

## Morphological Processes in Online Game Terminology: A Study of IESF 2022 Casters

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### ABSTRACT

*In the dynamic realm of the digital landscape, the internet has significantly shaped the lexicon of online gaming, giving rise to distinctive linguistic expressions within the gaming community. This study explored the morphological processes behind the online game terminology employed by casters during the IESF 2022 Mobile Legends: Bang-Bang tournament. Employing a qualitative descriptive approach, the research centered on the vocabulary used in the tournament's final match between the Philippines and Indonesia, as showcased on the Garudaku ESI YouTube channel. Analyzing 39 game terms through Yule's (2010) word formation theory, the study unveiled various morphological processes, encompassing 7 instances of compounding, 1 of clipping, 7 of acronyms, and 24 of derivation. These findings underscored the dynamic and innovative facets of language evolution in the digital era, emphasizing the ongoing transformation within the E-sports domain. This research underscored the significance of continual linguistic exploration in the realm of online gaming, advocating for diverse theoretical approaches to better understand the fluid and ever-changing nature of language in digital contexts. The insights garnered in this study laid a foundation for future linguistic analyses in Mobile Legends tournaments and analogous online environments, contributing to the broader understanding of the linguistic intricacies that characterized these digital spaces.*

**Keywords:** Mobile Legend Bang-Bang, Morphology, Online Game Term, Word Formation

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### INTRODUCTION

Online games have become increasingly popular among young people, involving multiplayer interactions. The next generation is likely to have a more comprehensive understanding of social dynamics through gaming experiences. Online games are easily accessible to a wide player base, with network connections linking players' machines (Satria et

al., 2019). These games utilize internet networks and various technologies such as modems and cable connections, allowing simultaneous play from any location.

In the modern era, online games have captured the attention of gamers and diverse groups (Acland, 2020). Players employ a specific language within these games to communicate with fellow players, primarily through the "chat" feature, regardless of their physical proximity. This communication serves various purposes, including devising strategies, seeking assistance, providing feedback on game performance, or engaging in casual conversations. Given the fast-paced nature of gaming, effective and concise language is crucial for successful communication among team members.

Online games serve as a means of relaxation, alleviating boredom from daily activities, be it work, study, or other commitments. One notable game in this genre is Mobile Legends: Bang Bang (MLBB), classified as a Multiplayer Online Battle Arena (MOBA) game, emphasizing teamwork in a five vs five battle format (Widianto, 2019; Hutagaol, 2018). The unique vocabulary and terminology used during gameplay, such as "ganking," signify attacks on opponents, reflect the dynamic nature of in-game communication.

E-sports, or electronic sports, is a burgeoning field that blends physical and non-physical activities within a virtual gaming environment (Medina, 2021). The Mobile Legends game has become a focal point for E-sports tournaments, including major events such as the Mobile Legends Women Invitational, Mobile Legend Pro League, Sea Games Cambodia, Mobile Legends Southeast Asia Cup, and more (Nurdianti, 2023). In 2022, Indonesia hosted the IESF World E-sport Championship, a global tournament organized by IESF (Rien, 2022). The championship, broadcast on platforms like YouTube, drew significant attention.

Communication within games has evolved over time, transitioning from text-based in-game chat functions to voice chat features, particularly in modern MOBA games. Voice chat enhances real-time communication among players, facilitating strategic planning and immediate feedback. The unique vocabulary and terminology used during gameplay, such as "ganking," signify attacks on opponents, reflect the dynamic nature of in-game communication. Team-based games emphasize collaboration, requiring constant assessment of situations and adaptation of plans.

In a Mobile Legends tournament, casters play a crucial role in guiding and commentating on matches. Casters use language specific to the Mobile Legends field, incorporating terms and expressions into their commentary. The language used is not only specific to the game but may also include phrases from other languages, reflecting the unique characteristics of the E-sports caster profession. Language plays a vital role in Mobile Legends tournaments, serving as a means of communication between casters and viewers. Casters need to master the vocabulary of E-sports to effectively communicate the nuances of the game. The language used in Mobile Legends tournaments includes terms, abbreviations, and newly formed words, contributing to the dynamic nature of language evolution (Yule, 2020). For viewers, understanding the word formation process enhances language acquisition and facilitates effective communication in the target language.

