



Jargon Terms by E-Sport Caster in Dota 2 The International Tournament

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Article Info

Abstract

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This study is entitled “Jargon Terms by E-sport Casters in Dota 2 The International Tournament”. The term sociolinguistic jargon itself is the main key in this study. The method used in this study is qualitative method. In this study, the theory from Yule (2010) is used to analyze the types of jargon used and Robin Dodsworth's theory (2015) is used to analyze the meaning of the jargon used. Based on that theory there are 52 Jargon found in The International Dota 2 tournaments. Dominated by compounding jargon type with 14 data, followed by blending 13 data, coinage 9 data, acronym 6 data, clipping 4 data, derivation 3 data, borrowing 2 data, and backformation 1 data. The International Dota 2 Tournament uses 8 types of jargon from the findings in every match at The International tournament. In identifying the meaning of the jargon found with the help of forums in the official Dota 2 community by Valve the Dota 2 developer did this to help readers better understand the jargon used by casters in the Dota 2 Tournament.

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INTRODUCTION

In this study, the writer uses the theoretical basis of sociolinguistics, especially jargon, in researching its use in the realm of E-sport casters in the game Dota 2. The writer takes objects from the realm of E-sport because in this day, E-sports has started to surface more and more, due to the popularity of different competitive games, and the viewership has risen as well. For instance, Based on Dota 2 e-sports website The International 9 Dota 2 Tournament attracted 1,97 million unique viewers, while the 2021 edition of the same tournament drew over 2,7 million unique viewers for the finals. To get this number of viewers requires several things. One of them is that the casters are professionals that know how to keep the viewers interested, hype them up as required, and otherwise keep them engaged. Even if the match moment was lame in it, they know how to keep them entertained, either by analysis, or bantering between each other with language to the community by using jargons and some sociolinguistics aspect.

Yule's. (2005) states "Sociolinguistics deals with the inter-relationship between language and society, and the way we use it in different social situations". It ranges from the study of the wide variety of dialects across a given region down to the analysis between the way men and women speak to one another. Sociolinguistics often shows us the humorous realities of human speech and how a dialect of a given language can often describe the age, sex, and social class of the speaker; it codes the social function of a language, in this study the writer uses jargon a part of sociolinguistics that can applied by caster when they casting the game to keeping up the hype with connections between language and society.

Jargon is certain language that is usually used by group of society. The language also usually only be understood by the group itself. According to Yule (1996) defines that "Jargon is one of the key features to register in a certain group, which can be defined as technical vocabularies associated with a special activity or group". In Dota 2 Tournament there is some jargon that usually used by the community, for example "GG" is acronym of the words "Good Game" basically in Dota 2 Tournament that word means surrender if some team typing GG in the middle of the game. In E-sport casting, especially in Dota 2, there are several jargons that are used to increase the enthusiasm of the audience and there are even some several jargons that characterize the caster in the Dota 2 tournament. jargon is a slang term used in conceivable science, profession, trade and occupation. They also add that the reason to specialized terminology is for clarity of communication, but part is also for speakers to identify themselves with persons with whom they share interests. In addition, Yule (2010) defined that "jargon help to create and maintain connections among people whether they are included or excluded of a group of people". Today it is something completely different, seeing 5- digit live audience numbers, and even more spectating through internet from Twitch, YouTube, or other live streaming platform. As for some E-sport is unheard of. Nevertheless, and the writer analyze the jargon words at The International Dota 2 Tournament because these days most of teenager playing online games and usually using

online games jargons in daily conversation then the writer want to know more about jargon that exist especially in Dota 2 Tournament.

METHODS

The writer used three steps to classified the data in chapter four. The first. The writer listed the jargons which found in data and put it into the table. Then the writer described the meaning of jargon in the terms of literal meaning and jargon meaning. The second step is analyzed the data in table form which classified by the types of jargon based on Yule’s theory to find the types of jargon such as Coinage, Borrowing, Compounding, Blending, Clipping, Acronym, Derivation, and Backformation to classified the jargon. The last step is exploring the interpretation of the messages implied in those jargon through the concept related to the sociolinguistic theory “Speech Communities, Social Networks, and Communities of Practice” by Robin Dodsworth and described it in essay forms.

RESULTS AND DISCUSSION

The result of the study. The writer presents the frequency of occurrences the types of jargon used by E-sport caster in Dota 2 The International Tournament. The types of jargon are classified into 8 different groups. From the analysis, the writer found 52 jargons used by Dota 2 caster in The International Tournament. Those jargon terms were then analyzed to find out the types and their meaning. Thus, the result of the study that presented in the following tables:

Types of jargon found on Dota 2 The International Tournament

Types	Frequency
Coinage	9
Borrowing	2
Compounding	14
Blending	13
Clipping	4
Acronym	6
Backformation	1
Derivation	3
Total	52

It can be seen that there were 52 jargon data found in Dota 2 The International Tournament. The table shows that types of jargon coinage results 9 data, followed by borrowing with 2 data and compounding with 14 data, then there are 13 data of blending, continue with clipping which result 4 data, then there are 6 data for acronym and 1 data for backformation then the last is derivation that with result 3 data. Therefore, it can be

concluded that compounding is the most dominant types of jargon found in Dota 2 The International Tournament there are 14 data which combine two or more words to produce a single form. Refers to the single form, it has a new meaning of word that understood by the society in Dota 2 communities.

