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

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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*

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*

INTRODUCTION

Language always changes and develops due to the technology and media of communication that keep developing everyday. One of the changes of language can be seen through the creation of words and phrases. For example, the word *laptop* is created due to the language that keeps developed along with the development of technology. Bellis from ThoughtCo. site states that the word laptop is *coined* (newly invented) to refer to the small type of computer that is newly developed in recent years (2019). Another example is the word *NASA* created from the longer words *The National Aeronautics and Space Administration* (2019). To this day many new words have been formed from words and phrases found in the titles of various medias. One of these examples is the phrase *Final Fantasy* that is used as the title of an RPG series created by Hironobu Sakaguchi (Final Fantasy's Compendium). The phrase of *Final Fantasy* nowadays is better known to refer to the series of RPG created specifically by Sakaguchi. Another well-known examples are *Breath of Fire* series and *Phantasy Star* series which are created by the companies of Capcom and Sega respectively.

Word is the small part of language. The formation of words can be understood through the morphological approach. O'Grady and Guzman (1996) states that morphology studies the formation of word and its deconstruction involved with the class' system and rules. Many examples of word formations can be found in the daily usages of language. For example, a word formation can be found in a process named *clipping*. Clipping is the process to shorten longer word into one syllable. The very common example of clipping is the shortening of people's names, as in the names *Ed*, shortened from the longer name *Edward*, and *Tom*, shortened from the longer name *Tommy* (Yule, 2014). Another process of word formation that is easily found in the daily usage is *borrowing*. Borrowing words in English are such as *burglar*, *plea*, and *fee*, which are originally French words found in law terms (Hatch and Brown, 1995). There is also the process of *coinage* which is used to invent a new word that is not available in the language itself. This kind of word formation can easily be found in the brand or product names that people use everyday. The common examples are such as *Paseo*, a brand name of tissue, and *Canon*, a brand name of camera (Hatch and Brown, 1995). Besides these word formation examples, the development of language can also be seen in the structure of phrase.

Phrase is the part of language that consists of two or more words. The structure of phrase can be understood through the syntactical approach. Radford states that syntax is the study of phrases

and sentences which are structured of words (2004). One of the examples of phrase structures can be seen in the *noun phrases*. A noun added by an article, for example, creates a structure of noun phrase (Yule, 2014). The examples of noun phrases are such as *the cat*, *a dog*, and *the book*, which are structured of an article and a noun (Yule, 2014). Another examples of noun phrases are *big cat*, *small dog*, and *boring book*, which are structured of an adjective and a noun (Yule, 2014). Besides noun phrase, there are also other kinds of phrase structure, which are namely *verb phrase*, *adjective phrase*, *prepositional phrase*, and *infinitive phrase* (Baker, 1995). The example of verb phrase is such as in phrase *was reading*, which is structured of auxiliary *was* and a verb *reading* (Fabb, 2005). The example of adjective phrase is such as in phrase *totally impossible*, which is structured of an adverb *totally* and an adjective *impossible* (Fabb, 2005). The example of prepositional phrase is such as in phrase *to John*, which consists of preposition *to* and followed by a noun *John* (Fabb, 2005).

A title is an important part of a media to show the readers or consumers the first impression of the product. According to Davila (2013), a title is used to intrigue the potential readers or consumers, catch their imagination of the general idea, and most importantly, to invite them to consumeacc the media. A title that gets selected by the writer or creator forms the important part to communicate with the readers or consumers (Cargill and O'Connor, 2013). Cargill and O'Connor also adds that a title has to clearly indicate the content of the media. Moreover, to clearly indicate the content of a media, the writer or the creator has to choose carefully the keywords that fit with the content and intrigue the readers or consumers to it (Cargill and O'Connor, 2013).

OBJECTIVES OF THE STUDY

1. This study aims to find out the kinds of words formed in *the titles of 16-bit Role Playing Games*.
2. This study aims to find out the kinds of phrases formed in *the titles of 16-bit Role Playing Games*.