This study explored the central inquiry revolving around the morphological processes in word formation as utilized by casters during the IESF 2022 Mobile Legends: Bang-Bang tournament when referring to online game terms. The aim was to uncover and analyze the specific linguistic mechanisms and patterns employed by these E-sports commentators in shaping the language unique to the digital gaming environment. By addressing this question,

the study sought to contribute to a deeper understanding of the dynamic and innovative aspects of language evolution within the E-sports domain, particularly in the context of online game terminology.

This study was specifically centered on the realm of morphology, with a primary focus on unraveling the intricacies of the word formation process employed by casters during the IESF 2022 Mobile Legends: Bang-Bang tournament. The examination was specifically honed in on the linguistic strategies deployed in shaping terms associated with the online game. The primary source of data for this research comprised transcripts of casters' comments during the conclusive match of the tournament. Grounded in Yule's (2010) theoretical framework, the study maintained a focused approach, confining its exploration to the final game. It did not extend its analysis beyond the realm of word formation, nor did it venture into other linguistic phenomena or aspects of morphology outside the stipulated scope.

The outcomes of this research held significant implications for both casters and viewers within the E-sports domain. For casters, the findings offered a valuable resource to enhance their proficiency in presenting E-sports events. By understanding the morphological processes in word formation specific to online game terms, casters could refine their communication skills, fostering increased effectiveness in conveying information to a broader audience. This, in turn, contributed to a more accessible and comprehensible experience for viewers, enhancing their engagement with E-sports events.

Viewers stood to benefit by gaining a deeper understanding of language variations, particularly in the context of E-sports casting. The study enriched the viewing experience by providing insights into the unique linguistic strategies employed by casters, facilitating a more nuanced appreciation of the commentary. Viewers could thereby enjoy a more immersive and informed engagement with E-sports events, fostering a greater connection to the digital gaming community.

From a linguistic perspective, this research added to the body of knowledge by shedding light on the dynamic nature of language within the E-sports ecosystem. The identified morphological processes in word formation served as a foundation for further exploration, opening avenues for future research that might delve into cross-cultural and cross-linguistic comparisons. Such comparative studies could extend beyond the specific context of Mobile Legends: Bang-Bang, exploring diverse game genres or examining the linguistic nuances in different languages utilized by casters. This contributed to the broader field of linguistics, fostering a deeper understanding of language evolution within the dynamic landscape of digital gaming and E-sports.

Previous studies explored word formation processes in various contexts, such as English and Kojonere languages (Wahyuni, 2019), slang in the movie *\*Deadpool\** (Novianti, 2017), surah in the Holy Qur'an (Auli, 2020), Instagram captions (Siahaan, 2021; Lubis et al., 2022; Prastikawati et al., 2021), Google Play Store applications (Triatmiko, 2020), *\*Jakarta Post\** health articles (Triwahyuni et al., 2018), Shopee Live streaming (Antika et al., 2023), and the movie *\*Wonder\** (Nur'aini et al., 2021). These studies employed various word formation theories and identified different types of word formation processes. However, this research sought to explore word formation processes specific to online games, with a focus on the language used by E-sports casters in the IESF Mobile Legends 2022 tournament. The unique terminology and expressions used in this context set it apart from traditional sports commentary and other studied domains. The international nature of the tournament, hosted in

Indonesia and featuring teams from various countries, added cultural and linguistic diversity to the study.

In summary, this research aimed to contribute to the understanding of word formation processes in online games, specifically in the context of E-sports commentary. By analyzing the language used by casters in the IESF Mobile Legends 2022 tournament, the study intended to shed light on the distinctive vocabulary and expressions that characterized this digital gaming environment. The exploration of word formation processes in this specific context could enhance linguistic studies and provide valuable insights for future research in the field of online gaming language. The theoretical framework for this study was drawn from Yule's (2010) word formation theory, and the focus was on uncovering the dynamic linguistic landscape within the E-sports domain.

