An Analysis of Jargon In Free Fire Online Game

Iman Malaikosa [a,1,*] , Sebastianus Fernandez [b,2], Gracia Otta [c,3] (11pt)

a. Iman Malaikosa (Mahasiswa, FKIP Pend. Bahasa Inggris, Nusa Cendana Universiti), Jl. Adisucipto Penfui, Kota Kupang, NTT, Indonesia
1 erlilete01@gmail.com
b Sebastianus Fernandez (Dosen, FKIP Pend. Bahasa Inggris,Universitas Nusa Cendana), Jl. Adisucipto Penfui, Kota Kupang, NTT, Indonesia
2. SebastianusFernandez @gmail.com
c Gracia Otta (Dosen, FKIP Pend. Bahasa Inggris,Universitas Nusa Cendana), Jl. Adisucipto Penfui, Kota Kupang, NTT, Indonesia
3. Gracia_Otta@.staf.undana.ac.id

* corresponding author

ARTICLE INFO

ABSTRACT

The objectives of the research are as follows: first, to identify the many jargons used in the online game "Free Fire". The second question is, for the sake of clarity, what does each term signify in the "Free Fire" online game? Thirdly, tell me the purpose of the slang terms employed in the "Free Fire" online game. The results of this research The goals of this study are to(1) catalog the jargon types found in "Free Fire",(2) define the jargon utilized in "Free Fire", and(3) characterize the purposes of the jargon included inside "Free Fire". Descriptive qualitative methods were employed. For this study, the data source was the online game "Free Fire", and the researchers looked for jargon-containing words in particular. The technique used to collect data was observation. The researcher observed the jargon used in online games by watching and listening to the conversations in the voice chat and room chat features. The data were analyzed by using identifying and describing techniques. The result shows that: (1) there are three types of jargons found in "Free Fire" Online Game, such as (a) word. For example: revive, sandwich, rush. (b) Phrase. For example: gloo wall, headshot, push rank. (c) Abbreviation. For example: op (over power). (2) There are four types of meanings of jargons found in "Free Fire" Online Game, such as: (a) conceptual meaning. Example: revive, rush, ngendok (hideout), end, cheater, headshot, push rank, op (over power). (b) Connotative meaning. Example: booyah (victory), gloo wall, beban tim(team burden). (c) Collocative meaning. Example: sandwich. (d) Reflected meaning. Example: rumah L (L house), rumah sabun (soap house). (3) There are two functions of jargons in "Free Fire" online game, such as: (a) to provide speakers with clear and unambiguous terms to refer to their activities. Examples : revive, sandwich, rush, ngendok (hideout), end, push rank, beban tim (team burden). (b) To provide speakers with a means of marking in-group membership and excluding outsiders. Examples : cheater, booyah, gloo wall. All of the jargons in Free Fire online game depend on the context in which the player is playing.

How to cite   :

1. Introduction

Language serves as a medium of communication, used by everyone who wants to interact with others through speaking and writing. According to Siahaan (2008), language is a special gift that plays a crucial role in daily life, including thinking, communication, and negotiation. There are various types of language variation, such as dialects, slang, registers, and jargons, which arise from the diversity of spoken languages worldwide.

Jargon refers to specialized language used by specific social groups to facilitate communication among members (Harley, 2006). Every field or profession has its own jargon, distinguishing how people communicate within that domain, such as in the world of gaming. For example, in the online game Free Fire, terms like "newbie" (beginner) and "noob" (a less skilled player), or "CR" (Custom Room), a feature that allows players to create private rooms, are commonly used. These jargons help players communicate more efficiently and plan strategies, either through voice or text chat during gameplay.

Free Fire is unique because of its small file size (only 356 MB), making it accessible even on smartphones with low RAM. This has contributed to its growing popularity, especially with the widespread use of smartphones. However, the slang and terminology used in Free Fire can be unfamiliar to new players. Therefore, this study aims to help new players or those unfamiliar with the game's language understand the vocabulary used in Free Fire.

