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

by Bahar Arbiansyah

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

A THESIS

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This is to certify that the 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, July 6, 2020

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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 17 compounding, 3 blending, 29 inflection, 23 derivation, 5 conversion, 15 borrowing, 17 coinage, 1 abbreviation, 1 acronym, dan 13 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, verb phrase, dan prepositional phrase. Secara detail, terdapat 86 noun phrase, 1 verb 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 17 compoundings, 3 blendings, 29 inflections, 23 derivations, 5 conversions, 15 borrowings, 17 coinages, 1 abbreviation, 1 acronym, and 13 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, verb phrase, and prepositional phrase. In detail, there are 86 phrases of noun phrase, 1 phrase of verb 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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CHAPTER I

INTRODUCTION

1.1 Background of the Study

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).

Role playing game or simply RPG is a genre of video game that was popular for the world audiences during 16-bit video game's era. With the releases of SNES and Genesis as the game consoles of that era brought many popular RPG's titles to this day such as *Chrono Trigger*, *Earthbound*, and *Phantasy Star IV*. These big names of titles help influencing video game developers in naming modern RPG's titles. A title of an RPG will give the idea to the consumers about the story that the RPG has to offer. As noted by Schallegger, Laws states that Role Playing Games have existed along with the development of language without a criticism to these titles (2018). This is why it is important to understand RPG's titles which contain language itself as part of the creation of these titles.

1.2   Problem Statements

1. What kinds of words are formed in *the titles of 16-bit Role Playing Games*?

2. What kinds of phrases are formed in *the titles of 16-bit Role Playing Games*?

1.3   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*.

1.4   Scope and Limitation

The scope of the research is morphological and syntactical studies. The morphological study includes the word formation processes, while the syntactical study includes the phrase structures, both including their variation or types.

For the limitation, the research is limited to analyze the formation of words and phrases found in the English titles of 16-bit Role Playing Games which are released in North America and Europe. The titles represents video game consoles of 16-bit era from 1989 (Phantasy Star II's year of release)

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to 1997 (Harvest Moon's year of release). The number of the titles are limited to 89 titles, which are gathered from 2 consoles, SNES and Genesis: 48 titles from SNES and 41 titles from Genesis.

1.5   Significance of Study

Theoretically, this research helps the readers or researchers in developing ideas about the formation of words and phrases' theories for the future research. This research also helps the researchers to solidify many studies related to English word formations and phrase structures.

Practically, this research helps English learners in understanding the types of word formation and phrase structure through the analysis of 16-bit RPG titles. English learners can also learn the differences between types of words or phrases formation from the titles which are already classified by their types in the research. This makes studying the formation of words and phrases through many examples is easier for the learners.

CHAPTER II
REVIEW OF THE PREVIOUS STUDIES

2.1   Review of the Previous Studies

In this first part of the chapter, the writer reviews the existing studies on the formation of words and phrases conducted by the previous researchers. It is important to review the previous studies for two reasons: first, to look for any substantive findings about the formation of words and phrases on the data, and second, to find any similarities and differences between research.

This part presents evidence that the present study has many similarities to the previous studies. First, they are similar in the method used for the research. The data were gathered using qualitative method. Mainly, the data were gotten from observation or documentation of the sources. Second, they are quite similar in way they were referencing the theoretical review. In the study done by Handayani about word formation and phrase structure of android application names (2013), for example, all of the word formation and phrase structure types were referenced in the theoretical review, but a few of them were omitted in the research done by Giyatmi in 2014 about the word formation of brand names. There is also previous study that focuses more on the few types of word formation found applied in the data as found in the research done by Haryati in 2014.

In the first previous study conducted by Handayani in 2013 about the formation of words and phrases of android application names, the writer found that there are ten word formation types from 100 application names. They are namely 39 compoundings, 21 multiple processes, 9 abbreviations and acronyms, 9 back formations, 5 clippings, 3 blendings, 3 borrowings, 3 inflections, and 1 derivation (Handayani, 2013). The writer concluded, based on the analysis of word formation, that compounding is the frequent word formation for the android application names due to most of the application is in form of noun (Handayani, 2013). Based on the phrase structure analysis, the writer found 3 types of phrases. They are namely 84 noun phrases, 15 verb phrases, and 1 infinitival phrase. The writer concluded that noun phrase is the frequent phrase type found in the application names.

In the study conducted by Giyatmi in 2014 about the word formation of the brand names, the writer found that in the English names of Indonesian products are mainly created through compounding, blending, affixation, onomatopoiea, abbreviation, acronym, and clipping (Giyatmi, 2014). In the product names, the writer found 116 compoundings, 41 blendings, 21 affixations, 5 onomatopoieas, 5 acronyms and abbreviations, and 8 clippings (Giyatmi, 2014). It was concluded that compounding is the main word formation found in the English names of Indonesian products.

In the study conducted by Haryati in 2014 about the word formation of food and beverage product names in Indonesia, the writer found that there are five word formation types used in the names of food and beverage products, although the writer did not specify the number of each word formation type. The five word formation used in the names of food and beverage products are namely compounding, blending, wishy-washy, coinage, and onomatopoiea (Haryati, 2014). The writer also concluded that the meaning of the product is related to the name of the product. The definition, characteristics, and advantages of a product are usually used in naming the product. For example, a

product name *bischoc* is taken from the ingredient names of the product, which are *biscuit* and *chocolate* (Haryati, 2014).

While having some similarities, the previous studies mentioned have different results from each analysis of the word formation and phrase structure. In the study of word formation and phrase structure of android application names, it was found that from the data of 100 android application names, there are 39 compound words, 21 multiple process words, and others which are divided in small numbers (Handayani, 2013). It shows that in the naming of android application names, the compounding is frequently used, and then followed by the multiple process. Additionally, from the study, 84 words of noun phrase, 15 words of verb phrase, and 1 word of infinitive phrase, are found (Handayani, 2013). It means that almost all android application names are formed from noun phrase.

Unlike the study of word formation and phrase structure of android application names, the study of word formation of food and beverage product names only found five types of word formation used in the names of food and beverage product in Indonesia (Haryati, 2014). They includes blending, compounding, coinage, wishy-washy, and onomatopoeia. While there are some differences between three findings mentioned, the writer concludes that there are many types of word formations and phrase structures have found. These types of words and phrases formation help in analysing the formation of words and phrases in 16-bit RPG titles.

The present study differs from the previous studies in that the study uses the data which are rarely included in the academical research. The study tries to indicate the importance of 16-bit RPG titles in the development of language through the formation of words and phrases in the titles. It tries to show that the development of language can be seen in any contexts of language usages. In the present study, the data are taken from two websites. Unlike the previous studies, the data consist of both one-word titles and phrase titles. Therefore, it is needed to conduct the data in both morphological and syntactical fields about the formation of words and phrases. It shows that both word formation and phrase formation are important for the present study.

The present study also differs in that the study makes a reference of a morpheme discussion in the theoretical review. This adds deeper understanding of language units in which morphemes as the smallest units of language are parts of words, and words are parts of phrases, the bigger units. In the theoretical review of the study, there are ten types of word formation and five types of phrase formation referenced. The study includes all word and phrase types as there is possibility that the data contain every type of word formations and phrase structures.

2.2 Theoretical Review

2.2.1 Morpheme

Before going into the further discussions about word formation processes, it has to be understood that words are created from morphemes. A morpheme is the smallest unit of language containing a grammatical function or meaning that forms a word (Zapata, 2007). Yule also defines a morpheme as a minimal unit of a grammatical function or meaning (2014). The units of the grammatical function, for example, can be found in the forms used in indicating a plurality or past tense (Yule, 2014). For example, the word *recalculated* consists of two minimal units of meaning *re*-

(= "again") and *calculate*, and a unit of grammatical function *-ed* (= past tense) (Yule, 2014). Another example of word *oranges* consists of a unit of meaning *orange* and another unit of grammatical function *-s* (= plural) (Zapata, 2007). According to Yule (2014) and Zapata (2007), based on the examples shown, morphemes are divided into two categories, free morpheme and bound morpheme.

1) Free Morpheme

A free morpheme is the type of morpheme that is able to stand by itself as a single word (Yule, 2014). Zapata adds a free morpheme "has a meaning or fulfills a grammatical function" (2007:1). The examples of free morpheme are such as words *king*, *devil*, *accurate*, and *try* (Plag, 2003). Additionally, Zapata (2007) divides free morphemes into two types, lexical and functional morpheme.

a) Lexical Morpheme

A lexical morpheme is a free morpheme that has semantic content (meaning), and usually refers to a thing, action, state, or quality (Zapata, 2007). Based on this, lexical morphemes usually take the forms of nouns, verbs, adjectives, and adverbs. The examples of lexical morpheme are such as a noun *bug*, a verb *estimate*, an adjective *able*, and an adverb *never* (Plag, 2003).

b) Functional Morpheme

A functional morpheme is a free morpheme that has little or no meaning on its own but shows a grammatical relationship in and between sentences. Such examples are represented by articles, pronouns, demonstratives, auxiliaries, prepositions, and conjunctions (Zapata, 2007). For example, functional morphemes are such as an article *a*, a pronoun *she*, a demonstrative *this*, an auxiliary *is*, a preposition *of*, and a conjunction *and*.

2) Bound Morphemes

A bound morpheme is the type of morpheme that is not able to stand by itself and has be attached to another form or a free morpheme (Yule, 2014). All English affixes, including prefixes and suffixes, are bound morphemes. Bound morpheme examples are such as a suffix *-s* in *tours*, prefix *re-* in *retry*, a suffix *-less* in *careless*, and a prefix *un-* and a suffix *-ed* in *undressed* (Yule, 2014). Zapata (2007) divides bound morphemes into two types, bound root and affix.

a) Bound Root

A bound root is a bound morpheme that has lexical meaning when it is attached to other bound morphemes to form a word content (Zapata, 2007). Bound root examples are such as *circul-* in *circulation*, *circulate*, *circular*, and *circulatory*; *simul-* in *simulation*, *simulate*, and *simulant*; *-tain* in *contain* and *retain*; and *-ceive* in

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conceive, *perceive*, and *receive* (Plag, 2003). It is also worth to point out that bound roots can either be prefixes or suffixes to the other affixes (Zapata, 2007).

b) Affix

An affix is a bound morpheme that is attached to word and changes the meaning or function (word class) of the word that it is attached to (Zapata, 2007). Affix examples are such as a suffix *-s* in *tours*, prefix *re-* in *retry*, a suffix *-less* in *careless*, and a prefix *un-* and a suffix *-ed* in *undressed* (Yule, 2014). According to their functions, affixes are classified into inflectional affixes and derivational affixes (Zapata, 2007). While inflectional affixes such as in the example *tours* only change the grammatical functions of the words, derivational affixes change the meaning of words such as in *retry*, or both the meaning and the word class such as in *careless* and *undressed*.

2.2.2 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 (2004), word formation processes deal with the ways of the new words created in English. One of these processes can be found in the process of word *compounding* that is frequently found in the daily usages. A brand name *Baby Happy*, for example, is the compounding of a noun *Baby* and an adjective *Happy* (Giyatmi, 2014). Another common example is the word *textbook* which is the result of compounding of two nouns *text* and *book* (Yule, 2014). 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). 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 as follows:

1) Compounding

Compounding is one of the most used word formation processes that is frequently found in the daily usages. Compounding is done by combining two or more words to create a new word that has new meaning (Yule, 2014). According to Rubba (2004), a compound word is a word that gets formed from two or more words. Zapata adds that a compound word has a characteristic where it "behaves grammatically and syntactically as a single word" (2007:4). Since a compound word behaves as a unit, there is no affix can occur between the component elements (Zapata, 2007).

The examples of compounding are as follows:

(1)   flower (noun) + pot (noun) -> flower pot (Zapata, 2007:4)

         sun (noun) + burn (noun) -> sunburn (Yule, 2014:53)

         black (adjective) + board (noun) -> blackboard (Plag, 2003:138)

part (adjective) + time (adjective) -> part-time (Yule, 2014:53)

The examples in (1) above show that the compoundings are created from words or free morphemes to form words that behave as a single word, as in the example of *flower pot*, although a space fills the gap between words, the words behave as a single word through the process of compounding, similarly the words *sunburn*, *blackboard*, and *part-time*, which behave as a single word.

2) Blending

The process of blending is quite similar to compounding, as it combines two words to create a new word. The difference is that, in blending, only *the beginning of the first word* and *the end of the second word* are combined to create the new word (Yule, 2014). According to Rubba (2004), a blending is the process of putting two already-existing words to form a new word. Blending is usually made with two words which have the same syllable number. If a blending consists of two words with different number of syllables, the second word determines the syllable number in the blending process (Plag, 2003).

