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The Use of Jargons of Clash of Clans Game by Makassarese Teenagers

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Abstract

Online Games are popular for Indonesian teenagers, and one of them is the Clash of Clans (COC). Each online game has specific terms. Those are known as jargon. This study is aimed to find jargons of Clash of Clans used by teenagers. It is qualitative research using a descriptive method. The result shows that there are seventeen jargons used by three teenagers. They are Archer Troops, Barbarian Troops, Wall Level 3, Wall Level 1, Town Hall 3 Starts, Mortar, Golem, Hogs, Wars, Builder, Hidden Tesla, Clan Castle, Giant, Healer, and Elixir. Those jargons are used in other contexts, out of that online game. The players use this jargon language by considering the things in real life with all of the things in Clash of Clans. So the jargon language from the game is accidentally said by teenagers in their real-life context.

Keywords: Jargon, Clash of Clans, Teenagers.

1. Introduction

Social media in this modern era has been the lifestyle of people. Social media is a channel or means of intercommunication social online in a virtual world that can make users easily participating, share, communicate, interact, send messages, and create content. It includes blogs, social networks, wikis, forums, and virtual worlds.

One of the activities of social media is playing an online game. Why are many new games created in this modern era? And why do many people play games? Many companies and just one person see an online game as a profitable product. In this era, people need entertainment for refreshing. Because they are limited by their business, an online game becomes an alternative solution. During or after work time, they are playing a game. They also sometimes visit cafes only to open their favorite game.

In this online game, there is one language feature that people can find, namely English jargon. Alwasilah stated that jargon is a social variation of the language used on a limited basis by certain social groups (Alwasilah, 1993). Jargon is a term which used in a social group, occupation, position but it is not understood by regional people. Those jargons are usually not used by the general public or people outside the group. But, it is possible to use them in other contexts. However, those phrases are not confidential.

According to Lickona, teenagers are very easily influenced by things around them. Examples affected in the association, where he hung out and they are always affected even though the association was pushed into negative things (Lickona, 2012). And the one

of teenager's character is imitating. They could imitate everything which they thing is interested in. For example, when they are playing a game, there are many languages that they can hear from their games. And they don't think if the language that they imitate their daily activity is good or not to be used. Because teenagers don't know to strain the language that they listened to. For example, in the game Point Blank, there is "head shoot" which means a shoot that strikes the head of an enemy, or "triple kill" which means a direct shoot on the three enemies. In real life, online game players sometimes used those jargons outside of that game context. It seems like in the verse Al-Isra ayat 84:

فَلَنْ كَلَّ يَعْمَلُ عَلَيَّ شَاكِلَتِيهِ فَرَبُّكُمْ أَعْلَمُ بِمَنْ هُوَ أَهْدَى سَبِيلًا

Translation: "Everyone acts according to His circumstances."

This verse means, "every people always do anything by their situation and condition. Language use depends on the language situation. When we talk with other people like someone older than or younger than us, we use a dialect of style and register in sociolinguistic. According to Wardhaugh to study of dialects is further complicated by the fact that speakers can adopt a different style of speaking (Wardhaugh, 2001). You can speak very formally or very informally, your choice being governed by circumstances. And registers are a set of vocabulary items associated with discrete occupational or social groups. It means we are not regardless of the environment or language environment when we talk to each other. And the relation of the verse and this research is the language environment.

Based on the phenomenon above, the researchers are interested to examine one language feature namely jargon in an online game that used by teenagers. This research covers the kinds of jargon investigation and how they are being used especially in some context outside that game. The online game that investigated is "Clash of Clans" because it is popular. This research is conducted in Minasa Upa, a sub-district in Makassar city. This area could be one representative of Makassarrese teenagers' population. This study needs to be conducted to measure how online games can influence teenagers' life, especially their language use. It also shows how cross-cultural theories adapted by the teenagers, by combining Bahasa Indonesia, Makassarrese, and English in an appropriate context.

