaction of language and social characteristics such as age, gender, education, social standing, social occasion, professional vocation, and others (Barber, A. & Stainton 2010). Regional variation (regional dialects) and social variation (social dialects, sociolects, also 'genderlect,' jargon, slang, argot) are the two main types of linguistic variation reflected in pronounciation (accent), syntax, and vocabulary, respectively.

Jargon

Jargon is technical jargon developed and used by members of a specific subject, group, profession, or culture, especially when the terminology and idioms are foreign to and utilized by others. Jargon is defined as "language, written or spoken, that is difficult or impossible for the average person to understand because it is full of vocabulary known only to professionals" by the Longman Dictionary of Business English. Carr (2006), on the other hand, argues that "technical terms and common phrases used every day to facilitate communication with others in the same area". Even though his statements were impersonal, neither society nor anybody

outside the group could comprehend them. Jargon is a term that is used by a specific group of folks and may be alien to others.

Forms of Jargon

1. Firstly, the forms of jargon is words. Words is the lowest unit of language that can be understood by humans, whether stated or written alone, is the words. For example, the term computer jargon includes both hardware and viruses.

2. Secondly, the forms of jargon is phrase.Phrase are combinations of two or more words that are not predicative, the combination can be tight or brittle. For the example, high mountain is a phrase because it is a non-predicative construct; this building is not a phrase because it is predicative.

3. And the last of forms of jargon is Abbreviation. Abbreviation is the outcome of shorter units. These words are shortened by removing the initial syllable. Illustration of jargon in the abbreviated form of electronic MMS (Multimedia Messaging Service). Terms that have been shortened to one or more letters are called abbreviations. Writing abbreviations can be broken down into three categories in Enhanced Spelling (EYD), namely: (1) Terms with a single letter or more often written letter by letter, such as TL (luminous tube), which is written TL . (2) Phrases are stated in full form, including one or more letters, for example mm is written in millimeters. (3) Phrases made by removing some of its components, such as daily newspapers.

Function of Jargon

These nouns are reduced by deleting the first syllable. Chaika (1982) uses jargon as an example and suggests that it could be a hilarious way of conveying, "I know something you don't know." According to Ardiyanto (2011), meaningless language is a strategy employed to keep beginners and laypeople out of organizations. He also discusses the usage of jargon as a means of identification. Jargon promotes communication efficiency by allowing you to express your argument in a single word rather of utilizing numerous words. He also identifies two ways in which members of the speaking audience may misunderstand the role of speech. The first is to grasp the words but not their intent, while the second is to understand the words but not the words themselves.

Online Game

Online games are video games that are played using a personal computer or video game console via a computer network. Internet or similar technology is often used for these networks, but gaming is always used regardless of current technology: modem before internet, and hard wire terminals before modem. The evolution of online games reflects the growth of a wider range of computer networks from small local networks to the internet, as well as the increase in internet access itself (Surbakti, 2017).

RESEARCH METHODOLOGY

Research Design

The qualitative research approach was utilized by the researcher since the data were in the form of words rather than numbers, as stated bySugiyono (2010). It is known as descriptive qualitative research since the researcher simply collected data from the Garena Free Fire online game, examined the data, and came to conclusions about the data.

In this research, the data were taken from jargon of Garena Free Fire which consist ofword, phrase and abbreviation. The data from word is 8, phrase is 12 data and 10 data from abbreviation.

Data Collection

In data collection, the researcher collected all the data needed to analyze the data. The researcher played the game and selected the jargon occurs in this game by bringing an understanding of jargon as a new knowledge.

Data Analysis Procedure

The researcher used Miles, M. B., Huberman, A. M. & Saldana (2014) to analyze the data analysis procedure to make the data easier to analyze and below is the component image of data analysis which will be further elaborated by the researcher in an interacvtive model.

ANALYSIS AND FINDINGS
Analysis

This chapter is separated into two sections. There are analyses and findings. The first component includes data analysis, including form and function classifications for jargon used in the Garena Free Fire online game. The second section discusses the discoveries of forms and jargon functions, as well as jargon explanations found in the Garena Free Fire online game. This analysis is thoroughly documented in this section, with data examples provided, and an explanation follows to help you understand what is meant by the analysis of the form and function of the jargon contained in Garena Free Fire Online Game.

1. **Data 1**
   Word
   1). Skin
   Analysis: Most people think skin is "*kulit*" that is translated into Indonesian, but skin in this game means equipment in playing the game Garena Free Fire in the form of weapons. With weapon skins, players can upgrade or change the appearance of weapons. This skin has a special section for weapon skins in the game store which can be collected with diamonds or loot crates. By knowing the jargon so that people outside who hear the word can better understand what is meant by the jargon. Moreover, this analysis is the one of the first section of the function that will provide speakers of specialized domains with clear, unambigious terms to refer to their activities.

