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MILITARY JARGON IN POINT BLANK VIDEO GAME: SEMANTIC ANALYSIS

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Abstrak

Jargon is special technical vocabulary associated with a specific area of work or interest. The researcher interests to discuss military jargon considering that in social terms, jargon helps to create and maintain connections among those who see themselves as insiders in some way and to exclude outsiders. This paper aims to discuss how many the military jargon found and its meaning, the semantic change, and the word formation process of military jargon in Point Blank Video Game. The researcher applied theory of semantic from George Yule as the grand theory. The design of this research is qualitative research and descriptive method. In the process of data collecting, the researcher used documentation technique. In the process of data analysing, the research used descriptive analysis technique. The results show that 1) there are 25 items which are categorized as military jargons. The meaning of jargon explained in conceptual meaning and associative meaning. 2) the semantic change that is experienced of military jargon in Point Blank Video Game. The researcher found 2 Specializations, 1 Generalization, and 6 Metonymy. 3) the word formation process of military jargon in Point Blank Video Game, the researcher found 1 Borrowing, 14 Compounding, and 6 Multiple Processes.

مستخلص
البحث
Abstract

Kata Kunci: Military Jargon, Point Blank, Semantic

كلمات
أساسية
Keyword

INTRODUCTION (مقدمة)

Language could not be separated from human life. People use it as a tool for interacting with others. This is why language has become an important part of communication. Language refers to the way humans communicate. If language were

not used, their ideas and communication would not be successfully communicated to the audience. There is no doubt that people all over the world have their own language in different countries because it contains the culture of that country. Indonesian can speak Indonesian when talking with other Indonesian speakers. Another person who is not Indonesian cannot understand what Indonesians are saying except for studying Indonesian. This is because language is the speech and text communication system used by people in a specific country.

As mentioned above, language and society could not exist apart from one another. Language becomes a characteristic of society itself, become a culture. The specific language people learn as part of the cultural communication process provides us with a ready-made system (George Yule, 2010:253).

The study of social dialects focuses primarily on speakers in cities and towns. On the other words, it is possible to distinguish the language used by each social class and occupation. The way of speech used by scholars is definitely different from that of workers. The terminology commonly used by soldiers is different from the other jobs. The difference in each term is called jargon.

Jargon is a specific technical vocabulary associated with a particular job or field of interest (for example, plaintiff, and suffix) (George Yule, 2010:259). The term also includes multiple languages. It is the type of language used by people engaged in specific jobs (such as doctors, musicians, military, etc.). Every profession must have terms that ordinary people cannot understand. The jargon in daily life sometimes used in several media, such as books, movies, video games, etc.

To communicate their ideas, humans develop communication styles, which can result in language differences in expressing feelings and the meaning of a word. We cannot communicate if we do not understand the meaning of a language. For these reasons, language plays a significant and vital role in our daily lives. Language connects society because it is through language that we socialize. People with different social, educational, and cultural backgrounds frequently communicate in different ways. Differences can be found in dialect, intonation, speed, volume (loud or soft), and, of course, vocabulary. Some words or terms have a special meaning, are unique,

and even contradictory when used by people from a specific profession. In this case, the researcher choose the jargon in a Video Game "Point Blank".

Point Blank is an online first-person shooter (FPS) where players may join either the Free Rebels or the CT-Force squad (the Free Rebels are based on the Terrorists from Counter-Strike, while CT-Force is based on the Counter-Terrorists) (Point Blank – Point Blank Beyond Limits, 2009). Each team seeks to fulfill their mission goal while also attempting to eliminate the opposing squad. Each game begins with both sides spawning at the same time, generally at opposing ends of the battlefield; a player can select to play as among four possible preset character models (Red Bull and Tarantula for the Free Rebels, and Acid and Keen Eyes for CT-Force). There are four deluxe character models available for purchase: Fennec and Pit Viper for CT-Force or Cheshire and Shadow for the Free Rebels. Players are usually allowed a few seconds before the game starts or before respawning to change military weapons and/or equipment. For winning a round, losing a round, killing adversaries, and completing micro tasks, game points and experience are granted.

In the military world, the language used is known for its brief and concise characteristics. Even in a variety of military languages spoken used terms that are confidential and known only by members of the military. From various sources explaining the variety of languages, especially the variety of military languages, no one has yet delivered a detailed review of the variety of military languages themselves. Because many opinions say that military language is as standard as the language used in other agencies. The secret codes are only known by the members and are not allowed to be published (Nurul Azizah Rahma, 2018:5).

