

VARIETIES OF NEOLOGISM USED IN ONLINE GAMING CONVERSATION

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Abstract

Neologism, a term used in linguistics, refers to the creation and definition of new lexical items with new meanings. It is frequently employed in specialized contexts, necessitating the development of new language forms. This study aims to investigate neologisms emerging from gaming language and identify the types that predominantly occur during gameplay. Given that online gaming became a popular pastime during the pandemic, observing the new language arising from in-game chat boxes is particularly intriguing. The study includes conversations from three participants playing three different online games, collected over one day of gameplay. The findings reveal that abbreviations, acronyms, and repurposed standard English terms are prevalent forms of neologisms in gaming language. Abbreviations like "CC" and standard English terms such as "skin" and "clean" are among the most frequently mentioned by players. Interestingly, despite the conversations being in three different languages, the neologisms primarily appear in English.

Keywords: *chat; coinage; neologism; online gaming*

1. Introduction

Indonesia has been a broad market for online games. It is reported from Inmobi (2021) that 46% of Indonesians are online gamers and there are 100 million Indonesians counted to be online gamers in 2020. During the pandemic, 4 of 10 people in Indonesia spent their time gaming up to 10 hours a day, which makes gamers in Indonesia considered moderate to heavy gamers, according to YouGov survey report (Evandio, 2021). Free Fire is the most played game and Indonesia creates many e-sport winners from this game (Evandio, 2021). Besides Free Fire, Mobile Legend and PUBG are also the favorite games for Indonesians.

Since the pandemic began and governments imposed lockdown measures in many countries, people have been compelled to stay at home and limit their outdoor activities. Playing online games has become a popular pastime for those confined to their homes during the lockdowns. This study aims to investigate the neologisms created during in-game conversations among players. Here, neologisms will be referred to as "coins of the new language," as the words or phrases created in this context carry new meanings. The researcher also seeks to identify the types of neologisms most commonly used in these conversations. Most online games feature chat boxes or chat rooms where players can

communicate with each other during gameplay. In these chat rooms, players can discuss strategies to defeat enemies, request skins or armor from other players, or simply share jokes. This study expects to find that abbreviations and blended words are predominantly used in in-game conversations.

It is true, according to the report, that 70% of people in the world become game players during the lockdown (Yougov, 2021). This situation surely provides an opportunity to utter new coins or neologisms gathered from the gamer communities. However, only a few studies have identified the neologisms and coins applied to online gaming conversations. Therefore, the present study aims to seek new coins of gaming language from the increasing numbers of gamers. The coins commonly come from the chat boxes and chatrooms used by the players to have conversations among their group in the game. Therefore, MOBA and MMORPG games are used as the source of the game to gain conversation transcription, since MOBA games need a lot of players playing in one match of the game. Besides finding the neologism from the data, the present study also identifies the types of neologism used widely during the game. It is expected from the research that it is not only abbreviations and acronyms which are discovered from the game, but also other types of neologism that can be tracked down.

To make a clear result, the researcher provides two questions related to neologism used in gaming conversation as follows.

1. What are the types of neologism and coins which are mostly applied in online gaming conversation?
2. What impact can be obtained for language use from applying Neologism in online gaming communication?

It is already predicted that every online game creates a different neologism since the different game takes different theme and context of gaming. The present study does not pay attention to such context, and only focuses on the neologism created from the conversation. For that reason, the researcher would not draw any settlement from a certain game.

Since the number of gamers is increasing during the year and the age group of gamers becomes more various, from students to office workers, from younger children to adults (ESA, 2010), it is also interesting to explore the new languages of the world of gaming. Gamers are famous for their creativity in creating new terminologies and neologisms to support their way of communicating among gamers. Those neologisms will possibly be used in real situations outside gaming conversation. Therefore, the present study will hopefully contribute to enriching the language of gaming, which is useful for e-sport students particularly and language students generally. It is also expected from the study that an online-gaming corpus can be created, starting from here.

To capture a diverse range of neologisms and identify recurring words or phrases across different games, certain limitations must be considered. One such limitation pertains to the number of hours participants need to play in order to obtain sufficient conversation transcriptions from chat boxes. The researcher instructed participants to play for only one day, or twelve consecutive hours, as rest periods were necessary. Consequently, the data may lack depth and detailed information, particularly in clarifying the meanings of the neologisms observed.

