

CHAPTER I

INTRODUCTION

This chapter will be divided into research background, previous studies, statements of problem, research purposes, research significance, clarification of key terms, and organization of writings.

1.1 Background

Language is an arbitrary form of communication that was used by human. Its arbitrariness had created more languages along the development of human. Eliyani stated that the arbitrariness is related to creating a “new language’ based on the existing language (2021, p. 3). The language people used nowadays are having differences as the language people used in ancient era.

By the development of human and the evolution of language, the language is not only evolving in term of human communication. It also widely used to make artificial intelligence communication such as online game, information technology language, and many more. One of the most favored technology development by human is game.

Not only it contained ‘new language’, game, as one of the most favorable innovation, is also used as a form to teach and learn languages, especially foreign language. It was caused by the default language that was used is commonly in foreign languages and by one of its tools, it was allowing the gamers to communicate with another gamers from foreign country.

According to Statista.com (Clement, 2021), there are 33,56% gamers who speaks English language in Steam gaming platform, followed by 30,12% of its gamers spoke simplified Chinese. The number showed that people outside the most used

language need to cooperate and communicate with them by trying to speak the language.

The number also showed that most of the games used English as their default languages because the targetted customer speaks the language. Learning language in games is believed to be effective because it engaged students interest in various research. Dalton (2017, p. 3) in her analysis quoted Asher (2000, p. 2) that less than 15% students able to endure the stressful nature of formal school language training and that games are needed to attract the rest 75%.

The effectiveness of learning foreign languages through games was not only because it was fun, it also caused by the way some games are often based on real life activities, such as role-playing games type (Dalton, 2017). The role-playing game or formally known as Massively Multiplayer Online Role-Playing Game is a game where the player taking a role in the world that was created by the game developer.

According to Google Play platform, the Best Game of 2020 is Genshin Impact, an open world game features battles with elemental magic. It was stated that the Best Game label must exceed the expectation and gave satisfying experience to the spectacle (Play, 2020). The game which firstly released in September 2020 had already won as much award in short term.

As described before, Genshin Impact is a Massively Multiplayer Online Role-Playing Game (MMORPG) which allow the user to take a role as someone from the digital world that was created by the developer. The game allow the user to learn language based by understanding the story of the world and also by the needs to interact with other users.

Azman stated that the virtual game environment facilitates socialization and communicative language use for English as a Foreign Languages language learner through authentic active interactions with native speakers and other non-native speakers of the target language (2018, p. 15). It is also possible because the user need to understand the content of the games.

Genshin Impact Role-Playing Game features battles with elemental magics. This magics are based from 5 elements, Daendro, Pyro, Electro, Cryo and Hydro (Genshin Impact, 2020). The characters are differed based on which element they used and also need an excalation or level increase by contemplating some artifacts to be used by them and their weapons.

These artifacts naming carried huge meaning as its carried the function, benefits and types of artifacts that are needed by the user. The differences in the name is implying which kind of level increase that may occur to their character strength and built that govern their battle ability. Thus, understanding the artifact naming is important.

The differences of function and story background of the artifacts attracted the researcher attention as to understand the rule of naming the artifacts by identifying the process of forming the words. Thus, the researcher chose to analyze the process of word formation in artifacts naming of Genshin Impact Role-Playing Game to understand more about the artifacts that create huge impact of the game continuation.

Understanding the game artifacts are needed as a form of utilizing the game to learn new languages. It also best to understand the involvement of technology of the development of language.

1.2 Research Question

This research is aim to answer these questions:

- 1.1. What is the type of word formation process in artifact naming of Genshin Impact Role-Playing Game?
- 1.2. How are the word formation processes of the artifact naming according to structural morphological theory?

1.3 Research Objective

The research is objected to:

1. Acknowledge the type of word formation process used in artifact naming of Genshin Impact Role-Playing Game.
2. Acknowledge the structural morphology of the artifact name in Genshin Impact Role-Playing Game.

1.4 Research Significance

This research is aimed to appreciate people in game industry who had made a breath taking fictional world with its detailed story.

1. Theoretically

This research hopefully become a new way of understanding the word formation process theory, especially in naming artifacts.

2. Practically

Practically, the researcher hopes that this research will attract more people to be interested in learning English in a fun way through playing a game, especially role-playing game.

1.5 Previous Studies

In order to avoid plagiarism and ease the research, a researcher need to look for previous study and studying it diligently. Here are some previous study of the research:

- 1) Word Formation Processes in English New Words of Oxford English Dictionary (OED) Online (Ratih, 2018)

The research by Ratih and Gusdian was aiming to identify the process of word formation in English new words and acknowledged which of word formation processes were the most productive in Oxford English

Dictionary online. The object of the research was English new words in Oxford English Dictionary ranging from 2012-2016 and was used qualitative research design to analyze it. The result showed that the most productive process of creating English new words is through affixation or adding affix to the existing word.

2) Word Formation Processes in Mobile Legends: Bang Bang (Ryan, 2017)

Ryan analyzed word formation process in Mobile Legends as his thesis. Differed from Genshin Impact, Mobile Legend is a Multiplayer Mobile Battle Arena (MOBA) types of game which involve the user to play a team in order to defeat the rival team. The research was done because the English language used in Mobile legends had different meanings from its literal and that it needed to be analyzed by identifying the word formation. The research used note taking technique to collect the data and descriptive qualitative method to present the data. The result showed that the developer of Mobile Legends used word formation process to maintain the balance between texts and pictures in the game display.

1.6 Definition of Key Terms

Word Formation Process	is the creation of new word
Artifact	are item in Genshin Impact that can be equipped on Characters to increase their Stats.(Genshin Impact, n.d.)
Naming	Our ability to refer to an object, person, location, concept, or idea by its proper name is referred to as naming.
Geshin Impact	Genshin Impact is a game developed by Mihoyo in China that was launched on September 28, 2020. This is an online role-playing game with a massively multiplayer component.

Role-Playing Game

Role playing games are video games with intricate plot components and role-playing arts that allow the player to feel as if they are a character in the game. (Saputri & Pratiwi, 2016, p. 1)

