

ABSTRAK

Mobile Legends adalah salah satu permainan *Multiplayer Online Battle Arena* (MOBA) yang paling populer, khususnya di Indonesia, yang dikembangkan dan dirilis oleh Shanghai Moonton pada tahun 2016. Dalam permainan ini, terdapat berbagai istilah yang telah mengalami proses morfologis, termasuk pula istilah-istilah baru yang bersifat khusus dan hanya digunakan dalam konteks tertentu. Penelitian ini bertujuan untuk mengidentifikasi (1) proses morfologi yang terjadi pada istilah-istilah dalam *game Mobile Legends* dan (2) jenis makna yang terkandung dalam istilah tersebut. Penelitian ini menggunakan metode deskriptif kualitatif. Data diperoleh dari banyaknya istilah yang ditemukan dan lazim digunakan dalam *game Mobile Legends*, terutama yang muncul dalam fitur *online chat*. Teori utama yang digunakan dalam analisis morfologi merujuk pada *The Study of Language* karya George Yule (2022), sedangkan analisis semantik mengacu pada buku *Semantics* karya John Lyons (1977). Hasil penelitian menunjukkan bahwa dari 35 data proses morfologis yang ditemukan dalam *Mobile Legends* diperoleh sebanyak 7 data (20%) *acronym*, 7 data (20%) *clipping*, 1 data (3%) *blending*, 6 data (17%) *compounding*, 8 data (23%) *affixation*, 4 data (11%) *conversion*, dan 2 data (6%) *borrowing*. Selain melalui proses morfologi, dari 35 data tersebut diperoleh 1 data (3%) makna leksikal, 5 data (14%) makna gramatikal dan sebanyak 29 data (83%) makna kontekstual. Kesimpulannya, istilah-istilah dalam *Mobile Legends* sebagian besar terbentuk melalui proses afiksasi, khususnya infleksi dan dari 35 data tersebut didominasi oleh makna kontekstual.

Kata Kunci: Proses morfologis, makna, *Mobile Legends*

ABSTRACT

Mobile Legends is one of the most popular Multiplayer Online Battle Arena (MOBA) games, especially in Indonesia, developed and released by Shanghai Moonton in 2016. In this game, there are various terms that have undergone morphological processes, including new terms that are specific and only used in certain contexts. This study aims to identify (1) the morphological processes occurring in the terms used in *Mobile Legends* and (2) the types of meaning contained within these terms. This study employs a qualitative descriptive method. Data were collected from the numerous terms found and commonly used in *Mobile Legends*, particularly those appearing in the online chat feature. The primary theory used in morphological analysis refers to George Yule's *The Study of Language* (2022), while semantic analysis draws on John Lyons' *Semantics* (1977). The results of the study indicate that out of 35 morphological process data found in *Mobile Legends*, there were 7 data (20%) acronyms, 7 data (20%) clippings, 1 data (3%) blending, 6 data (17%) compounding, 8 data (23%) affixation, 4 data (11%) conversion, and 2 data (6%) borrowing. In addition to morphological processes, from the 35 data, 1 data (3%) were lexical meanings, 5 data (14%) were grammatical meanings, and 29 data (83%) were contextual meanings. In conclusion, the terms in *Mobile Legends* are primarily formed through affixation, particularly inflection, and among the 35 data points, contextual meaning is predominant.

Key words: Morphological process, meaning, *Mobile Legends*