Below are the examples of blending:

(2)   smoke (sm-) + murk (-urk) -> smurk (Yule, 2014:53)

        information (info-) + entertainment (-tainment) -> infotainment (Yule, 2014:53)

        guess + estimate -> guesstimate (Plag, 2003:159)

        (1 syllable) (3 syllables)   (3 syllables)

        breakfast + lunch -> brunch (Zapata, 2007:9)

        (2 syllables) (1 syllable)   (1 syllable)

From the examples in (2), it can be clearly seen that the process of blending only combines the first part of the first word and the last part of the second word, such as in *infotainment*, where the word *info* is taken from the first part of the first word *information*, and the word *tainment* is taken from the last part of the second word *entertainment*. These words are then blended to create the word *infotainment*. Additionally, it can also be seen from examples that the syllable numbers of the blended words are following the number of the second word syllables. In *brunch*, for example, the blended word is following the syllable number of the second word *lunch*, rather than the first word *breakfast*.

3) Clipping

Clipping is done by cutting a longer word into one syllable or more to create a shorter word (Yule, 2014). The short form of clipping represents the entirety of a word. However, a clip word is not always used in the same context as the original or longer word. For example,

the word *exam* is used to refer to the academic examination, it is not refer to the medical examination (Zapata, 2007).

Below are the examples of clipping:

(3)   airplane   -> plane (Zapata, 2007:8)

           condominium   -> condo (Yule, 2014:54)

           fanatic   -> fan (Yule, 2014:54)

           influenza   -> flu (Zapata, 2007:8)

The clipped word examples in (3) above represent the entirety of words where they are originated from. As in clipped words *fan* and *flu*, while they are much shorter then the original words, they represent the entirety of words *fanatic* and *influenza*.

4) Affixation

Affixation is one of the most productive morphological processes found everyday. According to Rubba (2004), an affix is a bound morpheme that has to be attached to a base word to form a word. Affixation is done by adding an affix (prefix or suffix) or more affixes as the bound morpheme to the free morpheme or base word (Yule, 2014). Some affixational processes do not change the word class and the meaning of words like those found in *inflectional* processes (Yule, 2014). Other affixational processes change the class and the meaning of words, or just the meaning of words, like those found in *derivational* processes (Yule, 2014).

Derivational affixes are divided into two categories, namely the class-changing category and the class-maintaining category (Born et al., 2015). Whereas in the class-changing category the derivational affixes change both the class and meaning of words, in the class-maintaining category the derivational affixes only change the meaning of words. Born et al. (2015) list the patterns of derivational processes in each category as follows:

a) Class-changing Derivational Processes

    o   verb-to-noun   Example: *teach* (v) + suffix *-er* = *teacher* (n)
    o   noun-to-verb   prefix *en-* + *title* (n) = *entitle* (v)
    o   adjective-to-verb   *short* (adj) + *-en* = *shorten* (v)
    o   noun-to-adjective   *cloud* (n) + *-y* = *cloudy* (adj)
    o   verb-to-adjective   *adapt* (v) + *-ive* = *adaptive* (adj)
    o   adjective-to-adverb   *rare* (adj) + *-ly* = *rarely* (adv)
    o   noun-to-adverb   *clock* (n) + *-wise* = *clockwise* (adv)

b) Class-maintaining Derivational Processes

    o   noun-to-noun   *king* (n) + *-dom* = *kingdom* (n)
    o   verb-to-verb   *un-* + *cover* (v) = *uncover* (v)

o   adjective-to-adjective   *im-* + *personal* (adj) = *impersonal* (adj)

(Born et al., 2015:71-75)

While there are many derivations known such as a suffix *-er* and a prefix *-un*, there are only eight inflections known in English (Zapata, 2007). They are *-s/es*, the singular third person marker of verbs in the present tense, such as in *reads* and *watches*; *-s/es*, the regular plural marker, such as in *apples* and *witches*; *'s*, the possessive marker, such as in *Nina's research*; *-d/ed*, the regular past tense marker, *hoped* and *worked*; *-en*, the past participle marker, such as in *gotten* and *written*; *-ing*, the present participle marker, such as in *eating* and *sleeping*; *-er*, the comparative marker, such as in *bigger* and *stronger*; and *-est*, the superlative marker, such as in *prettiest* and *smartest* (Zapata, 2007).

Below are the other examples of affixation:

(4)   a) Inflection:

drive (verb) + -s (suffix) -> drives (verb)   (Hatch and Brown, 1995:285)

sister (noun) + -s -> sisters (noun)   (Yule, 2014:68)

b) Derivation:

un- (prefix) + happy (adjective) -> unhappy (adjective) (*same word class, change in meaning*)

(Yule, 2014:57)

New York (verb) + -er -> New Yorker (noun) (*change in word class and meaning*)

(Hatch and Brown, 1995:275)

dis- + respect (verb) + -ful -> disrespectful (adjective) (*multiple affixes*)

(Yule, 2014:57)

im- + pass (verb) + -able -> impassable (adjective) (Zapata, 2007:4)

The examples in (4a) are showing that inflectional processes do not change the word class and the meaning of words such as *drives* and *sisters*. The inflection *-s* in *drive* is used to express the present tense, while in *sister*, it is used to express the plurality of the word. However, in the examples of (4b) it is seen the derivational processes that change the meaning or both the meaning and the word class of word. The word *New Yorker*, for example, has the meaning of "a person who lives in New York", it is derived from word *New York* that has meaning of "a city named New York". The word gets the meaning and the word class changed by the addition of derivation *-er*. Another example of derivation in (4b), where the word only gets the meaning changed, is seen in the word *unhappy*. The derivation *-un* in *unhappy* adds a negative meaning to the word. Lastly, it is also possible that words contain multiple affixes as seen in *disrespectful* and *impassable* in (4b).

5) Conversion

Conversion is a word formation process where a new word is created by converting the original grammatical class to another class (Zapata, 2007). The process is done by not changing the form of a word at all, but it creates a new word that differs in word class and meaning from the original word, similar to the result of derivational affixation (Yule, 2014). According to Plag, conversion is defined as "the derivation of a new word with no overt marking" (2003:107).

Below are the examples of conversion:

(5)   a) The children are cleaning the dust (noun).

            -> I Dust (verb) the storehouse. (Yule, 2014:55)

         b) Give the cat some water (noun).

            -> The girls water (verb) the flowers in the afternoon. (Zapata, 2007:10)

         c) The store is open (adjective) this morning.

            -> He has to open (verb) the door. (Plag, 2003: 108)

The examples in (5) show that conversional process does not change the form of the words at all. It is straightly converse one word into another grammatical class as seen in *dust* (5a), where it is originally a noun, conversed into another class to become a verb without any changed to the form, similarly the words *water* (5b) and *open* (5c).

6) Borrowing

Borrowing is done by adopting words from other languages. This word formation process is extensively done as English language becomes more important in global communication throughout history (Yule, 2014). Borrowing is mostly used to cover word of something that is not originally invented by English language. In other words, borrowing is used to express a new concept or idea that English has no term for it (Zapata, 2007). Many borrowings can be found in the fields of culture, politic, or science (Zapata, 2007).

Below are the examples of English borrowing from the other languages:

(6)   piano   (Italian)   (Zapata, 2007:10)

         matador   (Spanish)   (Zapata, 2007:10)

         yogurt   (Turkish)   (Yule, 2014:52)

         vodka   (Russian)   (Hatch and Brown, 1995:172)

         pretzel   (German)   (Yule, 2014:52)

The examples in (6) are showing that English has borrowed many words from cultures not originated in English-speaking region. The word *matador*, for example, came from Spanish culture where humans pitted against bulls. This culture is not able to be seen in English-speaking region. Therefore, to be able to refer to the culture outside of the English-speaking region, the borrowing word, from where the culture is originated from, is used in English. Similarly, the names of food and beverage outside of English-speaking region are borrowed, such as *yogurt*, *pretzel*, and *vodka*.

7) Coinage

Coinage is a word formation process where a new word is created outright, whether it is accidentally or deliberately (Zapata, 2007). Coinage is mostly used to express new ideas of products or inventions. The process is done by inventing original new words to be used to name products or trademarks of companies or creators, or any inventions (Yule, 2014). Rubba also adds that brand names can become the names of all products associated with their brand names (2004).

Below are the examples of coinage:

(7)	Kleenex	(a brand name of tissue)	(Zapata, 2007:10)
	jeans	(type of cloth)	(Yule, 2014:56)
	high-five	(gesture of celebration)	(Hatch and Brown, 1995:175)
	teddy bear	(a stuffed toy)	(Yule, 2014:56)
	Exxon	(a brand name of energy company) (Zapata, 2007:10)	

Coined words in (7) show that many words can be created for any new invention. The coined words such as *Kleenex*, *jeans*, and *Exxon* are created along with the original inventions of the new products, while the coined words such as *high-five* and *teddy bear* are coined for the popular terms invented among society. It is possible many new words can be added into English library through the process of coinage.

8) Abbreviation and Acronym

Both abbreviation and acronym are word formation processes where new words are formed from the phrases or sentences' words initial letters (Zapata, 2007). For example, the word *COVID* is formed from the words initial letters of phrase *Corona Virus Disease*. Abbreviation and acronym processes are quite similar. Both is done by reducing words into a single letter or more on each word. The difference is that, while the result of abbreviation is pronounced each letter, the result of acronym is pronounced as a word (Hatch and Brown, 1995).

The examples of abbreviation and acronym are as follows:

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(8)   a) Abbreviation:

C.O.D. -> cash on delivery (Zapata, 2007:8)

FBI -> Federal Bureau of Investigation (Hatch and Brown, 1995:210)

VIP -> very important person (Zapata, 2007:8)

b) Acronym:

laser -> light amplification by stimulated emission of radiation (Zapata, 2007:8)

NAFTA -> North American Free Trade Agreement (Hatch and Brown, 1995:210)

UNESCO -> United Nations Educational, Scientific, and Cultural Organization (Zapata, 2007:8)

In the examples of (8a), the shortened words are pronounced each letter, as in *FBI*, the word is pronounced as /ˌef biː ˈaɪ/. Whereas in the examples of (8b), the shortened words are pronounced as a word, as in *UNESCO*, the word is pronounced as /juːˈneskəʊ/. The difference between abbreviation and acronym can easily be spotted from the pronounciation of the shortened words.

9) Reduplication

Reduplication is done by repeating a full word, or with a little modification to its syllable (Hatch and Brown, 1995). Zapata states that, in English, partial reduplications which modify one of the word syllables, are more common than total reduplications (2007). For example, total reduplications such as words *criss-cross* and *walkie-talkie* are more common than partial reduplications such as word *bye-bye* (Zapata, 2007).

Below are the examples of reduplication:

(9)   ha-ha   (Zapata, 2007:7)

flip-flop   (Hatch and Brown, 1995:196)

ping-pong   (Zapata, 2007:7)

teeny-weeny   (Zapata, 2007:7)

wishy-washy   (Zapata, 2007:7)

Although the process of reduplication is not commonly found in English language, the process is commonly found in the informal usages of the language. The examples of reduplication that can be seen in (9) are commonly found in the daily usages, such as the word that express

laughter *ha-ha*, and the wordplays *teeny-weeny* and *wishy-washy*. The reduplication such as *ping-pong* is used to informally refer to a table tennis game.

10) Onomatopoeia

Onomatopoiea is a formation of word by imitating the natural sound that is associated with the action or object involved (Chan and Pollard, 2001). The process can easily be found in the way people pronounce the sounds of such objects into words. For example, the pronounce of a tin's sound is *clang* (Chan and Pollard, 2001). Another well-known examples are such as that the writer found from Giyatmi's research about the brand names (2014). She found that many brand names are gotten from the onomatopoeia process. One such example is a brand name *Ring-ring* which comes from the sound of rings (Giyatmi, 2014).

Below are the examples of onomatopoeia:

(10)   giggle (a laughing's sound)   (Chan and Pollard, 2001:706)

murmur (a crowd's sound)   (Chan and Pollard, 2001:706)

splash (a water's sound)   (Chan and Pollard, 2001:706)

moo (a cow's sound)   (Chan and Pollard, 2001:706)

From the examples in (10), the writer found that many sounds that can be heard are used as onomatopoeia words. The words such as *giggle* and *murmur* suggest the sounds of people, while the words *splash* and *moo* suggest the sounds of nature and animal. The onomatopoeia words imitate the sounds that they try to describe.

2.2.3   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 Clemmons (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).

1) Noun Phrase

Noun phrase or simply NP is a kind of phrase where a *noun* serves as the head of the phrase (O'Grady and Guzman, 1996). This kind of phrase, which its main part is a noun, functions as subject, object, and complement in sentences (Baker, 1995). In the longer phrase, the head of the noun phrase may be both preceded and followed by pre-modifiers and post-

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modifiers respectively (Simmons, 2014). The pre-modifiers may include adjective, participle, other noun, determiner, genitive, and numeral. The post-modifiers may include prepositional phrase and relative clause. This leads us to be able to write the rule of noun phrase as follows:

(11)   NP -> Pre-modifiers + Noun + Post-modifiers

        Below are the examples of noun phrase:

(12)   a   cat   (Simmons, 2014:1)

Determiner   Noun

(Pre-modifier)

        the   book   (Baker, 1995:35)

Determiner   Noun

(Pre-modifier)

        two   orange   cats   that run   in the house

Numeral   Adjective   Noun   Relative Clause   Prepositional Phrase

(Pre-modifiers)   (Post-modifiers)

        (Simmons, 2014:1)

The examples in (12) above show that in noun phrases, the noun as the head can be either preceded by modifier or followed by modifier, or both, as in (11) the writer found the rule of a noun phrase where noun is preceded by pre-modifier and followed by post-modifier. The examples of noun preceded by pre-modifier are seen in phrases *a cat* and *the book* in (12). The phrase *two orange cats that run in the house* show that a noun phrase can be both preceded and followed by modifiers. Both modifiers, which consist of numeral and adjective in pre-modifier, and a relative clause and a phrase of preposition in post-modifier, modifiy the head of the phrase which is a noun *cats*.

