

Word Formation of Indonesian and English Used by Indonesian Children in Playing Online Games

Asih Prihandini^{1*}, Haikal Ilya Muhammad²

^{1,2}English Department, Faculty of Humanities, Universitas Komputer Indonesia, Bandung

Email: *asih.prihandini@email.unikom.ac.id

Abstract. Online games become more popular among the children since the spread of Covid virus over the world in 2019. Childs became aware of playing online games though most of the plays use English as their communication. English language, as their second language must be comprehended as well. Word formation process of Indonesian and English language color the conversation. The study aims at analyzing word formation process of Indonesian and English language used by some Indonesian children when they are playing online games. The method used in this study is a qualitative method. According to Cresswell, a qualitative method is an approach or a research to explore and understand a central phenomenon. To understand this central phenomenon, the study was done by using qualitative observation and qualitative documents. The speaking of the participants was recorded during their playing on online games and transcribed phonemically. The transcription is classified into three parts. They are morphological process in English, morphological process in Indonesian, and morphological process in English and Indonesian. After classifying the data, then it's analyzed by using Alwi and O'Grady theories. The results show that there is morphological process constructed on their conversation during their playing such as derivational and inflectional affixes, reduplication in word class of noun, mixing code Indonesian and English. The children spontaneously and fluently combine both Indonesian and English in constructing the word. However, Indonesian language is still dominantly used and influence to the use of English one.

1. Introduction

Word formation in a language is a process done by anyone on any ages. People form the words when they are capable of structuring some letters into a word. Some processes in forming a word are found such as affixation, reduplication, compounding, etc. Those processes occur in many fields of conversation, one of them is on playing some online games. Child, teenager, adult must be able to adopt some languages used, one is English language when they are playing online games. It's because some games use English language as the word choice. For some children who live in a multi-language environment, they must struggle to understand their second language. However, their mother language is still used dominantly. It's as stated in Harley [1] that language acquisition must be guided by innate constraint and that language is a special faculty not dependent on other cognitive or perceptual processes. It is acquired at a time when the child is incapable of complex intellectual achievements, and therefore could not be dependent on intelligence, cognition, or experience. The language they hear is impoverished and degenerate, children cannot acquire a grammar by exposure to language alone. Assistance is provided by the innate structure called the language acquisition device (LAD) that is replaced by the idea of universal grammar. Cummings [2] adds it as "Before we can utter a single word, we have to be capable of forming thoughts that are appropriate for communication". There are many factors behind the use of the second language. Larsen, et.al [3] mentions, "A second language is one being acquired in an environment in which the language is spoken natively. The word second implies that it is acquired later than the first (language)". This means that a second language is a

language that is mastered in an environment where the language is spoken by native speakers. The second word indicates that the language is mastered after the first language is mastered. Mastering some languages (Indonesian and English languages) becomes a factor that supports the communication for children in playing multi-language online games. Online games are media for people to communicate and practice their language. Games stated in Kalmpourtziz [4] are "culturally prepackaged sets of experiences that allow players to experience play". This statement directs the opinion that a game can be a re-packaging of games that exist in the culture of a region, such as games of hide and seek to games of chess and so on. It's also said that a game is an interactive structure that requires players to struggle towards goals. A game is a problem-solving activity, approached with a playful attitude. Based on some of the opinions above, it can be concluded that games are activities that are deliberately carried out by more than one person with several rules and several goals.

Online games are divided into several genres, namely: action, adventure, action-adventure, RPG, simulation, strategy, sports, idle gaming. The eight genres in this online game have their own characteristics. Some games use live chat between players. But there are those who do not use both oral and written communication. The choice of words used also varies from game to game. The languages used vary, one of which is English. The Minecraft game is an example of a game in an online game that uses a lot of English in its choice of words. This situation makes the players have to struggle to be able to hear, imitate, pronounce and understand correctly the words used in the game. Several studies have shown the negative impact of this online game, but not a few have shown a positive impact. Papia Bawa, Sunnie Lee Watson, William Watson [5] studied 95 students who used a curriculum based on Massively Multiplayer Online Games (MMOG) in English and Business classes. The results of the study show that there is a positive impact on using the MMOG curriculum in the teaching and learning process.

