

Lol: Analysis Of Word-Formation Processes And Word-Classes Of Filipino Gamers/Students

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Abstract

Purpose: This study explored: (1) the most common word-formation processes in the creation of League of Legends neologisms, (2) the most common word-class among them, and (3) the effect of these neologisms in the current status of word formation based on the needs of the LOL players.

Design: This used descriptive method under the mixed-method approach. Specifically, an explanatory-sequential method was utilized wherein the first phase of data gathering procedure was quantitative followed by the qualitative data collection. Also, this study utilized the transcription method of data gathering wherein the researchers gathered screenshots on the actual real-time conversation of the respondents.

Findings: The findings of study reveal that the most common word-formation process upon the creation of the neologisms is the semantic extension and the most common word-class among the neologisms is the noun. The present undertaking also disclosed through coding the impact of the environment of the gamers upon the creation of these newly formed words.

Originality/Value: The study in general provides an unexplored or untapped possibility on how the youth of today form new words accidentally and use it with in a specific environment that they only enjoy.

Keywords: word-formation processes, word-class, League of Legends (LOL)

Introduction

As the advancement of communication technology continues to grow. The development of language online could not really be overlooked. Communication today is way easier than its form of paper and pen two decades ago. The ease of communication today generally affects the use and evolution of language per se.

Both communication and internet shared mutual development. Because of the ‘global’ property of the internet which means it can connect many people in a single thread, it has created a lot of offspring in many fields which utilized that ‘global’ property. One of the most influenced fields is the gaming field on which it looks like a total breakout development on the field.

The internet has given the developers opportunities to create a game that can connect various gamers around the world in the same certain point of time. This opportunity leads to the creation of MOBAs (Multiplayer Online Battle Arena) leading to the creation of the games like LOL (League of Legends) and DOTA (Defense of the Ancients) that connects ten live players from all over the world divided into two teams (comprised of five allied members) battling against each other which has one common goal which is to claim the victory.

As the developer of the League of Legends itself “Riot Games” would define the game,

“League of Legends is a fast-paced, competitive online game that blends the speed and intensity of an RTS (Real-Time Strategy) with RPG (Role-Playing Game) elements. Two teams of powerful champions (the character of the player in the game with distinct role), each with a unique design and playstyle, battle head-to-head across multiple battlefields and game modes. With an ever-expanding roster of champions, frequent updates and a thriving tournament scene, League of Legends offers endless replayability for players of every skill level.”

Language is so dynamic that it has adjusted and developed to conform itself inside the predicament of the game. Language will develop depending on the needs of its environment; whereas, in the context of the game League of Legends, it is a practicality scenario on which players need to communicate briskly because the game is on-going. The players need words that will suffice their needs of fast communication. Therefore, ‘new words’ are coined or created to attend to the needs of these gamers. These newly created words are called ‘neologism’. Neologism, according to Šipka (2006, in Čolić, 2015) is “a word which has entered the lexicon... only recently”. Grounding on the definition of Šipka (2006), the word neologism in this study will be defined as the words that are created solely in the communication environment of the game League of Legends.

Neologisms, jargons, and registers may seem confusing for they relatively account for the knowledge of specific field. However, neologism is the term for words that are newly created by a specific field. Now, neologism is different from jargons and registers since these words are created uniquely and jargons together with registers do not include any creation process because they are only identifiers. LOL does also have jargons and registers which account to the words that do not appear on other fields and are only renowned to LOL players.

Neologisms will also come in many forms again depending on the needs of a community. Here in the context of LOL, neologisms are vital part of winning the game. Usually in the game, players are giving commands that will lead them to victory or defeat. Clear and fast commands will surely give them advantages. Neologisms do not only appear in commands, they are also present in commending and trash talking other players.

The emergence of these uniquely created words called as ‘neologisms’ truly caught the attention of the researchers for it is believed to be underexplored and is not yet well explained. Hence, the present undertaking will be an input of contribution to the field of neologism formation in the internet.