2) Verb Phrase

        Verb phrase (VP) is a kind of phrase where a *verb* serves as the head of the phrase (O'Grady and Guzman, 1996). This kind of phrase, which its main part is a verb, functions as predicate in sentences. While a one-word verb is able to use to communicate the meaning of a sentence, according to Simmons, a verb phrase is used "to express more nuanced action or condition" (2014:2). A verb phrase includes the main verb, auxiliary verb, and complement,

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such as *noun phrase found in transitive verb*, and also modifier, such as *adverb and qualifier*. This leads us to be able to write the rule of verb phrase as follows:

(13)   VP -> Auxiliary/Adverb/Qualifier + Verb + NP

                        Pre-modifier   + Verb + Complement/Post-modifier

Below are the examples of verb phrase:

(14)   had   cleaned   (Simmons, 2014:2)

        Auxiliary   Verb

        should   have   been   writing   (Simmons, 2014:2)

        Auxiliary Auxiliary Auxiliary   Verb

        rarely   eat   (O'Grady and Guzman, 1996:189)

        Adverb   Verb

        never   drink   the water   (O'Grady and Guzman, 1996:189)

        Qualifier   Verb   Noun Phrase

        (Pre-modifier)   (Complement/Post-modifier)

In the examples of (14) it can be seen that in verb phrases, an auxiliary, adverb, and qualifier, function as pre-modifiers of phrase. Whereas in post-modifier of verb phrase, a noun phrase may occupy the position as the complement of the head verb. For example, a noun phrase *the water* functions as the complement of verb *drink* preceded in phrase *never drink the water* in (14). Other verb phrases contain pre-modifiers in (14) are *should have been writing* and *rarely eat*, where the pre-modifiers are auxiliaries *should have been* and an adverb *rarely*.

3) Adjective Phrase

Adjective phrase (AP) is a kind of phrase where an *adjective* serves as the head of the phrase (O'Grady and Guzman, 1996). This kind of phrase, which its main part is an adjective, functions as complement in sentences. adjective phrase includes the adjective, pre-modifiers, including *adverb and qualifier*, and post-modifiers, including *prepositional phrase, infinitive phrase, and relative clause* (Kosur, 2009). The rule of an adjective phrase can be written as follows:

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(15)   AP -> adverb/qualifier + Adjective + PP/IP/Relative Clause

Pre-modifier + Adjective +   Post-modifier

Below are the examples of adjective phrase:

(16)   tearfully   sad   (Kosur, 2009)

　　　　Adverb   Adjective

fond   of chocolate   (Kosur, 2009)

Adjective   Prepositional Phrase

glad   to help   (Kosur, 2009)

Adjective   Infinitive Phrase

angry   that the days are ruined   (Kosur, 2009)

Adjective   Relative Clause

In the examples of (16) the prepositional phrases are preceded and followed by modifiers. The pre-modifiers of prepositional phrase include an adverb and qualifier. Whereas the post-modifiers of prepositional phrase include a prepositional phrase, infinitive phrase, and relative clause. A pre-modifier of an adverb in an adjective phrase is such as in *tearfully sad*, where an adverb tearfully modifies the head adjective *sad*. A post-modifier of a prepositional phrase in an adjective phrase is such as in *fond of chocolate*. In adjective phrases *glad to help* and *angry that the days are ruined*, the writer found post-modifiers of an infinitive phrase *to help* and a relative clause *that the days are ruined*.

4) Prepositional phrase

Prepositional phrase (PP) is a kind of phrase where a *preposition* serves as the head of the phrase (O'Grady and Guzman, 1996). This kind of phrase can be easily distinguished by the use of a preposition followed by a noun or noun phrase as the object. Simmons adds that the object of a preposition may have one or more modifiers as in the complex noun phrase (2014). The rule of a prepositional phrase can be written as follows:

(17)   PP -> P + NP

        Below are the examples of prepositional phrase:

(18)   on   time   (Simmons, 2014:3)

       Preposition   Noun

        under   the new orange couch   (Simmons, 2014:3)

       Preposition   Noun Phrase

In (18) the writer found the examples of prepositional phrase, where in the phrases, the prepositions are followed by a noun or noun phrase. In the prepositional phrase *on time*, the preposition *on* is followed by a noun *time*. In the prepositional phrase *under   the   new orange couch*, the preposition *under* is followed by a noun phrase *the new orange couch*. The noun phrase in prepositional phrase may consist of both pre-modifiers and post-modifiers.

5) Infinitive Phrase

        Infinitive phrase (IP) is a kind of phrase that is formed by infinitive marker *to* followed by the infinitive verb (the bare form of verb) (Baker, 1995). Simmons adds that an infinitive phrase may include objects and modifiers to complete the thought of the phrase (2014). In addition, although in some cases the infinitive marker *to* is omitted from the clause or sentence, the infinitive phrase is still constructed based on the *bare infinitive* that is syntactically different from the verb phrase that constructs the main verb of the clause or sentence. The rule of a infinitive phrase can be written as follows:

(19)   IP -> to + VP

        Below are the examples of infinitive phrase:

(20)   to   eat spaghetti   (Simmons, 2014:4)

              Verb Phrase

        I need him to send the document before the deadline.

        I need him send the document before the deadline.   -> the *to* is omitted.

        send the document before the deadline

In the first example of (20) it can be easily spotted the formation of infinitive phrase, where the infinitive marker *to* is followed by a verb phrase *eat spaghetti*, becoming infinitive phrase *to eat spaghetti*. However, it is also known that the infinitive marker can be omitted in a sentence. Although there is no infinitive marker *to* in the infinitive phrase, it is still can be considered that the phrase is an infinitive phrase based on the syntactical construction of an infinitive phrase. The second example in (20) shows this phenomena clearly, as in sentence *I need him to send the document before the deadline*. Although with the omission of the infinitive marker *to*, the phrase *send the document before the deadline* is still considered as an infinitive phrase.

CHAPTER III

RESEARCH METHOD

3.1   Research Design

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.

3.2   Data and Data Source

The data are 89 (eighty nine) titles of 16-bit Role Playing Games (SNES and Genesis) collected from video game sites found on the internet. From the 89 titles of 16-bit RPGs, there are 48 titles from SNES and 41 titles from Genesis (See tables 3. and 4.). The titles from each console are coded with (S) for SNES and (G) for Genesis, followed by a number which the title is listed in an alphabetical order (Tables 3. and 4.). The sources of data come from 2 sites, namely *edgeemu.net* and *listal*, in the form of words and phrases. Some titles consist of only a single word and others consist of multiple words or phrase.

As an addition, some of the data, or titles, are not able to be included in phrase category as they consist of only one word, and some of others are included in phrase category as they consist of two or more words. In addition, parts of longer phrases can be analyzed individually to analyze its word formation process or phrase structure. The word and phrase titles are as follows:

(1)   a) One-word titles:

  SNES: *ActRaiser*, *Arcana*, *Brandish*, *Drakkhen*, *Earthbound*, *Lagoon*, *Obitus*, *Robotrek*, *Shadowrun*, and *Terranigma* (10 titles)

  Genesis: *Cadash*, *Exile*, *Shadowrun*, *Starflight*, *Traysia*, and *Warsong* (6 titles)

  b) Phrase titles:

  SNES: *Addams Family Values, Brain Lord, Breath of Fire, Breath of Fire II, Chrono Trigger, Dragon View, Dungeon Master, E.V.O.: Search for Eden* (having sub-title that can be analyzed individually), *Eye of the Beholder, Final Fantasy Mystic Quest, Final Fantasy II, Final Fantasy III, Harvest Moon, Illusion of Gaia, Inindo: Way of the Ninja, Lufia & the Fortress of Doom, Lufia II: Rise of the Sinistrals, Might and Magic II: Gates to Another World, Might and Magic III: Isles of Terra, Ogre Battle:*

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The Mirth of the Black Queen, *Paladin's Quest*, *Secret of Evermore, Secret of Mana*, *Secret of the Stars, Soul Blazer, Super Mario RPG: Legend of the Seven Stars, Super Ninja Boy, The 7th Saga, The Legend of Zelda: A Link to the Past*, *The Twisted Tales of Spike McFang*, *Trials of Mana, Ultima: Runes of Virtue II, Ultima VI: The False Prophet, Ultima VII: The Black Gate, Uncharted Waters, Uncharted Waters: New Horizons, Wizardry V: Heart of the Maelstrom*, and *Ys III: Wanderers from Ys* (38 titles)

Genesis: *Arcus Odyssey, Addams Family Values, Battle Master, Beggar Prince, Beyond Oasis, Buck Rogers: Countdown to Doomsday, Crusader of Centy, Dungeons & Dragons: Warriors of the Eternal Sun, Fatal Labyrinth, Gauntlet 4, King's Bounty, Landstalker: The Treasures of King Nole, Legend of Wukong, Light Crusader, Might and Magic: Gates to Another World, Monster World IV, Phantasy Star: The End of the Millennium, Phantasy Star II, Phantasy Star III: Generations of Doom, Pier Solar and the Great Architects, Pirates! Gold, Rings of Power, Shining Force, Shining Force II, Shining in the Darkness, Sorcerer's Kingdom, Star Odyssey, Super Hydlide, Sword of Vermilion, The Faery Tale Adventure, The Immortal, Uncharted Waters, Uncharted Waters: New Horizons, Wonder Boy in Monster World*, and *Ys III: Wanderers from Ys* (35 titles)

There are 16 one-word titles and 73 phrase titles in the titles of 16-bit Role Playing Games. The 16 one-word titles are gathered from 10 SNES' titles and 6 Genesis' titles, while the 73 phrase titles are gathered from 38 SNES' titles and 35 Genesis' titles, as seen in (1). Both (1a) and (1b) are analyzed the word formation processes, while only (1b) are analyzed the phrase structures, since the titles in (1a) consist of only a single word.

3.3   Instrument

The main instrument of the research is a laptop used in writing the research. The laptop runs a microsoft word program as the writing software. In addition to the laptop, there is a guide used in collecting the 89 titles of Role Playing Games. The guide was taken from 2 sites, namely *edgeemu.net* and *listal*.

3.4   Procedure of Data Collection

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 writer chooses the Role Playing Games' titles 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.

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3.5   Procedure of Data Analysis

First, the data or titles are analyzed by their word formation processes, then the titles are analyzed by their phrase structures. Second, each title is then grouped based on their word formation types, and another ones are grouped based on their phrase types. The groups of the titles are listed in several tables. Third, the conclusion is made based on the numbers of word formation and phrase types found from the data or titles listed in the tables.

CHAPTER IV

RESEARCH ANALYSIS

In this chapter, the discussions are divided into four parts. The first part focuses on the word formation analysis, while the second part focuses on the result of the word formation analysis. And the third part focuses on the phrase structure analysis, while the fourth part focuses on the result of the phrase structure analysis. The results in the second and fourth part answers the problem statements stated for the research about the kinds of words and phrases formed in 16-bit role playing games' titles. The discussions of each part are as follows:

4.1 Word Formation Analysis

From the analysis of word formation processes in 16-bit Role Playing Games' titles, it is found that there are ten word formation types used in naming the titles, as seen from the tables 5. through 2.10 on appendix. The ten types of word formation found in the titles are elaborated as follows:

4.1.1 Compounding

Compounding processes are found in both SNES and Genesis' titles. The compounding word titles found are as follows:

(1)   ActRaiser (n)   -> act (n) + raiser (n)

       Countdown (n)   -> count (n) + down (adv)

       Doomsday (n)   -> dooms (n) + day (n)

       Earthbound (n)   -> earth (n) + bound (n)

       Final Fantasy (n)   -> final (adj) + fantasy (n)

       Landstalker (n)   -> land (n) + stalker (n)

       Phantasy Star (n)   -> phantasy (n) + star (n)

       Shadowrun (n)   -> shadow (adj) + run (n)

       Shining Force (n)   -> shining (adj) + force (n)

       Starflight (n)   -> star (n) + flight (n)

       Warsong (n)   -> war (n) + song (n)

The compounding word titles in (1) show that all compoundings found in the titles of 16-bit RPGs consist of two words. These two words mainly come from the compounding of two nouns such as in *ActRaiser* and *Earthbound*. While the compoundings consist of two words, they all behave as single words that represent the titles of the RPGs. However, there are also the compoundings of adjective and noun such as in *Final Fantasy* and *Shining Force*. The compounding of a noun and an adverb is also found in the word title *Countdown*. All compounded words found in the 16-bit RPG's titles form the word class of noun.

