

Usage of Abbreviation and Misspelling Occurrence in DOTA 2 Player in Game Chat Log

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**Abstrak**

Penggunaan kata singkatan serta terjadinya kesalahan pengetikan dan kesalahan pengejaan telah dianggap lumrah terjadi di era digital sekarang ini. Hal – hal diatas sering juga sering kali nampak pada kumpulan pembicaraan virtual dalam sebuah video game, salah satunya adalah Defenders of The Ancient 2 atau lebih dikenal sebagai DOTA 2 dikalangan milenial sekarang ini. Penelitian ini pun dibuat menggunakan teori dasar oleh Crystal (2003: 1) serta Kallom (1917), peneliti akan menggunakannya sebagai panduan untuk mendeteksi dan memisahkan kata yang mungkin mengandung Singkatan atau kesalahan penulisan dari dalam kalimat. Kata tersebut lalu akan dikumpulkan menjadi satu kategori yang lalu digunakan sebagai data dalam penelitian ini. Data nantinya akan di letakan dalam tabel untuk memudahkan pembaca memahaminya. Penelitian ini memiliki tujuan untuk meneliti seberapa berpengaruhnya penggunaan kata singkatan pada komunikasi antar pemain di game DOTA 2. Serta tujuan berikutnya adalah melihat apakah dengan munculnya kesalahan pengetikan dan kesalahan pengejaan apakah akan ada pengaruhnya pada permainan para pemain. Hasil temuan dari penelitian ini menunjukkan bahwa penggunaan kata singkatan memiliki tujuan tertentu pada game DOTA 2. Temuan berikutnya juga memperlihatkan bahwa kesalahan pengetikan dianggap lumrah dikarenakan adanya beberapa faktor.

**Kata Kunci:** Kata Singkatan, Kesalahan Pengejaan, Kesalahan Pengetikan, DOTA 2

**Abstract**

The usage of Abbreviation, along with the common occurrence of Typographical Error and Misspelling are considered as normal in digital era right now. These aspects also commonly occurred in some virtual chat inside a video game, one of them being the Defenders of The Ancients 2 or also known as DOTA 2 by millennial kids these days. The method used in this research is by using theory from Crystal, (2003: 1) and Kallom (1917), the researcher will use it as a guide to detect and separate the word that may contain Abbreviation and Misspelling from the sentence. The word later on will compiled into each own categories and will be used as the data in this research. The data will be showed in form of table to ease the reader to understand it. This study then created with a purpose to research about how much abbreviation affect communication between players in DOTA 2. The other purpose is to see if the occurrence of misspelling and typographical error affects something to the players. The findings from this research show that abbreviations have a specific purpose in DOTA 2. The next finding also shows that Typographical Error and Misspelling is considered normal because of several factors.

**Keyword(s):** Abbreviations, Misspelling, Typographical Error, DOTA 2.

## **INTRODUCTION**

It is of no surprise that the improvement in modern technology has been growing at a rapid pace. Some people believe that we are currently having the latest and quite possibly the last generation of humankind, known as “Generation Z”. Generation Z is a demographic chart that comes after Generation Y, also known to many of us as “millennials”. Prior to this, journalist Bruce Horowitz and his peers proposed a number of names to identify today’s generation, such as iGeneration, Gen Tech, and Digital Natives before finally settling with the current moniker. There is no exact date for when Generation Z starts, however demographers and scientists believe that those who were born in the mid-1990s to mid-2000s belong in this demographic. There is little agreement with respect to closure birth years. The greatest part of Generation Z, and what separates them from their predecessors, is that they have utilized the internet since a youthful age and are alright with innovation and web-based social networking.

Not many children who were born within the aforementioned timeframe know the experience of using traditional media such as paper letter and the like to communicate. Most of the time, they have already grasped the concept of internet and are fully capable of using the internet even before they learned how to write. For Generation Z, the tools that they use to send messages towards one another is no longer that of the traditional paper-based medium, where nowadays their preference is more aligned with a media that is more convenient and have the same capability of conveying messages much like its traditional counterpart. The improvement of internet and technology, along with the desires of younger generation to have easier methods to convey their messages toward each other creates a new platform of messaging called “Chat Conversation”. This platform manages to achieve the exact same thing with what one could normally do with paper and much more.