THEORETICAL REVIEW

Word Formation Processes

The number of words keeps increasing as the language keeps developing everyday. Many of these new words are developed from the word formation processes. According to Rubba, word formation processes deal with the ways of the new words created in English (2004). One of these processes can be found in the process of word *compounding* that is frequently found in the daily usages. A common example is the word *textbook* which is the result of compounding of two nouns *text* and *book* (Yule, 2014:53). Besides these compoundings, there are many common examples that can show the formation of words. In the process of *blending*, there are words *brunch*, which is the combination of words *breakfast* and *lunch*, and *motel*, which is the combination of words *motor* and *hotel* (Yule, 2014:53). These examples can easily be found in the daily usages of words. According to Yule (2014) and Zapata (2007), the word formation can be divided into the various types: *compounding, blending, clipping, affixation, conversion, borrowing, coinage, abbreviation, acronym, reduplication, and onomatopoeia*.

Phrase Structures

Phrase is the smaller unit of sentence which consists of words that has no subject and verb to be functional as a sentence (Baker, 1995). According to Simmons (2014), the names of certain phrases are specifically based on the type of word that governs the word group as the head of phrase. In other words, the head of a phrase determines the type of the phrase. The classes of phrase are divided based on the word class of the head phrase. For example, if the head of a phrase is a noun, the phrase is called a *noun phrase*. If the head of a phrase is a verb, the phrase is called a *verb phrase*, and so on (Baker, 1995). There are five types of phrase. Namely, they are *noun phrase*, *verb phrase*, *adjective phrase*, *prepositional phrase*, and *infinitive phrase* (Baker, 1995).

RESEARCH METHOD

This research was done by using the descriptive qualitative method. The qualitative data is 89 16-bit Role Playing Games' titles released from 1989 to 2019 in North America and Europe. These titles come from SNES and Genesis consoles, as they represent 16-bit video game's era. The data were taken from the guides, then the field notes are made. After these data were collected, they were analyzed by their word formation and phrase structure. They were then grouped according to their word formation and phrase types. Lastly, the conclusion was made based on the finding from the data that had already grouped in tables.

The data are gathered from 2 sites that serve as the guide of Role Playing Games' titles, *edgeemu.net* and *listal*. From the guide, the writer has gathered 89 titles of Role Playing Games, where 48 titles are gathered from the SNES category and 41 titles are gathered from the Genesis category. The reason that the Role Playing Games' titles are chosen over the other genres is because of the popularity and the variation of the titles in the Role Playing Games genre. It is interesting to understand the formation of words and phrases behind the titles that got popular during 90s era.

RESULTS OF THE ANALYSIS

Result of the Word Formation Analysis

In SNES titles, the writer found 7 words of compounding, 3 words of blending, 13 words of inflection, 15 words of derivation, 4 words of conversion, 12 words of borrowing, 9 words of coinage, 1 word of abbreviation, 1 word of acronym, and 7 words of multiple processes. In Genesis titles, the writer found 12 words of compounding, 16 words of inflection, 8 words of derivation, 1 word of conversion, 3 words of borrowing, 8 words of coinage, and 7 words of multiple processes. In total, the writer found 19 words of compounding, 3 words of blending, 29 words of inflection, 23 words of derivation, 5 words of conversion, 15 words of borrowing, 17 words of coinage, 1 word of abbreviation, 1 word of acronym, and 14 words of multiple processes.

There are 10 types of word formation that can be found in the titles of SNES and Genesis, including the **multiple processes**. The word formation types are **compounding**, **blending**, **inflection**, **derivation**, **conversion**, **borrowing**, **coinage**, **abbreviation**, and **acronym**. In SNES titles, all these word formation types can be found. But, in Genesis titles, three of the ten word formation types cannot be found, namely *blending*, *abbreviation*, and *acronym*. This shows that these three types of word formation are the least choices for developers in naming the titles of 16-bit RPGs, especially the ones released on the Genesis. With the amount of 3, 1, and 1,

respectively; blending, abbreviation, and acronym, are the *least* word formation types used in forming the titles of 16-bit RPGs, followed by conversion with an amount of 5.

On the other hand, the writer can see the significance of *inflection* in forming the titles of 16-bit RPGs. With the amount of 29 in total, inflection is the *frequent* word formation type used in forming these titles, then followed by *derivation* with the amount of 23 in total. The writer can assume that *affixation* is the favorite choice for developers in naming the titles of 16-bit RPGs, especially many of these titles are formed by the addition of bound morphemes such as *s/es* and *-er*. For example, in inflectional titles, there are *Dragons* and *Pirates* which are formed from nouns *dragon* and *pirate* with the addition of suffix *-s*. In derivational titles, there are *Crusader* and *Wanderer* which are formed from verbs *crusade* and *wander* with the addition of suffix *-er*.