4.1.2   Blending

There are few blendings found in the titles of 16-bit RPGs. The process is only found in the titles of SNES. The blending word titles found are as follows:

(2)   Drakkhen   -> drak- (from the word *drake/dragon*) + -khen (an unknown origin)

Robotrek   -> robo- (from the word *robot*) + trek

Terranigma   -> terra + -nigma (from the word *enigma*)

The blending process can be easily tracked by the combination of two words blended into one word with a little omission in the last part of the first word or in the first part of the second word, or both. The example is the blending of the title *Terranigma*, where the first part of the second word *enigma* is omitted to become *nigma* and then combined with the word *terra* to become *Terranigma*. However, the writer has also found a word *khen* in the title *Drakkhen* that has unknown origin. It is possible that the word came from the borrowing word that the writer has no knowledge for.

4.1.3   Affixation: Inflection and Derivation

1) Inflection

Inflection, along with derivation, is one of the most common word formation processes found in the titles of 16-bit RPGs. The process is found in both SNES and Genesis' titles. The inflectional word titles found are as follows:

(3)   Values (n)   -> value (n) + -s   (showing plurality)

Dooms (n)   -> doom (n) + -s   (showing plurality)

Dungeons (n)   -> dungeon (n) + -s   (showing plurality)

Dragons (n)   -> dragon (n) + -s   (showing plurality)

Warriors (n)   -> warrior (n) + -s   (showing plurality)

Treasures (n)   -> treasure (n) + -s   (showing plurality)

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Sinistrals (n)	-> sinistral (n) + -s	(showing plurality)
Gates (n)	-> gate (n) + -s	(showing plurality)
Isles (n)	-> isle (n) + -s	(showing plurality)
Generations (n)	-> generation (n) + -s	(showing plurality)
Architects (n)	-> architect (n) + -s	(showing plurality)
Pirates! (n)	-> pirate (n) + -s	(showing plurality)
Rings (n)	-> ring (n) + -s	(showing plurality)
Shining (n)	-> shine (v) + -ing	(showing present participle tense)
Stars (n)	-> star (n) + -s	(showing plurality)
Tales (n)	-> tale (n) + -s	(showing plurality)
Trials (n)	-> trial (n) + -s	(showing plurality)
Runes (n)	-> rune (n) + -s	(showing plurality)
Waters (n)	-> water (n) + -s	(showing plurality)
Horizons (n)	-> horizon (n) + -s	(showing plurality)
Wanderers (n)	-> wanderer (n) + -s	(showing plurality)

Almost all inflectional processes found in the 16-bit RPG's titles are structured by nouns with a suffix –s as shown in (3), where -s is the regular plural marker. This means that many plural nouns in the titles are gotten from nouns that get an addition of a bound morpheme or suffix -s. However, another inflectional structure is also found in the word title *Shining*, where a verb *shine* gets an addition of suffix –*ing*, which is a present participle marker, becoming the verb *Shining*. The inflectional processes do not change the word class and the meaning of the word titles.

2) Derivation

Derivational processes can be found in both SNES and Genesis' titles. The derivational word titles found are as follows:

(4)	Raiser (n)	-> raise (v) + -er	(verb-to-noun)
	Crusader (n)	-> crusade (v) + -er	(verb-to-noun)
	Beholder (n)	-> behold (v) + -er	(verb-to-noun)
	stalker (n)	-> stalk (v) + -er	(verb-to-noun)

Shining (adj)	-> shine (v) + -ing	(verb-to-adjective)
Darkness (n)	-> dark (adj) + -ness	(adjective-to-noun)
Blazer (n)	-> blaze (v) + -er	(verb-to-noun)
7th (n)	-> 7 (adj) + -th	(adjective-to-noun)
Immortal (adj)	-> im- + mortal (adj)	(adjective-to-adjective)
Twisted (adj)	-> twist (v) + -ed	(verb-to-adjective)
charted (adj)	-> chart (v) + -ed	(verb-to-adjective)
Uncharted (adj)	-> un- + chart (v) + -ed	(verb-to-adjective)
Wizardry (adv)	-> wizard (n) + -ry	(noun-to-adverb)
Wanderer (n)	-> wander (v) + -er	(verb-to-noun)

Many derivational processes found in 16-bit RPG's titles are included in the class-changing category. The class-changing patterns include verb-to-noun, verb-to-adjective, adjective-to-noun, and noun-to-adverb. One of the class-changing derivational process examples is such as in verbs added with a bound morpheme or suffix -er in the verb-to-noun pattern. Words that undergo the class-changing derivational processes are changed in both the word class and meaning. This means a word title such as *Raiser* in (4) has a meaning "the one or thing who raises" and includes in the noun word class, whereas the base word or free morpheme *raise* without a suffix -er has a meaning "to raise" and includes in the verb word class. In other words, the word *raise* which is an action of "to raise" is changed to the one who does the action of "to raise" by the addition of suffix -er. This gives change to the word class category of a word. Other class-changing derivational patterns are verb-to-adjective, as in the verb *chart* added with a suffix -ed, creating an adjective *charted*; adjective-to-noun, as in the adjective *dark* added with a suffix -ness, creating a noun *darkness*; and noun-to-adverb, as in the noun *wizard* added with a suffix -ry, creating an adverb *wizardry*.

One class-maintaining derivational process found in the pattern adjective-to-adjective in (4). In this category, the derived word only gets a change in the meaning, as in *Immortal*, an adjective *mortal* gets an addition of suffix *im-* that means "not", creating the same class of word *immortal* but has different meaning of "not mortal".

Another word title that is worth to mention is the word title *Shining*. While the word *Shine* with an additional suffix -ing can be directly specified as an inflectional process, the word *Shining* in this section is part of the phrase title *Shining Force*, where *Shining* is a gerund that modifies the noun *Force* as an adjective. Similarly, the word titles such as *Twisted* and *charted* found act as a modifier of their respective nouns.

4.1.4 Conversion

There are few conversional processes found in the titles of 16-bit RPGs. The process is found in both SNES and Genesis' titles. The conversional word titles found are as follows:

(5)   kadash (v)   -> Cadash (n)

        lufia (v)   -> Lufia (n)

        ogre (n)   -> Ogre (adj)

        evermore (adv)   -> Evermore (n)

Half of the conversional processes found in the 16-bit RPG's titles are the conversion of a verb into a noun, while the others found are the conversions of a noun into an adjective and an adverb into a noun. The process is done by simply conversing a word class into the other without changing the form of the word.

4.1.5 Borrowing

Borrowing processes are found in both SNES and Genesis' titles. The borrowing word titles found are as follows:

(6)   Arcus   -> Latin, means "low and horizontal cloud" (Thokal, 2004:16)

        Cadash   -> Hebrew, means "to consecrate" (Hedberg, 2013:84)

        Chrono   -> Greek, means "time" (House, 2008:119)

        Centy   -> Slovak, means "cents"

        Eden   -> Hebrew, means "garden" (Tsumura, 1989: 125)

        Gaia   -> Greek, means "earth"

        Lufia   -> Old English, means "to love" (Latham, 1848:298)

        Terra   -> Italian/Latin, means "earth"

        Obitus   -> Latin, means "death" (Higgins, 2004)

        Mana   -> Maori, means "power" (Meylan, 2017: 11)

        Ultima   -> Latin, means "the last"

The borrowing words found in the 16-bit RPG's titles mainly come from Latin language as seen in (6). The borrowing word such as *Arcus* is used to express a definition of nature that is not available in English language. Other borrowing words such as *Obitus* and *Ultima* are used to give a better impression of words which are commonly used in the daily usages. There are also borrowing words from Greek, Hebrew, and the others, such as *Chrono*,

Eden, and *Mana*. Since many languages can be added into English library, borrowing is one of the word formation processes that has a high potential in adding words into English language.

4.1.6   Coinage

The process of coinage is found in both SNES and Genesis' titles. The coined word titles found are as follows:

(7)   Addams   Sinistral   Ys

        Arcana   Zelda

        Buck Rogers   Pier Solar

        Inindo   Mario

        Nole   Spike McFang

        Wukong   Traysia

Many coined words found in 16-bit RPG's titles are created from the names of the characters or settings inside of the stories of the Role Playing Games. The coined words such as *Mario* and *Nole* are created originally, while the other coined word such as *Zelda* is created based on the inspiration from the actual person named *Zelda Fitzgerald* (Hilliard, 2017:5). There are also coined words that consist of two words such as *Buck Rogers* and *Spike McFang*. However, these words behave as a single word since the words are fully refer to the names of the characters created.

4.1.7   Abbreviation

One abbreviation process is found in SNES' title. The abbreviation word title found is as follows:

(8)   RPG   -> Role Playing Games

The abbreviation *RPG* is shortened from phrase *Role Playing Games*, is a genre of video game. The word *RPG* is pronounced as /ˌɑːr piː ˈdʒiː/, as an abbreviation has to be pronounced per letter.

4.1.8   Acronym

One acronym process is found in SNES' title. The acronym word title found is as follows:

(9)   E.V.O.   -> Evolution

The acronym *E.V.O.* is shortened from the word *evolution*. The word *E.V.O.* is pronounced as /ˈeːvəʊ/, as an acronym has to be pronounced as a word.

4.1.9 Multiple Process

Apart from the common word formation processes, the multiple processes are found in both SNES and Genesis' titles. The multiple processes word titles found are as follows:

(10)   ActRaiser (n)   -> Compounding + Derivation

          Doomsday (n)   -> Inflection + Compounding

          Cadash (n)   -> Borrowing + Conversion

          Landstalker (n)   -> Compounding + Derivation

          Lufia (n)   -> Borrowing + Conversion

          Terranigma (n)   -> Borrowing + Blending

          Uncharted (adj)   -> Derivation + Derivation

          Wanderers (n)   -> Derivation + Inflection

All multiple processes found in 16-bit RPG's titles consist of two word formation processes as shown in (10). The two word formation processes formed the multiple processes are mainly the affixational processes, both inflectional and derivational, and the compoundings. The examples are such as in *ActRaiser* and *Landstalker*, where the compoundings *act* and *raise*, and *land* and *stalk*, are added with a suffix *-er*, creating multiple processes of compoundings and derivations. Other multiple processes found are the combinations of borrowing processes and conversional processes such as in *Cadash* and *Lufia*, where the words *kadash* and *lufia* are borrowed and conversed into the other word class in English. There is also the multiple processes of a borrowing and a blending such as in *Terranigma*, where the word *terra* is borrowed from Latin and then blended with the word *enigma* to become *Terranigma*.

4.2   **Result of the Word Formation** Analysis

Apart from the **ten** types of word formation processes used in forming words that have been mentioned, which are namely *compounding*, *blending*, *clipping*, *affixation* (including *inflection* and *derivation*), *conversion*, *borrowing*, *coinage*, *abbreviation*, *acronym*, *reduplication*, and *onomatopoeia*, it is found that there is *multiple processes* formed from two word formation types in the titles. In addition, the analysis shows that not all of the word formation types are found in the titles of 16-bit RPGs, as shown from the findings above.

The result of the titles' word formation analysis is shown in table 1., where the numbers are gathered from table analysis 18. on the appendix, as follows:

Table 1. Result of Word Formation Analysis

No.	Word Formation Found	SNES	Genesis	Total
1.	Compounding	6	11	17
2.	Blending	3	-	3
3.	Inflection	13	16	29
4.	Derivation	15	8	23
5.	Conversion	4	1	5
6.	Borrowing	12	3	15
7.	Coinage	9	8	17
8.	Abbreviation	1	-	1
9.	Acronym	1	-	1
10.	Multiple Processes	7	6	13

Table 1. shows that 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*.

