THE RELEVANCE BETWEEN WORD FORMATION OF

POKEMON NAME AND ITS APPEARANCE

Pratama Cipta Agi Maulana

English Literature, Faculty of Languages and Arts, State University of Surabaya pratamamaulana@mhs.unesa.ac.id

Dian Rivia Himmawati, S.S., M.Hum.

English Literature, Faculty of Languages and Arts, State University of Surabaya dianrivia@unesa.ac.id

Abstrak

Pokemon telah menjadi waralaba yang sukses di dunia sejak kemunculan *video game* pertamanya pada tahun 90-an. Pokemon menjadi sangat unggul berkat gameplay-nya yang unik. Pemain dapat mengumpulkan atau menangkap berbagai jenis makhluk fiksi dengan nama yang berbeda. Nama-nama makhluk tersebut diciptakan dari kombinasi banyak kata. Relevansi antara makna nama dan penampilan mereka dianalisis menggunakan semantik kognitif dan metafora konseptual dari Dobrić (2010) dan segitiga relativitas dari Ogden dan Richards (1923). Metode yang paling cocok untuk menganalisis nama Pokémon adalah deskriptif kualitatif. Dengan menggunakan teknik dokumentasi, nama Pokémon dan informasi terkait apapun dapat diperoleh. Ada enam jenis proses pembentukan kata yang digunakan dalam nama Pokémon. Mereka adalah penciptaan kata-kata baru, pencampuran, penggabungan, pemendekan, derivasi, dan proses ganda. Hubungan antara nama Pokémon dan penampilan dapat dibedakan menjadi hubungan langsung dan tidak langsung. **Kata kunci**: pembentukan kata, morfologi, Pokémon, semantik, metafora

Abstract

Pokémon has become a successful franchise around the world since its first appearance as a video game in the middle of 90s. Pokémon becomes distinguished because of its unique gameplay. The player can collect or catch many kinds of fictional creatures with different names. The names of those creatures are created from the combination of many words. This study examines the relevance between the meaning of Pokémon names and using cognitive semantics and conceptual metaphor from Dobrić (2010) and basic triangle of relativity by Ogden and Richards (1923). The most suitable method to analyze Pokémon names is descriptive qualitative. By using documentation technique, Pokémon names and any related information can be obtained. There are six type of word-formation process used in Pokémon names. They are coinage, blending, compounding, clipping, derivation, multiple process. The relation between Pokémon names and appearances are direct and indirect.

Keywords: word-formation, morphology, Pokémon, semantics, metaphor

Universitas Negustabout video games for Game

INTRODUCTION

English as an international language always develops alongside with the development of the culture. In this globalization era where the technology cannot be separated from people's daily lives, there are many new English words produced for many kinds of purpose. One of the purposes is to sell franchise products such as video games. To make a video game more interesting, there must be a good concept in creating the gameplay and naming the characters.

Pokémon is the name of fictional creatures based on a media franchise named Pokémon created by Satoshi Tajiri in 1995. At first, the franchise was just about video games for Gameboy. Now, it also includes trading card games, movies, animated TV shows, comic books, and also toys. Based on its release date, Pokémon is divided into six generations.

At first, the first generation Pokémon was introduced through Nintendo Game Boy Japanese video games titled Pokémon Red and Pokémon Blue on February 27, 1996 (Bulbapedia). Due to its success, in 1998 the English version of Pokémon Red and Blue were released in North America, then followed by the introduction of Pokémon Trading Card Game. Consequently, Nintendo had to make the English version of the Pokémon names to make people play and understand more easily. Other than English and Japanese, Pokémon names are also available in French, Spanish, German, Italian, and Korean.

Pokémon stands for Pocket Monster, which uses blending type word-formation process. In the Pokémon universe, there are about 700 creatures which names are also formed by using word-formation process. For example, a Pokémon named Metapod is shaped like a cocoon. Its name is the result of the blending process from two words: metamorphosis and pod (cocoon).