This innovation makes most of the younger generation start to migrate towards using chat conversation and, consequently, chatting application on a regular basis. For them, chatting application is much easier to use since they can operate it using their smartphones, computers, and other devices. Users of chatting applications, on top of sending texts, are also able to attach images or emoticons to spice up their messages, making them more informative and entertaining.

The phenomenon of chat conversation starts to spread their influence in many different fields, including video games. One of the biggest video games in the world, DotA2 is also one of many games that use chat conversation as a part of their facilities. DotA2 is a Massive Multiplayer Online Battle Arena video game that was developed and published by Steam Valve Corporation, and was released in July 9<sup>th</sup>, 2013. As of today, the game is still active with a lot of generations and people from all over the world as their player.

A unique aspect of this game is that the game uses an Isometric Three-Dimensional Map as the arena of the match, giving a limit on the area that can be explored to ensure that the clash between characters is more often and the strategies employed become more complex, prompting players to cooperate and communicate with their team members efficiently to ensure that no one is ambushed during the match and to ensure the team’s victory. After a game is over, player can change their selected heroes, thus letting player enjoy many variants of heroes so they are not bored with the game. As a way for each player to interact with their allies, DotA2 gave them a chat conversation feature to communicate with each player. This allows the player to type whatever they want to another player, be it supportive words, guidelines of playing, the battle strategy or even cursing another player should the situation needs it. What makes this feature become so special to the point that makes it suitable as a research subject is not in the Chat feature itself, but in

the users of the feature. For your information, DotA2 still holds the position as the game with the most concurrent player base in the world, or in other words, Dota2 is the biggest game in the world with the most numbers of players playing it. According to a website called steamcharts.com, by the time this study was written there were approximately 622,101 players currently in game, and the writer believes that this number has increased by the time this study is published. This fact and numbers made DotA2 an interesting research subject for the writer.

Another reason why the writer decided to use DotA2 as the subject of this study is because of the content inside DotA2's Chat Conversation feature. In DotA2, the list of messages that has been sent during the game is kept inside a log, and the log can be easily accessed by the player or using a website to check the log. Inside the chat conversation log, the writer found out that there are many linguistic phenomena that happened inside the chat conversation and is deemed worthy to be analyzed further by the writer.

In most cases, the player would need to convey their thoughts or their intentions to another player immediately. This is quite prominent in the case of DotA2; since DotA2 is a fast-paced real time 5v5 battle arena game, players need to send their report about the current situation in the arena as quickly as possible, and moreover they need to be precise in telling the other teammates about the condition in the arena. If they were to communicate like they would normally do in other situations with many words, punctuation, and grammatically correct sentences while playing the game at the same time, it will take a lot of time to write it and in many chances, the situation might have already changed while they are writing the situation report. Because of this reason, the players eventually try to use something that makes it easier for them to write their message as soon as possible while still maintaining clarity in meaning with the usage of abbreviation.

**Abbreviation**, according to Hartman and Stork (1973), is the shortening of certain forms of the language to reduce the time and effort spent in their use, both in speech and in writing. Abbreviations usually, but not always, consist of a letter or group of letters taken from a word or a phrase, for example: the abbreviation word can itself be represented by the abbreviation abbr, abbrv, abbrev. Abbreviations should not be confused with contractions or acronyms (including initialism), with which they share some semantic and phonetic functions, though all three are connoted by them abbreviation of a work is made by omitting certain letters or syllables and bringing together the first and last letter or elements, an abbreviation may be made by omitting certain portions from the interior or by cutting off part. It is mostly capital letters.

In many cases happening in the interactions between players in the game, the writer noticed that the usage of abbreviation occurred quite frequently. The types of the abbreviation itself also vary depending on the player and the situation, but the most common kinds of abbreviation that have been used by many players are **acronym** and **blends**.