Based on the context, the researcher is interested in analyzing the Jargon employed in Point Blank Online. But it should be underlined that there are many people who do not understand the meaning of military jargon contained in it, therefore, the researcher tried to do research and analyze about the process of word formation, its interpretation and changes in meaning in jargon so that this research can be useful for gamers or beginners gamers. The researcher was conducting this semantic analysis on the Jargon in Point Blank Video Game, with the title "**Military Jargon In Point Blank Video Game: Semantic Analysis**".

THEORITICAL FRAMEWORK (نظريات)

Semantics

The study of the meaning of words, phrases, and sentences is known as semantics (George Yule, 2010:112). There is always an attempt in semantic analysis to focus on what the words normally convey, instead of what an individual speaker would wish them to mean on a specific occasion. This method emphasizes objective or generic meaning while ignoring subjective or local meaning. Semantics is the study of what we all understand when we act as if we all understand the meaning of a word, phrase, or sentence in a language.

Language style and Social Variation

There is no such thing as a stable, uniform, or unchanging human language; all languages exhibit internal change. Actual usage differs from community to community and speaker to speaker in terms of language pronunciation, word choice and meaning, and even the use of syntactic structures. There are language and social variation according to George Yule.

Prestige, the concept of "prestige" arose as a means of explaining the direction in which certain individuals' speech changes. When the change is in the direction of a form more common in the speech of those perceived to have higher social status. For example, we might wonder why many lower-working-class speakers do not change their speech style from casual to careful in the same way that lower-middle-class speakers do. The response could be that they value the characteristics that identify them as members of their social group and avoid changing them in the direction of characteristics associated with another group. Among younger speakers in the middle class, many aspects of pronunciation and grammar (*I ain't doin' nuttin'* rather than *I'm not doing anything*) that are more commonly associated with lower-status groups' speech are often connected with hidden prestige among younger speakers in the middle class.

Speech accommodation, when we examine diversity in speech style more closely, we can find that it is driven not just by speakers' social class and attention speaking, but also by their impression of their listeners. This type of variation is sometimes called audience design, but it is more commonly known as speech accommodation, which is defined as our ability to adjust our speech style to match or contrast with the perceived style of the people with whom we are conversing. We can

adopt a speech style aimed at eliminating social distance, known as convergence, and use forms similar to those used by the person with whom we are conversing. Consider the following examples: (1) *c'mon Tony, gizzalook, gizzalook.* (2) *Excuse me, could I have a look at your photos too, Mrs. Hall.?* A teen boy requests to see some vacation photos. In the first case, he is speaking to a buddy, but in the second, he is speaking to his friend's mother. The request is essentially the same, but the style differs due to the speaker's convergence with the perceived speech style of the other.

Slang, outside of established higher-status organizations, slang is more commonly utilized. Slang, often known as "colloquial speech." Describes words or phrases that younger speakers and other groups with special interests use instead of more common ones. For more than a century, the term *bucks* (for dollars or money) has been used as a slang idiom. Slang, like clothing and music, is a fashion-driven facet of social life, particularly among teens. It can be utilized by members within a group who share views and attitudes to differentiate themselves from others. Slang idioms can "get old" quickly as a marker of group identification within a limited life stage, such as early adolescence. Older forms of "very good" like *groovy*, *hip* and *super* changed to *awesome*, *rad* and *wicked* which gave birth to *dope*, *kickass* and *phat*. Instead of something being *the pits* ("very horrible"), the next generation thought it was a *bummer* or said, *that sucks!* The difference in slang usage between older and younger speakers demonstrates that age is yet another important factor in social diversity.

Register and Jargon, register is another factor influencing speech style that is related to social identity. A register is a standard way of speaking that is acceptable in a specific setting, which can be situational (for example, in church), occupational (for example, among lawyers), or topical (e.g. talking about language). We can find specific characteristics in the religious register (*ye shall be blessed by him in times of tribulation*), the legal register (*the plaintiff is ready to take the witness stand*), and even the linguistics register (*in the morphology of this dialect there are fewer inflectional suffixes*). Jargon, which is special technical vocabulary (e.g. *plaintiff*, *suffix*) connected with a specific area of activity or interest, is one of the defining qualities of a register. Jargon, in social terms, aids in the formation and maintenance of bonds among individuals who consider themselves to be "insiders" in some way, while also excluding "outsiders" (George Yule, 2010:259). This exclusive effect of specialist jargon, such as in

the medical registry (e.g., *Zanaxyn is a nonsteroidal anti-inflammatory medicine used to treat arthritis, bursa, and tendonitis*), frequently leads to complaints of "jargonitis."