There are some researches about the same topic found by the writer. The two of them are about word formation in foods and beverages in Indonesia and also the names of magical creatures in Harry Potter novels. Both of them analyzed the process of word formation and its characteristics. To avoid the likeness, the writer examines the relevance between the name and the appearance of Pokémon using the basic triangle of relativity by Ogden and Richards (1923) and the analysis based on Dobrić, (2010) to analyze the meaning of the names.

METHOD

This study applies the descriptive qualitative method as the research method. Since the form of the data is in words, the research requires a method which is able to analyze the data in detail. The subjects of this study are Pokémon names which apply wordformation process. Pokémon itself is the term of fictional creatures or animals created by Satoshi Tajiri in 1995. The data for this study are Pokémon names from the first generation of Pokémon. The researcher collected the names of Pokémon from pokemondb.net, and bulbapedia.bulbagarden.net, websites which contain the information about Pokémon.

This study used documentation technique to collect the data. The first step to collect the data is in search of a website which contains all of Pokémon names. After finding the suitable one, the required pages that contain the data were saved in the computer so the researcher could access them without connecting to the internet anymore. After that, the saved pages that contain Pokémon names were copied into Microsoft Excel in the table form, including the original words.

There are some steps of how the data are collected.

1) Searching any information about Pokémon names and their original word

There are many websites and forums on the internet which provide Pokémon names.

- 2) Inputting the data into the table form in Microsoft Excel, including the original words
- 3) Analyzing and classifying the names based on their word-formation types
- 4) Analyzing and finding the semantic aspects of the names to discover the relation between name, appearance, and characteristics of Pokémon

Miles and Huberman (1994) suggested that analysis consists of three current flows of activity: data reduction, data display, and conclusion drawing or verification. The first process was data reduction. There are approximately 721 Pokémon names that have been published since the first Pokémon video game was published. Those names were listed in a Pokémon index (Pokedex). Pokémon which have similar type are put in the same table. Then, each data is elaborated.

RESULT AND DISCUSSION

Pokémon names are formed from two or more source words which describe their characteristics. This chapter shows the analysis of the relation between the appearance, name, and characteristic of each Pokémon by using the general knowledge, the conceptual metaphor and semantic triangle.

Grass Type

$\begin{array}{c} \text{saur} \\ 2 \\ \text{ivy} + \text{saur} \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ $				
$\frac{2}{1}$ 1vy + saur	plant, reptile	Bulbasaur	Derivation	
	poisonous, plant, reptile	Ivysaur	Derivation	
3 flytran +	Carnivore, plant, reptile	Venusaur	Multiple process	

Table 1

The first group consists of Bulbasaur, Ivysaur, and Venusaur. Besides grass type, they are also poison type Pokémon. In the game, Bulbasaur can evolve to Ivysaur when it reaches level 16. Then, Ivysaur can evolve to Venusaur when it reaches level 32.

Datum 1: Bulbasaur

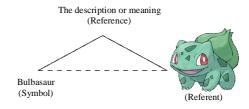
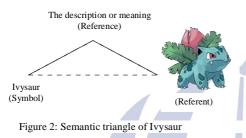


Figure 1: Semantic triangle Bulbasaur

Its appearance looks like a green reptile with a bulb on its back. Its name also means a bulbous dinosaur or a reptile which has a bulb on its body. In this context, the word bulb refers to a part of a plant which has round shape. In Bulbasaur's appearance, its bulb is the green and round thing on its back which refers to its grass type. So, the direct relation is found between Bulbasaur's appearance and name.

Datum 2: Ivysaur



This Pokémon is based on a four legged dinosaur or reptilian with a bud of flower on its back although its name is from the word ivy. Ivy is a kind of vine vegetation which climbs and covers the surface of the wall or a tree. Some of its kind is identified poisonous. The word ivy does not represent Ivysaur's appearance since the plant on its back looks like the bud of a flower. However, ivy can represent a plant, which can indicate its grass type. So, its name has an indirect relation with its appearance.