This phenomenon finally becomes the topic of this research that is to analyze word formation in English and Indonesian used by Indonesian children in playing online games.

2. Literature Review

2.1. English Word Formation

Word formation is a step for a language user passes in developing his or her communication. A good speaker has good knowledge in forming a word. It is a must that forming or constructing words and interpreting them well will give understanding among the speakers of a language. Every language has its own rules. English language has some roles in term of word formation. Morpheme is divided into free and bound morpheme and the change caused by some affixation processes will change either the meaning or the class of word. According to Yule [6], free morpheme is divided into two, namely lexical and functional morphemes. Lexical morphemes can be nouns, verbs, adjectives or adverbs. Functional morphemes are morphemes that have a specific function, such as conjunctions, prepositions, articles and pronouns.

There are some morphological processes relating with the word formation. According to O'Grady [7], a common morphological process in language is affixation, the addition of an affix. An affix that is attached to the front of its base is called prefix whereas an affix that is attached to the end of its base is termed a suffix. Another common morphological process is reduplication, which duplicates all or part of the base to which it applies to mark a grammatical or semantic contrast. Some other ways in forming a word in English are through derivational morpheme, inflectional morpheme or compounding. Derivation forms a word with a meaning and/or category distinct from that of its base through the addition of an affix. It may change the meaning and/or the class of word attached. According to Booij [7] one function of the derivation process is to allow language users to form new lexemes with different lexical categories. Words are divided into two groups, namely lexical open classes and lexical closed classes. In most languages, lexical open classes are words with open classes, such as nouns, verbs, adjectives, and adverbs where these open classes have properties that are open to change. or development. Lexical closed classes do the opposite. In its use, words belonging to a closed

class have no possibility of changing. Examples of words belonging to a lexical closed class are functional words, such as determiners, prepositions, conjunctions, pronouns. Inflectional is also part of morphological process. Virtually all languages have contrast such as singular versus plural, and past versus present. These contrasts are often marked with the help of inflection. It is used to indicate the grammatical subclass to which it belongs. Compounding is an important morphological process that is the combination of lexical categories (nouns, adjectives, verbs, or prepositions) to create a larger word English. The resulting word class of compound word is a noun, a verb, or an adjective. The final component determines the category of the entire word and it's called the head. For example: the phrase "abortion debate" that is "debate" becomes the head. Based on O'Grady theory, it can be concluded that word formation in English has many ways in constructing the words.

Forming an English word will be different from forming an Indonesian one. Though they have many differences, they don't become matters for user using those languages. One of the conditions is found when there are some Indonesian children playing online games. English language are used on those games, however, the children have no burden on speaking by using Indonesian and English language. They speak by constructing and interpreting both Indonesian and English word spontaneously and fluently. Some mixing codes between Indonesian and English language occur in their playing. Combining some English roots with Indonesian affixes appears on their speaking.

2.2. Indonesian Word Formation

Affixation is one issue in word formation. Both English and Indonesian have similar agreement that an affixation process attached in a word will change the word class and the meaning. There are some kinds of affixes such as prefix, infix, suffix and circumfix. Those affixes have their own position in attaching a word. Prefix is a morpheme placed before another, infix is inserting a morpheme into the body of a word, suffix is a morpheme added at the end of a word, and circumfix or confix is an affix which has two parts, one placed at the start of a word, and the other at the end. These affixes will attach to a word and result a change either in the meaning or in the class of the word.