There are some previous studies related to this research. The first is a form of thesis work by Nurmala. The title is The Analysis of Jargon in Forum Jual Beli Kaskus which is aimed to reveal jargon formation in FJB Kaskus postings and investigate the context of situation underlying the use of jargons. This research was conducted using a descriptive qualitative method. And this research used some theories for the theoretical framework. The result shows that there are 51 Jargons with a total of 365 occurrences that can be divided into 10 types of jargon formation. They are 18 abbreviations (121 occurrences), 9 clipping (84 occurrences), 6 clipped compounds (35 occurrences), 6 borrowings (73 occurrences), 1 coinage (1 occurrence), 4 derivations (27 occurrences), 4 reduplications (16 occurrences), and 3 antonomasia (8 occurrences), those jargon are used various situation depending on the context. Most of them are used in greeting, offering, and giving notice with various tones in a formal and informal register (Nurmala, 2013).

The second research that relevant to this research is thesis work by Kurnia entitled is the Jargon Used by the user Community Facebook Chat with Student Padang State University. This research aimed to describe a language, form, function, and meaning of jargon in the user of chatting facebook community at Padang State University. The

qualitative research with the descriptive method. In the discussion there are many kinds of jargon found using the English language such as "Gue, lo, forever" (Kurnia, 2013).

The similarities of this research with both previous types of research are the researcher examined jargon as one language phenomenon. The difference is the community of jargon users. The first previous study examined jargon in Forum Jual Beli Kaskus; the second previous study examined jargon used by students of Padang state university on Facebook. Meanwhile, this research will examine jargon in the Clash of Clans game online used by teenagers.

2. Method

This research is qualitative research with descriptive method. According to Bodgan and Taylor (Moleong, 2003), qualitative research is a research procedure that produces descriptive data in the form of written or oral words of observable persons and behaviors. Kark and Miller (Moleong, 2002) qualitative research is a particular tradition in science that is fundamentally dependent on the views of man in his environment and relates to those people in his language and terminology. The descriptive method is a method used to illustrate an objective circumstance (Moleong, 2005). This method used for describing the jargon used by the teenagers who playing Clash of Clans game.

The research data is a jargon language by teenagers who playing clash of Clans game. Data source in this research is a conversation between the teenagers when they are playing the game or they do not play the game but they make a conversation with their friends but using the language based on the game. The research time uses a surfeited system in four weeks. In the first, until the second week, the jargon language is increased, but in the third-fourth weeks, the jargon using is nothing the new language, so the researchers stop the observation.

The researchers took the data from teenagers who played the online game Clash of Clans on the gadget as the participant. According to WHO (world health organization), teenagers ages are between 14 to 19 years old. And the researchers found three teenagers who played Clash of Clans game. The location of this research is Minasa Upa, a sub-district in Makassar city. This location was selected by a consideration, namely, one researcher lived in the location and joined the gamer club there. So, the data were collected naturally. This area could be one representative of Makassarese teenagers' population. The first participant is a beginning class student in senior high school. The second and third participants are last class student in junior high school. The researchers selected these teenagers by purposive sampling with some criteria namely; 1) they are teenagers; 2) they play Clash of Clans game 3) they are in the same clan on the game.

The researchers did observation and note-taking in collecting data. To confirm some data, the researchers also interviewed the selected participants. Next, they analyzed the data by using the theory of Hudson jargon is a word, which can indicate intention and effect, as well as characteristics, and help us to identify society's enemies more closely (Hudson, 1987). This theory's purpose to answer the research method. The researchers concluded the research result after analyzing the data.

3. Results

This chapter is explaining the result of the research in the online game Clash of Clans. This chapter consists of two parts, they are findings and discussion.

3.1. Findings

The researchers have done the study in four weeks by observing and interviewing three teenagers who play the Clash of Clans game as an object of the research. All of the teenagers are in the same clan of Clash of Clans game although there are a different class and school between the teenagers, out of the school's area, they always together to play the game or other context of the game.

