**REGISTERS IN ONLINE GAMES “*Defense of the Ancient, Point Blank and Dragon Nest*”**

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**Abstrak**

Artikel ini membahas relasi makna dari register di game online yang dibandingkan dengan makna kata pada penggunaan umum. Game online yang dipilih adalah *Defense of the Ancient, Point Blank and Dragon Nest games*. Hurford (2007) dan Riemer (2010) mengklasifikasikan makna ke dalam beberapa kategori, diantaranya adalah meronimi, holonim, hiponim, homonim, dan polisemi. Dari 35 register yang ditemukan dalam ketiga game online tersebut, beberapa kategori yang ada adalah polisemi, homonim, meronimi, dan hiponim. Diantara keempat kategori tersebut, polisemi merupakan relasi makna yang paling ditemukan di ketiga game online tersebut.

**Kata kunci : Semantik, relasi makna, game online, register.**

**Introduction**

OnlineGame becomes trending topic nowadays. Children and adults play game to refresh their mind, to fulfill their hobby, to express their feeling, as well as to have new friends. Some of them even become addicted to play the online game. They spent most (even all) of their spare time to be in front of computer to play certain games.

There is a phenomenon that the meaning of some words in the online games have different sense from the original meaning that are usually known by common people. For example, the word smoke in online game means something that makes another thing around invisible; while in common use it means fog. Hence, the words that exist in online games become an interesting thing since only the people who play the online games understand the meaning of words existing in online games.

Words that are used in online games can be called as register. Wardaugh (2006) argues that register are sets of language items associated with discrete occupational or social group like registers used by doctors, lawyers and airline pilots. Words used in games, especially online games, can be included into registers since the words are only understood by the game players. The words used in online games usually have different meaning with the one used by common people. In fact, the meaning of words used in game and in common use are related. Their senses are realated

According to Riemer (2010), sense relation can be called as lexical relation. It refers to the relations which determine the choice of one lexical item over another. Lexical relation is also one of the principal tasks that describe and account for the relationships of meaning like synonyms, meronyms, and hyponyms. Riemer (2010) classifies the sense relations into some categories. They are antonym, meronymy and holonymy, hyponymy, taxonomy, synonymy, homonymy, and polysemy.

This article presents the sense relation of the registers in online games compared to the common sense understood by common people and identify the most category found in the online games. The online games chosen as the source of data are *Defense of the Ancient, Point Blank and Dragon Nest games.* These three games are chosen since they are considered the most populer among the game players in Indonesia.

**Discussion**

All of the registers in the three selected games can be categorised into four types of sense relation. They are meronymy, hyponymy, homonymy, and polysemy. Among the four types of sense relation, polysemy is the type into which most registers are categorised.

1. **Meronymy**

Meronymy is a relation of part to whole (Riemer, 2010). A relation of a part of something to a whole part. For example, *eyes* is meronymy of *head*. From the example, *eyes* is a part of *head*, like meronymy itself is a relation between small part to a whole part. There is only one register that indicates meronymy. It is from the *Defense of the Ancient* game. It is explaine as follows,

**Data 1. *smoke.***

Theword smoke appeared only when a player chooses shop option specifically in consumables category. This smoke can make allies around the user become invisible and, hence, surprise the enemy.

 In game use, smoke is an item that when it is used, it can make the user and the nearby ally heroes become invisible, undetected by the towers and enemies army. So if the player clicks the smoke item, their allies around him will become invisible and cannnot be detected easily by enemies.

 In common use, smoke has a meaning of fog that is made by burning material like when someone smokes cigarette and it will cause a kind of fog to appear. Smoke is a kind of particle which is a result of burning material.

Based on the original meaning and in-game meaning of smoke, the sense relation is meronymy since invisible here is the impact of a fog. It means that smoke makes the vision of someone become blur when seen by other people. So the word *smoke* in online game is a part of *smoke* in common use. It is the impact of the word *smoke* in common use; that is making someone or something invisible.

**Hyponymy**

According to Riemer’s (2010), hyponymy is the sense relation described in English by the phrase *kind/type/sort of.* Riemer (2010) also said that hyponymy also has a crucial communicative function, it often happens that we are unable to retrieve the most accurate, precise term for the referent we have in mind. Similar to meronymy, there is only one data indicating hyponymy which is only found in *Defense of the Ancient* game. One of the registers that include in this type is explained below.

**Data 5: *Rampage***

This word only appears when a player kills five enemy heroes within four seconds. This word is so rare in game since it is so difficult to kill five enemy heroes alone. In game use, rampage is an achievement given to a player who is able to kill five enemies consecutively within four second.

In common use, rampage has a meaning of a sudden period of wild and violent behavior, often causing damage and destruction. It is an act when a person become wild and is usually along with causing damage and destruction to the people or something around them.

Based on in-game and original meaning of rampage, the sense relation is hyponymy since when someone kills five enemies consecutively, it will become a kind of violent behavior, causing damage and destruction. Killing people here is a part of violent behavior and destruction.