2. Research Method

This research uses a descriptive qualitative approach due to the specific nature of the issues addressed. The purpose of this study was to catalog various jargons used in the online game Free Fire, along with their definitions and roles within the game. The research is classified as documentary research, which, according to Sugiyono (2016), is defined as a record of past events. A document in this context can be anything from written words to images, or even large creations by individuals. The research was conducted by collecting secondary data related to the research questions, specifically by studying images and videos on electronic media.

Research Procedures

The research procedures followed are as follows: First, the researcher accessed the Free Fire online game using a mobile phone. Second, the researcher repeatedly played the Free Fire game published by GARENA. Third, the researcher noted every sentence that contained jargon.

Data Source

The data source for this research was the Free Fire online game, with a particular focus on sentences containing jargon.

Data Collection Technique

The technique used for data collection was observation. The researcher observed the jargons used in the online game by watching and listening to conversations in the voice chat and room chat features.

Data Collection Procedures

The data collection procedures followed these steps: First, playing the Free Fire video game repeatedly, published by Garena in 2017. Second, verifying the accuracy of the video game. Third, replaying the game to find relevant data. Fourth, reading books and articles related to the research topic to complete the data.

Data Analysis Techniques

The data were analyzed using the following techniques: First, identifying the types of jargon found morphologically in the Free Fire online game. Second, describing the meanings of the jargons in the game and explaining the functions of each jargon used in Free Fire.

3. Research Findings and Discussion

Research Findings

In this chapter, the writer presents finding and discussions about the jargonsused by players in the Free Fire online game to answer the problems of research.

Types of Jargons Found in Free Fire Online Game

There are 7 jargon found in the Free Fire Online Game that used by theplayers during the gameplay, as presented in the table below:

Table 1: Types of Jargon

No	JARGON	MEANING	FUNCTIONS
1.	Revive	A jargon used to revive knocked out players in the game. Revive is usually done by teammates by providing medical assistance to restore the health of knocked out players.	The function of this jargon is to communicate to teammates that a knocked out player needs to be revived in order to continue playing the game. It helps to coordinate team efforts and ensure that players are not left behind.
2.	Sandwich	A jargon that refers to a game strategy where players attack enemies from two different directions, similar to two pieces of bread sandwiching the filling. This technique is used to deceive enemies and gain a tactical advantage.	The function of this jargon is to communicate a specific game strategy to teammates. It helps to coordinate team efforts and ensure that player are attacking enemies from multiple directions.
3.	Rush	A jargon used to describe aggressive players in the game, who tend to act directly withoutthinking too much.	The function of this jargon is to describe a specific type of player behavior. It helps to communicate the playstyle of a certain player to teammates.
4.	End	A jargon that arises when a teammate wants to end the battle immediately.	The function of this jargon is to communicate to teammates that one of them wants to end the battle immediately. It helps to coordinate team efforts and ensure that players are on the same page.
5.	Cheater	A jargon used to describe players who use cheats or hacks to gain an unfair advantage in the game.	The function of this jargon is to identify players who are cheating or using hacks to gain an unfair advantage. It helps to report such players to game administrators and maintain the integrity of the game.
6.	Booyah(Victory)	A jargon used to celebrate victory in the game, usually shouted by players after winning a match.	The function of this jargon is to celebrate victory in the game. It helps to boost team morale and create a positive atmosphere among players.
7.	Push Rank	A jargon refers to the act of increasing one'srank in the game, usually by playing more matches and winning them.	The function of this jargon is to communicate a specific goal to teammates to increase one's rank in the game. It helps to motivate

			players and encourage them to play more matches.

In this study, the writer discusses the functions and types of jargon used in the Free Fire Online Game, following Brown and Atardo's theory. Jargon serves to help players communicate clearly within their specialized group and mark in-group membership while excluding outsiders.

4.2 Discussion:

The discussion is divided into three sections:

1. **Types of Jargon in Free Fire**
   Jargon manifests in three forms:

   o **Word:** Single terms like *revive*, *rush*, *booyah* (victory).
   o **Phrase:** Combinations of words without subject or verb, such as *gloo wall*, *head shot*, and *rumah L* (L house).
   o **Abbreviation:** Shortened terms like *OP* (overpower).