## RESEARCH METHOD

This study examined social relations, specifically interactions among individuals in the IESF 2022 Mobile Legends: Bang-Bang tournament. The researcher used a qualitative descriptive research design to gain a comprehensive understanding of these social links. The method choice was intentional, aiming to provide a clear summary in everyday language, especially within the online gaming environment. Qualitative descriptive research was suitable for studying individuals or groups in a social context. The research aimed to analyze word formation in caster conversations. Transcriptions were taken from video footage of two-hour matches. Transcriptions were the raw data for analysis, guided by Yule's (2010) word formation process theory. By applying this framework, the study aimed to analyze the word formation processes used by casters in the video. The qualitative descriptive approach provided a detailed exploration of these processes, enhancing our understanding of the terms used by casters in the IESF 2022 Mobile Legends: Bang-Bang tournament.

This research mainly used data from a two-hour video on the Garudaku ESI YouTube channel ([https://www.youtube.com/watch?v=T6M3cw3\\_724&t=6061s](https://www.youtube.com/watch?v=T6M3cw3_724&t=6061s)). The video showed the entire final match of the IESF 2022 Mobile Legends: Bang-Bang tournament, a crucial game with many viewers. The tournament was broadcast in Indonesian and English. LigagameeSport YouTube had Indonesian commentary, and Garudaku ESI and TRANS7 were the English broadcast casters. The researcher chose the Garudaku ESI channel for its stable connection during data acquisition, ensuring a reliable dataset. The selected video was the grand final match between Indonesia and the Philippines, with English-speaking casters, making it a relevant and linguistically rich resource for the study. The researcher transcribed the casters' conversations from the video, focusing on capturing words that underwent word formation. This meticulous data extraction process ensured a detailed dataset for analyzing word formation in the IESF 2022 Mobile Legends: Bang-Bang tournament.

The researcher was the main instrument involved in all stages of data collection, actively participating in tasks such as video selection and transcription. The researcher presented and explained the word formation processes observed in online game terms used by casters during the IESF 2022 Mobile Legends: Bang-Bang tournament, following Yule's (2010) theory. Their active involvement as the primary instrument ensured a hands-on approach to data collection (Creswell, 2014). Direct engagement ensured accurate and reliable transcription and analysis. The researcher's familiarity with linguistic nuances was essential to the study's integrity and findings.

To collect data for this research, the researcher followed a systematic process. They first searched for live broadcasts of the Mobile Legends: Bang-Bang tournament, with a focus on the final match between Indonesia and the Philippines. The match selection was based on its significance, considering Indonesia's hosting role and the participation of the Indonesian team in the final. The researcher prioritized matches with higher viewer numbers, recognizing the importance of meaningful terms used by casters. Afterwards, the researcher found English-speaking casters on YouTube channels. The Garudaku ESI channel, known for its stable connection, was chosen among others. The researcher adjusted the playback speed to 0.75x slower to understand the casters' dialogue better. The researcher adjusted playback speed, played segments backward, or vice versa, to verify word correspondence with the transcript. This process was repeated three times to validate accuracy. After transcribing, the researcher identified and highlighted word formation terms based on Yule's (2010) framework. The last step was transferring the underlined data into a table for analysis.

The data analysis process included steps of examining morphemes in transcribed conversations. In the next phase, the researcher categorized and identified morphemes according to Yule's (2010) classification, which included ten types of word formation processes: Borrowing, Clipping, Acronym, Derivation, Backformation, Compounding, Multiple process, Conversion, Coinage, and Blending. After identifying morphemes, the researcher explained why each one was included in the word formation process. To make things clear, definitions from reliable dictionaries like Oxford or Cambridge were used. In addition, the researcher explained the meanings and importance of in-game terms. In the final phase, they summarized the findings and drew conclusions from the analyzed data. This synthesis summarized the data analysis outcomes, including word formation processes and their implications in the context of the IESF 2022 Mobile Legends: Bang-Bang tournament.

## FINDINGS & DISCUSSION

It was mentioned that the researcher analyzed the online game terms in the IESF 2022 Mobile Legends: Bang-Bang. This video was approximately two hours long. After the researcher recorded all the data, the researcher found several online game terms that were used by casters. There were 39 online game terms. Then, the researcher categorized them into ten types of word formation processes based on Yule (2010). They were borrowing, coinage, compounding, clipping, blending, backformation, conversion, acronym, derivation, and multiple processes. After all the data was collected, the researcher categorized each term according to Yule (2010) regarding the word formation process. As a result, the researcher found four of the ten types used by casters in online game terms, which will be explained below..

