

CHAPTER V

CONCLUSION AND DISCUSSION

5.1 Conclusion

Based on the analysis of the jargons of Counter Strike Global Offensive (CSGO) and Defense of The Ancients 2 (DOTA 2) found in CSGO's Major Antwerp tournament and DOTA 2's The International 2022 tournament, there are some conclusion:

1. There are 4 forms of jargon found in the Global Offensive (CSGO) and Defense of The Ancients 2 (DOTA 2) tournaments. There are 75 data of word form, 17 data of phrases, 14 data of abbreviations, and 10 data of acronyms. Based on the data, it shows that the most used form of jargon in between the tournaments is word form which consists of 73 data combined. On the other hand, the least form of jargon used in between the tournaments is an acronym with only 10 data found. This concludes that there are no forms that were not found in this research. The first research question of this research already been answered in the analysis above

2. It is explained that there are 2 functions of jargon. The researcher found all the functions, that are jargon provide speakers of specialized domains with 17 data and jargon provides speakers of a sub-group with 99 data. The data shows that most jargon used to mark in-group membership and exclude outsiders while some of the data is used to provide speakers of specialized domains with clear, unambiguous terms to refer to their activities.

From the data, the researcher concludes that most of the jargons found between the games consists of words that can be found in a conversational situation or other community. The words can be found outside the game's community, but it is going to give a different meaning when used by outsiders like the words snowball and banana. Snowball in literal meaning, it refers to a ball made of snow but in DOTA 2 the word has a metaphorical meaning as it represents a situation that grows and escalates rapidly. While in CSGO the word banana also has a change of meaning to represent a domain or a specific place in the game. Furthermore, jargon in DOTA 2 typically revolves around terminologies specific to the game mechanics, hero abilities, in-game items, and strategies, such as gank, buyback, and ancient. On the other hand, in CSGO, jargon often includes terminologies related to weapon names, map callouts, and gameplay tactics, such as AWP, banana and headshot. These distinctions

highlight the unique gameplay elements and strategies within each game, leading to the development of distinct sets of terminologies within their respective communities.

5.2 Suggestions

Based on the analysis of jargons of Counter Strike Global Offensive (CSGO) and Defense of The Ancients 2 (DOTA 2) online game about the forms of jargon, there are some suggestions:

1. For all those who read this thesis, especially English Department students, the students hope to be able to understand and expand their knowledge of jargon, especially in the discussion of the forms and functions of jargon in the sociolinguistics analysis field.
2. For future researchers who want to do the same research, they can take different objects to study such as community around their environment, specific profession or sports. It is recommended to compile materials and more complete analysis because in this study there are still many shortcomings. This research also contributes to the reader and can be used as a reference for linguistic studies.