A word or we can call as a free morpheme is the smallest meaningful unit. It is an independent word that will give different meaning and word class when an affix or some affixes attached. There are free morpheme and bound morpheme which each of them has different function. The word *membawa* (bring) is divided into free morpheme /bawa/ and bound morpheme /mem-/. In English, the word "brings" is divided into free morpheme "bring" and bound morpheme /-s/, which is also called as suffix in inflectional morpheme affixation. The affixation process occurs in word *membawa* and "brings" tells us that there is a change in the meaning of the word. The word *bawa* becomes *membawa* and "bring becomes brings". The word class doesn't change. They are verbs that describe an action

In Indonesian language, there are some word classes such as verb, adjective, adverb, and noun. A verb is divided into two categories, an independent verb that is a verb standing independently without any affixes attach, and derived verb that is a verb attached with some derivational affixes. It is said by Alwi, et.al [8], "*Bahasa Indonesia pada dasarnya mempunyai dua macam bentuk verba, yakni (1) verba asal : verba yang dapat berdiri sendiri tanpa afiks dalam konteks sintaksis, dan (2) verba turunan yaitu verba yang harus atau dapat memakai afiks. Verba turunan dibagi lagi menjadi tiga subkelompok, yakni (a) verba yang dasarnya adalah dasar bebas (misalnya kata darat) tetapi memerlukan afiks supaya dapat berfungsi sebagai verba (mendarat), (b) verba yang dasarnya adalah dasar bebas (misalnya kata baca) yang dapat memiliki afiks (membaca), dan (c) verba yang dasarnya adalah dasar terikat (misalnya kata temu) yang memerlukan affiks (bertemu). Selain itu ada juga verba turunan yang berbentuk kata berulang (makan-makan) dan kata majemuk (bertanggung jawab).*

Adjective is other class word. Adjectives are words that provide more specific information about something that is stated by a noun in a sentence. Based on their syntactic behavior, adjectives are divided into attributive functions such as the word *buku merah*, *harga mahal*, predicative functions such as in the sentence *Gedung itu sangat megah*, and adverbial functions or adverbs such as the word

bekerja dengan baik, pergi dengan cepat, etc. Adjectives in Indonesian do not undergo a significant affixation process. The words used are free morphemes.

An adverb is a word that describes verb, adjective or other adverb. In terms of form, adverbs are divided into single adverbs and compound adverbs. Single adverbs are further divided into adverbs in the form of root words (*baru membeli*), affixed words (*sesungguhnya dia tidak bersalah*), and repetition words (*anak itu pelan-pelan membuka matanya*). Compound adverbs are divided into adjoining adverbs (*Lagi pula rumahnya baru jadi minggu depan*) and non-compound adverbs (*Dia sangat sedih sekali mendengar berita itu*). Adverbs in terms of syntactic behavior are divided into four types, namely adverbs that precede the word being explained (*Ia lebih tinggi daripada adiknya*), adverbs that follow the word being explained (*Jelek benar kelakuannya*), adverbs that precede or follow the word being explained (*Ia pergi segera. Mahal amat harga barang-barang itu*), and adverbs that precede and follow the word described (*Saya yakin bukan dia saja yang pandai*).

Nouns are words that refer to humans, animals, objects, and concepts or meanings. In terms of syntax, nouns have the following characteristics: (1). In sentences where the predicate is a verb, the noun tends to occupy the function of subject, object, or complement (*Ayah mencarikan saya pekerjaan*), (2). Nouns cannot be denied with the word *tidak*, the substitute is the word *bukan* (*Ayah saya bukan guru*) (3). Nouns can generally be followed by adjectives (*buku baru*). In terms of form, nouns consist of two kinds, namely nouns in the form of base words and derived nouns. Decreasing nouns is done by means of affixation, repetition, or compounding.

Based on the statements above, it can be concluded that Indonesian language has some specific roles relating with word formation that will influence for the constructing and interpreting in the use. Each process gives different results and absolutely influences the interpretation. However, this process occurs both in Indonesian and English word formation.

3. Method

The method used in this study is a qualitative method. According to Cresswell, a qualitative method is an approach or a research to explore and understand a central phenomenon [9]. To understand this central phenomenon, the study was done by using qualitative observation and qualitative documents. The speaking of the participants was recorded during their playing in 2021 on online games and it's transcribed phonemically. The participants are Indonesian, live in Bandung, Indonesia and have various ages around eight to twelve years old. The transcription is classified into three parts. They are morphological process in English, morphological process in Indonesian, and morphological process in English and Indonesian. After classifying the data, then it's analyzed by using Alwi and O'Grady theories. The result is described and presented.