4.3   Phrase Structure Analysis

From the analysis of the phrase structures in 16-bit Role Playing Games' titles, it is found that there are three phrase types used in naming the titles, as seen from the tables 15. through 17. on appendix. The three types of phrase found in the titles are elaborated as follows:

4.3.1   Noun Phrase

Noun phrase is the most common phrase found in both SNES and Genesis' titles. All noun phrases found are listed as follows:

(11)   1) Addams Family Values   -> Addams (n) + Family (n) + Values (h)
2) Arcus Odyssey   -> Arcus (n) + Odyssey (h)
3) Battle Master   -> Battle (n) + Master (h)
4) Beggar Prince   -> Beggar (n) + Prince (h)
5) Brain Lord   -> Brain (n) + Lord (h)
6) Breath of Fire   -> Breath (h) + of (prep) + Fire (n)
7) Breath of Fire II   -> Breath (h) + of (prep) + Fire (n) + II (adj)
8) Chrono Trigger   -> Chrono (n) + Trigger (h)
9) Crusader of Centy   -> Crusader (h) + of (prep) + Centy (n)
10) Dragon View   -> Dragon (n) + View (h)
11) Dungeon Master   -> Dungeon (n) + Master (h)
12) Dungeons & Dragons   -> Dungeons & Dragons (h)
13) Warriors of the Eternal Sun -> Warriors (h) + of (prep) + the (det) + Eternal (adj)
                                   + Sun (n)
14) Search for Eden   -> Search (h) + for (prep) + Eden (n)
15) Eye of the Beholder   -> Eye (h) + of (prep) + the (det) + Beholder (n)
16) Fatal Labyrinth   -> Fatal (adj) + Labyrinth (h)
17) Mystic Quest   -> Mystic (adj) + Quest (h)
18) Final Fantasy II   -> Final (adj) + Fantasy (h) + II (adj)
19) Final Fantasy III   -> Final (adj) + Fantasy (h) + III (adj)
20) Gauntlet 4   -> Gauntlet (h) + 4 (adj)
21) Harvest Moon   -> Harvest (n) + Moon (h)
22) Illusion of Gaia   -> Illusion (h) + of (prep) + Gaia (n)
23) Way of the Ninja   -> Way (h) + of (prep) + the (det) + Ninja (n)
24) King's Bounty   -> King's (det) + Bounty (h)
25) The Treasures of King Nole -> The (det) + treasures (h) + of (prep) + King Nole
                                   (n)
26) Legend of Wukong   -> Legend (h) + of (prep) + Wukong (n)
27) Light Crusader   -> Light (n) + Crusader (h)
28) the Fortress of Doom   -> the (det) + Fortress (h) + of (prep) + Doom (n)
29) Lufia II   -> Lufia (h) + II (adj)
30) Rise of the Sinistrals   -> Rise (h) + of (prep) + the (det) + Sinistrals (n)
31) Might and Magic   -> Might and Magic (h)
32) Gates to Another World   -> Gates (h) + to (prep) + Another (adj) + World (n)

33) Might and Magic II   -> Might and Magic (h) + II (adj)
34) Might and Magic III   -> Might and Magic (h) + III (adj)
35) Isles of Terra   -> Isles (h) + of (prep) + Terra (n)
36) Monster World IV   -> Monster (n) + World (h) + IV (adj)
37) Ogre Battle   -> Ogre (adj) + Battle (h)
38) The March of the Black Queen-> The (det) + March (h) + of (prep) + the (det) +
                               Black (n) + Queen (n)
39) the Black Queen   -> the (det) + Black (n) + Queen (h)
40) Paladin's Quest   -> Paladin's (det) + Quest (h)
41) The End of the Millennium -> The (det) + End (h) + of (prep) + the (det) +
                               Millennium (n)
42) Phantasy Star II   -> Phantasy (n) + Star (h) + II (adj)
43) Phantasy Star III   -> Phantasy (n) + Star (h) + III (adj)
44) Generations of Doom   -> Generations (h) + of (prep) + Doom (n)
45) the Great Architects   -> the (det) + Great (adj) + Architects (h)
46) Pirates! Gold   -> Pirates! (h) + Gold (adj)
47) Rings of Power   -> Rings (h) + of (prep) + Power (n)
48) Secret of Evermore   -> Secret (h) + of (prep) + Evermore (n)
49) Secret of Mana   -> Secret (h) + of (prep) + Mana (n)
50) Secret of the Stars   -> Secret (h) + of (prep) + the (det) + Stars (n)
51) Shining Force II   -> Shining (adj) + Force (h) + II (adj)
52) Sorcerer's Kingdom   -> Sorcerer's (det) + Kingdom (h)
53) Soul Blazer   -> Soul (n) + Blazer (h)
54) Star Odyssey   -> Star (n) + Odyssey (h)
55) Super Hydlide   -> Super (adj) + Hydlide (h)
56) Super Mario RPG   -> Super (adj) + Mario (h) + RPG (adj)
57) Legend of the Seven Stars -> Legend (h) + of (prep) + the (det) + Seven (adj) +
                               Stars (n)
58) Super Ninja Boy   -> Super (adj) + Ninja (n) + Boy (h)
59) Sword of Vermilion   -> Sword (h) + of (prep) + Vermilion (n)
60) The 7th Saga   -> The (det) + 7th (n) + Saga (h)
61) The Faery Tale Adventure -> The (det) + Faery (adj) + Tale (n) + Adventure (h)
62) The Immortal   -> The (det) + Immortal (h)
63) The Legend of Zelda   -> The (det) + Legend (h) + of (prep) + Zelda (n)
64) A Link to the Past   -> A (det) + Link (h) + to (prep) + the (det) + Past (n)
65) The Twisted Tales of Spike McFang-> The (det) + Twisted (adj) + Tales (h) + of
                               (prep) + Spike McFang (n)
66) Trials of Mana   -> Trials (h) + of (prep) + Mana (n)
67) Runes of Virtue II   -> Runes (h) + of (prep) + Virtue (n) + II (adj)
68) Ultima VI   -> Ultima (h) + VI (adj)
69) The False Prophet   -> The (det) + False (adj) + Prophet (h)
70) Ultima VII   -> Ultima (h) + VII (adj)
71) The Black Gate   -> The (det) + Black (adj) + Gate (h)
72) Uncharted Waters   -> Uncharted (adj) + Waters (h)
73) New Horizons   -> New (adj) + Horizons (h)
74) Wizardry V   -> Wizardry (h) + V (adj)

75) Heart of the Maelstrom   -> Heart (h) + of (prep) + the (det) + Maelstrom (n)
76) Wonder Boy in Monster World-> Wonder (n) + Boy (h) + in (prep) + Monster (n)
                                  + World (n)
77) Ys III   -> Ys (h) + III (adj)
78) Wanderers from Ys   -> Wanderers (h) + from (prep) + Ys (n)

The noun phrases found in the titles of 16-bit Role Playing Games are 78 phrases. Added with the repetition of similar titles, the noun phrases are 86 in total. The number is very high due to almost all of the titles themselves are in the form of nouns. Mainly, the noun phrases found in the titles have a structure of a noun followed by the head of the phrase which is also a noun. The examples are such as *Light Crusader* (11.27), *Soul Blazer* (11.53), and *Star Odyssey* (11.54). The second common structure of noun phrases found is the head of phrase followed by a prepositional phrase such as in *Warriors of the Eternal Sun* (11.13) and *Secret of Mana* (11.49). There is also another structure of noun phrases where the head of phrase is followed by an adjective. This structure can be frequently found in the numbering titles, such as *Lufia II* (11.29) and *Ys III* (11.77), where the numbers function as the modifier of the nouns. Another structure of noun phrases found is the head of phrase preceded by an adjective such as in *Mystic Quest* (11.17) and *Ogre Battle* (11.37). Lastly, it is also worth mentioning that the use of determiner *the* is quite common in the 16-bit Role Playing Games' titles. The examples are such as *The Immortal* (11.62) and *The Legend of Zelda* (11.63).

4.3.2   Verb Phrase

One verb phrase is found in Genesis' title. The verb phrase found is as follows:

(12)   Shining in the Darkness   -> Shining (h) + in (prep) + the (det) + Darkness (n)

The phrase *Shining in the Darkness* is the only verb phrase found in the titles of 16-bit Role Playing Games. The phrase has a structure where the head of the phrase is followed by a prepositional phrase.

4.3.3   Prepositional Phrase

There is also one prepositional phrase found in Genesis' title. The prepositional phrase found is as follows:

(13)   Beyond Oasis   -> Beyond (prep) + Oasis (n)

The phrase *Beyond Oasis* is the only prepositional phrase found in the titles of 16-bit Role Playing Games. The phrase has a structure where the head of the phrase is followed by a noun.

4.4   Result of the Phrase Structure Analysis

From the **five** types of phrase that have been mentioned, which are namely *noun phrase*, *verb phrase*, *adjective phrase*, *prepositional phrase*, and *infinitive phrase*, it is found above that not all of these phrase types are found in the titles of 16-bit RPGs.

The result of the titles' phrase structure analysis is shown in table 2., where the numbers are gathered from table analysis 19. on the appendix, as follows:

Table 2. Result of Phrase Structure Analysis

No.	Phrase Type Found	SNES	Genesis	Total
1.	Noun Phrase	49	37	**86**
2.	Verb Phrase	-	1	**1**
3.	Prepositional Phrase	-	1	**1**

Table 2. shows that 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**, **verb phrase**, and **prepositional phrase**. Interestingly, there is only one verb phrase and one preposition 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 titles as verb phrase *Shining in the Darkness* and prepositional phrase *Beyond Oasis* are not commonly used in naming the 16-bit RPG's titles.

Finally, the writer can easily conclude that **noun phrase** is the **frequent** phrase type used in forming 16-bit RPGs' titles with the amount of 86 in total. On the other hand, there are **two least** phrase types used in forming 16-bit RPGs' titles with the amount of only one each, namely **verb phrase** and **preposition phrase**. These two types of phrase are not commonly found in the titles of 16-bit RPGs, as the titles themselves are mostly in the form of nouns.

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CHAPTER V
CONCLUSION AND SUGGESTION

In this chapter, there are two parts that concludes this research titled "The Formation of Words and Phrases in *16-bit Role Playing Games' Titles Released in North America and Europe*". In the first part, there is the conclusion drawn from the analysis of the research. In the second part, there are suggestions that may be useful for the future researchers and also English lecturers who want to focus on the studies of the formation of words and phrases. The explanation of each part is as follows:

5.1   Conclusion

A title is an important part of any media, not just for the writings. From the title, it is able to understood what the media has to offer. This can also be applied to the titles of video games. In this research, the writer focuses in analysing the titles of RPGs (Role Playing Games), one of the genres of video game. The RPG titles used for the analysis are taken from the titles of two 16-bit consoles, namely SNES and Genesis.

From the data of 89 SNES and Genesis titles, it is found that there are 123 word part of the titles which are able to be analyzed by the word formation processes; 68 word titles from SNES and 55 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 37 titles and 11 sub-titles, and 39 phrase titles from Genesis, which includes 34 titles and 5 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.

In SNES titles, the writer found 6 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 11 words of compounding, 16 words of inflection, 8 words of derivation, 1 word of conversion, 3 words of borrowing, 8 words of coinage, and 6 words of multiple processes. In total, the writer found 17 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 13 words of multiple processes.

From the results above, the writer can conlude that affixation, both inflection and derivation, is the most important word formation type in forming the titles of 16-bit RPGs, followed by compounding, coinage, and borrowing. However, there are also a small number of blending,

conversion, abbreviation, and acronym, which are also important in forming a number of SNES and Genesis titles.

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

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 37 phrases of noun phrase, 1 phrase of verb phrase, and also 1 phrase of prepositional phrase. In total, the writer found 86 phrases of noun phrase, 1 phrase of verb 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 usages of verb phrase and prepositional 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 examples are seen the single usages of verb phrase and prepositional phrase in 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.

5.2   Suggestions

5.2.1   Suggestion for Future Researchers

This research suggests that there are still many research can be conducted based on the studies of formation of words and phrases. With the differences in data, the research in this field may conclude in different results. These results help people in understanding the formation words and phrases better, as many new words keep invented to this day with these two formations. The future researchers may conduct the analysis of the two processes with more interesting group of data. It is hoped that the present study helps develop the future research.

5.2.2 Suggestion for English Lecturers

Words and phrases, along with sentences, are the way people communicate with the others. With the increase of words and phrases' knowledges, people can communicate better with each other. They can also construct the better sentences for the better communication. The knowledges of words and phrases can be increased through the studies of formation of words and phrases. The studies are important for the English learners to increase the understanding of English language through the formation of words and phrases. With all these statements, the writer wants to show the importance of the studies of word formation processes and phrase structure. It is hoped that the studies can be more explored, as they are the bases of English communication. Finally, the writer hopes that this research may be useful for the material in teaching English language, especially about the formation of words and phrases.

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APPENDIX

DATA

I.   Data of 16-bit RPG Titles Released on SNES and Genesis:

s (Small Letter): Sub-title's Code

1.1   SNES

Table 3. Titles of SNES RPGs

No.	Title	Data Code
1.	ActRaiser	S-1
2.	Addams Family Values	S-2
3.	Arcana	S-3
4.	Brain Lord	S-4
5.	Brandish	S-5
6.	Breath of Fire	S-6
7.	Breath of Fire II	S-7
8.	Chrono Trigger	S-8
9.	Dragon View	S-9
10.	Drakkhen	S-10
11.	Dungeon Master	S-11
12.	E.V.O.: Search for Eden	S-12, S-12s
13.	Earthbound	S-13
14.	Eye of the Beholder	S-14
15.	Final Fantasy: Mystic Quest	S-15, S-15s
16.	Final Fantasy II	S-16
17.	Final Fantasy III	S-17
18.	Harvest Moon	S-18
19.	Illusion of Gaia	S-19
20.	Inindo: Way of the Ninja	S-20, S-20s
21.	Lagoon	S-21
22.	Lufia & the Fortress of Doom	S-22
23.	Lufia II: Rise of the Sinistrals	S-23, S-23s
24.	Might and Magic II: Gates to Another World	S-24, S-24s
25.	Might and Magic III: Isles of Terra	S-25, S-25s
26.	Obitus	S-26
27.	Ogre Battle: The March of the Black Queen	S-27, S-27s
28.	Paladin's Quest	S-28
29.	Robotrek	S-29
30.	Secret of Evermore	S-30
31.	Secret of Mana	S-31
32.	Secret of the Stars	S-32
33.	Shadowrun	S-33
34.	Soul Blazer	S-34
35.	Super Mario RPG: Legend of the Seven Stars	S-35, S-35s
36.	Super Ninja Boy	S-36

37.	Terranigma	S-37
38.	The 7th Saga	S-38
39.	The Legend of Zelda: A Link to the Past	S-39, S-39s
40.	The Twisted Tales of Spike McFang	S-40
41.	Trials of Mana	S-41
42.	Ultima: Runes of Virtue II	S-42, S-42s
43.	Ultima VI: The False Prophet	S-43, S-43s
44.	Ultima VII: The Black Gate	S-44, S-44s
45.	Uncharted Waters	S-45
46.	Uncharted Waters: New Horizons	S-46, S-46s
47.	Wizardry V: Heart of the Maelstrom	S-47, S-47s
48.	Ys III: Wanderers from Ys	S-48, S-48s

Main Source: *https://edgeemu.net/browse-snes.htm*, accessed on September 14, 2019.