Theory of Meaning

Meaning is very relating to jargon because jargon is the study about the term of words. To know the functions of jargon, we should know the meanings first. According to Yule, "We have already ruled out special meanings that one individual might attach to words. We can go further and make a broad distinction between conceptual meaning and associative meaning" (George Yule, 2010:113). Based on the statement, it is possible to conclude that there are two types of meaning in linguistics: conceptual meaning and associative meaning.

Conceptual Meaning, a dictionary is intended to describe some of the core components of a term, such as *needle*, which is described in English as a "thin, sharp, and steel instrument." This *needle*-related component will be a part of the conceptual meaning. As Yule remarked, conceptual meaning encompasses the core, the literal use of a word provides essential meaning components. That is the type of meaning that dictionaries are supposed to describe. In a summary, conceptual meaning is the most basic meaning we discover in dictionaries.

Associative Meaning, is more focused on the individual perspectives of each people. However, various people may associate a word like *needle* with different ideas or implications. They may associate it with "pain," "sickness," "blood," "drugs," "thread," "knitting," or "difficult to discover" (particularly in a haystack), and these connotations may vary from person to person. These types of associations are not considered part of the semantic definition of the word. Similarly, some individuals may associate the concept "*low-calorie*" with "healthy" when used to describe a product, but this is not part of the expression's underlying conceptual meaning (producing a small amount of heat or energy). Poets, composers, authors, literary critics, advertisers, and lovers may all be interested in how particular features of associative meaning might be evoked by words.

Semantic Change

A change in the meaning of a word is the most basic definition of semantic change. According to Blank, the variety of senses and connotations of any word can be added, erased, or transformed over time, and it can sometimes reach a point where the

variants of the term have drastically different messages (Andreas Blank & P. Koch, 1999:61). As a result, It is entirely possible that the meaning of the words we have now had a different meaning in the past. The words' new meaning may or may not be related to their original meaning. According to Paul, The modulation of regular meanings into occasional meanings is the foundation of semantic change, a word must have conceptual or normal meaning as well as occasional meaning (Dirk Geeraerts, 2009:16). The occasional meaning is the contextualized meaning of the normal meaning. Because the occasional meaning may include additional aspects not included in the typical meaning, it may not include all of the usual meaning's features. This study took Michel Breal's classification of the type of semantic change was used in this investigation. It divides the sorts of transformation into six categories (Michel Breal, as cited in Elizabeth Traugott & Richard B. Dasher, 2002:54). These types are detailed more below.

Pejoration, is a type of semantic change in which the new meaning reduces the previous meaning. When a term's meaning deteriorates into a more negative meaning, it is referred to as a pejorative. The adjective 'silly' is a good example of a derogatory word. The original definition of 'silly' is 'deserving of sympathy, helpless, or simple.' The adjective 'silly' is now defined as 'foolish, lacking judgment or common sense.' As a result, the new connotation is linked to a lack of intelligence. This shows that the word has experienced the pejorative semantic change.

Amelioration, is the exact opposite of amelioration. This is the type of change in which the meaning of the word is elevated to a more positive sense. The noun 'baron' is a good example of amelioration. The noun 'baron' refers to the lowest rank of nobility in the United Kingdom. That, however, is not the original meaning of the noun 'baron.' Originally, the noun 'baron' meant 'common men, servants.' The new meaning of the noun "baron" is associated with aristocracy. Despite the fact that 'baron' refers to the lowest rank of nobility, it is still a higher social status than the common people. This demonstrates that the noun 'baron' has experienced ameliorative semantic change.

Specialization of Meaning, specialization indicates that this type of change can be found in terms when the meaning becomes more explicit than it was previously. According to Geeraerts, narrowing semantic change can be observed in words whose new meaning is a subordinate of the old or regular meaning. A restriction is the word 'wife.' The original meaning of the term "wife" is "woman." Throughout history, the

term "wife" has only referred to a "lady of lower rank or low job." Nowadays, we understand that the term "wife" only refers to a "married lady or spouse." For example, the meaning of the word 'wife,' which originally referred to all women, has become more specific, and now only refers to a woman who is already married.

