AN ANALYSIS OF SLANG LANGUAGE
IN INTERNATIONAL ONLINE GAME

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Abstract
Slang language or informal language used by a group of people that can only be understood by the group itself. Informal language is widely used among teenagers usually in formal occasion. In this study the writer examined about informal language found in the International Online Game focusing on the word formation and the meaning of informal language. In this research the writer focusing analyzing informal language and word formation found in the international game Tales of Pirates and Rohan Online. From the analysis, the writer found 3 process of word formation there is Clipping, Acronym and blending, the writer also analyze about the meaning which have different meaning than the actual meaning. The writer applied the method of data collection proposed by Sudaryanto (1988) is a observation method, in analyzing the word formation the writer apply the theory that proposed by Fromkin and Rodman (1988). Furthermore, in displaying the results of data analysis, the writer applies the method proposed by Sudaryanto (1988), the informal method where data is displayed according to original data form.

Key words: slang, international online game