2. **Data 2**
   Word
   2.) Squad
   Analysis: In the Garena Free Fire Online Game, squad is one of the most competitive game modes where players are organized into teams of 4 people and then pitted against each other by other teams.In a social environment, the meaning of squad can be translated as an gang or friendship group which can be the identity of a particular group that has a lot in common. Well, this analysis is the one of the second section of the function that will provide speakers of subgroup with a means marking in group membership and excluding outsiders.

3. **Data 3**
   Word
   3.) Headshot
   Analysis: Headshotcan be interpreted as a deadly shot that hits the head. The thing that many players are most afraid of because the damage resulting from this shot is very fatal, namely death. Even so, getting a headshot is not an easy matter, because you have to shoot right in the head with the best weapon you have without a single miss.In the real world or you could say in human life the meaning of this word can be interpreted when a military person is shooting at the target. This analysis is the one of the first section of the function that will provide speaker of specialized domain with clear, unambagious terms to refer to their activities.

4. **Data 4**
   Word
   4.) Classic
   Analysis: This classic mode can be played in solo, duo or squad mode. Classic mode presents exciting games with a more relaxed tempo, are players who are still learning or playing players who don't need to be too serious. So that the much lower level of difficulty can be used to complete various missions more quickly and easily.If it is interpreted in terms of society or in general that people can understand what it is, the word classic can usually be interpreted as an object, music or art. Moreover, this analysis is the one of the first section of the function that

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will provide speakers of a subgroup with a means marking in a group membership and excluding outsiders.

5. **Data 5**

   Word

   5.) Sniper

   Analysis: The term Sniper is one of the deep roles in the Garena Free Fire online game. how could it not be, if even if your body is only exposed to a little bit then you will have very little blood and even to die. If most outsiders can understand the word sniper it is usually in a military base. Well, this analysis is the one of the first section of the function that will provide speaker of specialized domain with clear, unambagious terms to refer to their activities.

Findings

Based on the research findings, the first objective is to become familiar with the various forms of jargon. The second objective is to explain the function of the jargon. In this study also discussed.

From the findings there are 3 forms of jargon, namely word, phrase, and abbreviation. And all of them are identified to those jargons in Garena Frre Fire Online Game. There are 30 jargons which are found in Garena Free Fire Online Game. The most prominent from that occurs is phrase, there are 12 of 30 data. Namely, booyah!, knock down, gloo wall, stay alert!, go go go!, watch your back!, enemy spotted, follow me!, head to the safe zone, red dot, stay together, push rank. And the second prominent is abbreviation, there are 10 of 30 data. There are, UMP, K/D, LMG, AK, AR, HP, AFK, AWM, BP, MVP. The last is word with 8 of 30 data. Namely, headshot, sniper, squad, skin, classic, jump shoot, push, and rusher.

This research also shows that 16 jargons have function to provide speakers of specialized domains with clear, unambiguous terms to refer to their activities. Meanwhile, 14 jargons are to provide speakers of a subgroup with a means marking in group membership and excluding outsiders.

CONCLUSIONS

The previous chapter's conclusion, which summarized the data analysis, was provided. The researcher also suggested that the study be shared with other researchers who are working on studies that are similar or identical to this one in order to offer them with expertise.Based on the first research problem, the focus of this research is the forms of jargon found. The object of this research is the Garena Free Fire Online Game. Researchers found a lot of jargon in the Garena Free Fire Online Game. Currently, many game users use language that cannot be understood by other people. They use a language that only the players of the game know. Therefore, jargon is applied so that non-game users can understand what the word means so that people out there can understand and know what the jargon means. Researchers are trying to find the form of jargon contained in the Garena free fire game.

The researcher an answer two problems about the forms of jargon used in Garena Free Fire online game and how are the function of jargon used in Garena Free Fire online game. Related with the first section is forms of the jargon, namely words, phrase and abbreviation. From the 30 data found, there are 8 jargons that contain word forms, 12 jargons that contain phrase, and 10 jargons that contain abbreviation. Phrases are the most frequently found in this research, the second most frequently found are abbreviation and the last is words.

The researcher has answered the second research problem of this study, namely analyzing the function of the jargon contained in the Garena Free Fire online game. There were two function used in this research, the first function is to provide speakers of specialized domains with clear, unambiguous terms to refer to their activities, and the seconf function is to provide speakers of a subgroup with a means marking in group membership and excluding outsiders.The first function found16 data, and the second function found 14 data. The first function is the most commonly found since the jargons is used to provide speakers of specialized domains with clear, unambiguous terms to refer to their activities.

SUGGESTION

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Jargon is a language that facilitates communication in our daily lives. It is believed that by reading this research, people would have a better understanding of jargon as a variety of language and a greater understanding of sociolinguistics in relation to diverse languages and terminology. Hopefully, this research will give understanding about jargon, particularly its forms and functions.

This research only examines the forms and the function of jargon is used. This study is intended to examine sociolinguistic phenomena using jargon in people's daily lives and serve as a model for similar studies that take a different perspective. And hopefully this research can generate new insights and competitive advantage.

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