

**THE FORMATION OF WORDS AND PHRASES IN 16-BIT ROLE
PLAYING GAMES' TITLES RELEASED IN NORTH AMERICA
AND EUROPE**

A THESIS

Submitted to the English Literature Department Faculty of Cultural
Sciences in Partial Fulfillment of the Requirements for the Degree of
Bachelor of Letters



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2020**

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This is to certify that Bachelor Thesis of **BAHAR ARBIANSYAH** entitled **"THE FORMATION OF WORDS AND PHRASES IN 16-BIT ROLE PLAYING GAMES' TITLES RELEASED IN NORTH AMERICA AND EUROPE"** has been approved by the thesis advisor for further approval by the Examining Committee

Surabaya, 6th July 2020

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APPROVAL SHEET II

This is to certify that Bachelor Thesis of BAHAR ARBIANSYAH entitled "THE FORMATION OF WORDS AND PHRASES IN 16-BIT ROLE PLAYING GAMES' TITLES RELEASED IN NORTH AMERICA AND EUROPE" has been examined and approved by the thesis Examining Committee as the requirement for Sarjana Degree in English Literature

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The Writer

ABSTRAK

Penelitian ini bertujuan untuk mengetahui (1) jenis-jenis kata yang terbentuk dalam judul-judul RPG 16-bit, dan (2) jenis-jenis frasa yang terbentuk dalam judul-judul RPG 16-bit. Studi ini terkait dengan studi sebelumnya tentang proses pembentukan kata dan struktur frasa. Tinjauan teoretis dari penelitian ini mencakup bidang morfologis dan sintaksis. Penelitian ini menggunakan metode deskriptif kualitatif di mana sejumlah data diamati berdasarkan tinjauan teoretis penelitian. Data terkumpulkan dalam bentuk judul satu-kata dan judul frasa yang ditemukan di dua konsol, yaitu SNES dan Genesis. Dalam analisis, data dikelompokkan berdasarkan jenis kata dan frasa yang dibentuk dalam judul. Hasil penelitian ini menunjukkan bahwa: (1) jenis kata yang terbentuk dalam judul-judul RPG 16-bit adalah compounding, blending, inflection, derivation, conversion, borrowing, coinage, abbreviation, dan acronym. Secara rinci, terdapat 19 compounding, 3 blending, 29 inflection, 23 derivation, 5 conversion, 15 borrowing, 17 coinage, 1 abbreviation, 1 acronym, dan 14 multiple processes yang ditemukan dalam judul-judul RPG 16-bit; (2) jenis-jenis frasa yang dibentuk dalam judul-judul RPG 16-bit adalah noun phrase dan prepositional phrase. Secara detail, terdapat 85 noun phrase dan 1 prepositional phrase yang ditemukan dalam judul-judul RPG 16-bit. Hasil penelitian menunjukkan bahwa ada banyak jenis kata dan frasa yang digunakan dalam membentuk judul-judul RPG 16-bit. Tapi, ada juga jenis kata dan frasa yang tidak ditemukan dalam judul. Dapat diindikasikan bahwa untuk menamai judul-judul RPG 16-bit, pengembang memilih jenis kata dan frasa yang umum digunakan.

Kata Kunci: *pembentukan kata, struktur frasa, SNES, Genesis, compounding, blending*

ABSTRACT

This study aims to find out (1) the kinds of words formed in the titles of 16-bit RPGs, and (2) the kinds of phrases formed in the titles of 16-bit RPGs. The study are related to the previous studies about word formation processes and phrase structures. The theoretical review of the study includes both morphological and syntactical fields. This research uses the descriptive qualitative method in which a set number of data are observed based on the theoretical review of the study. The data are collected in the forms of one-word titles and phrase titles found in two consoles, namely SNES and Genesis. In the analysis, the data are grouped based on the kinds of words and phrases formed in the titles. The results of this study show that: (1) the kinds of words formed in the titles of 16-bit RPGs are compounding, blending, inflection, derivation, conversion, borrowing, coinage, abbreviation, and acronym. In detail, there are 19 compoundings, 3 blendings, 29 inflections, 23 derivations, 5 conversions, 15 borrowings, 17 coinages, 1 abbreviation, 1 acronym, and 14 multiple processes found in the titles of 16-bit RPGs; (2) the kinds of phrases formed in the titles of 16-bit RPGs are noun phrase and prepositional phrase. In detail, there are 85 phrases of noun phrase and 1 phrase of prepositional phrase found in the titles of 16-bit RPGs. The results of the study indicate that there are many types of words and phrases used in forming the titles of 16-bit RPGs. But, there are also word and phrase types which are not found in the titles. It is indicated that to name the titles of 16-bit RPGs the developers choose the commonly used word and phrase types.

Keywords: *word formation, phrase structure, SNES, Genesis, compounding, blending*

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