2. Literature Review

2.1 Online Game

The online game was discovered after the world of the game passed through a lot of suffering to survive in the entertainment industry. The online game is defined not anymore as a game, but as an innovation in technology. It is a mechanism to connect players altogether using a certain pattern of technology (Rolling & Adam, 2006). The online game has developed after people were much more familiar with console games and personal computer games. The online game has also evolved from a single or double player into a multiple or group player game. Today, Multiplayer games are the most favorite online games by gamers. It is seen from the various number of Multiplayer online games such as Mobile Legends, Mobile Arena, Ragnarok, Free Fire, and Rising Force.

Though online games are one favorite activity today, it is still debatable the aims and usefulness of playing an online game. Some scholars discover that online games can successfully motivate learners to learn a new language. Klimnt, et al. (2008) claimed that players will be proud of themselves and feel worthy when they can complete one mission in games. It eventually maintains the moral concern to feel confident for the learners. This phenomenon creates a new approach to learning to use an online game. Many learning publishers also launch learning materials using online games. Darishastining, et al. (2009) conducted an experimental study of students' speaking achievement using the online gaming approach. The name of the game employed in the study is Player Unknown's Battle Ground (hereinafter PUBG). From the study, it is found that the students gain better articulation, intonation, diction, language expression, and language variation in speaking skills through the game. The reason for the achievement may be recognized from Martin & Steinkuehler's (2010) argument that students can perform better when they have the chance to learn in the situation they enjoy doing, including using the gaming. For that reason, many learning situations adapt to online gaming as part of the learning media.

Another function of online gaming is captured from Riva, et al. (2020) in their recent study about correlating communication and friendship with gaming. It is discovered that people who are into gaming, both video games and mobile games, can improve social integration and connectedness. The feeling of connectedness is acquired through play, and the feeling is an important source of psychological well-being throughout the lifespan. Therefore, many gamers think that the aim of playing games is to reduce stress, depression, and a sense of loneliness (Riva, et al., 2020). Moreover, during the pandemic, where people needed to stay home while they were supposed to be outside, as a means of their social nature as humans, they moved to online games to socialize and to avoid the loneliness that occurred during the lockdown.

2.2 Neologism

The term Neologism was firstly created in the 1700s with an isolated meaning to literature, branding, and jargon (crystal, 2002). It was then widely used since Newmark (1988) introduced neologism to a different definition. Newmark (1988) defines neologism as "newly coined lexical units or existing lexical units that acquire a new sense." He also provides the main characteristics of the neologism process into two main divisions, (1) existing lexical items to make a new meaning; and (2) creating new forms. Rey (1995) interprets neologism as belonging to the language either in general or subject-specific usage.

Therefore, the term neologism can be put as either general or specialized terminology. In the case of language in online gaming, it seems plausible to put online gaming neologism as specialized terminology. Gonzales (2019) determines specialized terminology as neologism, because when a computer or video game is set in a fictional nature, there will be a lot of new terms that may arise. Those specialized terminologies are categorized as neologisms since those terms were created from both the new language and the existing language that served as a new meaning. Enslin (2011) suggests one terminology which can correlate neologism and the gaming community called Gamespeak. The term game speak is not either an official terminology or a widely-used term. Enslin (2011) puts game speak as a dialect employed for gamers' conversation, since there is no such dialect appearing in the gamer community. It is characterized as a unique language (spoken and written) used when gamers talk during gameplay to others. From this game-speaking phenomenon, many neologisms are derived from acronyms, initials, abbreviations, blends, and other kinds of new words explaining the online game words used by the gamers. In this essay, the next section would mention and describe several types of neologism including the types of coinage process constructing those new words.