Linguists such as Lester (1991), Crystal and Fromkin (2003), and Rodman and Hyams (2003) define **acronym** as a word formed from the initial letters of a group of words. Allan (1986) and Kleinedler (1993) state that acronyms are created from the initial letter (s) or two of the words in a compound name. Bauer (1983) substitutes the phrase "group of words" with "principal words in a title or phrase", whereas Pyles (1971) mentions that acronyms are sometimes made of syllables. A different opinion is given by Smith (2002), who declares that an acronym might be formed from using one's imagination.

Another kind of abbreviation, **blends**, is the combination of two separate forms to produce a single new term. This abbreviation kind is also present in the process called blending,

however it is typically accomplished by taking only the beginning of one word and joining it to the end of the other word (Yule, 2006). Blends, in its general sense, is the combination of the beginning of one word and the end of the another, such as caplet from capsule and tablet (Kleinedler, 1993). Most blends consist of two elements, a characteristic which places them in the vicinity of compounds (Marchand, 1969), such as weborexia (web + anorexia). It can also be formed from acronyms such as ABB (ASEA+BBC) ([http://lexis.univ-lyon3.fr/IHG/pdf/lexis\\_2\\_fandrych-2pdf](http://lexis.univ-lyon3.fr/IHG/pdf/lexis_2_fandrych-2pdf)).

The usage of acronym and blends can be found easily in the conversation logs inside the game due to its high number of occurrences. Acronyms such as WTF, ASAP, GG, etc. can be found in every game at least once. Another kind of abbreviation that is commonly used by players, blends, is a linguistic phenomenon where speaker try to combine two words or more into one word. Take the word “Smog,” for example. Smog is a combination of the word smoke and fog. These two kinds of abbreviation occurred frequently inside the DotA2 chat conversation between the players to the point that each player already understood what they mean without having to search for the real definition of that particular abbreviation.

Another linguistic phenomenon that the writer found rather interesting to be analyzed is the common occurrence of **misspelling**.

Kallom, in his work “Journal of Educational Psychology” (1917), determined that there are several reasons why people often misspelled a word. He determined that the two main reasons why people misspelled are the inability to form visual or auditory or motor image of the word and the inability to translate the pronunciation of the words into spelling. In his book he also said that large number of vowels, double consonant in words, and inability to visualize long words is

also a minor reason why people often misspelled some words in their writing text.

Mark Nichol (2012), said that there are 7 types of common misspelling that usually happen in writing: **Incorrect Vowels, Incorrect Consonants, Reversed Order of Double Vowels, Incorrectly Repeated Consonants, Extra Letters, Missing Letters, and Confusion with A Similar Word.**

Misspelling often occurs in fast-paced environments, with video game chat rooms chief among them. Since the nature of the DotA2 game is a real-time fast-paced game, it is not surprising to see a player making occasional mistakes in typing.

However, this is not to say that misspelling occurs exclusively in fast-paced environments; even when some people are trying to message their friends or family using chat applications, and even back when people still use traditional paper letter for correspondence, misspelling also occurred in these situations, even though in a much lower occurrence rate. What makes the writer find this issue interesting to be analyzed is the fact that the acceptance of this kind of mistake is very high inside the game. If we take an example from how people in the past wrote a letter or message, they often tried their best to write as neat and as formal as possible, since in those days sending and receiving letters was not something that could be done by common people. So, they made sure to convey everything they wanted to say in a neat form with formal and precise words. But in today’s generation, the nature of sending messages is not as strict as it used to be in the past. Nowadays, one can send messages easily to anyone without having to think about delivery fees, thus turning the nature of writing a message to be more negligent. The negligent nature of messaging nowadays, added by the fact of how a game can often be quite limitless and usually more open in terms of communication, misspelling became something that no longer bothers the

players. In fact, what surprises the writer is the fact that despite the common occurrence of misspelling, players are still capable of communicating what they want to say without any sort of hindrance. This kind of acceptance is not something that can be easily granted in the old times, thus making the writer find this phenomenon a bit unusual.