In addition to the frequent and least word formation types used in forming the titles of 16-bit RPGs, there are also *multiple processes* of words with the amount of 13 in total. However, this kind of word formation process also includes the other word formation types, including the affixation. In other words, the number of multiple processes is due to the process that also includes a good amount of affixation. Many of 16-bit RPG titles include affixation in the processes. For example, in the multiple processes formation of the titles *ActRaiser* and *Landstalker*, affixation is also found in the processes. In *ActRaiser*, there is a compounding of words *act* and *raise* with an addition of suffix *-er*, while in *Landstalker*, there is a compounding of words *land* and *stalk* also with an addition of suffix *-er*.

Result of the Phrase Structure Analysis

In SNES titles, the writer only found one phrase type, namely the noun phrases with the amount of 49. In Genesis titles, the writer found 36 phrases of noun phrase and also 1 phrase of prepositional phrase. In total, the writer found 85 phrases of noun phrase and 1 phrase of prepositional phrase. From these results, the writer can conclude that noun phrase is the major phrase type in forming the titles of 16-bit RPGs. On the other hand, there are also single usage of prepositional phrase.

There are three types of phrase that can be found in the titles of SNES and Genesis. These three types of phrase are namely *noun phrase* and *prepositional phrase*. Interestingly, there is only one prepositional phrase found in the Genesis titles. The writer assumes that the developer was trying to create a different structure of title to make the title stand out from the others, as most of 16-bit RPG titles are in the form of noun phrases. Such title, the prepositional phrase *Beyond Oasis* is not commonly used in naming the 16-bit RPG's titles.

It is concluded that *noun phrase* is the *frequent* phrase type used in forming 16-bit RPGs' titles with the amount of 87 in total. On the other hand, there is the *least* phrase type used in forming 16-bit RPGs' titles with the amount of only one, namely *prepositional phrase*. This type of phrase is not commonly found in the titles of 16-bit RPGs, as the titles themselves are mostly in the form of nouns.

CONCLUSION

From the data of 89 SNES and Genesis titles, it is found that there are 125 word part of the titles which are able to be

analyzed by the word formation processes; 69 word titles from SNES and 56 word titles from Genesis. On the other hand, there are 86 phrase titles which are able to be analyzed by the phrase structures; 49 phrase titles from SNES, which includes 35 titles and 14 sub-titles, and 37 phrase titles from Genesis, which includes 30 titles and 7 sub-titles.

From the analysis of word formation processes, it is found that the word formation processes used in 16-bit RPG titles are compounding, blending, inflection, derivation, conversion, borrowing, coinage, abbreviation, and acronym. These types of word formation are all found in SNES titles, but three of them are not found in Genesis titles; namely blending, abbreviation, and acronym. Additionally, there is multiple processes found in both SNES and Genesis titles which is formed from the two or more word formation types. On the other hand, the word formation types which are not found from the titles are clipping, reduplication, and onomatopoeia.

From the analysis of the phrase structures, it is found that the phrase types used in 16-bit RPG titles are noun phrase and prepositional phrase. These two types of phrase are all found in Genesis titles, but in SNES titles, one of them cannot be found; namely prepositional phrase. In addition, there are three types of phrase that cannot be found in both SNES and Genesis titles, namely verb phrase, adjective phrase, and infinitive phrase.

The study of words and phrases formation in 16-bit RPG's titles implies that many word and phrase types are used in forming the titles of 16-bit RPGs. However, not all word and phrase types are used in forming the titles. There are also small numbers of word and phrase types used in the titles. This shows that many developers of 16-bit RPGs had a tendency to name the titles with the common word and phrase types used at the time. Such example is seen in the heavy usages of affixes in the word titles. Both inflectional and derivational affixes are the major word formation types used in forming the titles. On the other hand, the noun phrase is the main phrase type used in forming the titles of 16-bit RPGs, especially since the titles themselves are usually in the form of nouns. However, the result of the research also implies that it is not possible the titles of 16-bit RPGs use the uncommon word and phrase types in forming the titles. Such example is seen the single usage of prepositional phrase in one of the titles. With this statement, it can be concluded that to make a title stand out from the others, one may try to create a different title's structure to give a unique name to the title. The title with a unique name may attract more readers or consumers to try the media or the product.

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