

The Use of Slang Words by Gamers in the Game Online

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Abstrak

Tujuan dari penelitian ini adalah untuk: (1) mengidentifikasi jenis-jenis slang yang digunakan oleh gamers dalam komunitas game online, (2) memahami konteks dalam penggunaan slang words oleh gamers, (3) mengungkap alasan penggunaan slang words oleh gamers, (4) menganalisis dampak penggunaan slang words terhadap gamers lainnya. Penelitian ini menggunakan kajian dari beberapa konsep yakni, konsep Zotevska tentang ragam dan keunikan slang, yang akan didukung dengan konsep konteks sosial dan variasi bahasa yang dikemukakan oleh Hudson. Guna mendukung konsep penggunaan bahasa, penelitian ini akan menggunakan konsep Croft mengenai masyarakat penutur dan kaitan antara bahasa dengan masyarakat yang dikemukakan oleh Wardhaugh. Lebih jauh, penelitian ini akan didukung juga dengan konsep game online yang dirumuskan oleh Crawford serta Castranova. Penelitian ini menggunakan metode kualitatif. Penelitian ini memilih subjek yang tergabung dalam komunitas "Clash World" dalam permainan Clash of Clans. Teknik pengumpulan data dilakukan dengan *online observation*. Peneliti bergabung dalam komunitas yang dimaksud, serta interview yang dilakukan kepada gamers. Hasil penelitian ini menunjukkan, penggunaan slang words dalam komunitas game online Clash of Clans memiliki beberapa varian, antara lain: blending, acronyms, abbreviation, misspelling, swearing words. Lebih jauh, game online merupakan "rumah kedua" bagi gamers. Mereka bisa mendapatkan identitas baru di dalamnya. Beberapa modal simbolik yang bisa diraih dari game online ini (avatar, nama karakter, gaya bicara), mendukung gamers untuk merengkuh dan membentuk identitas barunya. Penggunaan slang dalam komunitas game online adalah sebuah variasi bahasa yang diperoleh dari kelompok penutur. Slang menjadi berbeda dari bahasa konvensional dan bahasa formal, dan ini hanya bisa dipahami oleh seluruh anggota komunitas game online "Clash of Clans".

Kata Kunci: slang, variasi bahasa, game online, identitas virtual

Abstract

The aims of this study are to: (1) identify the types of slang used by gamers in the online gaming community, (2) understand the context of the use of slang words by gamers, (3) uncovering the reason for the use of slang words by gamers, (4) analyze the impact of the use of slang words against other gamers. The concept used in this study is slang diversity and uniqueness by Zotevska, which is supported by the concept of social context and variation of language. This study used qualitative methods, and subject of this study are the members of the community "Clash World" in the game Clash of Clans. Data was collected by online observation. The researchers joined the community in question, as well as interviewed gamers. The results of this study showed that the use of slang words in the online gaming community Clash of Clans had several variants, among others: blending, acronyms, abbreviation, misspelling, swearing words. Furthermore, online gaming is a "secondary home" for gamers, in which they get a new identity. This study concluded that various symbolic capital to be gained from online games (avatar, character names, style of speech), supporting gamers to embrace and form a new identity. The use of slang in the online gaming community was a variety of language that come from a group. Slang as a language that is different from the conventional order of language, was only understood by members of the "Clash of Clans" community.

Keywords: slang, language variation, online game, virtual identity

INTRODUCTION

Language is an organized, generally agreed upon, learned symbol system used to represent human experiences within a geographical or cultural community. It gives people a means of connecting and interacting with other members of their culture, their community and also as a means of thinking. Language is used for communication. In daily life, language serves both as a mechanism for communication and as a guide to social reality. Learning language can create perceptions, transmit meaning, and help mold patterns of thought.

Language is what the members of a particular society speak (Wardhaugh, 2006:1). Language is also a means of establishing and keeping relationship with other people. It facilitates people to communicate each other. Almost in human activities, language is used in spoken or written form and through their language people in social life are linked to other people.

As means of communication, language is a social indicator of the speaker that can be identified as a member of a certain group that is relatively different from others. Logically, the use of each language depends on the social context and it can be found in a group of people or constitution. The use of languages also depends on the social class, ethnic, group, age and gender.