Table 1.1 Word Formation data used by casters

No	Word Formation Process	Frequency
1	Borrowing	0
2	Coinage	0
3	Compounding	7
4	Backformation	0
5	Clipping	1
6	Blending	0
7	Conversion	0

8	Acronym	7
9	Derivation	24
10	Multiple process	0
Total		39

Based on 39 data that had been found, the researcher took some samples for analysis. There were 20 data which would be explained regarding the word formation processes in online game terms that were used by casters. The researcher only took 20 data because the selected data were those that had explanations that could represent other data. The selected data are:

Compounding : *Snowball, Sandbag, Zone away, Riverse sweep, Heavy Spin.*

Clipping : *Mid.*

Acronym : *MVP, BOD, HP.*

Derivation : *Risky, Representing, Recall, Effectiveness, Passively, Roamer, Unexpected, Indonesian, Dangerous, Manipulation, Multidimension.*

The selected data which fell into the word formation categories. There were five categories that will presented as follows.

### **Compounding**

A process of combining two free morphemes with the aim of producing a new word, where the resulting word is a noun, verb, or adjective. Yule (2010) stated that compounding occurred when two words combined to make one, producing a single form. This form of compounding was often found in different ways, such as being written as one word (toothbrush), as two hyphenated words (baby-sitter), or sometimes as two separate words (wonder woman).

#### *Open Compound Word*

A series of two or more words collectively formed a single word that was written with space between the words. The following is the analysis of online game terms used by casters in the IESF 2022 Mobile Legends: Bang-Bang tournament that were categorized as open compound words:

#### Zone away

The term "Zone away" was an open compound word, where two words formed a single entity but were written with space between them. The morphemes in this term were "Zone" and "Away," standalone free morphemes with distinct meanings. The Oxford Dictionary defined "Zone" as a separate area within an object, while "Away" implied distance in space or time. In grammar, "Zone" had different forms but was used as a verb in IESF 2022 Mobile Legends commentary. When combined with "Away," which acted as an adverb, "Zone away" became a verb compound.

The term "Zone Away" was a verb compound describing the action of keeping enemies at a distance from allies in *Mobile Legends: Bang-Bang*. This term signified a strategic move in gaming, highlighting the tactical aspect of positioning and control. It exemplified the development of language in online gaming, where new words or phrases emerged to describe

context-specific actions or strategies. This term was not found in standard dictionaries like Oxford or Cambridge, highlighting its specialized usage in gaming and the evolving nature of language in specific fields.

### Reverse sweep

The term "Zone away" was an open compound word, where two words formed a single entity but were written with space between them. The morphemes in this term were "Zone" and "Away," standalone free morphemes with distinct meanings. The Oxford Dictionary defined "Zone" as a separate area within an object, while "Away" implied distance in space or time. In grammar, "Zone" had different forms but was used as a verb in IESF 2022 Mobile Legends commentary. When combined with "Away," which acted as an adverb, "Zone away" became a verb compound. The term "Zone Away" was a verb compound describing the action of keeping enemies at a distance from allies in \*Mobile Legends: Bang-Bang\*. This term signified a strategic move in gaming, highlighting the tactical aspect of positioning and control. It exemplified the development of language in online gaming, where new words or phrases emerged to describe context-specific actions or strategies. This term was not found in standard dictionaries like Oxford or Cambridge, highlighting its specialized usage in gaming and the evolving nature of language in specific fields.

### Heavy spin

This term was an open compound because it was formed by adding a space between free morphemes. It consisted of two free morphemes, "Heavy" and "Spin." Each of these morphemes could stand alone and had its own meaning. According to the Oxford Dictionary, the word "Heavy" meant "weighing a lot," and "Spin" meant "turning round and round quickly." It formed a noun compound because this term consisted of "Heavy" as the head of the compound, which was an adjective, followed by "Spin," which was a noun. This term was not recorded in the Oxford or Cambridge dictionaries for its meaning, but the casters pronounced it to refer to the ultimate ability of a hero in the \*Mobile Legends: Bang-Bang\* game.