Generalization of Meaning, is a semantic transformation in which the scope of a word's new meaning grows broader than the old meaning. Because of the opposition of restriction, the meaning of a word expands from specialized to general. In other words, the new meaning of a word overcomes the old one. A word's previous meaning is instantly absorbed into its new meaning. The meaning of the noun 'cupboard' has undergone a semantic change as a result of the expansion semantic modification. The original meaning of the noun 'cupboard' is a table on which cups or vessels were set, or a piece of furniture used to show plates. The term 'cupboard,' on the other hand, is currently used to refer to a compact storage cabinet. In this case, the role of the term 'cupboard' has been enlarged in this context. The entity 'cupboard' can be used not only to show cups or vessels, but also as a storage space for anything.

Metaphor, is a term used to describe a thought that is similar to one's own. "The analogical mapping of a more concrete term from a 'source' domain onto a more abstract term in the 'target' domain," Traugott and Dasher define metaphor. As a result, metaphor is a form of semantic transition in which the meaning of a word in one domain is transferred to another to express something similar. The use of the noun 'crocodile' to refer to an aggressive individual is an example of metaphor offered by Traugott & Dasher. When attacking its victim, the reptile 'crocodile' has the trait of being aggressive. This animal-domain trait of the reptile 'crocodile' gets transferred to the human domain.

Metonymy, is the use of one word in place of another that has a strong connection to everyday life. Croft defines metonymy as a semantic change in which a subdomain of a literal meaning is emphasized and becomes the main meaning. Metonymy semantic change can be seen in the cause for the effect, the container for the contained, the form for the function, the name of a producer for the product, the name of an author for his or her work, the venue for the event, and so on. The phrase "drink the whole bottle" exemplifies metonymy semantic change. The noun 'bottle' is semantically changed in the utterance. A 'bottle' is defined as a glass or plastic container with straight

sides and a short neck that is mostly used for storing liquids. The noun 'bottle,' on the other hand, refers to the liquid inside the previous utterance's bottle. One of the characteristics of a bottle, according to its literal meaning, is its use to store liquid. The noun 'bottle' takes on the primary meaning of 'liquid' in the phrase "drink the whole bottle." As a result, the container represents what is contained in this metonym.

Word Formation Process

People usually create the short form in order to ease and make economical communication. They use abbreviation or acronym form to mention the long terms. Not only abbreviation and acronym, they also create the short terms in some processes, such as compounding, blending, and clipping. According to Yule (2010:53) language is shaped by the desires of its users (George Yule, 2010:53). The procedures generate new phrases that are applied by speakers who are unable to convey their message using common words. The word-formation processes are employed as an approach to analyze the jargon-creation processes in this study. It is very important to understand the processes of creating jargon. It is aimed to give the description and deep understanding of how a word or phrase is produced. A word or phrase can be modified and combined to get the new form of that word or phrase. The phenomenon of new words invention and figuration are described through the processes.

Coinage, According to Yule, in English, one of the most frequent methods of word formation is coinage. It produces new terms. One often calls something by the name of its brand, for example, *Aspirin*, *Nylon*, *Vaseline*, *Zipper*, *Kodak*, *Teflon*, *Kleenex*, and *Kevlar*. They are brands that are used as the name of its product. In some cases, the name of place or person develops as the name of a product. This kind of coinage is called Eponym. The common eponym, such as *Volt*, is taken from its inventor, Alexandro Volta (Italy). *Fahrenheit* is taken from its inventor, Gabriel Fahrenheit (Germany), and *Jeans* is taken from the name of city in Italy (Genoa) at which that kind of cloth was made for the first time.

Borrowing, English has taken a great number of words from various languages throughout its history including sofa (Arabic), dope (Dutch), tattoo (Tahitian), croissant (French), yogurt (Turkish), piano (Italian), lilac (Persian), pretzel (German), tycoon (Japanese), and zebra (Bantu). However, other languages, such as Japan's *suupaa* or *suupaamaaketto* (supermarket) and *taipuraitaa* (type researcher). Furthermore, on his book, Yule describes that English also directly translates literally foreign term.