A similar study in abbreviation was conducted by Paramitha & Marlina (2017), albeit with a different subject. Their study took a look at how abbreviations are used in the social media platform Instagram, where they found that initialism occurred the most with 41% occurrence rate, followed by blends coming in second with 32.5%, and acronym with 15%. While both Instagram and DotA2 share a similarity in the fact that both platforms require interactions between its users, the communities that populate each platform differs quite significantly from one another. Moreover, the study does not seem to look into misspellings further.

This study was conducted with two purposes. The first purpose is to find out which kind of abbreviation occur most frequently in the chat between players in DotA2. The second purpose is to determine the causes that might have played a part in why a certain kind of abbreviation occurred in the chat between players. This study was conducted using theories from Crystal (2003) and Kallom (1917) as guidelines to determine if there is an abbreviation or misspellings contained in the sentence typed by the player.

The writer hopes that this study can be used as a starting point by future researchers who wish to further analyze the language aspects in gaming communities, be it in linguistics focuses, or even psycholinguistics focuses to connect gamer's language habit and writing habit to determine a specific personality within the community.

## **METHOD**

This study was conducted with qualitative method. The writer observed some matches that were recorded in Dotabuff.com, the logs from which were later analyzed further. The writer divided the specific words that contain Acronyms or Misspelling into parts and later on to discover the reason behind it. (Creswell, 2003). Marshall (2006) says that there are four techniques for collecting the data in qualitative researches, those are: participating in the setting, observing directly, interviewing in depth, and analyzing documents and materials culture.

The subject of this study will be the players that played the game DotA 2 and used the chat features in the game. The writer is not participating in the game and merely observe as the game goes on and each player interacting with each other.

The source of data for this research will be taken from the written chat by player that comes in form of word and sentence. The chat later on will be filtered with several indicators that have been created from the theory by Crystal (2003) and Kallom (1917).

The data was collected with the writer acting as the main instrument to observe and record the conversation. The writer observed the play record from Dotabuff .com and the chat log from the game as well. The conversation and interaction between players later will filtered to determine which conversation contain abbreviation, misspelling, or both.

The data will later on be analyzed using qualitative data analyzing the technique to analyze the content from the conversation. If there is an abbreviation or misspellings occur the writer will separate the specific word to analyze which word belong to which categories.

The data that was collected using the methods stated above would be elaborated further in the next subchapter.

**FINDINGS AND DISCUSSION**

**Findings**

**Occurrence of Language Aspects in DOTA 2 Player’s Chat Log**

Table 1 Chat Log DOTA 2

No.	Actual Sentences	Marked Word	Actual Meaning
1.	3:50:33 Nyx Assassin Nyx Assassin: lol lady wait i love u ☐	“lol”, “U” (A)	Laugh out loud, You
2.	3:51:11 Nyx Assassin Nyx Assassin: u want some love mk?	“U”, “MK” (A)	You, Monkey King
3.	3:55:35 Enchantress Enchantress: okay give me a coureir))	“coureir” (M)	Courier
4.	3:56:30 Nyx Assassin Nyx Assassin: lol	“lol” (A)	Laugh out loud
5.	3:59:47 Sniper Sniper: wtf r u doing man?)))	“wtf r u” (A)	What The Fuck are you

6.	4:00:07 Techies Techies: lolol	“lolol” (A),(M)	Laugh out Loud
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Table 1 is showing an excerpt from the chat log between four players that were consisted of Nyx Assassin, Sniper, Techies, and Enchantress. In this table, it seemed that the Nyx Assassin is trying to jokingly send love toward the Enchantress and the other players. The Enchantress replied by saying that the Nyx Assassin could show some love by sending her a “Courier,” a character that is normally used to send item towards player that are currently in the battlefield area and are far away from the shop/market. Both the Sniper and Techies, witnessing the hilarious interaction, then joined in the conversation, with the Techies typing in “LOL”, an acronym for Laughing Out Loud. As can be seen in the chat log, the Enchantress mistyped the word “Courier” as “Coureir”. This kind of mistake could be categorized as mistyping in the form of mixing up keys and Reversed Order, due to the fact that the error came from the wrong order of the “I” with the “E”. The “I” was supposed to come before the “E,” but the writer mistakenly put it in the wrong order. The mix-up was most likely there because of the usage of a keyboard as a media of typing. With a keyboard, typing too fast can sometimes lead to some words getting jumbled up in the order, thus creating a mistake or what people usually consider as “typo.”