### Closed Compound Word

The use of a closed compound was a term written as one word. The closed compound process occurred when two words were combined into one without adding a space between them. The following is the analysis of online game terms in the IESF 2022 Mobile Legends: Bang-Bang tournament that were used by casters.

### Snowball

The researcher found an online game term used by casters, categorized as a compound word with two morphemes. The words "snow" and "ball" could stand alone. "Snowball" was a closed compound because they were combined without a space. When combined, these words had a different meaning than their individual definitions. According to the Oxford Dictionary, "Snow" referred to frozen water falling from the sky in cold weather, while "Ball" referred to a round object used for throwing. This word combined "Snow" and "Ball" as a noun compound. In dictionaries, it meant "a ball made of snow." However, in gaming, it also signified a strategy where a hero or team became increasingly difficult to defeat by gaining an early advantage and using it to dominate the opposing hero or team.

### Sandbag

The following term that the researcher found was “Sandbag.” This word consisted of two free morphemes, each having its meaning and able to stand alone. According to the Oxford Dictionary, “Sand” meant “a substance that consists of very small fine grains of rock,” while “Bag” meant “a container made of cloth, leather, plastic, or paper, used to carry things in.” This term was categorized as a closed compound word because there was no space separating the two morphemes. Moreover, it was grammatically included as a noun compound, as it consisted of a noun as the head of the compound followed by another noun. The meaning of “Sandbag” in the gaming context referred to the figure who received the most significant damage in the match. Often, a sandbag was indicated by the player who had recorded the most deaths on the team.

### **Clipping**

Clipping was one of the word formation processes where this process occurred when removing some segments of an existing word to form a kind of synonymous word. Furthermore, Yule (2010) provided an explanation that Clipping process was the process of reducing one word to a shorter one. The researcher only found one form of clipping used by caster in IESF 2022 Mobile Legends: Bang-Bang, as follow:

### Mid

The term “Mid” was considered the result of the Clipping process because this was a shortened form of the word “Middle.” According to the Oxford Dictionary, this word meant the central point, position, or part. By shrinking or shortening the term, the resulting meaning also did not change in line with changes in the form of the word itself. Likewise, with parts of speech from the Middle, changing the form of the word did not affect the part of speech of the word.

### **Acronym**

An acronym was a combination of letters or syllables that were written or spoken. According to Yule (2010), a word or group of words that was formed and pronounced in one new single word, as in *ASAP*, *DIY* or *FYI*.

### MVP

MVP was an abbreviation for Most Valuable Player, a player with the most significant contribution in a match game. This player was an MVP if he had the most important or most prominent role in supporting his team. Usually, this MVP was given to the winning team. Even though there was also an MVP for the losing team, the organizers only displayed the MVP from the winning team. Usually, the MVP selection could be based on the number of kills obtained by a player or the number of assists they provided to the team during the game.

### BOD

BOD was one of the most expensive in-game items. This item was included in the physical attack items. Often, this item was bought by players to strengthen their physical attacks. Meanwhile, casters often pronounced this item in its acronym form during team fights to shorten the pronunciation, which should be Blade of Despair. However, the recitation of Blade

of Despair was often recited by casters when the situation was relaxed without certain short and fast moments.

### HP

HP was one of the words that casters often said. What was meant by HP was a health percentage or what was usually called the blood of a game character. HP was created so that players could estimate whether a character could survive in a team fight. This HP or health point could run out, which meant the character would "die." The more HP a character had, the longer that character would last in a team fight.

### **Derivation**

Derivation was a process that forms new words or lexemes. This process is the process most often found in the word formation process (Yule, 2010).

### Risky

The term "Risky" in IESF 2022 Mobile Legends: Bang-Bang was a language change to fit user needs. It came from the noun "Risk," meaning the possibility of something terrible happening. In this tourney, the casters altered this word's form and meaning. In gaming commentary, "Risky" shifted from noun to adjective. The change in grammar altered the word's meaning greatly. "Risky" now referred to the potential for something awful to occur. The word form change in this term also happened in "Tanky." Grammatical and meaning changes also occurred in "Tanky." The term "Tank" had a grammatical category shift to become an adjective with a different meaning. Its initial meaning, a container for liquid/gas, changed to refer to a hero with high body resistance in team battles.