The analysis section presents an explanation and analysis of the study based on the research finding in the previous section. This section identifies the form of jargon and the meaning of the jargon used by caster in Dota 2 The International Tournament which aims to achieve the goal of the study.

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1 Stack

The International 2018 Main Event Day 5 Team OG vs Team PSG.LGD

“They taking ancient stack together”

Stack is borrowing word from the original meaning of a pile of things arranged one on top another. The meaning in Dota 2 community is the process of drawing neutral creeps away from their camps in order to increase the number of units in a camp area. Basically, neutral creeps will spawn in the first minute of the game and at every minute thereafter. However, new creeps cannot spawn if a unit such as a player is present within the camp's boundary. By pulling jungle creeps beyond their camp boundaries, the game will generate a new set of creeps for the player to interact with in addition to any remaining creeps.

This is a better time efficient, since it effectively increases the amount of gold available for a team. In some cases, a player who has stack a substantial number of creeps can build a sizable of gold for not only their fellow teammates but also themselves for getting stacking bonus of 30% of the bounty.

2 Gank

The International 2018 Main Event Day 5 OG vs PSG.LGD

“With that they moving forward with four-man gank... they are in comfort zone now”
“Somnus get killed by OG gank in no time”

Gank is blending from the words gang and kill. the original word of gang is a group of friends and original meaning of kill is cause someone or something to die. The meaning of the word gank in Dota 2 is when some heroes moving around the map with objective to killing the enemy heroes, Ganking is used to gain an overall experience and gold advantage. Successful ganks can significantly slow down enemy heroes farm, help a teammate recover from difficult lane, and provide a time window to push down enemies building or to kill Roshan.

To gain an early advantage, active ganking and pushing are essentially mandatory. Additionally, ganking is often the easiest way to kill heroes when the other team has a large advantage.

Ganking also serves as a counter to enemies trying to push because they must move deep into your territory, where they are often isolated and have little vision. After the enemy pushers

are ganked, your team can execute a counter push to negate the advantage the other team was trying to gain.

3 Trilane

The International 2018 Main Event Day 3 OG vs EG

“So, this is the decision from EG left S4 alone and run on aggressive Trilane open”

“Team OG then make decision to left Ceb alone and send JeRax to facing the EG Trilane”

Trilane is blending from the word triple and lane the original word of triple is having three parts of the same type and original meaning of lane is a narrow road. The meaning of the word Trilane is when there are three heroes in one lane in the early game either bottom lane or top lane when usually this lane only has 2 heroes but in some cases the team made a decision to send three heroes in one lane to cover the important heroes with two support heroes and pick the strongest early game heroes play solo in the other lane.

There are two types of trilane strategies. The aggressive trilane is three heroes in the lane. They try to pressure the enemy team's lane and disrupt their jungle. To be successful, an aggressive trilane is largely dependent on getting hero or tower kills.

The other strategies are the defensive trilane where three heroes in the lane with two supporting heroes make sure the one important hero gets all the farm and push the enemy heroes back to deny their experience and gold, while simultaneously protecting their important heroes from the enemy. The supporting heroes can gain some experience and gold of their own by farming the jungle in the meantime.

4 Rotation

The International 2018 Main Event Day 5 OG vs PSG.LGD

“OG bring numbers with Notail Rotation”

Rotation is derivation from word rotate, the original meaning of rotate is to turn or cause something to turn in a circle. Rotation in tournament is when one hero makes a move from one lane to another lane with objective in this one move either is killing enemy heroes or destroying enemies building to make a momentum.

Rotation should be done by hero with high mobility to move from one lane to other in short time and help the other lane if needed so make sure to keep focus on the map awareness so the rotation does not move to the bad lane and left the lanes who needs you left behind.

Rotation is a very important part of Dota 2. It can give your team very big advantages in the game but it can also put you in a great disadvantage when done incorrectly.

5 Dire

The International 2018 Main Event Day 5 OG vs PSG.LGD

“Incredible item for the radiant where is for the Dire is useful”

Dire is coinage or invention of totally new words extension of a name of a product from a specific reference to a more general one. The meaning of the word dire in tournament is to inform viewer the differences between each two teams that dire team base is on the top right half of the game map.

Dire side is darker than Radiant with their dry jungle trees and what you can see in the dire team is only monochrome theme and gloomy voice on that side. In Dota origin the dire side is a place where the monster named Roshan lived and there is also dark elf, orc, goblin, trolls, and beast living there in the dire side jungle hiding in the dark.

6 Radiant

The International 2018 Main Event Day 5 OG vs PSG.LGD

“Incredible item for the radiant where is for the Dire is useful”

Radiant is coinage or invention of totally new words extension of a name of a product from a specific reference to a more general one. The meaning of the word radiant in tournament is to inform viewer the differences between each two teams when radiant team base is on the bottom left half of the game map.