Language is important because it is inseparable from how one thinks and lives in human society. Pei and Gaynor (1954: 4) declare that language is a system of communication by sound, operating through the organs of speech and hearing, among members of a given community. Community and language cannot be separated. People who live in a community create cultures that are reflected in their language. People use language to maintain relationship with their environment.

Everyone speaks at least one language, and probably most people in the world speak more than one. Certainly no one talks exactly the same way at all times. According to Akamajian, no human language is fixed, uniform or unvarying; all languages show internal variation. Actual usage varies from group to group, and speaker to speaker, in terms of the pronunciation of language, the choice of words and the meaning of those words, and even the use of syntactic construction (1995: 259).

A variety of a language is a form that differs from other forms of the language systematically neutral, and there is no evidence that "non-standard" dialects themselves are less adequate as a means of communication than the so-called standard language (Akamajian, 1995:291). In other words, variations in the language do not require any degree of humility in language. The power variation and change in language are such that the differentiation in the language will

eventually lead to the formation of different languages and has its own distinctive features.

What makes one variety of language different from another is the linguistic items that includes. So we define a variety of language as a set of linguistic items with similar social distribution (Hudson, 1980:24). That is, a variety may be much larger than a lay "language", including a number of different languages. Conversely, according to the definition, a variety may contain just a handful of items, or even in the extreme case a single item, if it is defined in terms of the range of speakers or circumstances with whom it is associated. For instance, one might define a variety consisting of those items used solely by some particular family or village.

One of social variations on speech style is slang. In this case, slang is non-standard variety of language. Slang can be described as informal, nonstandard words or phrase (lexical innovation) which tend to originate in subculture within a society. It often suggests that the person utilizing the words or phrase is familiar with the hearer's group or subgroup, it can be considered a distinguishing factor in groups and serves as solidarity when used in the presence of a member of the same group.

Slang contains words and phrases used in casual or informal speech often invented and spread by close-knit social or age groups. For example "wtf" is short from "what the fuck", "lol" is short form "loud of laugh", etc. Slang is a prism through which we can communicate directly with people like ourselves-people who speak our language. Slang often appears among the youth, they use slang words in sentences to make the sentences shorter, faster and easier to say; those words help them identify with a group and show their identity among other social groups. The slang are used in different meanings from the literal or dictionary meaning.

Slang is closely related with the habit of a group or individuals's language. Originally slang is associated with language to do crime, and are often used by lower class of society. The paradigm, however, has changed, making slang being redefined. Every group has their own slang to be used on their own occasion and is purposed in an exclusive communication. Pei dan Gaynor (1954: 199) declared that Slang is a style of language in fairly common use, produced by popular adaptation and extension of the meaning of existing words and by coining new words with disregard for scholastic standards and linguistics principles of the formation of words; generally peculiar to certain classes and social or age groups. Similarly, Hartman dan Stork Declared Slang is a variety of speech characterized by newly coined and rapidly changing vocabulary, used by the young or by social and professional groups for in-group

communication and thus tending to prevent understanding by the rest of the speech community (1972: 210).

Furthermore, Willis (1964: 195) explain that for the most part, slang is the result of inventiveness, especially of young and lively persons who want fresh, original pungent, or racy terms with which they can rename ideas, actions, and objects that they feel strongly about. In effect slang is the result of a combination of linguistic irreverence and a reaction against staid, stuffy, pompous, pretentious, or colourless diction. The use of vocabulary variety widened the meaning domain (Alwasilah, 1985: 58).

According to Sanders, creator of the college Slang Page, the noun form of slang refers to nonstandard usage of standard terms. It is a kind of informal language that generally follows the grammatical patterns of the language from which it stems, but reflects an alternate lexicon with undertones of familiarity (2001).

While, according to O'Grady, slang is frequently used to denote certain informal or faddish usages of nearly anyone in the community (1987:555). It is often applied to aspects of the language of adolescents or others who are perceived as speaking non-standard varieties of the language. Slang exists alongside jargon and argot as members of a class of speech varieties of limited usage in the speech community. The use of slang plays a major role in the maintenance of the gang's group identity. It separates the in-group, who use the slang, from the rest of society who do not and are not part of the gang.