Compounding, is the process of combining two separate words into a single form without reduction. Occasionally, the words that are connected are from two separate classes, for example, fast (adjective) and food (noun) become fast food. It has new term and meaning. Another common term is full (adjective) and time (noun) become full-time. It also happens to the same class of word, such as book (noun) and case (noun) becomes bookcase, then wall (noun) and paper (noun) become wallpaper. One can find those terms in some fields, including advertisement and sport. Yule states that Compounding commonly happens in English and German, and less common in French and Spanish.

Blending, is the process of combining two distinct forms to create a new single phrase. According to Yule, this is usually accomplished by connecting the start of one word to the end of another. In some parts of the United States, for example, there is a product that is used like gasoline but is derived from alcohol; thus, the "blended" term for this product is gasohol. Then there is brunch, which is a hybrid of breakfast and lunch. Infotainment (information and entertainment), Simulcast (simulation- broadcast), and Modem (modulator-demodulator) are the other common examples of blending.

Clipping, occurs when a word (with more than one syllable) is reduced to a shorter form, usually the beginning. Clipping removes the first, final, or both parts of a word; for example, Fax is the abbreviation for Facsimile, bra (brassiere), flu (influenza), Ad (advertisement), condom (condominium), cab (cabriolet), and fan (fanatic) are the common examples of clipping.

Back formation, is a type of reductions of word. When a word (typically a noun) is reduced to another form of word, this occurs (usually verb). For instance, babysit is derived from babysitter, enthuse is derived from enthusiasm, emote is derived from emotion, liaise is derived from liaison, and donate is derived from donation.

Conversion, occurs when a word's function changes, such as when a noun becomes a verb. Commonly it is called as functional shift or category change. Through this process, noun can be used as verb. The common example is water as a noun can be a verb in "We are watering the garden". In some cases, verb also can be used as noun such as spy, guess, and must are classified as verb. However, they are also can be used as noun, such as a spy, a guess, and a must. Conversion also occurs in phrasal verbs,

such as to print out and to take over become noun a printout and a takeover. Phrasal verb stand up becomes adjective in stand-up comedian.

Acronym, is a new word made up of the first letters of a group of mother words. They're pronounced as a single word for the first time. It is particularly useful in the fields of profession, organization, and politics. NATO, NASA, and UNICEF are examples of organizations that use acronyms in their names. Many acronyms, such as laser (light amplification by stimulated emission of radiation), radar (radio detecting and ranging), and scuba (scuba diving), retain their capital letters (self-contained underwater breathing apparatus). Some acronyms, such as CD (Compact Disc) and ATM (Automated Teller Machine), can be pronounced like their letters (Automatic Teller Machine). Abbreviation is the term for this type of acronym.

Derivation, is the most common method of word formation in English. Derivation is the process of changing the meaning of a word by adding Affixes to the beginning or end of it. There are three types of affixes, according to Yule. Prefixes, suffixes, and infixes are the three types. First, there are prefixes, which are affixes that are added to the beginning of a word, such as un-, dis-, re-, in-/im-, and mis-. Happy becomes unhappy, for example, as a result of a prefix (adjective). It does not modify the word's type, but it does change its meaning (not happy). Second, suffixes are affixes that are appended to the end of a word, such as -er, -ly, ism, and -ish. The common examples are worker, finally, terrorism, and foolish. The type of word changes following the suffixes. In some cases, one can find a word with prefix and suffix, for example, disrespectful. Infix is the third option. That is an affix that is not even commonly used in English but can be found in other languages. It's an affix that's inserted within a word.

Multiple Process, it is feasible to trace the activity of more than one step in the production of word, according to Yule. As an example, the word snowball is a product of compounding. It consists of snow and ball. Actually, snowball is a noun, but it can be a verb in "Problems with the project have snowballed". The last word has changed through multiple processes of compounding and conversion.

METHOD (طريقة \ منهج البحث)

The researcher applied qualitative research and descriptive methods (Qualitative Descriptive Research). The source of data for this research was the game

Point Blank that is published by Zepetto on 2008. Meanwhile, the following sources of data were used in this study were the radio chats that is taken from the Point Blank Video Game. In the process of data collecting, the researcher used documentation technique. In the process of data analysing, the research used descriptive analysis technique.