Datum 3: Venusaur

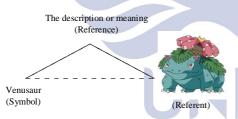


Figure 3: Semantic triangle of Venusaur

Venusaur is a large reptile or dinosaur with four short legs. It almost looks like a giant toad or frog with a blooming Rafflessia arnoldii on its back. Its name is created from venus flytrap and suffix –saur. Venus flytrap is known as a carnivorous plant. However, the presence of venus flytrap is not found in Venusaur. Instead, there is a blooming flower and some leaves growing on its back. Venus flytrap in Venusaur's name might represent its fierceness. In conclusion, in general, there is an indirect relation between its appearance and name.

Bulbasaur is a Grass/Poison Pokemon which looks like a green reptile with an onion-like plant on its back. This plant refers to the bulb. In level 16, Bulbasaur can evolve to Ivysaur. Ivysaur's appearance almost looks similar to Bulbasaur but it looks bigger and more adult, compared to Bulbasaur's cute and younger appearance. Its color turns into blue-green. The plant on Ivysaur's back looks like a newly bloomed flower bud which is earlier a bulb in Bulbasaur's back. Then, Ivysaur can evolve to Venusaur when it reaches level 32. Its appearance is bigger that Ivysaur and the presence of sharp teeth and claws are noticeable. Venusaur has a blooming flower on its back. It shows that the evolution process in Bulbasaur's family can be observed through the growth of its body size and appearance, and also the blooming process of a flower on its back, which begins from a bulb, then transforms into a flower bud, and finally becomes a blooming flower.

Based on the names, the evolution process of Bulbasaur is taken from how dangerous the plant is. First, Bulbasaur's name refers to a bulb or a plant which is round-shaped. This type of plant is considered not dangerous or not poisonous. The next evolution, Ivysaur, is based on ivy plant. Ivy is a kind of poisonous vine that can cause irritation. In this name, the poisonous side begins appearing. The last evolution is Venusaur. Its name is based on venus flytrap, a carnivorous plant. It is concluded that the evolution steps are based on how dangerous the plants are.

Bug	Type
Duz	TADC

No	Source domain	Conceptual Structure	Target Domain	Word- formatio n Process	
4	caterpillar	Young, weak, tiny	Caterpie	Clipping	
5	Metamorphosi s pod	Transformation , transition	Metapod	Blending	
6	butterfly free	Flying, freedom, adult	Butterfre e	Blending	
Table 2					

Datum 4: Caterpie

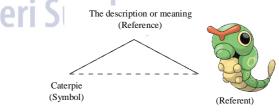
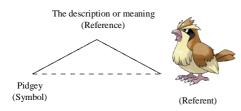


Figure 4: Semantic triangle of Caterpie

Caterpie is a Pokémon which looks like a green caterpillar. The diminutive shows its smallness or its initial phase in metamorphosis. Caterpillar can symbolize the beginning of a development process. Its name and its appearance has direct relation.

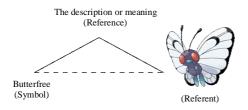


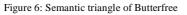
Datum 6: Metapod

This Pokémon's shape is based on cocoon. It represents the transitional form between caterpillar and butterfly in metamorphosis process. Its name is created from the combination between metamorphosis and pod. Those words can be interpreted as a container where the metamorphosis process happens. In other words, metamorphosis pod can mean a

Figure 3: Semantic triangle of Metapod cocoon. Therefore, there is a relation between its appearance or shape and its name.

Datum 6: Butterfree





Its design is based on butterfly, specifically Black-veined White butterfly. Butterfree is formed from *butterfly* and *free*. The word free might represent butterfly's capability to fly after remaining in its cocoon form.

Caterpie family consists of Caterpie, Metapod, and Butterfree. Their evolution process is directly based on the metamorphosis of a caterpillar. The first phase is Caterpie, a green caterpillar Pokémon. In this evolution process, Caterpie is considered the initial process of metamorphosis. When it reaches level 7, Caterpie evolves into Metapod, a Pokémon based on cocoon. Then, at level 10, Metapod can evolve into a Butterfree, a butterfly Pokemon. Butterfree can also become the symbol of freedom achieved by a caterpillar after staying in cocoon for a long time.