2.2.1 Types of Neologism Used Online Game Community

An enormous number of researchers focusing on neologism have discovered various characteristics and types of neologism in different linguistic areas. It starts with Newmark (1988) who divided the process of making neologisms into two ways; (1) existing lexical items to construct a new meaning; and (2) creating new forms. The existing lexical word forms with new meanings consist of words and collocations. The words here can be taken from the original form of older words, or they are blended or clipped between two words or more to become one single combined word. Meanwhile, collocation means the combination of two words or more without ignoring any of the letters or characters. Going to another type, creating a new form, such as new coinages, derived from words, abbreviations, collocations, eponyms, phrasal words, transferred words, acronyms, pseudo-neologism, and internationalism. New coinage means new words derived from new terms which can be unfamiliar to people, but they are used as new neologism. Here, online gaming tends to produce many words of coinage from the characters of the game or the theme of the game. Word derivation is a type of neologism derived from previously based words and added with affixes. Pseudo-neologism means words of neologism that act as a pseudo to represent someone or something.

Several online games have a sort of avatar in MMORPG games to make a certain character for the player. Pseudo-neologism should be found in the role-playing types of games. An abbreviation is a word coming from each initial word that is used to shorten the way it is pronounced. Since both existing lexical words and creating new item words have both collocations, the research needs to explain their differences to avoid confusion in understanding the collocation. Collocation, in the existing lexical item types, means the combination of the words which are already used and familiar to people. Next, Eponym is a term derived from the name of something or someone who is believed to exist in the world. One of the examples of an eponym is Fahrenheit, the name of the degree of temperature is mostly used in America, and it is taken from the name of the creator, Gabriel Daniel Fahrenheit.

Going back to the types of neologism from Newmark (1988), the phrasal word is a collection of words creating a new meaning. The researcher believes that there will be several phrasal words considered as a neologism in online gaming, if there are some terminologies that cannot be separated from one to another, and need to be together as one meaning. Transferred words are words borrowed from other languages, but they should be widely used by people around the world. An acronym, almost the same as an abbreviation, forms the initial letter of each word, and it is pronounced as one word. Last, internationalism is almost the same as the transferred word, which is borrowing words from other languages with similar meanings. Those types of neologism from Newmark (1988) have been widely applied in various languages, and plenty of scholars have employed his types of neologism in their approaches to studies of having different data or linguistically different in language varieties.

However, Lazore (2017) narrowed it down and gives five big branches of neologism considered from the language change. They are blends; abbreviations and acronyms, clippings, repurposing standard English, and coinage of new terms. Here, the researcher elaborates each characteristic of the neologism from Lazore (2017) and mentions several examples of coins which are mostly used in online gaming, found by several online gaming communities on social media. It is expected that several examples of neologisms in online gaming mentioned here can also be found in the data of the research. The illustration is in the table below.

No	Categories	The process	Coins	Description
1.	Blends	Combining parts of words	Exp N00bie	Experience Points. Points used to increase the level Noob Newbie. The term for new players who are lack of skill
2.	Abbreviations and acronyms	Collecting the first letter of each words	AFK BRB	Away From Keyboard. notification of gamers who cannot join the game Be Right Back. notification of gamers leaving the game for a while
3.	Clippings	Simply shortening the original forms	N Y Momon	No Yes Monster.
4.	Repurposing Standard English	Assigning Standard English terms with different meaning	Farming Grinding	Gathering items or materials from other game area. Repeating quests or specific parts.
5.	Coinage of new terms	Adding new words for certain game features	Smurf Roomba	Low rank account Robot Patrol

Table 1. Types of neologism from Lazore (2017)

As Lazore (2017) proposes the five characteristics of neologism, he also discovers that in online media, abbreviations and acronyms probably make more various neologisms than other types of neologism. Meanwhile, the researcher also did a pilot study initiating the present research by searching for the neologism which is popularly used by gamers through

sites and social media. From the initial study, the researcher believes that Blends and Clipping also possibly create a lot of the neologism in online gaming language besides abbreviations and acronyms.

To make the analysis complete and comprehensive, the researchers put another characteristic of neologism reviewed by Hasani-Yasin (2010), who introduces seven types of neologism aiming at its local process. They are pop culture neologism, political neologism, scientific neologism, imported neologism, nonce words, new species of neologism, and inverted neologism. From those neologisms, the researcher describes and mentions the sample of neologisms based on online gaming-related language as follows.