Table 2 Chat Log 2 DOTA 2

No.	Actual Sentences	Marked Word	Actual Meaning
7.	4:16:57 Techies Techies: 1v1?	“1V1” (A)	One Versus One
8.	4:18:24 Nyx Assassin Nyx Assassin:	“destroyed”, “towr” (M)	Destroyed, Tower

	destroyed the tower also :))		
9.	4:18:37 Techies Techies: i wanted 1v1 oracl	“Oracl” (M)	oracle
10.	4:18:56 Nyx Assassin Nyx Assassin: i will win this gam	“gam” (M)	Game
11.	4:21:50 Nyx Assassin Nyx Assassin: coming for u	“u” (A)	You

In Table 2, we found several occurrences of Misspellings in the dialogue between Nyx Assassins and Techies. This excerpt showed that the misspellings occur more prominently than the abbreviations, but the abbreviation itself still there in the usage of “U” to replace “You” and “1v1”.

Table 3 Chat Log 2 DOTA 2

No.	Actual Sentences	Marked Word	Actual Meaning
12	3:15:14 Tinker Tinker: that couldn't end game vs this motherfucker LC	“Vs” (A) “LC” (A)	“Versus”, “Legion Commander”
13	3:15:22		

	Tinker Tinker disconnected		
14	3:15:32 Legion Commander Legion Commander: he did say		
15	3:15:36 Legion Commander Legion Commander: he had a plane to catch		
16	3:15:36 Techies Techies: shit		
17	3:15:37 Legion Commander Legion Commander: like		
18	3:15:39 Legion Commander Legion Commander: 2 hrs ago	“Hrs” (A)	“Hours”
19	3:15:40 Legion Commander Legion Commander: ))		
20	3:16:38 Lion Lion: lc incoming mid 3:17:48	“lc” (A) “mid” (A)	“Legion Commander”, “Middle”
21	Techies Techies: dammit 3:22:19	“dammit” (A)	“Damn It”

In Table 3, we can see how Abbreviation prominently took place in the conversation

between Legion Commander and Techies. Also, there is a unique usage of Abbreviation in the usage of the term “Mid”. “Mid” here is normally known as a short form of “Middle”, but in this game, especially in this context, “Mid” actually refers to Middle Lane, which is one of the lanes that are available in the arena other than the Top and Bottom lane.

From the chat log in tables 1,2, and 3, we can see some examples of the unique words that were used in interactions between players. To ease the dividing process, we used the letters “M” to mark the Mistyping and “A” for Abbreviation. There were so many forms of Mistyping and Abbreviation, and some might have looked the same at first glance. If we take another look at the tables above, we can see that most of the time, the Mistyping errors usually came in the form of missing words and mixing up the lettering order between words. For the Abbreviation part, we can see that it often occurred in the form of acronym where they refer some of the characters with acronyms like “Monkey King” as “MK” and the massive amount other acronyms in the likes of WTF (What The Fuck), LOL (Laughing out Loud), and GG (Good Game). Another example for the abbreviation case would be their way of referring each other using “U” rather than “You”.

### **Cause of Abbreviation Usage and Misspelling**

From the findings shown on the first part above, it can be inferred that Abbreviation and Misspelling occurred in a lot of occasion in the chat logs. This raised a question that became the foundation of this study: why did those players use Abbreviation and Misspelling in their game? And what was the significance of using Abbreviation and Misspelling in their ways of communicating between players?