1.2 Genesis

Table 4. Titles of Genesis RPGs

No.	Title	Data Code
49.	Arcus Odyssey	G-1
50.	Addams Family Values*	G-2
51.	Battle Master	G-3
52.	Beggar Prince	G-4
53.	Beyond Oasis	G-5
54.	Buck Rogers: Countdown to Doomsday	G-6, G-6s
55.	Cadash	G-7
56.	Crusader of Centy	G-8
57.	Dungeons & Dragons: Warriors of the Eternal Sun	G-9, G-9s
58.	Exile	G-10
59.	Fatal Labyrinth	G-11
60.	Gauntlet 4	G-12
61.	King's Bounty	G-13
62.	Landstalker: The Treasures of King Nole	G-14, G-14s
63.	Legend of Wukong	G-15
64.	Light Crusader	G-16
65.	Might and Magic: Gates to Another World	G-17, G-17s
66.	Monster World IV	G-18
67.	Phantasy Star: The End of the Millennium	G-19, G-19s
68.	Phantasy Star II	G-20
69.	Phantasy Star III: Generations of Doom	G-21, G-21s
70.	Pier Solar and the Great Architects	G-22
71.	Pirates! Gold	G-23
72.	Rings of Power	G-24
73.	Shadowrun*	G-25
74.	Shining Force	G-26
75.	Shining Force II	G-27
76.	Shining in the Darkness	G-28
77.	Sorcerer's Kingdom	G-29
78.	Starflight	G-30
79.	Star Odyssey	G-31
80.	Super Hydlide	G-32

81.	Sword of Vermilion	G-33
82.	The Faery Tale Adventure	G-34
83.	The Immortal	G-35
84.	Traysia	G-36
85.	Uncharted Waters*	G-37
86.	Uncharted Waters: New Horizons*	G-38, G-38s
87.	Warsong	G-39
88.	Wonder Boy in Monster World	G-40
89.	Ys III: Wanderers from Ys*	G-41, G-41s

* Having similar title name to SNES counterpart.

Main Sources: *https://edgeemu.net/browse-md.htm*, accessed on September 21, 2019.

https://www.listal.com/list/sega-genesis-rpg, accessed on September 22, 2019.

II.   Data Selection: *Words and Phrases*

Similar data are analysed once to avoid repetition.

2.1   Words and Word Formations

2.1.1   Compounding

Table 5. List of Compounding Words

No.	Word	Data Code	Process	Meaning
1.	ActRaiser (n)	S-1	act (n) + raiser (n)	The raiser of act, where *act* refers to each level of the game.
2.	Countdown (n)	G-6s	count (n) + down (adv)	A backward counting.
3.	Doomsday (n)	G-6s	dooms (n) + day (n)	The day of destruction.
4.	Earthbound (n)	S-13	earth (n) + bound (n)	A bound with the earth.
5.	Final Fantasy (n)	S-15, S-16, S-17	final (adj) + fantasy (n)	The last fantasy; a brand name of a game series.
6.	Landstalker (n)	G-14	land (n) + stalker (n)	The stalker of land.
7.	Phantasy Star (n)	G-19, G-20, G-21	phantasy (n) + star (n)	The star of phantasy; a brand name of a game series.
8.	Shadowrun (n)	S-33, G-25	shadow (adj) + run (n)	A run done in the shadow.
9.	Shining Force (n)	G-26, G-27	shining (adj) + force (n)	A force that has shiny trait; a brand name of a game series.
10.	Starflight (n)	G-30	star (n) + flight (n)	A flight on the star.
11.	Warsong (n)	G-39	war (n) + song (n)	The song of war.

2.1.2 Blending

Table 6. List of Blending Words

No.	Word	Data Code	Process	Meaning
1.	Drakkhen	S-10	drak- (from drake/dragon) + -khen (?)	A naming related to drake or dragon.
2.	Robotrek	S-29	robo- (from robot) + trek (n)	A trek or journey in the world full of invented robots.
3.	Terranigma	S-37	terra (n) + -nigma (from enigma)	The mystery of earth, as the word *terra* comes from Italian/Latin which means "earth".

(?)   Unidentified Origin

2.1.3 Affixation: *Inflection and Derivation*

1) Inflection

Table 7. List of Inflectional Words

No.	Word	Data Code	Process	Meaning
1.	Values (n)	S-2, G-2	value (n) + -s	Many values.
2.	Dooms (n)	G-6s	doom (n) + -s	A number of destruction.
3.	Dungeons (n)	G-9	dungeon (n) + -s	Many dungeons.
4.	Dragons (n)	G-9	dragon (n) + -s	Many dragons.
5.	Warriors (n)	G-9s	warrior (n) + -s	A number of warriors.
6.	Treasures (n)	G-14s	treasure (n) + -s	Some treasures.
7.	Sinistrals (n)	S-23s	sinistral (n) + -s	A group of Sinistrals.
8.	Gates (n)	G-17s, S-24s	gate (n) + -s	A number of gates.
9.	Isles (n)	S-25s	isle (n) + -s	A number of isles.
10.	Generations (n)	G-21s	generation (n) + -s	A number of generations.
11.	Architects (n)	G-22	architect (n) + -s	Some architects.
12.	Pirates! (n)	G-23	pirate (n) + -s	Many pirates.
13.	Rings (n)	G-24	ring (n) + -s	A number of rings.
14.	Shining (v)	G-28	shine (v) + -ing	Doing the action of *to shine*.
15.	Stars (n)	S-32, S-35s	star (n) + -s	A number of stars.
16.	Tales (n)	S-40	tale (n) + -s	Some tales.
17.	Trials (n)	S-41	trial (n) + -s	Some trials.
18.	Runes (n)	S-42s	rune (n) + -s	A number of runes.
19.	Waters (n)	S-45, S-46, S-37, S-38	water (n) + -s	A number of seas.
20.	Horizons (n)	S-46s,	horizon (n) + -s	Some horizons.

		S-38s		
21.	Wanderers (n)	S-48s, G-41s	wanderer (n) + -s	A number of wanderers.

2) Derivation

Table 8. List of Derivational Words

No.	Word	Data Code	Process	Meaning
1.	Raiser (n)	S-1	raise (v) + -er	The one who raises.
2.	Crusader (n)	G-8, G-16	crusade (v) + -er	The one who crusades.
3.	Beholder (n)	S-14	behold (v) + -er	The one who beholds.
4.	stalker (n)	G-14	stalk (v) + -er	The one who stalks.
5.	Shining (adj)	G-26, G-27	shine (v) + -ing	Having shiny trait.
6.	Darkness (n)	G-28	dark (adj) + -ness	The result of being dark.
7.	Blazer (n)	S-34	blaze (v) + -er	The one who blazes.
8.	7th (n)	S-38	7 (adj) + -th	Number seven in order.
9.	Immortal (adj)	G-35	im- + mortal (adj)	Not mortal, or eternal.
10.	Twisted (adj)	S-40	twist (v) + -ed	The state result of twist.
11.	charted (adj)	S-45, S-46, S-37, S-38	chart (v) + -ed	Having done to be charted or mapped.
12.	Uncharted (adj)	S-45, S-46, S-37, S-38	un- + chart (v) + -ed	Not charted or mapped yet.
13.	Wizardry (adv)	S-47	wizard (n) + -ry	Related to wizard.
14.	Wanderer (n)	S-48s, G-41s	wander (v) + -er	The one who wanders.

2.1.4 Conversion

Table 9. List of Conversional Words

No.	Word	Data Code	Process	Meaning
1.	Cadash (n)	G-7	Derived from Hebrew kadash (v) which means "to consecrate" (Hedberg, 2013:84).	Consecration; name of the story's main setting or location.
2.	Lufia (n)	S-22, S-23	Derived from Old English lufia (v) which means "to love" (Latham, 1848:298).	Love, as it is usually attributed to a female character, with the word *Lufia* itself being used as the name of the story's female main character.
3.	Ogre (adj)	S-27	Derived from ogre (n).	Huge or giant.

No.	Word	Data Code	Process	Meaning
4.	Evermore (n)	S-30	Derived from evermore (adv).	The dateless; name of the story's world setting which contains various different periods at the same time.

2.1.5 Borrowing

Table 10. List of Borrowing Words

No.	Word	Data Code	Process	Meaning
1.	Arcus	G-1	Borrowed from Latin which means "low and horizontal cloud" (Thokal, 2004:16).	Name of the story's main setting or location.
2.	Cadash	G-7	Borrowed from Hebrew *kadash* which means "to consecrate" (Hedberg, 2013:84).	Name of the story's main setting or location.
3.	Chrono	S-8	Borrowed from Greek (House, 2008:119).	Time.
4.	Centy	G-8	Borrowed from Slovak.	Cents, the smallest units of money which are typically in the form of coins.
5.	Eden	S-12s	Borrowed from Hebrew which means "garden" (Tsumura, 1989: 125).	Paradise.
6.	Gaia	S-19	Borrowed from Greek.	Earth.
7.	Lufia	S-22, S-23	Borrowed from Old English *lufia* which means "to love" (Latham, 1848:298).	Love; name of the story's female main character.
8.	Terra	S-25s, S-37	Borrowed from Italian/Latin.	Earth.
9.	Obitus	S-26	Borrowed from Latin which means "death" (Higgins, 2004).	Name of the story's main setting or location.
10.	Mana	S-31	Borrowed from Maori which means "power" (Meylan, 2017: 11).	Magical power.
11.	Ultima	S-42, S-43, S-44	Borrowed from Latin.	The last.

2.1.6 Coinage

Table 11. List of Coinage Words

No.	Word	Data Code	Process	Meaning
1.	Addams	S-2, G-2	A new word invented along with the creation of a group	Family name of the main characters.

No.	Word	Data Code	Process	Meaning
				fictional characters.
2.	Arcana	S-3	A new word derived from the last name of two groups of tarot cards, namely major and minor arcana.	Arcana, or the cards, represent the main characters of the story.
3.	Buck Rogers	G-6	A new word invented along with the creation of a fictional character.	Name of the story's major character.
4.	Inindo	S-20	A new word invented along with its definition on the sub-title (S-20s).	Way of the ninja.
5.	Nole	G-14s	A new word invented along with the creation of a fictional character.	Name of the story's minor character.
6.	Wukong	G-15	A new word derived from the Chinese legendary character named Sun Wukong.	Name of the story's main character.
7.	Sinistral	S-23s	A new word invented along with the creation of a group of fictional characters.	The epithet of the story's main antagonists.
8.	Zelda	S-39	A new word derived from Zelda Fitzgerald, wife of *F. Scott Fitzgerald*, American writer (Hilliard, 2017:5).	Name of the story's major character.
9.	Pier Solar	G-22	A new word invented for the story's plot device.	An ancient machine.
10.	Mario	S-35	A new word invented along with the creation of a fictional character.	Name of the story's main character.
11.	Spike McFang	S-40	A new word invented along with the creation of a fictional character.	Name of the story's main character.
12.	Traysia	G-36	A new word invented along with the creation of a fictional character.	Name of the story's supporting character.
13.	Ys	S-48, S-48s, G-41, G-41s	A new word derived from mythical city Ys in Brittany, France (Spence, 1917:184).	Name of the story's major location.

2.1.7 Abbreviation

Table 12. List of Abbreviation Word

No.	Word	Data Code	Process	Meaning
1.	RPG	S-35	Shortened from Role Playing Game.	A genre of video game where the player takes the role of the main character and enters an immersive world full of

				characters and settings.

2.1.8 Acronym

Table 13. List of Acronym Word

No.	Word	Data Code	Process	Meaning
1.	E.V.O.	S-12	Shortened from E̲volution.	A long process of biological development.

2.1.9 Multiple Processes

Light Blue : Inflection   Red   : Borrowing

Dark Blue : Derivation   Light Green   : Conversion

Table 14. List of Multiple Processes Words

No.	Word	Data Code	Word Formations	Process	Meaning
1.	ActRaiser (n)	S-1	Compounding + Derivation	act + (raise + -er)	The raiser of act, where *act* refers to each level of the game.
2.	Doomsday (n)	G-6s	Inflection + Compounding	(doom + -s) + day	The day of destruction.
3.	Cadash (n)	G-7	Borrowing + Conversion	Derived from a verb of Hebrew which means "to consecrate" (Hedberg, 2013:84).	Name of the story's main setting or location.
4.	Landstalker (n)	G-14	Compounding + Derivation	land + (stalk + -er)	The stalker of land.
5.	Lufia (n)	S-22, S-23	Borrowing + Conversion	Derived from a verb of Old English which means "to love" (Latham, 1848:298).	Love; name of the story's female main character.
6.	Terranigma (n)	S-37	Borrowing + Blending	terra (from Italian/Latin) + -nigma (from enigma)	The mystery of earth, as the word *terra* means "earth".
7.	Uncharted (adj)	S-45, S-46, S-37, S-38	2 Derivation	un- + chart (v) + -ed	Not charted or mapped yet.
8.	Wanderers (n)	S-48s, G-41s	Derivation + Inflection	wander (v) + -er + -s	A number of wanderers.