Slang sometimes referred to as vernacular (especially when it is associated with a particular social group), and some forms of slang fall under the terms *colloquialism*, referring to informal conversation styles of language (Akmajian, 1995: 287). These terms do not carry negative connotations; however for convenience we will continue to use the popular term slang.

As written in the website The Learning Network, slang is a vernacular vocabulary not generally acceptable in formal usage (2000). Just about every culture and sub-culture set has its own version of local vernacular, most of it derived from commonly used words, and sometimes developing into standard speech.

It has been said that slang is something that everyone can recognize but no one can define. Sepakers show enormous creativity in their use of slang (it is indeed, one of the most creative areas of language use), and it is often the source of a good deal of humor. although a precise definition of slang seems extremely difficult (if not impossible) (Akmajian, 1995:286).

If slang is spoken in formal situation such as interview or meetings with authority figures, it can be a warning sign of a young mind that has not yet developed

ability to judge situations and people. If it is used in less formal situations such as at school or in community settings, then it is appropriate and might be seen as a sign of forward thinking. Slang helps us to establish individuality and personality when used in suitable situations. When spoken in school it helps to build confidence, and when used at home it spurs the process of separation that is important when becoming an adult.

Zotevska's study (2013) about usage of slang in the TV-series *Misfits* explain that slang is used a tool of accommodation by the teenagers in order to create and develop their identity and group solidarity. Stenstrom (2002: 67) stated that slang includes words that are below the level of stylistically neutral language, and that, in addition to being group-related, it is innovative, playful, metaphorical and short-lived. Furthermore, usage of slang by teenagers is means to violate social taboos, there is of course all the more reason for them to use 'their own language' as a means of provocation and as a means of keeping the older generation outside, while at the same time strengthening the bonds within their own peer group.

Slang is often particular to brief period of time, with common usage ranging from decades to only a few months. It widely used and understood at one time, may not have the same connotations later. The elderly are a group of people who have the most problems with this colloquial form of language. For example, a good thing may have been *swell* in the 1930s, 1940s and 1950s, *groovy* in the 1960s, and *cool* in the 1970s. And although the term *cool* may still be accepted today, *swell* and *groovy* have fallen out of favor. This fluid quality is typical of slang, since it changes more rapidly than others parts of language.

Community is a group of individuals largely based on residence, regardless of the heterogeneity of other communities to which these same individuals belong (Croft, 2000: 171). So, any society is made up of multiple communities. There is a large degree of overlap in the codes used in any society, especially so-called monolingual society.

A speech community is a grouping of individuals by their participation in social domain (Croft, 2000: 166). The social domain can be defined by the shared expertise of the members of community, by virtue of which the members of the community share common ground (mutual knowledge and beliefs). Our accent and our speech generally show that part of the country we come from, and what sort of background we have. We may even give some indication of certain of our ideas and attitudes, and all of this information can be used by the people we are speaking with to help them formulate an opinion about us.

The use of slang is a phenomenon that occurs in various events of life, or the smallest scope of a community. In any community variant, type of slang that is used will vary, both in terms of structures that make up a word or meaning of the word. The use of slang in this community serves as an identity that can glue the individuals who are in the community. This is particularly true within the scope of the community of gamers (if indeed there is a possibility for it to appear), to be able to communicate with members of the gaming community, whether in daily life or in the virtual world (game).

A gamer is someone who is involved in interactive gaming, such as video games or board games. The term includes those who do not necessarily consider themselves to be gamers, as well as those who spend a notable part of their leisure time playing or learning about games. Just like every generation, gamers community has a unique language on its own. If we look at players chat when playing this game, they always use slang. Slang within the gamers community evolves along the constantly growing and changing human being. Besides, there is another study that is related to sociolinguistic especially slang words.

Online game (web game) is a game that can be run from an Internet browser and requires the I-net connection. In most cases online games are freeware programs that can be used for an unlimited time and are available for free. Most percentage of web games available nowadays are written in Flash, Shockwave and Java languages. Because of that, they feature more primitive game play, than downloadable games. Online games are often used to generate revenue from advertising or to promote the downloadable version. Promotional web-games are normally feature-(level) limited and developed in order to get the user buy the full version.