4. Findings and Discussions

a. Findings

The online game played is Minecraft online game. There are three players that all of them are Indonesian. They speak three languages (Indonesian, Sundanese, and English) when playing the online games. The recorded conversations are as follows:

Lintang: uh...hand phone *aku*

Langit : *bar bar gaming*

Lintang : *suaranya pelanin*

Rasyi : *kalo beli pake robax ada skill-skill yang bisa jadi hantu atau apa aja*

Lintang : *itu bed wars yang sebenarnya*

Lintang : *yang dienchant yang aku liat banget trus dibuka pake tangan, auto clicker*

Langit : *aku kan lagi nonton*

Lintang : *aku yang ngaturlah*

Lintang : *tolong pasangin bed aku dong*

Rasyi : *udah*

Lintang : *a... apa yang kau lakukan?*
Rasyi : *apa? Aku tidak melakukan apa-apa*
Lintang : *kamu bikin aku jadi survival*
Lintang : *okay aku udah selesai*
Langit : *yuk*
Lintang : *oya isi wool*
Rasyi : *Lintang bilang apa tadi?*
Lintang : *wool wool*
Rasyi : *eh aku boleh pakai stolen egg nggak ?*
Langit : *boleh*
Lintang : *semuanya boleh kok*
Rasyi : *ayo udah*
Langit : *cek poin udah*
Lintang : *aku udah*
Lintang : *Aa...aku pengen ngebridge ke kamu*
Lintang : *oi... sambil nunggu kalian aku benerin dulu ya bangunanku*
Lintang : *GMC (Game Mode Creative)*
Langit : *semuanya ke perbatasan ..sawer sawer*
Lintang : *mana iron? Apa-apaan ini?*
Lintang : *hore, ten iron. Makasih*
Langit : *A...dapat berapa?*
Rasyi : *Dapat dua puluh*
Lintang : *Aku dapat sepuluh*
Lintang : *Sekarang rumah aku udah mau jadi. Cari sand sama bibit*
Langit : *Aku masih how to build*
Lintang : *aku bisa mandi di rumahku sendiri*
Lintang : *gila bisnisnya kamu pasti di belakang nanti*
Langit : *enggak, pinggir*
Lintang : *takut sama herobrine*
Langit : *aku malah seru ih kalo ada herobrine Ayo Ntang*
Lintang : *Ntar aku lagi bikin sekop. Tunggu aku makan dulu, laper.*
Lintang : *Gila Langit langsung ngecrash kalo pake shaders*
Lintang : *aku punya dua stek tanah*
Lintang : *apa yang harus aku lakukan? Buang aja bikin kaget aja*
Lintang : *let's go*
Lintang : *discord kucing yang mana?*
Langit : *Ntang, cariin aku kayu birch, nanti aku ganti iron*
Lintang : *berapa?*
Langit : *sepuluh*
Lintang : *okay*
Langit : *perbudakan*
Lintang : *birch tuh yang mana?*
Langit : *putih*
Lintang : *tiga puluh dua cukup nggak? Tapi tiga puluh dua udah bisa lebih dari satu stek nih*

Table 1. Data Classification
Word Formation of English, Indonesian, and English-Indonesian Compounding

Word formation in English	Word formation in Indonesian	Word formation in English and Indonesian
gaming	suaranya	skill-skill
wars	pelanin	dienchant
clicker	sebenarnya	ngebridge
survival	dibuka	ngecrash
shaders	ngaturlah	
	pasangin	
	lakukan - melakukan	
	semuanya	
	benerin	
	bangunanku	
	perbatasan	
	apa-apaan	
	rumahku	
	bisnisnya	
	sepuluh	
	perbudakan	