2.2 Phrases and Phrase Types

h: Head of Phrase

2.2.1 Noun Phrase

Table 15. List of Noun Phrases

No.	Phrase	Data Code	Structure	Meaning
1.	Addams Family Values	S-2, G-2	Addams (n) + Family (n) + Values (h)	The values of Addams family.
2.	Arcus Odyssey	G-1	Arcus (n) + Odyssey (h)	The odyssey or journey in Arcus, with *Arcus* being the name of the story's main setting or location.
3.	Battle Master	G-3	Battle (n) + Master (h)	The master of battle.
4.	Beggar Prince	G-4	Beggar (n) + Prince (h)	A prince who turns into a beggar by getting his position swapped with a beggar in the beginning of the story.
5.	Brain Lord	S-4	Brain (n) + Lord (h)	The lord of brain.
6.	Breath of Fire	S-6	Breath (h) + of (prep) + Fire (n)	A breath that is able to emit fire.
7.	Breath of Fire II	S-7	Breath (h) + of (prep) + Fire (n) + II (adj)	The second game in the *Breath of Fire* series.
8.	Chrono Trigger	S-8	Chrono (n) + Trigger (h)	A time machine, as the word *chrono* means "time" (House, 2008:119).
9.	Crusader of Centy	G-8	Crusader (h) + of (prep) + Centy (n)	The one who crusades for cents.
10.	Dragon View	S-9	Dragon (n) + View (h)	The view of dragon.
11.	Dungeon Master	S-11	Dungeon (n) + Master (h)	The master of dungeon.
12.	Dungeons & Dragons	G-9	Dungeons & Dragons (h)	Many dungeons and dragons.
13.	Warriors of the Eternal Sun	G-9s	Warriors (h) + of (prep) + the (det) + Eternal (adj) + Sun (n)	A number of warriors who hail from a place called *the Eternal Sun*; graced by the sun.
14.	Search for Eden	S-12s	Search (h) + for (prep) + Eden (n)	An action that is done to find paradise.
15.	Eye of the Beholder	S-14	Eye (h) + of (prep) + the (det) + Beholder (n)	The eye of the one who beholds.
16.	Fatal Labyrinth	G-11	Fatal (adj) + Labyrinth (h)	A dangerous labyrinth that may cause death if it gets entered.
17.	Mystic Quest	S-15s	Mystic (adj) + Quest (h)	A quest related to mystic.
18.	Final Fantasy II	S-16	Final (adj) + Fantasy (h) + II (adj)	The second game in the *Final Fantasy* series.
19.	Final Fantasy III	S-17	Final (adj) + Fantasy (h) + III (adj)	The third game in the *Final Fantasy* series.
20.	Gauntlet 4	G-12	Gauntlet (h) + 4 (adj)	The fourth game in the *Gauntlet* series.

21.	Harvest Moon	S-18	Harvest (n) + Moon (h)	A moon's position that indicates the time for harvest.
22.	Illusion of Gaia	S-19	Illusion (h) + of (prep) + Gaia (n)	A deceitful image of earth.
23.	Way of the Ninja	S-20s	Way (h) + of (prep) + the (det) + Ninja (n)	The path that has to be lived by a ninja.
24.	King's Bounty	G-13	King's (det) + Bounty (h)	The bounty given by the king.
25.	The Treasures of King Nole	G-14s	The (det) + treasures (h) + of (prep) + King Nole (n)	Some treasures which were owned by King Nole.
26.	Legend of Wukong	G-15	Legend (h) + of (prep) + Wukong (n)	A story from the past about a character named *Wukong*.
27.	Light Crusader	G-16	Light (n) + Crusader (h)	The crusader of light.
28.	the Fortress of Doom	S-22	the (det) + Fortress (h) + of (prep) + Doom (n)	The (flying) fortress that brings destruction.
29.	Lufia II	S-23	Lufia (h) + II (adj)	The second game in the *Lufia* series.
30.	Rise of the Sinistrals	S-23s	Rise (h) + of (prep) + the (det) + Sinistrals (n)	The act of *to rise* that is done by the sinistrals.
31.	Might and Magic	G-17	Might and Magic (h)	The physical and magical power.
32.	Gates to Another World 5	G-17s, S-24s	Gates (h) + to (prep) + Another (adj) + World (n)	A number of gates that lead to a different world.
33.	Might and Magic II	S-24	Might and Magic (h) + II (adj)	The second game in the *Might and Magic* series.
34.	Might and Magic III	S-25	Might and Magic (h) + III (adj)	The third game in the *Might and Magic* series.
35.	Isles of Terra	S-25s	Isles (h) + of (prep) + Terra (n)	A number of isles on the earth's surface.
36.	Monster World IV	G-18	Monster (n) + World (h) + IV (adj)	The fourth game in the *Monster World* series.
37.	Ogre Battle	S-27	Ogre (adj) + Battle (h)	A huge war.
38.	The March of the Black Queen	S-27s	The (det) + March (h) + of (prep) + the (det) + Black (n) + Queen (n)	The act of *to march* that is done by the black queen.
39.	Paladin's Quest	S-28	Paladin's (det) + Quest (h)	The quest that is carried by paladin.
40.	Phantasy Star	G-19	Phantasy (n) + Star (h)	The star of phantasy.
41.	The End of the Millennium	G-19s	The (det) + End (h) + of (prep) + the (det) + Millennium (n)	The finale of one thousand years period.
42.	Phantasy Star II	G-20	Phantasy (n) + Star (h) + II (adj)	The second game in the *Phantasy Star* series.
43.	Phantasy Star III	G-21	Phantasy (n) + Star (h) + III (adj)	The third game in the *Phantasy Star* series.
44.	Generations of Doom	G-21s	Generations (h) + of (prep) + Doom (n)	A number of generations that lives in a doomed state.
45.	the Great Architects	G-22	the (det) + Great (adj) + Architects (h)	Some architects who have build a notable structure.
46.	Pirates! Gold	G-23	Pirates! (h) + Gold (adj)	A *gold* version of *Pirates!* game.
47.	Rings of Power	G-24	Rings (h) + of (prep) + Power (n)	A number of rings that have the ability to create an effect.

48.	Secret of Evermore	S-30	Secret (h) + of (prep) + Evermore (n)	The secret of a world called *Evermore*.
49.	Secret of Mana	S-31	Secret (h) + of (prep) + Mana (n)	The secret of a world full of magical powers.
50.	Secret of the Stars	S-32	Secret (h) + of (prep) + the (det) + Stars (n)	The secret of the certain stars.
51.	Shining Force II	G-27	Shining (adj) + Force (h) + II (adj)	The second game in the *Shining Force* series.
52.	Sorcerer's Kingdom	G-29	Sorcerer's (det) + Kingdom (h)	A kingdom where the sorcerer lives.
53.	Soul Blazer	S-34	Soul (n) + Blazer (h)	The one who blazes the soul.
54.	Star Odyssey	G-31	Star (n) + Odyssey (h)	An odyssey or journey at the star.
55.	Super Hydlide	G-32	Super (adj) + Hydlide (h)	A *super* version of *Hydlide 3* game.
56.	Super Mario RPG	S-35	Super (adj) + Mario (h) + RPG (adj)	An *RPG* kind of *Super Mario* game.
57.	Legend of the Seven Stars	S-35s	Legend (h) + of (prep) + the (det) + Seven (adj) + Stars (n)	A story from the past about the stars which are seven in numbers.
58.	Super Ninja Boy	S-36	Super (adj) + Ninja (n) + Boy (h)	A *Super* NES game about ninja boy.
59.	Sword of Vermilion	G-33	Sword (h) + of (prep) + Vermilion (n)	A sword that is bright red in color.
60.	The 7th Saga	S-38	The (det) + 7th (n) + Saga (h)	The saga or story that is numbered seven.
61.	The Faery Tale Adventure	G-34	The (det) + Faery (adj) + Tale (n) + Adventure (h)	The adventure of imaginative story.
62.	The Immortal	G-35	The (det) + Immortal (h)	The one who is not mortal.
63.	The Legend of Zelda	S-39	The (det) + Legend (h) + of (prep) + Zelda (n)	A story from the past about a character named *Zelda*.
64.	A Link to the Past	S-39s	A (det) + Link (h) + to (prep) + the (det) + Past (n)	A connection that connects to the passed time.
65.	The Twisted Tales of Spike McFang	S-40	The (det) + Twisted (adj) + Tales (h) + of (prep) + Spike McFang (n)	Some tales comprised with the negative twists about a character named *Spike McFang*.
66.	Trials of Mana	S-41	Trials (h) + of (prep) + Mana (n)	Some trials for magical power.
67.	Runes of Virtue II	S-42s	Runes (h) + of (prep) + Virtue (n) + II (adj)	The second game in the Ultima sub-series, *Runes of Virtue*.
68.	Ultima VI	S-43	Ultima (h) + VI (adj)	The sixth game in the *Ultima* series.
69.	The False Prophet	S-43s	The (det) + False (adj) + Prophet (h)	The person who is wrongly identified as a prophet.
70.	Ultima VII	S-44	Ultima (h) + VII (adj)	The seventh game in the *Ultima* series.
71.	The Black Gate	S-44s	The (det) + Black (adj) + Gate (h)	The gate that leads to the black side.
72.	Uncharted Waters	S-45, S-46, G-37, G-38	Uncharted (adj) + Waters (h)	The seas which are not yet to be mapped.

No.	Phrase	Data Code	Structure	Meaning
73.	New Horizons	S-46s, G-38s	New (adj) + Horizons (h)	The paths of voyage which are recently discovered.
74.	Wizardry V 10	S-47	Wizardry (h) + V (adj)	The fifth game in the *Wizardry* series.
75.	Heart of the Maelstrom	S-47s	Heart (h) + of (prep) + the (det) + Maelstrom (n)	The heart section of the strong whirlpool on the sea.
76.	Wonder Boy in Monster World	G-40	Wonder (n) + Boy (h) + in (prep) + Monster (n) + World (n)	The boy of wonder inside the world of monster.
77.	Ys III	S-48, G-41	Ys (h) + III (adj)	The third game in the *Ys* series.
78.	Wanderers from Ys	S-48s, G-41s	Wanderers (h) + from (prep) + Ys (n)	A number of wanderers who originated from a place called *Ys*.

2.2.2 Verb Phrase

Table 16. List of Verb Phrase

No.	Phrase	Data Code	Structure	Meaning
1.	Shining in the Darkness 5	G-28	Shining (h) + in (prep) + the (det) + Darkness (n)	Doing the action of *to shine* inside the place that is being dark.

2.2.3 Prepositional Phrase

Table 17. List of Prepositional Phrase

No.	Phrase	Data Code	Structure	Meaning
1.	Beyond Oasis	G-5	Beyond (prep) + Oasis (n)	Farther than the location of the oasis.