No.	Neologism	The process	Coins
1.	Pop Culture Neologism	New words describing cultural phenomena	N00bie Zerg Area of Effect (EoA)
2.	Imported Neologism	Foreign words originated from another language	Quest Lag
3.	Nonce Words	Coins for special occasion effect for players	Farming Grinding
4.	Inverted Neologism	Playing standardized words using backwards way	Alucard - Dracula Redrum - Murder
5.	New species of Neologism	New words set from fictional world	Roomba Spartan

Table 2. Types of neologism from Hasani-Yasin (2010)

There are other types and classes of neologism, such as Thurlow (2001) with five characteristics of neologism from the perspective of sociolinguistics, by adding lack of punctuations, misspelling, and lack of traditional greetings in its characteristics besides blends and abbreviations. Yet, not all characteristics are appropriate to elaborate the words used in online games. Even though there is a countless amount of researches in neologism, it is still limited to find studies of neologism in the online game topic. Moreover, it is even more difficult to find a corpus of online gaming. There is one corpus of gaming language. It is part of the Corpus of Contemporary American English (COCA). However, the word lists in the corpus are detected mostly from offline gaming such as video games, console games, and personal computer games. The terms in console gaming, such as Mario Bros or Sonic the Hedgehog, are quite popular in that corpus. Therefore, it is hard to find the popular terms for online gaming. Although it is quite tough to find the corpus of online gaming.

Various research is focusing on neologism in the gaming language. Enslin (2011) conducted studies of gamespeak in MMORPG games. She chooses the MMORPG game, perhaps because, at that time, MMORPG games became the favorite type of game and most games created by online gaming companies tend to make games which can include thousands of gamers in one field, village, or town. Therefore, it is reasonable to focus on MMORPG games. Today, MOBA games have become the most popular type of game. The game, which aims at battling and fighting using arms, shields, and weapons, has become a favorite of young gamers, especially student-age gamers. MOBA games also invite many gamers to be part of the group or Armies or allies to defeat the enemies. Nowadays, the most popular MOBA games are Free Fire, PUBG, and Mobile Legend. There are several games with the highest rank of users. The present study is keen to discover the neologism of

both the MOBA game and the MMORPG game. All types of multiplayer games commonly have chat boxes or chat rooms. Here, the researchers try to find some neologism or new terms which are mostly used by gamers. The researcher also craves to verify whether the term gamespeak is just fine to be used as the new language of online gaming. From the study, the researcher expects to find the popular neologisms used by gamers, such as Away from Keyboard (AFK), Be Right Back (BRB), plz, and many more. AFK and BRB were born from Mobile Legend game for the gamers need to be away for a couple of minutes, but their absence could destroy the game, and it is possible to make the group lose the game. While plz for please is a famous clipping word to invite players to join the games or to ask for some changes to items of characters.

3. Research Method

3.1 Participants of the Study

The present study invites three participants from three different nationalities to play MOBA and MMORPG games. Two players play MOBA games, and one player for the MMORPG game. The reason why the study includes both MOBA and MMORPG and does not just focus on one type of the game is to observe whether any similar terms or neologism applied from the gamers. Even though MOBA is in a much different context to MMORPG games, the players may bring the same neologism, since a gamer is possible to play more than one game in just one day. The first participant is from Indonesia who plays Mobile Legend (will be called ML). The game was first released in 2016 in China and can already be used both mobile phones and personal computers. It is a typical MOBA game where players are divided into two teams to fight each other and defend their bases. Each player acts as a hero character and works together to win the match (Mawalia, 2020).

The second participant, who is a Filipino, plays Clash of Clan (hereinafter COC). This game was launched in 2012 in Finland and has become famous for its strategy-type game. The player acts as the chief of a village with upgradeable structures and magical troops. The game can also allow the players to establish clans of up to 50 members or request a war to broaden their villages (Mawey & Tumiwa, 2016). The last participant is from Malaysia, and he plays Be the King (hereinafter BTK). BTK is an MMORPG game from China that was released in 2018. It is expected from the participants to be highly engaged in the conversation during the game, though the researcher does not force the participants to produce a lot of neologism which can interfere with the amount of data later. The researcher also does not only focus on the conversation line of the participant, but also on other players joining the game at that time.

