

CHAPTER I

INTRODUCTION

1. Introduction

Until this day, video game are still considered a mere toy by most people, but for some people it is more than just a mere toy for fun, it's also a place where they can compete and connect to other peoples, and there is even career based on video game both for players and developer because today video game is consider as e-sport. Today we have Online Video Game, with Online Video Game people can connect to more people in the entire world. Because Video Game connect people in the entire world most Video Game use English Language because English is the National Language, but in the Video Game people don't really use formal language like most people learn in school, they just speak what they have in mind. Not only that because Most Video Game use English Language it make foreign gamer to learn English, it can be from the chat, story, or observing the Terminology in the Video Game, because of that the writer would like to discuss about it in a report which entitled as "Terminology in Massive Multiplayer Role Playing Video Game"

Terminology is the study of terms in words and their use. Terms are words and compound words or multi-word expressions that in specific contexts are given specific meanings. Terms are words and compound words or multi-word expressions that in specific contexts are given specific meanings (Wright, S.E: 1997). These may deviate from the meanings the same words have in other contexts and in everyday language. Terminology differs from lexicography, as it involves the study of concepts, conceptual systems and their labels (*terms*), whereas lexicography studies words and their meanings.

A video game is an electronic game that involves human interaction with a user interface to generate visual feedback on a video device (Williams, J. P: 2007). The electronic systems used to play video games are known as platforms;

examples of these are personal computers and video game consoles. The term "platform" refers to the specific combination of electronic components or computer hardware which, in conjunction with software, allows a video game to operate. The term "system" is also commonly used. A video game, like most other forms of media, may be categorized into genres based on many factors such as method of game play, types of goals, art style, interactivity and more. Some genres represent combinations of others, such as Massively Multiplayer Online Role-playing Games, or, more commonly, MMORPG.

Massively multiplayer online role-playing games or also known as MMORPG blend the genres of Role-playing video games and mMassively multiplayer online games, potentially in the form of web browser-based games, in which a very large number of players interact with one another within the world. As in all Role Playing Games, the player assume the role of a character and takes control over many of that character's actions. MMORPG are distinguished from single-player or multi-player online RPG by the number of players able to interact together, and by the game's persistent world is usually hosted by the game's publisher which continues to exist and evolve while the player is offline and away from the game.

1.2 Purpose

The Purpose of this research is to know the Terminology and Language use in the world of MMORPG.

1.3 Benefit

The Benefit of this research this Report can be a guide for a new player who interest to play MMORPG for the first time, more than that this Report can also be to tell the Reader what kind of word they using in everyday language used in not just Video Game but also in the internet as if their speak with similiar way and give information of some Difficult Terms that found in the Video Game.

1.4 Problem Formulation

The Problems of this research are the Unfamiliar word that can be found in Massive Multiplayer Online Video Game. Most of the word can be easily misunderstood for netizen and even an average gamer can still misunderstood about it

1.5 Research Focus

The Focus of this research is the Massive Multiplayer Online Video Game itself. In this research the writer focus on how the Language use in the Online Video Game, because the writer observe on the Online Video Game that operated by the International Server, English are the main Language in the Game but a Regular English is not enough as if the Players have their own Terms in Video Game.