Normal Type

No.	Source domain	Conceptual Structure	Target Domain	Word- formation Process
7	pigeon	Flying, tiny	Pidgey	Clipping
8	Pigeon Otto Lilienthal	Flying, aerial	Pidgeotto	Multiple Process
9	Pigeon jet	Fast, flying, aerial	Pidgeot	Blending

Table 3

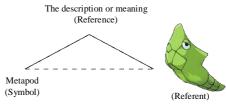


Figure 7: Semantic triangle of Pidgey

Pidgey family consists of Pidgey, Pidgeotto, and Pidgeot. They are Normal/Flying type Pokémon. Pidgey can evolve to Pidgeotto when it reaches level 18. Then, Pidgeotto can evolve to Pidgeot when it reaches level 36.

Datum 7: Pidgey

Pidgey is a bird Pokémon based on a finch although its name is originally from pigeon. The diminutive in its

name describes its tiny size. Its name can describe its tiny size compared to its evolution, Pidgeotto. Its appearance and name shows that Pidgey is a young and weak bird. In the game, Pidgey is described as a docile bird which prefers to stay away from fights. **Datum 8: Pidgeotto**

Pidgeotto is a bird Pokémon based on a bird of prey such as falcon or eagle rather than pigeon. Its name is constructed from *pigeon* and *Otto Lilienthal*, a pioneer in aviation world. Both of the names are closely related to aviation, which can refer to its flying type. Compared to Pidgey (its previous

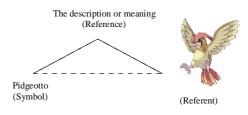


Figure 8: Semantic triangle of Pidgeotto

evolution), Pidgeotto has bigger body and more mature appearance. Since its appearance is based on a bird and its name is related to aviation stuffs, there is an indirect relation between its appearance and its name.

Datum 9: Pidgeot

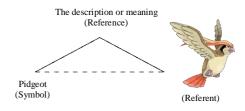


Figure 9: Semantic triangle of Pidgeot

Pidgeot is a bird Pokemon based on eagle or falcon although its name is from pigeon. The word jet in its name refers to its flying speed. As stated in the game, its speed reaches Mach-2 speed. This Pokemon is metaphorized as a jet, an advanced technology in aviation world which can fly in a very fast speed. Its name also has indirect relation with its appearance because pigeon can be considered a bird in general.

Pidgey family consists of Pidgey, Pidgeotto, and Pidgeot. The evolution process in this family is metaphorized as the development of flight technology. First, Pidgey is based on a tiny bird. Tiny bird might mean a novice skill in flying. Then, Pidgey evolves into Pidgeotto at level 18. Pidgeotto has larger body size and wings than Pidgey. Pidgeotto's name is taken from pigeon and Otto Lilienthal. Otto Lilienthal is a pioneer of modern aviation. It means there is a development of flying skill from Pidgey to Pidgeotto. Next, Pidgeotto evolves to Pidgeot at level 36. Pidgeot's appearance looks much more mature than Pidgeotto. Pidgeot's name is based on Pigeon and jet. Jet is the metaphor of how fast it can fly in the air. In conclusion, the names in Pidgey family can show the progress of flying skill.

Electric Type

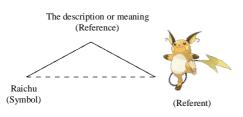
No.	Source domain	Conceptual Structure	Target Domain	Word- formation Process
10	Pika chu	Electric, rodent	Pikachu	Multiple Process
11	Rai chu	Electric, thunder, rodent	Raichu	Multiple Process
		Table 4		

Pikachu family consists of Pikachu and Raichu. Pikachu and Raichu are Electric type Pokémon. Pikachu can evolve to Raichu by using an item named Thunder Stone.