Game online or online games is a game that is played on a network (LAN or Internet). Online Games could be played more than one person. Game online is often played on computer. Computer Games use technology to represent reality or to embody fantasy. They provide an environment in which action can be practiced or trained with, ultimately, little consequence. Games are played to win or to achieve goal. It is the playing of the game that is entertaining, with the end result satisfying the majority of players only if challenges have been encountered and difficulties conquered.

Online games, i.e. games (and most typically what we would term 'video games') played on or over an Internet connection, have, in a relatively short period, become a significant cultural phenomenon. The most obvious, and frequently discussed, examples of this being the large

number of massively multiplayer online role playing games (frequently abbreviated to MMORPGs or MMOs), which attract player communities larger than the population of many small- to medium-sized countries. The most popular game currently is World of Warcraft, which (at time of writing) has more than 11 million registered players. However, online gaming is not just about MMORPGs. Beyond these contemporary examples, video gaming and the Internet have a long and mutual (even, at times, symbiotic) relationship, with video games providing a key early use for computer networks, which in turn have played a significant role in video game development and culture, by allowing games to be accessed, distributed, modified and discussed over network connections (Crawford, 2011: 3).

If the game is online, a user can log into it from any computer on the Earth. The screen turns into a window through which an alternative Earth, a synthetic world, can be seen. This other place (another planet, a historical domain, or any other plane of existence) can have mountain stars, and fire in it; it can have gravity, or no gravity, or reverse gravity; it might have trees and grass, but also chickens and dragons, or chicken-headed dragons or dragon-headed chickens; it might have houses and taverns and castles, or spaceships, or tiki bars; and it might have people. Some of the people you would see might be software-controlled, but others would be controlled by real humans, such as yourself. In fact, there might be a mirror there, and if you press the right buttons and maneuver your view screen in the right way, you would see yourself, present, in that place. The window by which your computer is depicting the world is, in fact, the surface of somebody's eye, and that somebody is you (Castranova, 2006: 6).

Game playing can be of intrinsically motivating; it is engaged in for its own sake and not to receive external rewards such as money – although the levels gained in game play may contribute to status within a group of players. Intrinsic motivations for playing are the challenge, fantasy, curiosity and control that game afford. An important aspect of the 'control' offered by games is that, while the computer initiates some actions, the user initiates others. It is this adaptive interactive that makes games attractive.

Based on the background of the problems and some kind of a theory and concept, this research aims to: 1. Identify the types of slang used by gamers in the online gaming community, 2. Understand the context of the use of slang words by gamers, 3. Uncovering the reason for the use of slang words by gamers, 4. Analyze the impact of the use of slang words against other gamers.

METHOD

The method used in this study is descriptive qualitative. This method is considered applicable since the objectives of this study are describing the formed of the slang and analyzing the social contexts of the slang used by Gamers in "Clash of Clans" Community. Qualitative research claims to describe life-worlds from the inside out, from the point of view of the people who participate. By so doing it seeks to contribute to a better understanding of social realities and to draw attention to process, meaning patterns and structural features (Flick *et al.* 2004: 1).

The subjects used in this study are "Gamers Online" They acted as the informants, and from those the data were obtained. This study took 3-5 informants as the subject of the study. They are considered to represent the whole population of the Gamers Community. Community here refers to the clan features contained in the online game Clash of Clans, where each member of the clan can chat with other clan members, and all members of the clan can see the chat in progress. Subject Choosing is used based on the online conversation on the game that is going to be played, where the researcher is actively involved in it. After the conversation ends, the subject who has the game account was met, either they are the subject who knows slang or the one who do not. The informant will be not chosen randomly, that is means the gamers who play the same game (chat). The authors also should be joining this game at least 6 month, so that can get true information.

The data are some information about slang which are used by four gamers, interview result (the slang, the conversation people in social network especially game online). The data are presented descriptively in the form of paragraph. Data also contain the screenshot of the conversation done online by every gamer, and furthermore an in-depth interview will be done for each subject in order to achieve identification and categorization of slang to gamers community. Data such as the interviews will then be classified based on the interview of each informant, then will be grouped by reason of each informant.