3.1 Data Collection Procedure

The present study includes two different MOBA online games and one MMORPG game as the source of the data; Mobile Legend, Be the King, and Clash of Clans. There are three participants employed in the study. The first participant is a Clash of Clan (COC) gamer from the Philippines, the second one is Mobile Legend gamer from Indonesia, and the third participant plays BTK. It is expected from selecting three different nations of participants that there will be rich and various neologism adopted from the chat boxes of their games. The data is collected from conversations in the chatbox from both games during the game. On one day of playing, the gamers are free to write and discuss everything in the chatbox during the games. The participants are given 12 hours to play consecutively and talk about

everything in the chat boxes. After the 12 hours of playing is over, the researcher retrieves the conversation in the chat boxes and then the conversations are transcribed and encoded manually to find the neologism or the new words which are used by the gamers. Slang and sexist languages are ignored in this study since those languages are not the area of focus of the study.

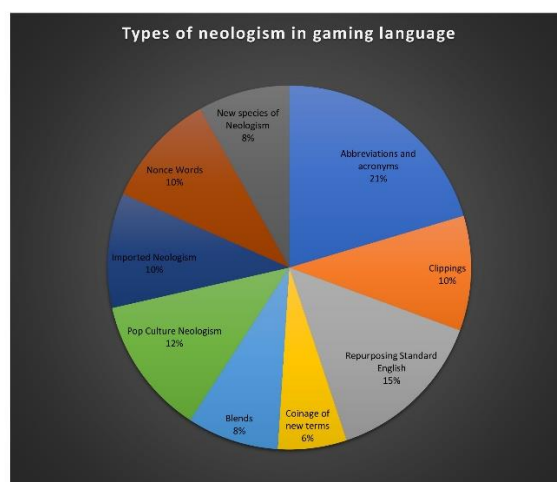
3.2 Data Analysis Procedure

After getting the data by transcribing the conversation from the chat boxes, the researcher starts to analyze the data by highlighting the possible words to be neologisms of gaming language. The process of finding a neologism in the present study is done manually with the help of respondents to make sure that the words are close to being the new neologism. The researcher finds it difficult to ensure neologism when confirming the meaning of the possible neologism words. Here, the respondents also help the research by giving helpful information regarding the meaning of neologism words. Besides asking the meaning of the respondent, the gaming corpus is also applied to find the meaning of those words of neologism. However, since the gaming corpus is a bit outdated, and the corpus compiles the word list mostly from console games, it is a bit difficult to find the online game word list from the corpus. When all meanings of possible neologism are found, the researcher finally categorizes the neologism words into Lazore's (2017) and Hasani-Yasin's (2010) types of neologism. There, the researcher will combine all the types into one table before it is calculated into percentages. Lastly, the final result is elaborated and discussed corresponding to the theoretical framework and previous studies.

4. Results and Discussion

4.1 Results

The result generally discovers numerous neologism words from the conversation of the online game chat boxes. Most of the words are in English, and only one word is used in Bahasa Indonesia. It occurs since Filipino and Malaysian players mainly write the conversation in English. Surprisingly, though Indonesian players generally use Bahasa Indonesia in conversation, special terms adopted by most players related to the Mobile Legend game are in English, such as skin, byone, invite, etc. The diagram below informs the most used types of neologism of gaming language found from the data.



Graph 1. The percentage of the types of neologism from Lazore (2017) and Hasani-Yasin (2010)

From the graph, it is clearly seen that abbreviations and acronyms take the lead with 21% from all types of neologism. Abbreviations such as CC and WR are mostly put in the conversation during the games. Though every game has a different theme and context of activities, the two abbreviations are constantly mentioned in all the conversations. Interestingly, although CC has a different meaning in a different game. In COC, CC means Clan Castle, the rank of the village, but in BTK, it means Crowd Control of the game.

“Nice try Eriko, your war balloons on war CC are low level.” (COC)

“Yep... CC out to get guys playing.” (BTK)

In the first excerpt, War CC means the type of village, which is a War clan castle, played by Clash of Clan players. However, in the second excerpt, the BTK player mentions CC as his wish to invite and control other players. Another abbreviation which is commonly applied in many games with different meanings is WR.