### Representing

The basic form of this term was "present," which was included in the verb word class. According to the Oxford Dictionary, this term meant to give, provide, or make something known. In IESF 2022 Mobile Legends: Bang-Bang, casters changed the meaning of the term without changing the grammar to adjust the language used to be in line with the depiction of the conditions that occurred in the game. In gaming, "Represent" changed its meaning to make something known again. This happened because the casters added affixes to the term. This affix was a prefix (Re+), which meant repetition or repeating. Apart from that, the affixes given by casters were also placed at the end of words, namely the suffix (+ing). This suffix was a form of the progressive type..

### Recall

The word "Recall" had the root word "Call," which meant "to give someone or something a name, or to know or address someone by a particular name," based on the Oxford Dictionary. Its use in IESF 2022 Mobile Legends: Bang-Bang changed the meaning and grammar. In gaming, "Recall" had a grammatical category as a noun. This changed with its use by casters, whose original form was a verb. In terms of meaning, this word also changed. This happened because the casters added the prefix (Re+). In gaming, "Recall" meant a feature that functioned to return to the initial base during the game. This was done to replenish the hero's HP. The change in grammatical category and meaning in the term "Call" also occurred in "Build." With the addition

of the suffix, the grammatical category changed from verb to noun. The meaning also changed to building or putting something together again.

### Effectiveness

In the word class, "Effectiveness" was included in the Noun. This was the result of adding a suffix to the word. In gaming, the casters in IESF 2022 Mobile Legends: Bang-Bang had changed their grammatical categories. This was done due to environmental factors and the needs of the casters. According to the Oxford Dictionary, this term referred to the degree to which something was practical. This term was a form of word change used by casters based on the word "Effective." Based on the Oxford Dictionary, this word meant successful or achieving the results you wanted and was classified as an adjective. Due to the changes made by the casters by adding the suffix (+ness), this impacted the meaning and grammatical category.

### Passively

The term "Passively," as used in the context of IESF 2022 Mobile Legends: Bang-Bang commentary, described a change in language in a gaming context. The term originated from the adjective "passive," which, in the Oxford Dictionary, had the meaning "The passive form of a verb was being used when the grammatical subject was the person or thing that experienced the effect of an action, rather than the person or thing that caused the effect." However, the context of Mobile Legends: Bang-Bang influenced this term's grammatical changes and meaning. This term changed from an adjective to an adverb in the gaming sphere. The changes in grammatical categories in this term aligned with changes in meaning. In Mobile Legends: Bang-Bang, "Passively" referred to a way that did not act to influence or change a situation in a way that allowed other people to be in control. The changes in this term illustrated that language was flexible depending on the environment and needs. This also happened with "technically," "defensively," and "honestly." This word was used by casters in the context of the game at IESF 2022 Mobile Legends: Bang-Bang.

### Roamer

In IESF 2022 Mobile Legends: Bang-Bang, a "Roamer" was someone who enjoyed wandering aimlessly without a clear purpose. The term stemmed from "Roam," meaning to move or travel without a specific plan. This definition was from the Oxford Dictionary, and this root fell under the verb category. In use, the term changed category to roam. This occurred because its usage was influenced by a specific context, specifically in relation to the game scope in IESF 2022 Mobile Legends: Bang-Bang. The word originally functioned as a verb but later became a noun with the addition of a suffix. The word suffix (+er) in this study had two meanings: "Profession," as seen in words like Jungler, Dealer, and Player, and also as a comparative term meaning "more." According to research data, the word "Younger" had a suffix (+er) originally meaning "not yet old, not as old as others," according to the Oxford Dictionary. It evolved to simply mean "younger; with a lower average age."

### Unexpected

The researcher found this term used by casters in the game scope in the IESF 2022 Mobile Legends: Bang-Bang tournament. This word had the root word "Expect." In its use, casters added affixes to the beginning and end of the word to change its meaning according to the

context used in moments within the game. By giving this affix, the casters changed the meaning and grammatical category of the term. The term "Expect" had a grammatical category as a verb. In the Oxford Dictionary, this word meant "to think or believe that something would happen or that someone would do something." In this context, the term "Unexpected" changed to an adjective with a change in meaning to "if something was unexpected, it surprised you because you were not expecting it." This meaning was based on the Oxford Dictionary.