Datum 10: Pikachu

Pikachu is a yellow Pokémon which looks like a mouse with long ears. It has zigzag-shaped tail which symbolizes its electric type. The name Pikachu is formed from pika (the onomatopoeia of sparkle) and chu (the onomatopoeia of squeaking sound produced

Figure 10: Semantic triangle of Pikachu by rodents). Its name can be translated as a rodent which is able to create small amount electricity. Then,



there is a relation between its name and appearance. **Datum 11: Raichu**

Raichu's appearance is based on kangaroo rat. Its name is created from rai (Japanese of thunder) and chu (the onomatopoeia of squeaking sound produced by rodents). The name Raichu can be described as a rodent which can generate thunder or electric power.

Figure 11: Semantic triangle of Raichu

Its name also shows that Raichu is more powerful than Pikachu, its previous evolution. Therefore, there is a relation between its name and appearance.

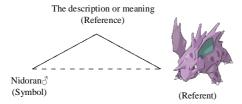
Pikachu family consists of Pikachu and Raichu. Pikachu is a yellow rodent Pokemon which can evolve to Raichu using an item named Thunder Stone. Raichu's appearance is bigger than Pikachu and its dominant color is orange. Based on the name, the evolution process from Pikachu into Raichu can be symbolized as the growth of an electric source. Pika in Pikachu means an electric sparkle. While rai in Raichu means thunder. It shows that there is a big change of electric wave production in the evolution process from Pikachu into Raichu.

No.	So urc e do ma in	Conc eptua l Struc ture	Targ et Dom ain	Wor d- form atio n Proc ess
12	nee dle orc hid	Sharp , poiso n	Nido ran♀	Mult iple Proc ess
Pikachu (Symbol)	nee dte rina.	Sharp , poiso n, femin ine (R	Nido rina eferent)	Mult iple Proc ess
14	nee dle orc hid	Sharp , poiso n	Nido ran∂	Mult iple Proc ess
15	nee dle rin o	Sharp , poiso n, masc uline	Nido rino	Mult iple Proc ess
16	nee dle, que en	Sharp , poiso n, Super ior, femin	Nido quee n	Mult iple Proc ess

Poison Type

17	ine Shar , poiss nee n, dle, Supe kin ior, g mase uline leade r	o er Nido king c e,	Mult iple Proc ess
----	---	---------------------------------	-----------------------------

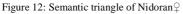
Nidoran family consists of two evolution lines. The first one is the female evolution line



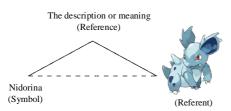
(Nidoran $\stackrel{\circ}{\uparrow}$, Nidorina, and Nidoqueen). The second one is the male evolution line (Nidoran $\stackrel{\circ}{\circ}$, Nidorino, and Nidoking). Nidoran family is categorized in Poison type. After evolving into Nidoking or Nidoqueen, they are categorized into Poison/Ground Pokémon. Nidoran $\stackrel{\circ}{\uparrow}$ can evolve to Nidorina and Nidoran $\stackrel{\circ}{\circ}$ can evolve to Nidorina and Nidoran $\stackrel{\circ}{\circ}$ can evolve to Nidorino when they reach level 16. Then, Nidorina can evolve to Nidoqueen as well as Nidorino can evolve to Nidoking by using Moon Stone.

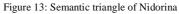
Datum 12: Nidoran♀

Nidoran \bigcirc 's form is based on a combination of a porcupine, rabbit and a hamster. Its name is formed from the compound of *nido* (needle) and *ran* (Japanese of orchid which has the same color with Nidoran \bigcirc 's). Needle is a thing that can symbolize poison. It is related to Nidoran's poison type. Needle

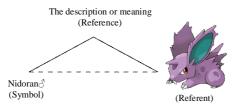


can also refer to Nidoran's sharp spikes. So, there is an indirect relation between its name and appearance. **Datum 13: Nidorina**





Nidorina is the combination of a porcupine, rabbit, mouse or hamster. Its dominant color is light blue. Like Nidoran, it is formed from the compound



of *nido* (needle) and *rina*, a name that represents female gender. In its name, needle can symbolize poison, which can relate to its posion type. So, there is an indirect relation between its name and appearance.