FINDINGS & DISCUSSION (بحث ومناقشة)

Military Jargon Found and its Meaning

The researcher discovered 25 military jargons in the radio chat of the *Point Blank* video game. Based on the data, the researcher then applies Yule's theory of conceptual and associative meaning to describe the meaning of each military jargon.

Code	Jargon	Conceptual Meaning	Associative Meaning
JP01/TM/Gen/Com	Nice Shot!	Nice means Giving pleasure or joy: good and enjoyable. Shot means an act of firing a weapon.	Used to give appreciation or praise to other players who is successful to kill the enemy.
JP02/TM/-/-	Oh! Yeah!	Used in speech to show surprise, doubt, or interest.	Expressed the happiness (Reply the radio: Nice Shot).
JP03/TM/Gen/Com	Cover Me	Cover means to provide fire support for another person or unit. Me is a pronoun of I.	Requesting protection from other players when raiding and or setting/defuse bombs.
JP04/TM/-/Com	You Take The Point	You used to refer to any person or to people in general. Take means to acquire, to capture, to	Order a friend to take turns installing or defuse bombs (C4).

		<p>remove, to carry with you.</p> <p>The is an article.</p> <p>Point means a precise moment.</p>	
JP05/TM/Mny/Com	Hold This Position	<p>Hold means to prevent the enemy from capturing.</p> <p>This means the person, thing, or idea that is present or near in place, time, or thought or that has just been mentioned.</p> <p>Position means a place occupied by troops or equipment for tactical purposes.</p>	Instruct the friend to stay in position and wait or observe the enemy.
JP06/TM/Mny/Mpl	Regroup Team	<p>Regroup means to stop an activity or operation temporarily, in order to reorganize.</p> <p>Team means a group of people who work together.</p>	Order the member of the team to regroup in certain place.
JP07/TM/-/Com	Follow Me	<p>Follow means to move behind someone or something else.</p> <p>Me is a pronoun of I.</p>	Order the other players to follow the commander.
JP08/TM/Gen/Mpl	Taking Fire. Need	<p>Taking derives from take means to acquire,</p>	Ask to other players for help as soon as

	Assistance!	<p>to capture, to remove, to carry with you.</p> <p>Fire means the effect of bullets or other projectiles hitting a target and its vicinity.</p> <p>Need means a strong feeling that you must have or do something.</p> <p>Assistance means help.</p>	possible because they are being shot by the enemy.
JP09/PM/Spc/-	A	A is the 1st letter of the English alphabet.	To tell the other players to go to site "A".
JP10/PM/Spc/-	B	B is the second letter of the English alphabet.	To tell other players to go to site "B".
JP11/PM/-/-	Go Go Go	Go means to move out of or away from a place expressed or implied.	Order the other players to move forward.
JP12/PM/Mny/Com	Team Fall Back	<p>Team means a group of people who work together.</p> <p>Fall Back means to withdraw (usually under strong pressure from the enemy or as a result of a strong</p>	Order the member of the team to retreat.

		enemy threat).	
JP13/PM/Mny/Com	Stick Together	<p>Stick means a long thin piece of wood, which is broken or cut from a branch of a tree.</p> <p>Together means in or into one place, mass, collection, or group.</p>	Order the member of the team to gather and not split up.
JP14/PM/Mny/Com	Get In Position	<p>Get means to reach or enter into a certain condition.</p> <p>In means that is located inside or within.</p> <p>Position means a place occupied by troops or equipment for tactical purposes.</p>	Order the members of the team to take their respective positions.
JP15/PM/-/Com	Storm The Front	<p>Storm means to assault and capture a position or place using force in order to occupy an enemy position.</p> <p>The is an article.</p> <p>Front means a zone occupied by military forces which are fighting or preparing to fight the enemy.</p>	Order the members of the team to attack into the designated area.