Judging by the evidence in the chart and relating them to the nature of the game, Abbreviation is deemed as necessary action taken by the player themselves. As previously mentioned in the introduction, the fast-paced nature of this game meant that this game needed a fast action from the player, and since it is a real-time online game, each player need to coordinate efficiently to make sure

that each member of the team is well-informed about the whole situation in the area, the position of each team member and the enemy as well, and most importantly to set up a strategy to achieve victory.

Zipf (1935) proposed the idea that people tend to shorten some words to save some time in writing. Piantadosi (2011) seem to be in support of Zipf’s notion as he also stated that a word length is related towards the information that will be conveyed through the word, becoming more efficient and could ease the speech or text to be fully understood. He stated that shorter words that carry a few and short information that can be scattered in speech in fact smoothens some information from its former density and sending the information at more compact form and at a steady rate.

Those notions above led to a belief that people are shortening some words, making an abbreviation, and creating some acronym with the purpose to ease the time taken to write the word. The short forms led to a compression in the information density and created a more compact form to convey messages to each other.

Misspelling. on the other hand happen usually because of mechanical error or slips in typing the text. Some errors can be further categorized into either Misspelling or Spelling Error, and Typographical Error or simply known as Typo. The difference between the two is whether the error led to a change from one word to another or simply unreadable, for example the error that happen in “Than” to become “Then” is called a Spelling Error or Misspelling. Typographical error is more about the slips of a hand, such as multiple character occurrences in one word, a word order miss, et cetera.

In the case of DotA2 Players, Typo or Misspelling usually occurred in the form of multiple characters appearing in one word, and word order mishap. If we look further into the nature of the game, this game uses a special method to control the In-game character by using a mouse click, and the usage of keyboard as skill activation. From that, it can be seen that both of the player’s hands are locked into



each position as one hand have to be on the mouse to move the game, and the other hand on the keyboard to readily launch attack and skills.



*Layout of a Keyboard*

In the picture above is the layout of a keyboard in standard position. From the excerpts found in the data, we can see that some mistakes were created in slips of a hand because of the layout of the keyboard. In example, the word “Chill” ended up being mistyped into “Chilk!”. In the keyboard, it is shown that the character “K” and character “L” are actually beside each other, therefore it is logical if the slips of hand happen since the position of both of these keys is really close, and if we take the hand position that one hand is on the mouse into consideration, it could be inferred that the player used only one hand to type.

**Discussion**

**Abbreviation or Misspelling, Which Is More Prevalent**

From the findings and the chart, it is stated that Abbreviation occurred more frequently than Misspelling in Players’ chat room. The majority of the data that came from several matches indicate that a high number of occurrences of Abbreviation indeed happened between players throughout the game. This actually corresponds with the statement from Crystal (2004) that abbreviations usage is getting more and more frequent. The usage of abbreviations such as lol, wtf, 1v1, gg, shows that the Abbreviation is actually adapted into several aspects in life including game.

According to the first table, we can clearly see that abbreviation came up 7 times, and misspelling only came up 2 times. It is in line with the theory from

Crystal that stated that abbreviation will come more often once it is used in the conversation or dialogue.

In the second table the amount of abbreviation might seem minimal in comparison to the first one since the excerpt attached also seem to be minimal and most of it contained Misspellings, but if we combine the two tables, it still shows that Abbreviation is more dominant compared to the occurrence of Misspellings.

While in table 3, it shows that abbreviation occurred prominently in conversation between players in chat. Judging from those three tables above, it shows that abbreviation is more dominant in terms of occurrence in chat between players.

The nature of abbreviation that shortened words and compressing the information form is suitable with the game that is fast-paced in nature and real-time strategy aspects that are included in DotA 2 game. Therefore, the usage of Abbreviation might as well become the natural part of the player’s interaction and eventually led to the increase in the number of people that use abbreviations.