### Indonesian

According to the Oxford Dictionary, it was derived from the word "Indonesia." This term meant "a country in Southeast Asia formed of a group of islands." In the context of IESF 2022 Mobile Legends: Bang-Bang, casters added affixes to the end of words, namely the suffix (+an). Grammatically, the addition of this suffix did not affect the grammatical category; it remained the same, namely noun. However, this affected the meaning of the term. The casters changed the meaning by giving the suffix "a person from Indonesia" based on the Oxford Dictionary.

### Dangerous

The term "Dangerous," according to the Oxford Dictionary, meant "the possibility of something happening that would injure, harm, or kill someone, or damage or destroy something." In its use within the game's scope, the casters in IESF 2022 Mobile Legends: Bang-Bang used this term as an adjective, originally belonging to the grammatical noun category. Furthermore, there was a change in meaning from the original. This change occurred because the situation in the tournament required the casters to change it to "likely to injure or harm someone or to damage or destroy something," based on the Oxford Dictionary. The casters changed this meaning by adding the suffix (+ous).

### Manipulation

This word came from "Manipulate," which was included in the grammatical category as a verb. The Oxford Dictionary defined it as "to control or influence someone/something, often in a dishonest way so that they do not realize it." This term changed grammatical category and meaning in the context of IESF 2022 Mobile Legends: Bang-Bang. This change occurred when "Manipulate" was added by (+ion). This caused the grammatical category of this term to change from verb to noun. In its use, the resulting meaning also changed to "behavior that controlled or influenced someone/something, often in a dishonest way so that they did not realize it," based on the Oxford Dictionary.

### Multidimension

In developing the situation, the casters used a method by creating a new term specifically for the game. Like this term, it was a significant change in meaning and grammatical category to make it easier to convey meaning to viewers. The term "Dimension" had a grammatical category as a noun. In the Oxford Dictionary, this term meant "a measurement of something in a particular direction, especially its height, length, or width." When using it in the gaming realm of IESF 2022 Mobile Legends: Bang-Bang, the casters did not change the grammatical type but altered the meaning. The casters added the prefix (Multi+) to change the meaning. In the context of meaning, when this word was given a prefix, the meaning changed to "having many

dimensions." The word "Dimension," when the prefix (Multi+) was added, was not defined in any single dictionary, including Oxford or Cambridge, as "Multidimension."

### Immunity

In IESF 2022 Mobile Legends: Bang-Bang, the term 'Immune' referred to protection against a specific disease. According to the Oxford Dictionary, 'Immune' meant being unable to catch or be affected by a disease or illness. In Mobile Legends, 'Immunity' changed from an adjective to a noun. Changing the grammatical category altered the word's meaning. In Mobile Legends: Bang-Bang, 'Immunity' was the body's ability to resist infection and disease. The grammatical and semantic changes in 'Immune' reflected language flexibility in adapting to the environment and needs. These contextual alterations in the game allowed for concise and precise descriptions of complex situations, enabling effective communication among players, casters, and viewers.

### Laning

The term "Laning" in IESF 2022 Mobile Legends: Bang-Bang commentary highlighted the changing language in gaming. It came from the noun "Lane," which referred to a marked path or track. According to the Oxford Dictionary, a lane was a marked path in a road for vehicles to travel in the same direction safely. However, in Mobile Legends: Bang-Bang, it had a different meaning and role. In gaming commentary, "Laning" changed from a noun to a verb, altering its meaning. In Mobile Legends: Bang-Bang, "Laning" was the crucial activity of securing and controlling a lane in the game map. This strategic gameplay was vital in the early stages of a match. "Laning" started with minion emergence and ended when a turret was destroyed, playing a crucial role in map control and resource gain. The use of "Laning" as a verb highlighted language's adaptability in response to new environments and needs. In gaming, where strategies constantly changed, new terms were coined, or existing words were repurposed to describe unique gameplay aspects. "Laning" in Mobile Legends: Bang-Bang showed how language evolved in subcultures, creating specific terms to explain the game to players and spectators.