In this study, the data collected through observation, interview, and list the data, which consist of the result of interview. The authors joined the game, to get about what the slang words which was said by gamers and capturing screen from the chat in the game. After the author got sufficient kind of slang words, to support the data obtained from the author got, the author list the slang words in piece of paper to save the data. Online observation is done to locate and identify the research question number 1 and 2, the types of slang words anything that appears in the online gaming community "Clash of Clans", as well as how these gamers use the

online chat feature game. Aspects that are seen in observations online chat-chat is featuring the use of slang words, in the sense of the words that are not used in conversations/formal situations, and is a different word than the word conventional.

Interview technique in data collection was done after getting the data capture results in the form of chat that is running in the online gaming community "Clash of Clans". Interview is considered very able to support this research, because this study also aims to determine the motive of gamers using slang words that have been able to observe the results of capture. Because the gamers said many kinds of slang words are not one words only. And then the author evaluated the use of slang in their conversation through observation. After interview is done to each subject, the data then were presented in a variant category of slang in game community. Next, each subject with their different choice and using of slang is categorized and identified.

The collected data are categorized according the captured chats depend on who is the informants, and what kind of slang used. After categorization, the researchers will then re-sort motives owned informants in the use of slang, and asses it based on the theory used in this study. The last step is the classification of the use of slang Responses received by other gamers involved in the chat game Clash of Clans. Miles and Huberman (1994: 9) declare that analysis data in set of analytic moves arranged in sequence:

- 1) Affixing codes to a set of filed notes drawn from observation or interviews.
- 2) Noting reflections or other remark as in the margins.
- 3) Sorting and sifting through these materials to identify similar phrases, relationship between variable, patterns, themes, distinct difference between subgroups, and common sequences.
- 4) Isolating these patterns and process, commonalities and differences, and taking them out to the field in the next wave of data collection.
- 5) Gradually elaborating a small set of generalizations that cover the consistence discerned in the database
- 6) Confronting those generalizations with a formalized of knowledge in the form of constructs of theories.

Technically steps undertaken to obtain data in this study are as follows:

- 1) Researchers join in any chat on the game, whether it be war, and other activities that just a form of conversation in the community conducted by the gaming community.

2) From the conversations conducted by each account in the community, conversations which contains a chat slang words or language that does not use raw or conventional scar will be captured randomly.

3) Capture results then classified based on categories that have been established in this study, which refers to the types of slang that emerged from the conversation in the online gaming community.

4) Account owner contained in the chat who use slang words serve as informants, and directly conducted interviews with some of the questions that have been compiled in this study.

5) The motive and reason of why informants use slang words then fed into the reasons for the use of slang words in the gaming community "Clash of Clans".

FINDING AND DISCUSSION

FINDING

In-game chat features of "Clash of Clans" is a room to converse by some individuals who are members of a Clan. Clan is a group that consists of multiple accounts belonging to individuals, and in it there is also regular members and their leaders. In the chat feature, an individual can have conversations with other individuals, which can be seen by all members of the Clan. This conversation can be done when the game is a war going on, and also can be done when you want to share items, equipment, to fellow members. Here is these terms that appear and are used in chat feature game "Clash of Clans":

Blending type, consist of: *Rite, Wanna, C'Mon, Watcha, Dunno, Gimme*. The use of slang words with this type is based on the grounds that during the game is easier for gamers to type in chat feature with the acronym and non-standard language. By doing so, gamers will be more focused on the game in progress. Slang words blending used by community online game "Clash of Clans" occurs either when the game is in progress or just a conversation of a few individuals. The reason the use of slang words expressed by gamers that during the game is easier for gamers to type in chat feature with the acronym and non-standard language. By doing so, gamers will be more focused on the game in progress. The impact of the use of slang words by gamers is to bring their own response to other gamers. Some gamers respond slang words spoken by a gamer using slang words. But on the other hand, some gamers respond slang words are spoken by using a conventional language or standard language. However, this does not rule out the occurrence of disconnection of communication between people.