**Homonymy**

Homonymy is one of ambiguous words whose different sense are far apart each other and not obviously related to each other in any way with respect to a native speaker’s intuition (Hurford, 2007). Homonymy can be found in all three chosen games. There are fourteen words that indicate homonymy sense. One of them is elaborated below.

**Data 2: *Ward***

The word *ward* here only exists in *Defense of the Ancient* game. This word appears when the player opens the shop option specifically in consumables category. This item is cheap but it is useful for the team since this item has a similarity like spying camera. Hence, it can be said that in game use, this word refers to an item that can be used to observe and to spy an area without being seen by enemy in order to know the position of the enemies. *Ward* is something having a function like a spying camera which can be placed in any good positions area. In common use, *ward* refers to a large room in hospital where patients are treated.

Based on in-game and original meaning of ward, the sense relation is homonymy since the sense relation between the original meaning and in game meaning are far apart and are not related to each other.

**Polysemy**

Hurford (2007) states that polysemy is a word that has several very closely related senses. It refers to words that have more than one meanings. The meanings are related. The native speaker of the language has clear intuitions on how to use polysemous words. This kind of sense relation can be found in the three chosen games. There are nineteen words that include in this category. One of them is explaned below.

**Data 15: *Support***

Theword *Support* only exists in *Defense of the Ancient* game. This word appears when a player opens store in loadout section and chooses “filter by” feature. *Support* is a role or class that has a skill to support the team and usually much of their gold will be spent to buy anything to support the tea. So, role support also important in *Defense of the Ancient* game.

In game use, *support* is heroes in game whose purpose is to keep their allies alive and give them opportunities to earn more gold and experience. Usually they got skills to support their team like healing spells or skill to disable enemies. Support are not depend on items, much of their gold will be spent on items for the benefit of the team. In common use, *support* has a meaning to give or be ready to give help to someone if they need it. Support is related with helping people or each other.

Based on the in-game and original meaning of support, the sense relation of the word *support* is polysemy. The meaning of the word in online game is closely related to the one in common use.

 The categorisation of the registers in the three selected games can be summarised in the following tables

Table 1. Registers in DOTA 2

|  |  |  |  |
| --- | --- | --- | --- |
| **No** | **Word** | **Meanings** | **Types of Sense Relations** |
| **Original Meaning** | **In-game Meaning** |
| 1. | Smoke | A fog that usually made by a burning material. | An item that if used can make the user and the nearby ally heroes become invisible, undetected by the towers and enemies army. | Meronymy |
| 2. | Ward | A large room in hospital that has a function to treat many patients with similar treatment. | An item that if used can observe and spy an area without being seen by enemy in order to know the position of the enemies. | Homonymy |
| 3. | Pipe | A tube through which liquids and gases can flow. | An item that if used can block magic damage 500 points damage to the around allies team in a short time. | Homonymy |
| 4. | Ultra Kill | Kill creature beyond a particular limit. | An achievement when the player gets a four consecutive kills within four second. | Polysemy |
| 5. | Rampage | A sudden period of wild and violent behavior, often causing damage and destruction. | An achievement given to a player who got five consecutive kills within four second. | Hyponymy |
| 6. | Immortal | Something that lives or last forever. | A rarity of cosmetic item that can no longer be obtained again except from other players. | Homonymy |
| 7. | Wicked Sick | Physically or mentally illness that morally bad. | An achievement given to a player who got seven kills without dying. | Homonymy |
| 8. | Gold | A chemical element. Gold is a kind of yellow precious metal used for making coins, jewelry, decorative objects and etc. | The currency used to buy items or instantly revive your hero when dead. Gold can be obtained by killing enemy soldiers, killing enemy heroes or destroy enemy building. | Homonymy |
| 9. | Godlike | Like God or a god in some quality. | An achievement given to a player who get ten kills without dying. They kill ten enemies without die look like God. | Polysemy |
| 10. | Butterfly | A flying insect with a long thin body and four large wings that usually has a bright color. | An item that purchasable at the main shop, under weapons category. However, it can only be completed with items from the secret shop. | Homonymy |
| 11. | Courier | A person or company whose job is to take packages or papers somewhere. | An item that purchasable at the main shop, under consumables category which creates a small fast unit that can carry the item of player and their allies from the base and to the target. | Polysemy |
| 12. | Lobby | A large area inside the entrance of a public building where people can meet and wait. | A choice that appear in main menu which used to play a private match with specific people without count a player’s status and do not give battle points or item drops. | Polysemy |
| 13. | Bot | A computer program that performs a particular task again and again many times. | Computer that controlled heroes in game which can be found in practice matches, lobbies and co-op bot matches. | Polysemy |
| 14. | Carry | To take something or someone from one place to another place. | The heroes who should be getting the most experience and gold in game. This is because with correct farm they excel in the middle game or late game team fights as they inflict high amounts of damage per second. This is why they are called carry, because they generally carry the team to victory. | Polysemy |
| 15. | Support | To give or be ready to give help to someone if they need it. | Heroes whose purpose is to keep their allies alive and give them opportunities to earn more gold and experience. Usually they got skills to support their team like healing spells or skill to disable enemies. Support are not depend on items, much of their gold will be spent on items for the benefit of the team. | Polysemy |
| 16. | Neutral | Not supporting or helping either side in a disagreement, competition, etc. | Units that not helping either side which usually appear in the forest. They offer an alternative source of gold and experience. | Polysemy |
| 17. | Loading | Something in a large amount that carried by person, vehicle and etc. | An announcement that appear if the program still initializing the next chapter or next moment that will be shown by the game program. | Homonymy |