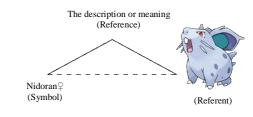
Datum 14: Nidoran∂

Nidoran3' 's form is based on a combination of a porcupine, rabbit and a hamster. Its name is formed from the compound of nido (needle) and ran (Japanese of orchid which has the same color with Nidoran3' 's). As stated in Nidoran9' 's explanation, needle can symbolize its poison type. It can also refer to Nidoran's sharp spikes on its back. So, there is an indirect relation between its name and appearance.

Datun 15: Nidorino

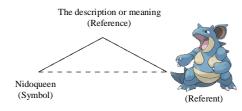
Figure 15: Semantic triangle of Nidorino

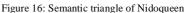
Nidorino has a horn like rhinoceros. Its design is also a combination of a porcupine, and any kind of rodents. Its name is created from *nido* (needle, referring to its poison type) and *rino*, a name that represents male gender. Rino can also be assumed as rhinoceros. Nidorino has a horn on its head which is like the appearance of rhinoceros. So, there is an indirect relation between its name and appearance.



Datum 16: Nidoqueen

Nidoqueen is a light blue Pokémon based on a combination of a rhinoceros, gorilla, and porcupine. Its name is formed from the compound of *nido* (needle) and *queen* to show its femininity. Needle is





the metaphorization of a poison, which is related to its type. The word queen shows that Nidoqueen has the highest position among Nidoran and Nidorina, its previous evolution.

Figure 14: Semantic triangle of Nidoran∂

Datum 17: Nidoking

Nidoking is a purple Pokémon based on a combination of a rhinoceros, gorilla, and porcupine. Its name is formed from the compound of nido (needle) and king to show its masculinity and superiority. Needle is the symbol of poison, related to its Pokémon type. The word king shows that

Figure 17: Semantic triangle of Nidoking Nidoking is superior or the leader among its previous evolution, Nidoran and Nidorino.

Nidoran family is different from the other families. Unlike the other Pokémon, the gender in Nidoran family is clear. Male and female Nidoran have different appearances. Both look like hamster or rodent, but Nidoran \diamond 's color is dominated by purple color while Nidoran \Leftrightarrow is light blue. At level 16, they can evolve into Nidorino and Nidorina. The difference between male and female is visible, where Nidorina looks feminine and Nidorino looks masculine. Then, they can evolve to Nidoking and Nidoquenn using Moon Stone. Nidoking and Nidoqueen's appearance is much bigger and scarier.

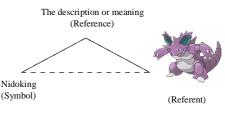
The evolution process in this family can be symbolized as the process of gaining maturity. At the first phase (Nidoran), the difference between male and female is still unclear. Next, the difference can be seen through the names, where Nidorino is male and Nidorina is female name. Finally, the name Nidoking and Nidoqueen can clearly show that king is a term to show that it is the most powerful and superior male among the family and queen shows that it is the most powerful and superior female in the family.

Relevance between Pokémon's Appearance, Name, and Meaning

There are two kinds of relation or relevance between Pokémon's appearance and name. Those relations are direct and indirect. According to Ogden and Richards (1923), between the reference and the referent there is a relation whether it is direct or indirect.

Based on the data, the relevance between Pokemon's appearance and the meaning of their name can be categorized in two major groups. The first one is direct relation and the second one is indirect relation. There are twenty Pokémon which have direct relation between their names and appearances, they are Bulbasaur, Caterpie, Metapod, Butterfree. The rest of the names are categorized in indirect relation. Those names are Ivysaur, Venusaur, Pidgey, Pidgeotto, Pidgeot, Spearow, Fearow, Pikachu, and Raichu.