Acronyms type, consist of: *WTF, STFU, WTH, IDK, LMAO, LOL*. The use of slang words is done well when

the community discuss course of a game, or is used when discussing other issues to be discussed with other members of the community. The use of slang words is expressed as the effectiveness of the online game "Clash of Clans". With the use of Slang words, the account owner does not have to type in a long line with a conventional language. The account owner also admitted that the terminology it uses to learn from the things that were outside the online gaming community "Clash of Clans". Terminology that appears already widely used outside the gaming community online "Clash of Clans", and when it tried to use in the online game "Clash of Clans", the speaker and his group can agree on the meaning behind these terms. Therefore, the response generated by other gamers also continuous with slang words spoken by gamers who use slang words.

Abbreviation type, consist of: *B4, Leme,Bz, Bro, Bout, Acc, B'day,Cz, D8*. Slang words in this context is used when the game in progress, because it will be more efficient and concise when used in a chat online gaming community "Clash of Clans". Almost all members of the community understand the language used. Overall consumption is due to the consensus that is understood by almost all members of the online gaming community "Clash of Clans", and also the meaning of a word that has become a generality but still considered raw. The notion rise from the use of slang words in chat online gaming community "Clash of Clans" is a sustainable response to what was said by the speakers of slang words.

Misspelling type, consist of: *Lil, Enuff, De, Luv, C, Ya, Dat, Eva, Shud*. The use of slang words indicate that writing and writing text in phonemes misspell will condense and create more efficient time spent in chat feature online gaming community "Clash of Clans". It is also done to deliberately give the impression hyperbolic in spelling. Some slang words by misspelling writing would be considered very easy to use in textual form, because just by writing a few letters, one can easily read the word in phoneme matching and sound of the word associated with the association of the referral or the original word. With this technique chat communication in online gaming community "Clash of Clans" can be done in an efficient, concise, clear, but the intent meaning of the spoken word can be caught.

Swearing Words type, consist of: *SOB, Fuck, Dickhead, Bullshit, Shit, Asshole,Dumbshit, Whore*. Use of slang words such as swearing words are basically intended to humiliate, ridicule, belittle, and rebuked the other people involved in the conversation. The use of swearing words is revealing expression of resentment against other gamers or all of the progress that occurred in the game "Clash of Clans". The account owner acknowledges that the use of swearing words have often

done well in the game and in daily activities, so that spontaneous swearing words will be spoken if he had regrets. However, the use of swearing words even this was not in fact show a contradictory situation and the conflict between the account owner. The account owner acknowledges that the word is just a joke to the other account holder.

DISCUSSION

Virtual identity and Communication in Communities Online Game "Clash of Clans"

Online gaming is a 'secondary residence' for gamers, where they can get a new identity in it. Stuffing various symbolic capital to be gained from online games (avatar, character names, style of speech, etc), supporting gamers to embrace and form a new identity. This makes the online game can be called a synthetic world. Some effort was made to show how easy it is for a user to Become immersed in the virtual space, with feelings closer to "I am there" as opposed to "my character is in the game." That transference of identity and place is not exactly remarkable, however, now that the Internet has been around for a decade or two. Many writers have Described how virtuality works, how it Affects identity and presence, and how online experiences can be so meaningful for Reviews those who pursue them (Castranova, 2006: 51).

In addition to the various symbols that come from online games, gamers would have to do the most important thing in the game, namely communication. Unlike the offline feature in the game where players are not required to engage continuously with other gamers, online games will lead gamers to communicate with fellow gamers to know the information, or the strategy to be carried on in the game. Additionally, online games may restrict the communication channels between the players - UNLESS they are physically present in the same room, they can only communicate verbally, not using body language. It is also possible that verbal communication is not even facilitated, and the players therefore forced to Rely on texted chat. Finally, video games limit the freedom of the players to the make choices for Reviews their characters - the game software sets the limits, not the imagination (Crawford, 2011: 205).

Furthermore, the use of language in online gaming is an important factor which became the instrument that unites individuals within the online gaming community "Clash of Clans". Language became the main medium that is able to bring these individuals digitally. Even verbal communication does not occur, but the digital communication through the medium of individual brings

gamers can chat with each other, thus forming the linguistic identity of the group.