“Push WR classic.” (ML)

“Looking for WR S61.” (BTK)

The WR in the first excerpt means Win Rate in the classic mode for Mobile legend players, but the word WR in the second excerpt means war for the BTK players.

Back to the diagram, pop culture neologism, proposed by Hasani-Yasin (2010), gets the second rank from all types of neologism with 12%. Noting that all the types from Lazore (2017) and Hasani-Yasin (2010) are combined into one diagram of percentage and a table of neologism indeed makes the diagram looks crowded but a more satisfying result. From all types of neologism, one type that does not get any neologism from the data is inverted neologism. Inverted neologism does not have any neologism. There is no mention of terms created from the backway of the standard English word. A more surprising result is from Blend, which was previously predicted to have many neologisms. In reality, only a few players mention neologisms from blended words, such as Mabar, Lemme, and By1. The table below informs all neologisms of gaming language found from the data, including the meaning of each neologism. As explained in the third chapter, it is difficult to confirm the meaning of all neologisms in the conversation since there is no fixed source of meaning to gaming neologism. Therefore, a respondent is hired to confirm the accurate meanings of all neologisms besides verifying the unfamiliar terms and other neologisms to the participants if the respondent gives an unclear confirmation of a certain neologism.

No	Categories	Coins	Description
1.	Blends	Mabar GL Lemme By1/ by one	Main Bareng. Girl Let Me By one. One on one fight
2.	Abbreviations and acronyms	CC WR GR	Crowd Control. The ability to disable other players. Clan Castle. One of the village to build or to win from the enemies. Win Rate. War Game Rank

		GB	Game Booster. Items or arms to boost the skill of the players.
		WT	Winter Truncheon. An item to spin out the game duration.
		GS	Gusion. A name of hero.
		CL	Cool down.
		BBM	Android game which can be used in Blackberry mobile phone
		SGE	Sport Game. A borrowed term from Germany used form the total standings of the players
		MGA	Mobile Game Association. A Community for online gamers to play or spar together. The name is usually followed by the name of the game.
3.	Clippings	Pls	Please
		Inv	Invite. Asking other player to join the game
		Acad	Academy one of the feature which can be unlocked after winning several stages of games
		Gib	Giblet. A body chunk flying from the opponent.
		Bot	Bottom Line. The lowest rank in all Tier mode.
4.	Repurposing	Skin	An aesthetic change to an item or player
	Standard	Clean	Kill all enemies in one field
	English	Lagy	Lag. Problems in internet connection
		Epic	The 5 th rank of Tier mode
		Classic	Mode of the game.
		Light Head	A large and shiny stones shaped like the head of Barbarian characters in the game
		edict	Announcement
5.	Coinage of new terms	Gud	Good
		Papi	The first game
		Th	Town hall. There are several Town hall in the game
6.	Pop Culture Neologism	Lagy.	Lag. Having an internet problem during the game
		Bot All Tier.	Bottom Line
		Lemme	Let me
		Pls	Please
		Inv.	Invite. Asking other player to join the game
		Acad	Academy one of the feature which can be unlocked after winning several stages of games

7.	Imported Neologism	Papi	The first game
		Gud	Good
		Skin	An aesthetic change to an item or player
		Classic	One of the mode of the game.
8.	Nonce Words	Mabar	Main Bareng. Inviting other players to join the game.
		GL	Girl
		Clean	Kill all enemies in one field
		By1	By one. One on one fight
		CL.	Cool Down.
		SGE.	Sport Game. A borrowed term from Germany used form the total standings of the players
9.	New species of Neologism	Send ...Eddict	Announcing the player to do something
		Gib	Giblet. A body chunk flying from the opponent.
		CC	Crowd Control. The ability to disable other players. Clan Castle. One of the village to build or to win from the enemies.
		WT	Winter Truncheon. An item to spin out the game duration.

Table 3. Neologism of online gaming language

From the table of explanation above, we see that most of the neologisms turn out to be abbreviations and acronyms. Most of the neologisms are in English, except one blended word taken from Bahasa Indonesia, Mabar, a combination of the word Main Bareng. It is a term for inviting other players to join the game, and the term is commonly mentioned in Mobile legend chat box. One interesting phenomenon captured from the data is in the excerpt below.