**Regarding why the word aspects occur frequently**

In terms on why those word aspects, which are Abbreviation and Misspelling, occurred frequently between players, the findings in the previous chapter had shown that some reasons might have caused those word aspects to occur. According to theories by Zipf (1935), many people tend to shorten the word that are frequently used, thus leading to a habitual use. This might be the case for most people, judging by the occurrence in table 1 and table 2. In table 1, we see that the abbreviations mostly come from the words that were specifically derived from the game. Like in the first table, we found the existence of abbreviation like “MK” which stands for Monkey King, a character from the game. This kind of abbreviation cannot be easily used in contexts outside of the game, because the knowledge of people regarding this character varies.

In table two, the occurrence of misspelling seemed to be more prominent. It indicates that each player has habit of slipping while typing on the keyboard.

The errors that we can see in the table were mostly about the omittance of some characters inside the word, such as “Tower” becoming “Towr” and “Oracle” becoming “Oracl”. It shows that sometimes, the player’s focus is split in seconds between playing the game and communicating with their teammates resulting in slippage of the hand in the keyboard.

Another reason lies in the way the game operates, which led to a condition where one hand is perpetually stuck onto the mouse to operate the character inside the game and left the other hand to single-handedly operate the whole keyboard. These conditions led to slips of hand while typing. This condition, added with the fast-paced nature of the game mean that many operations happened inside the player’s mind while playing this game that often resulted in the loss of focus in other departments like playing, typing, formulating strategy all at the same time.

## **CONCLUSION AND SUGGESTIONS**

### **Conclusion**

Based on the findings, as well as the data inquiry from several matches, it can be concluded that the usage of Abbreviation and the occurrence of Misspelling or Typographical Error can be considered as natural between DOTA 2 players throughout the whole game experience.

The nature of the game that dictates player to find a way to utilize communication as efficient as possible created an environment where each player tried to find a way to inform their teammates about the current standing and situation in the arena.

In the tables, we see how Abbreviation and Misspelling were casually mixed in between the conversations easily. No players seem to even bother with the occurrence of those language

aspects. The usage of Abbreviation in this situation seemed to be quite well-intended here.

The usage of abbreviation such as short forms and acronym thus became a beacon on how each player should communicate with each other. Hartman and Stork (1973) stated that “abbreviation is the shortening of certain form of the language to reduce the time and effort spent in their use, both in speech and in writing.” This indicates that the abbreviation is used to reduce the time of writing, and it is in line with the purpose of using the abbreviation in the game which is time efficiency.

This later became a habit that is seen as normal between the players, not only for the veteran players but also for the new players later on. The new players will hopefully be able to learn that using abbreviation in the game is a must and it will make those new players develop a habit to use abbreviation in other aspects of life as well.

From this soon-to-be newly-developed habit there is also a side effect, which is the common occurrence of Misspelling and Typo Error.

On table 2, we see the regular occurrence of both Abbreviation and Misspellings, but this time Misspellings appeared more prominently in the form of missing letters.

The excerpt in table 3 shows a dominant usage of Abbreviation. While each player might seem to type casually and correctly, they still intend to use Abbreviation. As we see in table 3, some interactions could be considered as natural or even seem standard to an extent. At some parts, however, they still use abbreviation here and there to show that the usage of abbreviation here is actually intended to ease the typing for the players.

These three situations of using abbreviation often led to players who are not yet accustomed with using abbreviation to develop a way of thinking that normalizes the usage of abbreviation. This will lead into situations where a player, especially new players later on will start using abbreviations

in the chat as well, and the usage of abbreviations later on will often lead to an error while typing in game. Another reason is the structure of the keyboard, the mechanical aspects of the game also playing a part on the common occurrence of spelling and typing errors inside the game match.

### Suggestion

As the results implied, the usage of Abbreviations and the occurrence of Misspelling is almost unavoidable in DotA 2 game. From that result it can be expected in further research that those language aspects may become the indicators to identify those who come from the gaming community. By engraving abbreviation and the common occurrence of typo in a gamer's chat log, it might be implied that it was a result of a carried habit from the game into real-life communication aspect, thus leading to a conclusion that gamers have a habit of using abbreviation, have a common typographical error and often misspelling. Those errors later on may become a pointer to identify a person's identity as a gamer.

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