Virtual identities formed is a consensus that will further establish a collective understanding of the meaning of a word. With the collective consciousness, it is possible n the switching code carried by an individual, in order to obtain a collective identity in the community. Every person exploits different layers of identities, forming more or less intricate and encased networks, some parts of the which are loose and prone to frequent change and replacement, others being more or less permanently throughout the life span and across social and cultural space. We are identified, and identify ourselves, within the large space of the society of our time, within the different groups - institutional, professional, friends, etc (Coulmas (ed.), 1998: 220). A good deal of our overt and covert identities blend symbolic and nonverbal means, Certain identifications seem to isolate scopic behavioral elements as if in a postural imitation.

Differences in personal identity is also caused by a variety of categories, one of which is social class. Social class is a categorization system that is based on attributes like occupation or Aspirations or life choices, and Reviews These attributes provide a useful basis for grouping individuals together. They are sometimes Eminently sensible groupings Also, since the indicators that define membership class Also define who we associate with (Meyerhoff, 2006: 183). However, in the virtual world of online gaming sort of "Clash of Clans", the social class that can arise only be obtained from the symbolic capital, ie the use of language by an individual in the group.

Slang is a kind of language that is used by certain groups and has its own code system for its users. In the online gaming community "Clash of Clans", the use of slang is based on the efficiency of writing the word, summarily a word, and more quickly in terms of writing. Refers to the sum and the efficiency of time spent in writing, the online gaming community "Clash of Clans" chose to use a variety of slang that has been described in the previous section. It is caused also by the need to remain focused on the course of the game in the online game "Clash of Clans". Slang is kind of jargon marked by it's rejection of formal rules, it is comparative freshness and it's common ephemerality, and it is marked used to claim solidarity. Solidarity, or common group membership, is an important social forces that has a major impact on language (Spolsky, 1998: 35). The solidarity relations underlie the notion of accommodation mentioned above. When we are talking to someone, most of us unconsciously move our speech closer to theirs. Similarly, by choosing the form of language associated

with a specific group, we are making a claim to be counted as a member of that group. Although slang is used to transgresses the social norms, and also used as free expressions, but slang also sets up it own norms of the in-group, so the community can recognize the outsider who try to talk to them.

CONCLUSION

Slang is a kind of language that is used by certain groups and has its own code system for its users. In the online gaming community "Clash of Clans", the use of slang is based on the efficiency of writing the word, summarily a word, and more quickly in terms of writing. Refers to the sum and the efficiency of time spent in writing, the online gaming community "Clash of Clans" chose to use a variety of slang words.

The use of slang words in "Clash of Clans" game online community have a several variant. Here are some Genre of slang words that appear in this game online community: Blending, Acronyms, Abbreviation, Misspelling, Swearing Words.

Slang is kind of jargon marked by the rejection of formal rules, it is comparative freshness and it's common ephemerality, and it is marked used to claim solidarity. Solidarity, or common group membership, is an important social forces that has a major impact on language. The solidarity relations underlie the notion of accommodation mentioned above. When we are talking to someone, most of us unconsciously move our speech closer to theirs. Similarly, by choosing the form of language associated with a specific group, we are making a claim to be counted as a member of that group. Although slang is used to transgresses the social norms, and also used as free expressions, but slang also sets up it own norms of the in-group, so the community can recognize the outsider who try to talk to them.

Online gaming is a 'secondary home' for gamers, where they can get a new identity in it. Stuffing various symbolic capital to be gained from online games (avatar, character names, style of speech, etc), supporting gamers to embrace and form a new identity. This makes the online game can be called a synthetic world. Some effort was made to show how easy it is for a user to becoming immersed in the virtual space, with feelings closer to "I am there" as opposed to "my character is in the game."

The use of slang words in the game can also integrates and unites individual in community. It also became construct some language identity from the community virtually. Virtual identities formed is a consensus that will further establish a collective understanding of the meaning of a word. With the collective consciousness, it is possible n the switching code carried by an individual, in order to obtain a collective identity in the community.

The use of slang in the online gaming community is a variety of language that comes from a group. Slang as a language that is different from the conventional order of language, it is understood by members of the community as a whole "Clash of Clans". Although all members of the community informed about the variants of slang that is used by the community, but not all members of the community to use these types of slang. Understanding and establishment of slang used by members of the online gaming community "Clash of Clans" is an imitation and mimicry linguistic conducted on many sources, such as: language movies, songs, magazines, etc.

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