Table 2. Registers in *Point Blank*

|  |  |  |  |
| --- | --- | --- | --- |
| **No** | **Word** | **Meanings** | **Types of Sense Relations** |
| **Original Meaning** | **In-game Meaning** |
| 18. | Piercing Shot | An action that use a modern tool that related with needle and shot it to make a hole into the flesh until the opposite direction of flesh. | An achievement that player get if they kill two person with one bullets straight. | Polysemy |
| 19. | Chain Headshot | A series of connected killing people especially on their head related with the act of firing a gun. | An achievement that player get when they kill two or more enemies in their head repeatedly. | Polysemy |
| 20. | Chain Killer | A series of killing many people and the killer never caught by the laws or cops. | An achievement that player get when they kill four or more enemies without dying. | Polysemy |
| 21. | Chain Slugger | A player who hits ball in the baseball game, especially one who hits it very hard and for long distances repeatedly. | An achievement that player get when they kill enemies more than one time using knife. | Homonymy |
| 22. | Chain Stopper | Someone who stop some acts that related to repetitive actions. | An achievement that player get when they kill enemy that already kill more than three people without dying. | Polysemy |
| 23. | Mass Kill | A large number of people that killed in one time. | An achievement that people get when they kill enemies more than one using a shotgun or explosive items. | Homonymy |

Table 3: Registers in Dragon Nest Words

|  |  |  |  |
| --- | --- | --- | --- |
| **No** | **Word** | **Meanings** | **Types of Sense Relations** |
| **Original Meaning** | **In-game Meaning** |
| 24. | Party | A social occasion, often in a person’s home, at which people eat, drink talk, dance and enjoy themselves. | Group of four players who work together to complete hard tasks. It also can get achievements and higher difficulties become easier. | Polysemy |
| 25. | Nest | A hollow place or structure that a bird makes or chooses for laying its eggs in and sheltering its young. | A place that can be entered through portal. This places have various difficulty level along with better rewards. This place full of enemies and always end with one boss that usually drop an item for players. | Homonymy |
| 26. | Dungeon | A dark underground room used as a prison, especially in a castle. | A place that mostly abandoned or raided areas infested with the monsters and can be difficult without a party and requires fatigue to enter. | Homonymy |
| 27. | Abyss | A very deep wide space or hole that seems to have no bottom. | The hardest regular difficulty that many groups of monsters will spawn, with many elite monsters. | Homonymy |
| 28. | Epic | Taking place over a long period of time and involving a lot of difficulties; Very great and impressive. | Items that quite rarer compared to other items and can be found rarely on dungeons of abyss difficulty and more frequently in nests. | Polysemy |
| 29. | Unique | Something that very special or unusual. | An items that so difficult to acquire and usually it made along with its complete set, so if the wearer use the complete set, it will give the wearer great benefits. | Polysemy |
| 30. | Mount | An act to ride or get on a bicycle, horse, and etc.  | An animal that used by player to go anywhere he goes. | Polysemy  |
| 31. | Class | An occasion when a group of student meets together to be taught by teachers. | A particular role that a player can take as an adventurer in the world of dragon nest. | Homonymy |
| 32. | Guild | An organization of people who do the same job or who have the same interest or aims. | An organized group of more than 10 characters gathered under one name. Allows easier information of parties for dungeon and nest runs and get a social interaction between players. | Polysemy |
| 33. | Market | An occasion when people buy and sell goods; the open area or building where there many seller meet customer to sell their goods. | A person that open a store that if the player come and talk to him there will be many option related to buy or sell items in any category. | Homonymy |
| 34. | Pet | An animal that you have at home for pleasure, rather than one that is kept for work or food. | An animal that owned by player that has function to follow the owner and pick up droppable item around the owner. | Polysemy |
| 35. | Plate | A flat, usually round, dish that you put food on; A thin flat piece of metal, used especially to join or make someone become stronger. | It also can be called heraldy, pieces of metal that when combine with jewels can get a great powers like skill or unique abilities to its wearer. | Polysemy |

**Conclusions**

 Words used in online games are included into registers since the words are only understood by the game players. From the three selected games, i.e. *Defense of the Ancient, Point Blank and Dragon Nest*, there are 35 registers that can be categorised into four types of sense relation. There are 19 registers which are categorizes as polysemy, 14 registers categorized as homonymy, 1 register categorized as meronymy and 1 register categorized with hyponymy. Among the types, polysemy appears the most frequently.

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