Pokémon are known as fictional creatures that can evolve into other form of creatures after reaching some certain levels. There are also some Pokémon that can evolve without leveling up, but they use some specific items. There is some relations



between the name of each Pokémon and its evolution form. This process can also be related to the use of conceptual metaphor in the evolution process of Pokémon. According to (Dobrić, 2010), metaphorization is a process of transferring from one thing into another thing. In this process, those things are called source and target conceptual domain. Those two domains are connected by conceptual structure which concept can represent bot domains.

In Pokemon, conceptual metaphor can be found in the names and appearances. Conceptual metaphor can also be found in the evolution process of Pokémon. Metaphorical concepts found in the evolution process of Pokémon is that the evolution process is metaphorized as a development of maturity. For example, in the evolution process of Bulbasaur family there is a development or a growth of a plant. The first form is bulb, then it evolves into poison ivy, and finally it evolves to Venus flytrap. Generally, it can be concluded that Pokémon which has higher level always has a name which has higher danger or more mature appearance than the lower level Pokémon.

CONCLUSION

There are two kinds of relevance between Pokémon's appearances and the meaning of their names. On the first category, where the direct relevance is found, there are twenty Pokémon names. One of them is Caterpie. Caterpie is a green caterpillar Pokémon whose name is based on the clipping process of the word caterpillar.

There are thirty one Pokémon names that have indirect relevance with their appearances. The example of this category is Nidoking. Nidoking is created from the word needle and king, but its appearance has no direct relation with its name. The relation is found by analyzing some aspects and the meaning behind the name. Needle can be a metaphor for a poison, which can refer to Nidoking's type and its sharp spikes on its back. The word king can symbolize its superiority among its previous evolutions. Some of the evolution process in Pokémon can also be related to their names and appearances. For example, the evolution process from Pikachu into Raichu shows that their names refer to the increasing effect from the electricity caused by an electric sparkle (Pikachu) and an thunder (Raichu).

Word-formation process can help the player to identify the type of Pokémon through the words that construct Pokémon names. By using encyclopedic knowledge, the relation between a certain word and the type of Pokémon can be found.

REFERENCES

- Balteiro, I. (2013). Blending in English Charactoons. *English Studies 94/8*, 883-907.
- Carstairs-McCarthy, A. (2002). An Introduction to English Morphology. Edinburgh: Edinburgh University Press.
- Dobrić, N. (2010). Theory of Names and Cognitive Linguistics – The Case of the Metaphor. *FILOZOFIJA I DRUŠTVO 1*, 135-147.
- Enarsson, A. (2006). *New Blends in the English Language*. Karlstads: Karlstads universitet.
- Evans, V., & Green, M. (2006). *Cognitive Linguistics An Introduction*. Edinburgh: Edinburgh University Press Ltd.
- Haryati, C. (2014). A Study of Word Formation Process of Food and Beverage Product Names in Indonesia. *Language Horizon*, 0-6.
- Heigham, J., & Croker, R. A. (2009). *Qualitative Research in Applied Linguistics: A Practical Introduction.* New York: Palgrave Pacmillan.
- History of Pokémon. (2015, December 29). Retrieved January 12, 2016, from Bulbapedia: http://bulbapedia.bulbagarden.net/wiki/History_of _Pokémon
- Katamba, F. (2005). *English Words*. New York: Routledge.
- Miles, M. B., & Huberman, A. M. (1994). *Qualitative Data Analysis*. Thousand Oaks: SAGE Publications, Inc.
- Ogden, C. K., & Richards, I. A. (1923). *The Meaning* of Meaning: A Study of the Influence of Language upon Thought and of the Science of Symbolism. New York: Harcourt, Brace & World, Inc.
- Plag, I. (2002). *Word-formation in English*. Cambridge: Cambridge University Press.
- Rosyidah, U. (2015). Word Formation Processes in Naming Magical Creature in Harry Potter Novels. *Language Horizon*.

- Yule, G. (2010). *The Study of Language*. New York: Cambridge University Press.
- Zapata, A. A. (2007). *Types of Words and Word-Formation Processes in English*. Los Andes: Universidad de Los Andes.