In the dataset analyzed, Derivation was the most common word formation process in the online game terms used by casters during the IESF 2022 Mobile Legends: Bang-Bang tournament. It had the highest number of instances (24), with the suffix (+er) being the most frequently encountered morpheme. This matched the findings of Triwahyuni et al.'s (2018) study on word formation in medical terms in The Jakarta Post's health articles, where Derivation was identified as the main type. Derivation was dominant due to casters needing to quickly convey information to viewers. As effective communicators, casters had to provide concise event descriptions during the game. The need for brevity was essential in fast-paced gameplay, where crucial moments unfolded rapidly, requiring quick and clear communication.

The frequent use of Derivation allowed casters to dynamically modify language for efficient information transmission. In contrast to Derivation, Clipping had minimal data, with only one instance, unlike Prastikawati et al. In Bieber's study, Clipping was found to be the most common type of word formation process in English slang used in Instagram captions, emphasizing its significance in effective communication (s, 2021). In the IESF 2022 Mobile Legends: Bang-Bang tournament, casters used minimal Clipping to ensure clear delivery of information to viewers and maintain their interest. Viewers were key in E-sports, impacting

tournaments through ticket purchases and online viewership. Caster language styles were vital for attracting and keeping viewer interest, requiring an effective mix of informative and entertaining communication.

The limited use of Clipping minimized misunderstandings and ensured precise information delivery to the audience. Differences in Clipping between online gaming tournaments and social media platforms like Instagram were due to language diversity and user purposes. Social media had a diverse user base, including people from different backgrounds and occupations, leading to greater language variations and more frequent use of Clipping. In the 2022 IESF Mobile Legends: Bang-Bang tournament, four word formation processes were identified: Derivation, Acronym, Clipping, and Compounding. Other categories like Coinage, Borrowing, Conversion, Backformation, Blending, and Multiple processes were not found in the data. This was because casters prioritized clear and concise language tailored to in-game moments. Excluding word formation types such as Blending ensured that casters' explanations remained clear, avoiding confusion for viewers. The variety of word formation types in Mobile Legends: Bang-Bang added complexity to the game's language. Developers used Borrowing in the hero 'Khaleed' and Coinage in the hero 'Freya.' In the IESF 2022 Mobile Legends: Bang-Bang tournament, casters mainly used Derivation, Acronym, Clipping, and Compounding for their commentary. This highlighted the careful and precise word formation techniques employed by the casters. Derivation was common due to fast-paced gaming, while limited Clipping highlighted the need for clear information delivery to engage viewers. Certain word formation types were absent in caster communication in E-sports tournaments due to unique requirements.

## **CONCLUSION & SUGGESTION**

The analysis of online game terms used by casters in the IESF 2022 Mobile Legends: Bang-Bang tournament revealed a total of 39 data points that fell into four distinct categories of word formation processes: Compounding, Clipping, Acronym, and Derivation. The prevalence of Derivation in the data could be attributed to casters' strategic use of affixes to shorten and streamline language, ensuring effective communication in the fast-paced gaming environment. The addition of affixes altered the meaning of words, creating terminology specific to the gaming context. The language employed by casters in the IESF 2022 Mobile Legends: Bang-Bang tournament reflected the dynamic nature of language. Future researchers might explore alternative theories to investigate the word formation process in upcoming Mobile Legends tournaments. From a historical perspective, researchers could examine the impact of technological advancements in gaming and broadcasting on the historical development of language in E-sports, recognizing that language was an abstract element that evolved over time, with each field having its unique ways of constructing terms.

The suggestion is that Future research will conduct comparative analyses of word formation processes in other tournaments or different games. This can illuminate specific linguistic patterns exclusive to Mobile Legends: Bang-Bang or identify general trends across various gaming environments. Further investigations into the word formation process with different terms from diverse fields can provide valuable insights, expanding knowledge and understanding of language. Future researchers are encouraged to incorporate elements of linguistic and cultural diversity in analyzing the word formation process in E-sports casting.

Exploring the viewers' perspective on their comprehension of terms used by casters in the gaming environment can offer a nuanced understanding of the linguistic dynamics at play.

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