2. **Types of Meaning of Jargon in Free Fire**
   o **Conceptual Meaning:** Jargon that corresponds to primary dictionary definitions, such as *revive* (to restore health), *rush* (to attack aggressively), and *headshot* (shooting an opponent in the head).
   o **Connotative Meaning:** Jargon with emotional or contextual associations, like *booyah* (victory) and *beban tim* (team burden), which carries negative connotations.
   o **Collocative Meaning:** Jargon associated with specific strategies, such as *sandwich* (trapping a player between two enemies).
   o **Reflected Meaning:** Jargon where the meaning arises from the context rather than individual word meanings, such as *rumah sabun* (Soap House) referring to a building resembling soap.

3. **Functions of Jargon in Free Fire**
   o **Clear Communication:** Jargon provides unambiguous terms for game-related activities, like *revive*, *rush*, and *push rank.*

In-group Identification: Jargon marks group membership and excludes outsiders. For instance, *cheater* refers to someone using unfair means, and *gloo wall* is a tactical term that shows a player's experience level in the game.

4. Conclusion

Based on the findings and discussion in Chapter Four, the writer draws several conclusions. First, there are three types of jargons found in the Free Fire online game: (1) Word, such as "revive sandwich" and "rush"; (2) Phrase, such as "gloo wall," "headshot," and "push rank"; and (3) Abbreviation, such as "op" (overpower). Second, the jargons found in the game have four types of meanings: (a) Conceptual meaning, for example, "revive," "rush," "ngendok" (hideout), "end," "cheater," "headshot," "push rank," and "op" (over power); (b) Connotative meaning, such as "booyah" (victory), "gloo wall," and "beban tim" (team burden); (c) Collocative meaning, exemplified by the word "sandwich"; and (d) Reflected meaning, seen in terms like "Rumah L" (L house) and "rumah sabun" (soap house). Third, jargons in Free Fire serve two main functions: (a) to provide speakers with clear and unambiguous terms to describe their activities, with examples like "revive," "sandwich," "rush," "ngendok" (hideout), "end," "push rank," and "beban tim" (team burden), and (b) to mark in-group membership while excluding outsiders, as seen in terms like "cheater," "booyah," and "gloo wall."

Based on the results of this research, the researcher offers several suggestions. First, to students in the English Study Program, this study suggests that jargon is an important tool that can facilitate everyday communication. The study should help students improve their understanding of jargon as a form of language variation and enhance their familiarity with sociolinguistics, especially in relation to different languages and terminologies. It is hoped that the findings will provide valuable insights into the role and definition of jargon. Second, to other researchers, this study focused on the definition, function, and usage of jargon, but it is hoped that it can serve as a foundation for future research that explores sociolinguistic issues and everyday language use in new ways.

References

Allan, K., Burridge, K. 2006. Forbidden Words Taboo and The Censoring of Language. Cambridge University Press.

Aslinda and Leni Syafyahya. 2007. Pengantar Sosiolinguistik. Bandung: PT Refika Aditama.

Appel, 1976. Sociolinguistics. Antwerpen/Utrecht: Het Spectrum. Bauer, L

Hudson, R.S., (2001). Sociolinguistics Second Edition. New York: Cambridge University Press.

Jendra, M. I. I. (2010). Sociolinguistics: The study of societies' languages.

Yogyakarta: Graha Ilmu.

Trudgill. 2000. Sociolinguistic: An Introduction to Language and Society: 4th edition London: Penguin Books.

Tuten, Tracy L. and Solomon, Michael R. 2015. Social Media: 2nd Edition.

London: SAGE Publications Ltd.

Wardhaugh, Ronald. 2006. An Introduction to sociolinguistics: fifth edition. UK: Blackwell

Wibowo, Bayu Adi (2014) An Analysis of The Jargon Used in Online Games.

Other thesis, University of Muhammadiyah Malang.