JP16/PM/Mny/Com	Report In Team	<p>Report means verbal or written information, which is given or sent to another person.</p> <p>In is located inside or within.</p> <p>Team is a group of people who work together.</p>	Ask the members of the team to report their condition (Roll call).
JP17/IM/Gen/Mpl	Affirmative	True or accurate.	Approve the orders or accept the orders from other players.
JP18/IM/Mny/Mpl	Enemy Spotted	<p>Enemy is referring to a state, which is at war with your own country.</p> <p>Spotted derive from spot means to catch sight of.</p>	Report to the team that an enemy has been detected.
JP19/IM/Gen/Com	Need Back Up	<p>Need means a strong feeling that you must have or do something.</p> <p>Back Up means an additional assistance or resources available in the event of difficulty or failure.</p>	To ask the other players for helping to protect from behind and give some support.
JP20/IM/-/Com	Sector Clear	<p>Sector means a subdivision of an area of ground.</p> <p>Clear means free from</p>	Informing to the members of the team that the area is safe there are no enemies.

		hazards (such as chemical contamination, enemy troops, explosive devices, etc.).	
JP21/IM/Mny/Com	I'm In Position	<p>I'm is a contraction of I am means the one who is speaking or writing.</p> <p>In is located inside or within.</p> <p>Position means a place occupied by troops or equipment for tactical purposes.</p>	To notify the team that they are in position (Reply the radio: Get In Position).
JP22/IM/-/Mpl	Reporting In	<p>Reporting derives from report means verbal or written information, which is given or sent to another person.</p> <p>In is located inside or within.</p>	Provide reports and conditions to the team (Reply the radio: Report In Team).
JP23/IM/Gen/Com	Get Out Of There, It's Gonna Blow!	<p>Get means to reach or enter into a certain condition.</p> <p>Out means in a direction away from the inside or centre.</p> <p>Of is a preposition used as a function</p>	Order the other players to stay away from the area because a bomb is about to explode.

		<p>word to indicate a point of reckoning.</p> <p>There means in that place or at that location. It's is a contraction of it is.</p> <p>Gonna used for "going to" in informal speech and in representations of such speech.</p> <p>Blow means to destroy with explosives.</p>	
JP24/IM/Gen/Bor	Negative	That is incorrect	Disapprove of orders or report the enemies undetected.
JP25/IM/Gen/Mpl	Enemy Down	<p>Enemy means referring to a state, which is at war with your own country.</p> <p>Down means into defeat.</p>	Notify the team that the enemy has been killed or defeated.

Semantic Change

The researcher discovered only three sub-types of semantic change while analyzing the data: specialization, generalization, and metonymy.

Specialization, is a type of word change in which the meaning becomes more specific than before. Here are the analyses of specialization:

Code	Radio Chat	Conceptual Meaning	Associative Meaning
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JP09/PM/Spc/-	A	A is the 1st letter of the English alphabet.	To tell the other players to go to site "A".
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The information above demonstrates that when the word "A" is used in Military Jargon, it refers to a specific location on a map. Meanwhile, the dictionary definition of "A" is the English alphabet. The term "A" Clearly does not refer to the same entity in military jargon as it does in its conceptual meaning. As a result, the word "A" has experienced semantic change

Generalization, a semantic change in which the scope of a word's new meaning expands beyond its original meaning is referred to as generalization. It is the logical contradiction of specialization, in which the meaning of a word shifts from specific to general. In other words, the new meaning of a word differs from its previous meaning. A word's previous meaning is automatically absorbed into its new meaning. The following is a generalization analysis:

Code	Radio Chat	Conceptual Meaning	Associative Meaning
JP13/PM/Mny/Com	Stick Together	<p>Stick means a long thin piece of wood, which is broken or cut from a branch of a tree.</p> <p>Together means in or into one place, mass, collection, or group.</p>	Order the members of the team to gather and not split up.

Based on the data above the researcher highlighted the word "stick" to be the main of this type of generalization from semantic change. The meaning of "stick" when it is used in military jargon refers to remain in a place, situation, or environment to make the members of the team to keep together. Meanwhile, the meaning of "stick" in

the dictionary refers to a long thin piece of wood, which is broken or cut from a branch of a tree. It is obvious that the term "stick" in military jargon does not refer to the same entity as in the conceptual meaning. As a result, the semantics of the word "stick" change

Metonymy, is the use of one word in place of another that has a strong connection to daily life. Metonymy is a semantic change where a subdomain of a literal meaning is highlighted and becomes the main meaning, according to Croft. The cause of the effect, the form for the function, the container for the contained, the name of a producer for the product, the place of the event, the name of an author for his or her work, and so on are all examples of metonymy semantic change. Here are some metonymy analyses:

Code	Radio Chat	Conceptual Meaning	Associative Meaning
JP16/PM/Mny/Com	Report In Team	<p>Report means verbal or written information, which is given or sent to another person.</p> <p>In is located inside or within.</p> <p>Team is a group of people who work together.</p>	Ask the members of the team to report their condition (Roll call).