The researchers have made an observation and found 17 jargons from the game which teenagers used in their conversation out of the game context, they are;

Table 1. 17 Jargon from the Game

Datum	Jargon	Text	Translation
1	Archer Troops	<i>beehhh!!! Archer Troops semua ini cewekae rame keluar. Kayak tong mau menyerang. Tinggal di kasih mami panah, mirip sekali mko.</i>	wow!!!` All these girls are Archer troops going out at once. Look like they want to attack. If they are given an arrow, they would resemble you.
2	Barbarian Troops	<i>ohhh itumi Archer troops mu kah? Ini Barbarian troops ku saya! Pigi mko ambe kayu kasih jadi pedang.</i>	Ohhh... is that your archer troops? This is my barbarian troops . Go take a block of wood to make it a sword
3	Wall level 3	<i>ini rumah iya pagar batui man! Kayak ki Wall level 3 di COC.</i>	This is a rock-fence house, man! Like wall level 3 in COC.
4	Wall level 1	<i>ini issede rumah iya langsung ji hancur kalo diserangi ka pagar kayu ji kayak ki wall level 1</i>	While this house would instantly be damaged if it is attacked because it only has a wood fence like wall level 1 .
5	Town hall 3 start	<i>lihat sai itu rumah, rata 3 bintang kayak tong Town Hall yang di ratakan.</i>	Look at that house, it was destroyed 3 Starts as Town Hall destroyed.
6	Mortar	<i>beehhh Mortar level mentok ituee hahahaha.</i>	beehhh it is higher than Mortar level hahaha
7	Golem	<i>beehhh yang ini malah mirip seperti Golem! Karena badannya juga terbuat dari batu.</i>	beehhh this one looks like Golem! . His body was made by stone
8	Hog	<i>kau sudah hampir mirip Hog karena sering bermain di panas matahari. Lihat itu kulitmu! Hitam!</i>	You look like Hog because you often play in the daylight. Look at your skin, dark!
9	Hog	<i>ya ya terus terus...Hog Hog! Cukupmi.</i>	ya ya ya go on.. go on.. Hog Hog . Enough!
10	War	<i>hahahaha iyya bela war misse itu ibu-ibu ka sanaee!</i>	hahahaha all the mother are at war again!

11	War	<i>alelelelee ini film sanging war mamo.</i>	alelelelee this movie is always war
12	Builder	<i>wehh injoeee builder builder.</i>	wehh it is Builder Builder
13	Hidden Tesla	<i>weh hati-hati ko main main disitu. Hidden tesla itu di samping nu eh. Na kontak kontu hahahaha.</i>	weh be careful for playing there. it is Hidden Tesla beside you. You will get electric shock hahaha
14	Clan Castle	<i>oh iye, makasih di. Bawa mi pale masuk di dalam di clan castle.</i>	ohh yes. Thank you. Please put it in Clan Castle .
15	Giant	<i>beehh besar na badanna ini iya dende eh. Kayak tongi Giant na COC.</i>	beehhh his body is so big. Just like the Giant in COC.
16	Healer	<i>weh makasih nah! Na lindungi terus ka jika eh. Healer ku ini hahaha.</i>	Thank you... you always protect me. You are my Healer hahaha.
17	Elixir	<i>coba saja minum Elixir! Obat paling mujarab itu dari COC. Serius ka!</i>	Just try to take Elixir , stupid! The most effective medicine is COC. I am serious.

Table 1. Jargons of Clash of Clans Games Used by Makasarrese Teenagers

The table above shows that there are 17 jargons of Clash of Clans which are familiar to the teenagers in the Makassar area. They are Archer Troops, Barbarian Troops, Wall Level 3, Wall Level 1, Town Hall 3 Starts, Mortar, Golem, Hogs, Wars, Builder, Hidden Tesla, Clan Castle, Giant, Healer, and Elixir. Each datum shows that teenagers use those jargons of Clash of Clans game in their life to talk about something or topic outside the game. In other words, they take words from Clash of Clans game's context, then those words are put in another context. Each datum also shows that teenagers do code-switching with Bahasa Indonesia, English, and the local dialect of Makassarese codes. It seems that online game gives effect to the language used from global language context to the local context.

3.2. Discussion

Jargon is a word which can indicate intention and effect, as well as characteristic and help us to identify society's enemies more closely (Handler, 1987). Through the research, there is a connection between theory from handler with the data which founded by the researchers. All of the jargons which the players use can indicate the intention and effect of the players. As well as jargon language can indicate the characteristics and help us to identify the teenagers who play and don't play the Clash of Clans game by their language.

