

sometimes to interact meaningfully with peoples in game from around the world.

Lost Saga is very popular MMOG. This MMOG develops by I.O. entertainment Korea in November, 2009. It has five publisher around the world, that are Kreon I.O Entertainment in Korea, Z8 Games in North America, Garena in Thailand, Gemscool in Indonesia, and Softnyx in Europe (<http://www.ign.com/articles/2009/11/17/ogplanet-launches-lost-saga>). Lost Saga self is the fighting game which draws with cute heroes from each country in the world, totally there are about 130 heroes presented in the game.

The level and items used by heroes in the game are very important in order to be the winner when the gamers fight their heroes with another gamer's hero. Because of their needs above, the small group outside the game is usually creates by experienced gamers to share the problems between gamers, selling items in the game with the real money and sharing another topic relates with the game. In this case, the researcher is the user of Lost Saga Europe (LSE) and experiences for about three years for playing LSE game. The researchers also join in one of LSE Facebook group names "Lost Saga Europe" and it has about 300 members. The researcher chooses this group in order to easier also focusing the data, because the post are orderly managed by the admin also there are many new words occur in this group.

In group, LSE users often use their new words. The new words used by LSE users are strange words or phrases which are usually appear in the Lost Saga game, those words are easy, fast and feel comfortable between the

users but strange and unknown for the people who never played the game. The word like “AFK” that means Away From Keyboard and “HQ” means Head Quarters are the examples of the new words used by LSE users. This phenomenon supported by Fromkin and Rodman’s (1983: 264) statement, “there are many new words that emerge as an ordinary use in daily communication and add to the vocabulary or lexicon of a language”. Means, from time to time there are many new words appear in the society then being ordinary used by people in society to make a communication.

The new words of LSE users are strange, new, ambiguous and meaningful vocabularies use between them in daily conversation. At this time, it is not only used in game but also in outside of game. The new words used by LSE users in their Facebook group post also comment are evidence of the uses new words in outside the game. However, the characteristic of LSE new words are anonymous and collective, every user in a group may add or enhance the vocabulary of those new words. But, in fact for the LSE users self, they do not feel so hard to know and comprehend those new words. Human has the ability to produce indefinite number of new words without causing any linguistic problem to themselves or the hearer. As Chomsky said:

The next feature, one that seems to be of overwhelming importance, and possibly unique to humans, is the ability to produce and understand an indefinite number of novel utterances. This property of language has several different names. Chomsky calls it creativity, others call it openness or productivity. Humans can talk about anything they like – even a platypus falling backwards downstairs – without causing any linguistic problems to themselves or the hearers (Aitchison, Jane, 2007; 32).

Considering the existence of new words between LSE users in the group and its development in English language, the researcher wants to analyze these phenomena.

However, the use of new words by LSE users can be called as neologism. "We can very quickly understand a new word in our language/ a neologism and accept the use of different forms of that new word" (Yule, 2010: 53). Neologism can occur in our language since people have the creativity to create new words. In other word, neologism can appear because of human productivity. Arnold (1986: 217) states:

New words and expressions or neologisms are created for new things irrespective of their scale of importance. A neologism is a newly coined word or phrase or a new meaning for an existing word, or a word borrowed from another language (Arnold, 1986: 217).

Neologism denotes words, terms, or phrases which have been recently created and often applied to new concepts, or reshapes older terms in newer language forms. Neologisms are defined new and especially useful in identifying inventions, new phenomena, or old ideas which have been taken on a new cultural context. It can also refer to an existing word or phrase which has been assigned a new meaning.

Continuing Yule's (2010: 53) statement, "this ability must derive in part from the fact that there is a lot of regularity in the word-formation processes in a language". In order to examine how LSE users use their creativity in forming new words, it is important to observe it through morphology. It is a study of word structure, which concerns with the structure of word in their construction. Then one branch of morphology theory is word

- b. **Neologism:** Neologism is the next stage in the life of new word, namely when it begins to be recognized as item familiar and catches on the usage of other speaker (Pavol, 2005: 364). Further Arnold (1986: 217) stated, new words and expressions or neologisms are created for new things irrespective of their scale of importance. A neologism is a newly coined word or phrase or a new meaning for an existing word, or a word borrowed from another language.
- c. **Word Formation Processes:** Word formation processes is the study of the basic processes to created new words. The processes might be from the old word to new uses without changing the meaning or it may create a completely new word (George Yule, 2010: 52-53).
- d. **Lost Saga:** Lost Saga is a casual free-to-play 3D fighting game, developed by I.O. Entertainment in Korea, Lost Saga officially launched on November 17, 2009 (en.wikipedia.org/wiki/Lost_Saga)