"Lord Arale, please **send crop edict.**"

"Did Arale **send kick edict** already?"

The phrase send ... edict is quite famously used by BTK players. However, it is a bit of gambling to categorize it into a neologism phrase. Neither the respondent nor the participant knows the meaning of the phrase. After searching various dictionaries, online gaming sites, and online gaming community social media, the researcher decides that such a phrase is used to announce an important request or demand to other players. The phrase send kick edict means the player announces others to attack the enemies. Thus, the word edict confirms the request in an announcement. For that reason, the researcher decided to put the phrase send ... edict into part of neologism as a new species of neologism, and the word edict becomes part of the type repurposing the standard English neologism.

The next excerpt that is very intriguing is detected when the players mention more than one neologism in one line of sentence. several phrases are explained as the follows.

“BOT ALL TIER -2 fast.” (ML)

“by1 menang gif skin elit” (ML)

The phrases above are indeed intriguing since it takes several days to verify the meaning. The word *Bot* is well known as a clipping word of Robot. However, *Bot all tier* has different meaning. Instead of Robot, the word *Bot* here means *Bottom line* and the word *Tier* is one of the ranks in the certain game mode, usually in Mobile Legend. The second excerpt seems much easier to understand since it includes some familiar terms such as *skin* and *by1*, though almost all of the phrases can be put as neologism like *gif* and *elit*. However, the researcher decides not to put all words in the second excerpt as the neologism since the rests of the words are generally used in online conversation, they are too general to be put as neologism in online gaming conversation.

Talking about the most commonly mentioned neologism in the online gaming conversation, the table below reveals some of the neologism which are frequently said by the players.

The most frequent entries	Meaning
CC	Crowd Control (ML, BTK); Clan Castle (COC)
WR	War (COC, BTK); Win Rate (ML)
Pls	Please
Skin	An aesthetic Item or character

Table 4. The most frequent neologism mentioned by the players

We have seen that CC and WR are known to have different meanings. From the table we also have other frequently mentioned neologisms: Skin and Pls, please. Skin is part of the type of repurposing standard English, and it has meaning as an aesthetic change to an item or an armor, while pls is a clipping type of neologism.

“Bismillah, skin dikasih, Amin.” (ML)

“Acad pls,” (BTK)

It is very interesting to know that the word skin has a new meaning when it comes to online games. There are many other neologisms which are borrowed from the standard English words. Most of the neologisms have different meanings, such as classical, clean and epic. Instead, some of the rest have similar meanings, such as please, good, and invite. Interestingly, many of the borrowed words with similar meaning are in the form of clippings. The clipping word for please, good, and invite are shortened into pls, gud, and invt.

Moreover, as we can see, Mobile Legend players are mostly from Indonesia, and they use Bahasa Indonesia during the conversation. It is very appealing now that Indonesian players keep using many terminologies in English, such as skin, epic, classic, and many more, instead of using Bahasa Indonesia. To be more detailed, in the first line of the excerpt above, a player puts another language in the conversation; Arabic language. Bismillah is one of the prayers from the Arabic language used before someone starts the activity in order to achieve fluency in doing the activities.

“Many online gud..” (COC)

“Invt rank.” (ML)

The players from the Philippines and Malaysia tend to use English in conversation. In COC, since all players around the world can join the clans, it is normal for all players to use English. Therefore, nations with English as their L1 or L2 are those who usually join the COC game. However, despite English being used in COC and BTK, only a few gamers mention the neologism during the conversation. The types of neologism commonly drawn by the COC and BTK players are widely used words used on social media or other digital platforms of communication. We can still find new terms for online gaming, contextually about the certain characters, enemies, or arms, but not all players understand the terms. The respondents of the study also find it difficult to confirm the meaning of the terms. Therefore, the researcher must ignore several terms since they are possibly unfamiliar and not used during the game.

4.2 Discussion

To start the discussion in the study, it may be best. To begin with, Enslin (2011) proposes the term Gamespeak language in gaming. The present study should support the proposal of a gamespeak language, instead of only becoming the language varieties or language dialect. With millions of online game players surrounding the world who can load their chat boxes with neologisms and coins, a new language can possibly be made from gaming conversations.