This study seeks to explore the variations of word formation processes, the most prevalent word-class, and the effect of present undertaking on the current status of word formation as a whole. Specifically, this study is premised to find out:

- the most common word-formation process in the creation of League of Legends neologisms;
- the most common word-class among the neologisms; and
- the effect of neologisms to the current status of word formation based on the needs of the LOL players.

Methodology

Essentially, this study followed the descriptive approach in describing the phenomenon under scrutiny. It could be denoted as the way phenomenon exists at present conditions (Kothari, 2004). Furthermore, this study is also premised to provide valid representation and/or categorization of the facets or variables that are relevant to the questions that this study seeks to answer (Van Wyk, n.d.).

Specifically, this undertaking utilized Mixed-Method approach of data gathering. Mixed-Method approach includes both quantitative and qualitative measure of data gathering and analysis. The rationale for using such is that both research problems 1 and 2 deal primarily with quantitative means of data gathering and interpretation while the final one entails coding of themes which is technically qualitative in nature. Creswell (2014) specifies this study which starts with a broad survey of the population's general perceptions then interpreted fully through the provision of open-ended interviews with the participants for the purpose of clarifying the initial quantitative results.

In this vein, this also tools explanatory-sequential design under mixed-method approach. This design entails quantitative data-gathering followed by qualitative. This study is explanatory since the collated responses from the content analysis and coding will further shed light to the quantitative results of the study. It is also sequential because there has to be quantitative data gathering first before the qualitative judgment can be derived.

The target population of the study is Filipino gamers who played League of Legends. Fifty gamers were picked using the Quota sampling technique. Through snowball, the researchers found these fifty gamers playing LOL. In terms of ethical considerations concerning the gamers, the respondents were given the full assurance that the data were not used to incriminate them.

Fifty Filipino gamers were the respondents of this research study. The researchers chose these participants so that neologisms in LOL could be contextualized in the Philippines E-gaming field. There were five sets of games and in each game, only ten players were invited to join.

The researchers made use of Coding technique so that items that should be accounted for as neologisms could be documented. The coding technique surveyed and denoted certain neologisms that were used by the players themselves. Content analysis was also utilized so that the researchers could determine how these neologisms affect the means of communications today in the advent of E-gaming.

Transcriptions of the conversation between and among the players were collated in order to give a tangible piece of information to deal with.

Results and Discussion

Word-formation process

The results reveal that 18.81% (19) of the neologisms gathered has undergone the acronyming/abbreviation; 0.99% (1) of the neologism gathered has undergone affixation; 2.97% (3) of the neologisms gathered has undergone blending; 13.86 (14) of the neologisms gathered has undergone clipping/shortening; 3.96% (4) of the neologisms gathered has undergone eponyming, and 59.41% (60) of the neologisms gathered has undergone Semantic extension. Hence, the most common word-formation process that the neologisms have undergone is semantic extension.

Word-classes

The results reveal that 50.50% (51) of the neologisms gathered are classified as noun; 28.71% (29) of the neologisms gathered are classified as verb; 13.86% (14) of the neologisms gathered are classified as adjective; and 6.93% (7) of the neologisms gathered are classified as interjection. Hence, the most common word-class category among the neologisms found is nouns.

Conclusions

In line with the findings of the study, the researchers therefore conclude:

1. In terms of which word-formation process is the most common in the creation of League of Legends neologisms, semantic extension is the most common accounting for 59.41% of the entire neologisms gathered.
2. In terms of which word-class is the most common among the neologisms, the researchers have found out that noun is the most common accounting for 50.50% of the entire neologisms gathered.
3. In terms of how these neologisms affect the current status of word formation based on the needs of the LOL players, the researchers concluded that since LOL is an online game, time pressure is considered as the number one factor in word-formation. Players tend to form new words in haste with the amount of time they have. As a result, players shorten their message into new formed words denoting meaning only LOL players know.

Conflict of Interest

We certify that there is no conflict of interest with any financial, personal, or other relationships with other people or organization related to the material discussed in the manuscript.

Acknowledgements

The authors would like thank the Polytechnic University of the Philippines and the respondents who participated in this study.

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