b. Discussion

i. Word Formation in English

1. The word “gaming”
[game] root + [ing] (Inflectional morpheme) = gaming
There is no change both in meaning and word class.
2. The word “wars”
[war] root + [s] (inflectional morpheme) = wars
As mentioned above that inflectional morpheme shows the contrast resulted by additional letter [s] in a word then it changes from singular into plural noun.
3. The word “clicker”
[click] root + [er] (derivational morpheme) = clicker
Derivation forms a word with a meaning and/or category distinct from that of its base through the addition of an affix.
In the word [click] + [er], there is a change in the meaning and the category. Click is a verb and means select and clicker means a device which clicks and it is a noun.
4. The word “survival”
[survive] root + [al] (derivational morpheme) = survival
There is a change in the meaning and the category of the word survival. Survive is a verb and means an action to continue a live, and survival is a noun that means a state of continuing a live.
5. The word “shaders”
[[shade]+ [r]]+ [s] = [shader] + [s]
There are derivational and inflectional morphemes occur in the form of the word shaders.
The root [shade] added by [r] results the change in meaning (a derivational morpheme). Then, the letter [s] is attached to the word [shader] to close the process of the word formation (an inflectional morpheme).
6. The word “stolen egg”

This words is resulted from the combination between the passive verb “stolen” and the noun “egg”. Word compounding process is used in this word construction.

ii. *Word Formation in Indonesian*

There are some Indonesian words that change into the new word class and/or new meaning affected by the process of affixation. These words are *suaranya*, *pelanin*, *sebenarnya*, *dibuka*, *ngaturlah*, *pasangin*, *lakukan*, *melakukan*, *semuanya*, *benerin*, *bangunanku*, *perbatasan*, *apa-apaan*, *rumahku*, *bisnisnya*, *sepuluh*, and *perbudakan*.

The analysis are as follows:

1. There are some words that are preceded by some prefixes, they are *dibuka* (*di+buka*) and *sepuluh* (*se+puluh*)
2. There are some words that are followed by some suffixes, they are *suaranya* (*suara+nya*), *pelanin* (*pelan+in*), *pasangin* (*pasang+in*), *lakukan* (*laku+kan*), *semuanya* (*semua+nya*), *benerin* (*bener+in*), *rumahku* (*rumah+ku*), and the word *bisnisnya* (*bisnis+nya*)
3. There are some words that are preceded and followed by some affixes, they are *sebenarnya* (*se+benar+nya*), *ngaturlah* (*ng+atur+lah*), *perbatasan* (*per+batas+an*), and the word *perbudakan* (*per+budak+an*)
4. *Other words have different process.*
The word bangunanku is composed by two layers of suffixes, that is (bangun+an+ku).
The word apa-apaan is a reduplication added by a suffix ((apa+apa)+an)

All of the above process shows that the word formation in Indonesian language is coloring to the use of language for children in playing online games. The children have already known both the structure and the interpretation comprehensively.

iii. *Word Formation in English and Indonesian*

There are some words spoken by the children when playing the online games. The words are combination between Indonesian and English language.

1. The word “*skill-skill*”
 These words reflect nouns, spoken repeatedly, so it can be called as reduplication. The root is an English word. However, the reduplication reflects the Indonesian one. The speaker tried to tell about an English noun by the way of Indonesian does.
2. *Dienchant*
 The word *dienchant* is a combination between Indonesian [di-] and English [enchant]. The speaker tried to say an English verb [enchant] in a passive form. The word [di] is used to express a passive sentence in Indonesian.
3. *Ngebridge*
 The word *ngebridge* is a combination between Indonesian [nge-] and English [bridge]. The speaker tried to say an action by combining the noun bridge and prefix [nge-]. It reflects an action of doing something.
4. *Ngecrash*
 The word *ngecrash* is a combination between Indonesian [nge-] and English [crash]. The speaker tried to say an action by combining the verb crash and prefix [nge-]. It reflects an action of doing something.

Four-word combinations above are the results for the use of two languages, they are Indonesian and English. The children are Indonesian so the language of Indonesian is used more dominant than the English one.

5. Conclusion

Forming a word in a language is one process indicating the comprehension for its user. Every language has its own rules and adopting one or more languages could be one of the requirements for children who want to play online games. Some ways are used in order to get the understanding among the players. They are by combining the words, making reduplication, using some affixation in order to have the appropriate words. All skills are developed by playing the online games.

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