The next discussion focuses on the neologisms which have similar words or pronunciations, but they have different meanings in the different online games. The Neologisms such as CC and WR have different meanings from all online games in the present study. This circumstance occurs because every game gets a different theme and context of the situation, and thus even several abbreviations are applied similarly to some players, but the players have different things. This result corresponds to Hale's (1996) statement that the changes in the medium of communication shift the way people use words. When online games rise and are loved by most people, it means there will also be a new language promoted to address the game. Continuing to the next discussion, the result reveals that Mobile Legend, one of the favorite online games in Indonesia, creates more neologisms than the other two games. Most Indonesian players use Bahasa Indonesia during conversations, and yet they can take English gaming language during the chat. It is implied that Indonesian gamers like to talk and communicate with other players during the game. This relates to the evidence that Indonesia is a good place to grow the online gaming industry, as Indonesia is placed in 16th position in the global gaming industry market in 2017 (BKPM, 2018).

The result can also become proof that Indonesian players are quite excellent at communicating using English, particularly in speaking and writing competitions. Many Indonesian scholars have conducted experimental studies correlating between online games and English language skills. Darishastining, et al. (2009) did an experimental study into developing the speaking skills of students using online games. They successfully manage to prove that the students achieve a positive development in speaking skills using the online gaming approach. Therefore, the present study also supports other scholars to identify or develop the communication skills of the students using the online gaming approach. To seal

the discussion, the researchers also found that the popular neologisms in online gaming languages such as AFK (away from keyboard) and BRB (be right back) are not found in the research. It is interesting to discuss AFK and BRB are the neologisms created from online game conversation, and they are also widely used outside online cam conversation. Instead, those famous terms that are not used in the present study could be used for several reasons. First, AFK and BRB come from Mobile Legend online games, and they are probably not used in other online games, and therefore, the terms may not be located on the data. Second, the data is taken only in 12 hours of playing, it perhaps needs more hours to play to detect the popular terms.

The research results and the comprehensive discussion are deeply and clearly presented. Results can be presented in figures, graphs, tables and others that make the reader understand easily. The discussion must be clearly and deeply conducted. The discussion can be given in several subchapters.

5. Conclusion

We have seen that only by identifying the conversation of the online game, numerous neologisms are discovered and classified. In online games, neologism is mostly seized from chat boxes or chat rooms used by players. The favorite games among players are MMORPG (massively multiplayer online role-playing game) and MOBA (multiplayer online battle arena). Those types of games need groups of players to conquer enemies. The chat box is used to have conversations with other players in order to plan some strategies, to play some jokes, or even to inform them about some news about new items or weapons in the group. Scholars such as Newmark (1988), Hasani-Yasin (2010), and Lazore (2017) are several theorists developing types of neologism. Today, many of those online game neologisms are adopted in daily conversation in social media outside the game. For the 12 hours of chatting via the chat box of online games. It is found there are 29 neologisms retrieved from the data.

Abbreviations and acronyms have the highest number of neologisms, with CC and WR getting the most frequent mention in the data. Both CC and WR have different meanings in different online games. CC means either Crowd control in Mobile Legend and Be the King or game, and it is Clan Castle in Clash of Clan. WR means Win Rate in Mobile Legend, and it is a War in Clash of Clans. Another type of neologism which takes the second is pop culture neologism. It is a type of neologism explaining the cultural phenomena in the world of online games. The words such as Bot all tier and laggy are several neologisms demonstrating the cultural experiences related to the digital technology and the gaming world. Repurposing standard English words has also become the favorite way of creating online gaming neologism for gamers. The words such as skin, clean, and epic are mostly applied by the players in different meanings. Skin, in Mobile Legend and Be the King, shows the aesthetic change of items and armor. Clean means attacking or killing all the enemies in all games. Lastly, epic, in Mobile legend, represents the rank of game mode. To close this chapter, it is expected from the study to make a future corpus for online gaming language, since the corpus for gaming is still limited and narrowed only to offline games. Further research also needs to pay attention to the theme and context of the game, considering each online game will presumably create different terms and neologism. Instead, not all terms used in certain games will be used in other games.

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