For example like when the teenager A indicates his intention to use the jargon language from the game to teenager B who also plays the game, the jargon language uses by teenager A can help teenager B to identify if teenager A also is the player of Clash Of Clans game. But when teenager A plays the game and uses the jargon language from the game to teenager B who doesn't play the game. There is no effect between their conversations because teenager B doesn't understand what teenager A says is. Handler suggests that jargon contains four essential elements (Handler, 1987).

a. Reflecting on a particular profession or occupation

This Essential element of the jargon explains about particular profession or occupation of the user when they use the jargon language. Based on the research, all of the jargon from the game which are **Archer Troops, Barbarian Troops, Wall Level 3, Wall Level 1, Town Hall 3 Starts, Mortar, Golem, Hogs, Wars, Builder, Hidden Tesla, Clan Castle, Giant, Healer, and Elixir**. These jargons only can be found in Clash of Clans game and other games use their specific jargon. That is why using this kind of jargons can reflecting the identity of teenagers as the player of Clash of Clans game.

b. It is pretentious, with only a small kernel of meaning underneath it.

This essential element of the jargon explains about characteristics or attitudes of the player when they use the jargon from the game to another context. The jargons which included this Essential element are **Hogs, Archer Troops, Barbarian Troops, Elixir, Hidden Tesla, Clans Castle, and Healer**.

Based on each context of the jargons above, all of these jargons are used by the players not only when they talk with their game friend players, but also they use these jargons with other teenagers who do not play the game. It describes the character or attitude of the player like want to show up or pretentious them if the player of Clash of Clans has a tune of language speech.

c. It is used mainly by intellectually inferior people, who feel a need to convince the general public of their importance.

This Essential element of the jargon explains the effect of what is the importance of players when they use the jargons to convince the general public. Some dictions are chosen intentionally to show up as the inferior group which may describe a patriarchal system or social class (Marliana et.al, 2017). The jargons which included this Essential element are **Hogs, Archer Troops, Barbarian Troops, Elixir, Hidden Tesla, Clans Castle, and Healer**.

Based on each of the jargons context, the players use these jargons to convince the general public or other teenagers who do not play the game if playing Clash of Clans game, will give us a lot of language speech and also impressive image. It almost the same as the previous Essential element but it more explains what important things that we can get from the people if we use the jargon language to the general public. Like the amazed of the people.

d. It is deliberately or accidentally, mystifying.

This characteristic of the jargon explains how the mystifying of jargon can deliberately or accidentally influencing the players to use the jargons in another context. Based on each of the jargon contexts, the researchers divide all of the jargons into two groups. The first is how the jargon is deliberately used by the players is **Hog**. The second is how the jargons are accidentally used by the teenagers are **Archer Troops, Barbarian Troops, Wall Level 3, Wall Level 1, Town Hall 3 Starts, Mortar, Golem, Hog, Wars, Builder, Hidden Tesla, Clan Castle, Giant, Healer, and Elixir**. All of these jargons are mystifying caused deliberately or accidentally can influencing the players to use it in their real-life context. That's the entire Essential element that can explain the effect when the teenager playing this game. The language in the game could change or added the language of the teenagers who plays this online game.

4. Conclusion

After analyzing the data, the researchers conclude the result of the research. After observe three teenagers who play the Clash of Clans game in four weeks, the researchers found 17 jargons language which influenced from the game and use to other context. They are Archer Troops, Barbarian Troops, Wall Level 3, Wall Level 1, Town Hall 3 Starts, Mortar, Golem, Hogs, Wars, Builder, Hidden Tesla, Clan Castle, Giant, Healer, and Elixir. Clash of Clans game has many of jargon language which always use in the game. But not all of these jargons can influence the daily language of teenagers. Only some jargon like what the researchers found, because the players use this jargon language by considering the things in the real life with all of the things in Clash of Clans. So the jargon language from the game is accidentally said by teenagers in their real life context. Based on each of jargons context, there is a connection between the theories with the jargon when the players use it in other context. Jargon language who use by the players can reflect an occupation of teenagers if they are the players of Clash of Clans game.

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