III. Data Count

c:	Compounding	*ab*:	Abbreviation
bl:	Blending	*ac*:	Acronym
i:	Inflection	*mp*:	Multiple Processes
d:	Derivation	*NP*:	Noun Phrase
cv:	Conversion	*VP*:	Verb Phrase
br:	Borrowing	*PP*:	Prepositional Phrase
co:	Coinage		

3.1   Word Formations

Table 18. Numbers of Word Formations Found in 16-bit RPGs' Titles

No.	Title	Data Code	Amount									
			c	*bl*	*i*	*d*	*cv*	*br*	*co*	*ab*	*ac*	*mp*
1.	ActRaiser	S-1	1	-	-	1	-	-	-	-	-	1
2.	Addams Family Values	S-2	-	-	1	-	-	-	1	-	-	-
3.	Arcana	S-3	-	-	-	-	-	-	1	-	-	-
4.	Brain Lord	S-4	-	-	-	-	-	-	-	-	-	-
5.	Brandish	S-5	-	-	-	-	-	-	-	-	-	-
6.	Breath of Fire	S-6	-	-	-	-	-	-	-	-	-	-
7.	Breath of Fire II	S-7	-	-	-	-	-	-	-	-	-	-
8.	Chrono Trigger	S-8	-	-	-	-	-	1	-	-	-	-
9.	Dragon View	S-9	-	-	-	-	-	-	-	-	-	-
10.	Drakkhen	S-10	-	1	-	-	-	-	-	-	-	-
11.	Dungeon Master	S-11	-	-	-	-	-	-	-	-	-	-
12.	E.V.O.: Search for Eden	S-12, S-12s	-	-	-	-	-	1	-	-	1	-
13.	Earthbound	S-13	1	-	-	-	-	-	-	-	-	-
14.	Eye of the Beholder	S-14	-	-	-	1	-	-	-	-	-	-
15.	Final Fantasy: Mystic Quest	S-15, S-15s	1	-	-	-	-	-	-	-	-	-
16.	Final Fantasy II	S-16	1	-	-	-	-	-	-	-	-	-
17.	Final Fantasy III	S-17	1	-	-	-	-	-	-	-	-	-
18.	Harvest Moon	S-18	-	-	-	-	-	-	-	-	-	-
19.	Illusion of Gaia	S-19	-	-	-	-	-	1	-	-	-	-
20.	Inindo: Way of the Ninja	S-20, S-20s	-	-	-	-	-	-	1	-	-	-
21.	Lagoon	S-21	-	-	-	-	-	-	-	-	-	-
22.	Lufia & the Fortress of Doom	S-22	-	-	-	-	1	1	-	-	-	1
23.	Lufia II: Rise of the 3nistrals	S-23, S-23s	-	-	1	-	1	1	1	-	-	1
24.	Might and Magic II: 10tes to Another World	S-24, S-24s	-	-	1	-	-	-	-	-	-	-
25.	Might and Magic III: Isles of Terra	S-25, S-25s	-	-	1	-	-	1	-	-	-	-
26.	3bitus	S-26	-	-	-	-	-	1	-	-	-	-
27.	Ogre Battle: The March of the Black Queen	S-27, S-27s	-	-	-	-	1	-	-	-	-	-
28.	Paladin's Quest	S-28	-	-	-	-	-	-	-	-	-	-
29.	Robotrek	S-29	-	1	-	-	-	-	-	-	-	-
30.	Secret of Evermore	S-30	-	-	-	-	1	-	-	-	-	-
31.	Secret of Mana	S-31	-	-	-	-	-	1	-	-	-	-
32.	Secret of the Stars	S-32	-	-	1	-	-	-	-	-	-	-
33.	Shadowrun	S-33	1	-	-	-	-	-	-	-	-	-
34.	3oul Blazer	S-34	-	-	-	1	-	-	-	-	-	-
35.	Super Mario RPG: Legend of the Seven Stars	S-35, S-35s	-	-	1	-	-	-	-	1	-	-

No.	Title	ID										
36.	Super Ninja Boy	S-36	-	-	-	-	-	-	-	-	-	-
37.	Terranigma	S-37	-	1	-	-	-	1	-	-	-	1
38.	[83] The 7th Saga	S-38	-	-	-	1	-	-	-	-	-	-
39.	The Legend of Zelda: A Link to the Past	S-39, S-39s	-	-	-	-	-	-	1	-	-	-
40.	The Twisted Tales of Spike McFang	S-40	-	-	1	1	-	-	1	-	-	-
41.	Trials of Mana	S-41	-	-	1	-	-	1	-	-	-	-
42.	Ultima: Runes of Virtue II	S-42, S-42s	-	-	1	-	-	1	-	-	-	-
43.	Ultima VI: The False Prophet	S-43, S-43s	-	-	-	-	-	1	-	-	-	-
44.	Ultima VII: The Black Gate	S-44, S-44s	-	-	-	-	-	1	-	-	-	-
45.	Uncharted Waters	S-45	-	-	1	2	-	-	-	-	-	1
46.	Uncharted Waters: New Horizons	S-46, S-46s	-	-	2	2	-	-	-	-	-	1
47.	Wizardry V: Heart of the Maelstrom	S-47, S-47s	-	-	-	1	-	-	-	-	-	-
48.	Ys III: Wanderers from Ys	S-48, S-48s	-	-	1	1	-	-	2	-	-	1
	Total from *SNES* Titles		**6**	**3**	**13**	**11**	**4**	**13**	**8**	**1**	**1**	**7**
49.	Arcus Odyssey	G-1	-	-	-	-	-	1	-	-	-	-
50.	Addams Family Values	G-2	-	-	1	-	-	-	1	-	-	-
51.	Battle Master	G-3	-	-	-	-	-	-	-	-	-	-
52.	Beggar Prince	G-4	-	-	-	-	-	-	-	-	-	-
53.	Beyond Oasis	G-5	-	-	-	-	-	-	-	-	-	-
54.	Buck Rogers: Countdown to Doomsday	G-6, G-6s	2	-	1	-	-	-	1	-	-	1
55.	Cadash	G-7	-	-	-	-	1	1	-	-	-	1
56.	Crusader of Centy	G-8	-	-	-	1	-	1	-	-	-	-
57.	Dungeons & Dragons: Warriors of the Eternal Sun	G-9, G-9s	-	-	3	-	-	-	-	-	-	-
58.	Exile	G-10	-	-	-	-	-	-	-	-	-	-
59.	Fatal Labyrinth	G-11	-	-	-	-	-	-	-	-	-	-
60.	Gauntlet 4	G-12	-	-	-	-	-	-	-	-	-	-
61.	King's Bounty	G-13	-	-	-	-	-	-	-	-	-	-
62.	Landstalker: The Treasures of King Nole	G-14, G-14s	1	-	1	1	-	-	1	-	-	1
63.	Legend of Wukong	G-15	-	-	-	-	-	-	1	-	-	-
64.	Light Crusader	G-16	-	-	-	1	-	-	-	-	-	-
65.	Might and Magic: Gates to Another World	G-17, G-17s	-	-	1	-	-	-	-	-	-	-
66.	Monster World IV	G-18	-	-	-	-	-	-	-	-	-	-
67.	Phantasy Star: The End of the Millennium	G-19, G-19s	1	-	-	-	-	-	-	-	-	-
68.	Phantasy Star II	G-20	1	-	-	-	-	-	-	-	-	-
69.	Phantasy Star III: Generations of Doom	G-21, G-21s	1	-	1	-	-	-	-	-	-	-

No.	Title	Data Code										
70.	Pier Solar and the Great Architects	G-22	-	-	1	-	-	-	1	-	-	-
71.	Pirates! Gold	G-23	-	-	1	-	-	-	-	-	-	-
72.	Rings of Power	G-24	-	-	1	-	-	-	-	-	-	-
73.	Shadowrun	G-25	1	-	-	-	-	-	-	-	-	-
74.	Shining Force	G-26	1	-	-	-	-	-	-	-	-	-
75.	Shining Force II	G-27	1	-	-	-	-	-	-	-	-	-
76.	Shining in the Darkness	G-28	-	-	1	1	-	-	-	-	-	-
77.	Sorcerer's Kingdom	G-29	-	-	-	-	-	-	-	-	-	-
78.	Starflight	G-30	1	-	-	-	-	-	-	-	-	-
79.	Star Odyssey	G-31	-	-	-	-	-	-	-	-	-	-
80.	Super Hydlide	G-32	-	-	-	-	-	-	-	-	-	-
81.	Sword of Vermilion	G-33	-	-	-	-	-	-	-	-	-	-
82.	The Faery Tale Adventure	G-34	-	-	-	-	-	-	-	-	-	-
83.	The Immortal	G-35	-	-	-	1	-	-	-	-	-	-
84.	Traysia	G-36	-	-	-	-	-	-	1	-	-	-
85.	Uncharted Waters	G-37	-	-	1	2	-	-	-	-	-	1
86.	Uncharted Waters: New Horizons	G-38, G-38s	-	-	2	2	-	-	-	-	-	1
87.	Warsong	G-39	1	-	-	-	-	-	-	-	-	-
88.	Wonder Boy in Monster World	G-40	-	-	-	-	-	-	-	-	-	-
89.	Ys III: Wanderers from Ys	G-41, G-41s	-	-	1	1	-	-	2	-	-	1
	Total from *Genesis* Titles		11	-	16	10	1	3	8	-	-	6
	Total Amount		17	3	29	22	5	16	16	1	1	13

3.2 Phrase Types

Table 19. Numbers of Phrase Types Found in 16-bit RPGs' Titles

No.	Title	Data Code	Amount		
			NP	*VP*	*PP*
1.	ActRaiser	S-1	-	-	-
2.	Addams Family Values	S-2	1	-	-
3.	Arcana	S-3	-	-	-
4.	Brain Lord	S-4	1	-	-
5.	Brandish	S-5	-	-	-
6.	Breath of Fire	S-6	1	-	-
7.	Breath of Fire II	S-7	1	-	-
8.	Chrono Trigger	S-8	1	-	-
9.	Dragon View	S-9	1	-	-
10.	Drakkhen	S-10	-	-	-
11.	Dungeon Master	S-11	1	-	-
12.	E.V.O.: Search for Eden	S-12, S-12s	1	-	-
13.	Earthbound	S-13	-	-	-
14.	Eye of the Beholder	S-14	1	-	-
15.	Final Fantasy: Mystic Quest	S-15,	1	-	-

		S-15s			
16.	Final Fantasy II	S-16	1	-	-
17.	Final Fantasy III	S-17	1	-	-
18.	Harvest Moon	S-18	1	-	-
19.	Illusion of Gaia	S-19	1	-	-
20.	Inindo: Way of the Ninja	S-20, S-20s	1	-	-
21.	Lagoon	S-21	-	-	-
22.	Lufia & the Fortress of Doom	S-22	1	-	-
23.	Lufia II: Rise of the Sinistrals	S-23, S-23s	2	-	-
24.	Might and Magic II: Gates to Another World	S-24, S-24s	2	-	-
25.	Might and Magic III: Isles of Terra	S-25, S-25s	2	-	-
26.	Obitus	S-26	-	-	-
27.	Ogre Battle: The March of the Black Queen	S-27, S-27s	2	-	-
28.	Paladin's Quest	S-28	1	-	-
29.	Robotrek	S-29	-	-	-
30.	Secret of Evermore	S-30	1	-	-
31.	Secret of Mana	S-31	1	-	-
32.	Secret of the Stars	S-32	1	-	-
33.	Shadowrun	S-33	-	-	-
34.	Soul Blazer	S-34	1	-	-
35.	Super Mario RPG: Legend of the Seven Stars	S-35, S-35s	2	-	-
36.	Super Ninja Boy	S-36	1	-	-
37.	Terranigma	S-37	-	-	-
38.	The 7th Saga	S-38	1	-	-
39.	The Legend of Zelda: A Link to the Past	S-39, S-39s	2	-	-
40.	The Twisted Tales of Spike McFang	S-40	1	-	-
41.	Trials of Mana	S-41	1	-	-
42.	Ultima: Runes of Virtue II	S-42, S-42s	1	-	-
43.	Ultima VI: The False Prophet	S-43, S-43s	2	-	-
44.	Ultima VII: The Black Gate	S-44, S-44s	2	-	-
45.	Uncharted Waters	S-45	1	-	-
46.	Uncharted Waters: New Horizons	S-46, S-46s	2	-	-
47.	Wizardry V: Heart of the Maelstrom	S-47, S-47s	2	-	-
48.	Ys III: Wanderers from Ys	S-48, S-48s	2	-	-
	Total from *SNES* Titles		49	-	-
49.	Arcus Odyssey	G-1	1	-	-
50.	Addams Family Values	G-2	1	-	-
51.	Battle Master	G-3	1	-	-

52.	Beggar Prince	G-4	1	-	-
53.	Beyond Oasis	G-5	-	-	1
54.	Buck Rogers: Countdown to Doomsday	G-6, G-6s	1	-	-
55.	Cadash	G-7	-	-	-
56.	Crusader of Centy	G-8	1	-	-
57.	Dungeons & Dragons: Warriors of the Eternal Sun	G-9, G-9s	2	-	-
58.	Exile	G-10	-	-	-
59.	Fatal Labyrinth	G-11	1	-	-
60.	Gauntlet 4	G-12	1	-	-
61.	King's Bounty	G-13	1	-	-
62.	Landstalker: The Treasures of King Nole	G-14, G-14s	1	-	-
63.	Legend of Wukong	G-15	1	-	-
64.	Light Crusader	G-16	1	-	-
65.	Might and Magic: Gates to Another World	G-17, G-17s	2	-	-
66.	Monster World IV	G-18	1	-	-
67.	Phantasy Star: The End of the Millennium	G-19, G-19s	1	-	-
68.	Phantasy Star II	G-20	1	-	-
69.	Phantasy Star III: Generations of Doom	G-21, G-21s	2	-	-
70.	Pier Solar and the Great Architects	G-22	1	-	-
71.	Pirates! Gold	G-23	1	-	-
72.	Rings of Power	G-24	1	-	-
73.	Shadowrun	G-25	-	-	-
74.	Shining Force	G-26	-	-	-
75.	Shining Force II	G-27	1	-	-
76.	Shining in the Darkness	G-28	-	1	-
77.	Sorcerer's Kingdom	G-29	1	-	-
78.	Starflight	G-30	-	-	-
79.	Star Odyssey	G-31	1	-	-
80.	Super Hydlide	G-32	1	-	-
81.	Sword of Vermilion	G-33	1	-	-
82.	The Faery Tale Adventure	G-34	1	-	-
83.	The Immortal	G-35	1	-	-
84.	Traysia	G-36	-	-	-
85.	Uncharted Waters	G-37	1	-	-
86.	Uncharted Waters: New Horizons	G-38, G-38s	2	-	-
87.	Warsong	G-39	-	-	-
88.	Wonder Boy in Monster World	G-40	1	-	-
89.	Ys III: Wanderers from Ys	G-41, G-41s	2	-	-
	Total from *Genesis* Titles		37	1	1
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