The data above shows the metonymy of semantic change in the sentence "Report In Team". The term "Team" in the utterance is semantically changed. It is described the term "Team" is a number of persons associated together in work or activity. Moreover, in the preceding sentence, the term "Team" relate to the each person within the team.

One of the characteristics of the term “team” in the literal meaning is a number of persons in the same group. The “person” then becomes the primary meaning of the noun “Team” in the utterance “Report In Team”. As a result, this is the metonym where the container stands for the contained.

Word Formation Process

The researcher discovered only three sub-types of word formation processes while analyzing the data: Borrowing, Compounding, and Multiple Process.

Borrowing, in the research, Borrowing was not the most prominent form of word formation process of Military jargon in *Point Blank* video game. There are only 1 of 25 items which is indicated based on the data, Borrowing is a process of taking word from another language. The analysis is explained below.

Information Messages : **Negative** (JP24/TM/Gen/Bor)

According to the Dictionary of Military Terms, in literal “Negative” means that is incorrect. Based on Merriam Webster Dictionary the word Negative borrowed from Anglo-French & Latin Anglo-French “*negative*”, borrowed from Late Latin “*negātīva*” means negative command or statement, from feminine of Latin “*negātīvus*” means (of legal actions) restraining, (of words) denying. Therefore, the word “Negative” is a military jargon that can be categorized in word formation process as borrowing.

Compounding, was found to be the most common method of word formation in military jargon in the *Point Blank* video game. Based on the data, 14 of the 25 items are classified as compounding. Compounding is a process of joining two separate words to produce a single form without reduction, as Yule explains in chapter two. Sometimes the words that are joined are of two different classes. Furthermore, compounding is defined as the joining of two or more existing words to form a new word, according to EWF (English Word Formation). The compounding can be noticed in the radio chat below.

Team Messages : **Nice Shot!** (JP01/TM/Gen/Com)

In the associative meaning, it has the meaning of used to give appreciation or praise to other players who is successful to kill the enemy. The military jargon of “Nice Shot!” consist of two words. They are “Nice” and “Shot”. Both of them have their own meaning separately. They have different meaning from the words. According to the Merriam Webster dictionary “Nice” is an adjective means giving pleasure or joy : good and enjoyable. Whereas, on the Dictionary of Military Terms “Shot” is a noun means an act of firing a weapon (Bowyer Richard, 2007:221). Then, Nice (adjective) and Shot (noun) become Nice Shot.

Multiple Process, the last word formation process in the research was Multiple Process. There are 6 of 25 items which is identified based on the data. Multiple Process is possible to trace the operation of more than one process in the creation of a word, according to Yule. The radio chat below contains the Multiple Process.

Information Messages: **Enemy Down** (JP25/IM/Gen/Mpl)

The military jargon above is indicated as multiple process. It is formed through two processes. The first process is borrowing, according to Merriam Webster dictionary “Enemy” borrowed from Anglo-French *enemi*, going back to Latin *inimicus*, derivative of *inimicus*, means an opponent, unfriendly, hostile. The second process is compounding. In this multiple process, compounding is the combination between “Enemy” as a noun and “Down” as an adverb. Thus, both words became the new word “Enemy Down”.

CONCLUSIONS (خلاصة \ خاتمة)

The researcher discovered 25 military jargons in the radio chat of the *Point Blank* video game. Based on the data, the researcher then applies Yule's theory of conceptual and associative meaning to describe the meaning of each military jargon. After doing the analysis the researcher found that there are similarity between conceptual meaning and associative meaning of military jargon in *Point Blank* Video game, because the researcher using dictionary of military and terms to describe its meaning. The semantic change that is experienced of military jargon in *Point Blank* Video game, there are six aspect of changes those are Pejoration, Amelioration, Specialization, Generalization, Metaphor, and metonymy. The researcher found 2 Specializations, 1 Generalization, and 6 Metonymy.

The word formation process of military jargon in *Point Blank* Video Game the researcher can classify there are ten various kind of word formation process. Those are Borrowing, Conversion, Clipping, Compounding, Derivation, Coinage, Blending, Back Formation, Acronym, and Multiple Process. From 25 jargons, the researcher found 1 Borrowing, 14 Compounding, and 6 Multiple Processes.

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