Radian is the opposite of Dire where in this side is filled with green trees and butterfly flying around the sounds also so peacefully and warm in the radiant side.

In Dota origin Radiant side is a peaceful place where everyone lived in, there is a place for some elf, human, half-human, priest, knight, princess and God lived together in radiant side with peace.

7 Farm

The International 2018 Main Event Day 5 OG vs PSG.LGD

“And now they had a farm on a lot stacks”

Farm is backformation from word farming with original meaning of this word is the activity of working on a farm. The meaning of the word farm is the term used to describe the actions undertaken by a player with the goal being the acquisition of gold.

Farm is most commonly used to describe a hero that is killing jungle or lane creeps, however the role of a ganker can be described as 'Farming heroes' as that is their main form of gold gain.

Farming is most often done by core heroes when his teammates fighting the enemies and the core heroes usually did not participate in the early fight to farm gold and experience level from creep to build his item to participate in the late team fights.

8 TI

The International 2019 Final Day OG vs Team Liquid

”GG is call... OG... your two times TI Champions”

TI is acronym from the word The International. The International is an annual double-elimination LAN tournament hosted by Valve with 16 invited professional DotA 2 teams fight to become best Dota 2 team. Winners of The International are awarded large sums of money raised by the community, as well as the Aegis of Champions.

The International is a dream tournament that every Dota 2 player want to participate because of the pride and prize-pool of this tournament is the biggest in E-sport tournament and the winner names will be carved in the Aegis of Champions trophy.

The International tournament starts in 2011 with Team Na'Vi as the first team who win TI and took home \$1,000,000 in prize money. The International tournament is a very prestigious tournament where each team must show their best in every match to stay in the tournament and be able to come out as champions.

9 Uti

The International 2018 Main Event Day 5 OG vs PSG.LGD

“This hero is difficult to uses Uti play against the hero Silencer”

Uti is Clipping from word Ultimate with this original meaning of the word is the worst or the best example of something. The meaning of the word Uti in Dota 2 is the ultimate of any Dota 2 hero is their strongest skill. They are usually very important in team fights, either in turning it around or in retreating from a bad engagement, ultimate ability can only upgrade every 6 levels.

The first team fight usually begins when all heroes had their ulti online so they can take advantage with a momentum ability to kills enemy heroes more effective and instant with some killing ulti abilities

Uti can be high-impact abilities that define a hero's strengths and playstyle, they often have a devastating effect and a long cooldown. In some case however, they are not the main strength, but just synergize very well when combined with the other abilities. Some ulti have a lower effect but are spam able due to a relatively short cooldown. Ultimate abilities can also be passive abilities.

10 Midlaner

The International 2018 Main Event Day 5 OG vs PSG.LGD

“The only lane going well for LGD is midlaner”

Midlaner is blending from word middle and laner with the original meaning of these words is central position and narrow road. The meaning of the word midlaner is the heroes that playing solo lane in the middle lane who will fight the enemies midlaner one by one in the early game Midlaner is should be important heroes who has big impact in the early to middle game with rotation to another lane because midlaner will earn experience and gold more than the other lane.

Midlaner is a center hero from early until middle game before the core/carry heroes takes the job in the late game, and must be able to dominate the game before the carry hero has enough items to be able to join the fight and make sure always disturb the enemies carry hero farm.

11 Smokegank

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“They only had one smokegank and only find Cristal Maiden”

“Xepher getting picked up by LGD smokegank rotation”

The word Smokegank is blending from the word smokey and gank with the original meaning of smokey is a place with a lot of smoke. The meaning of the word is when some teams moving together with 5 heroes using smoke of deceit item for getting invisible and executing an offensive move to initiate a team fight or killing enemy heroes with advantage of being invisible by using item "Smoke of Deceit" together.

There is a time when all the ulti is online the team has to make a move with ulti advantage, smokegank is the most uses strategy to move offensive for killing enemy heroes by surprise. Smokegank should be done with objective after the strategy is successful either take a tower/building or killing Roshan to get opportunity for the next fight with aegis.

12 Network

The International 2018 Main Event Day 5 OG vs PSG.LGD

“They giving to much ridiculous space to Ame that he is starting to catch up the Network of the game from terribling on early laning stage”

Network is compounding from word net and worth with the original meaning of net is to succeed in getting something value and worth original meaning is having a particular value. Network in Dota is hero current gold, plus the value of all his items. It is related to heroes farming indeed, but includes how much team fighting the heroes have done too. More gold means higher chance of having good items and potential for said items.

the network advantage in the Dota game is very important because it is one of the calculations for a team's win or loss in a match, that's why every player must pay attention to his own and enemy's network during the match and continue to improve it, especially for core heroes. The team's network really depends on the items owned by the players, so each hero must fulfill his item needs to keep the network stable and not be left behind by the enemy team.

13 Lasthit

The International 2018 Main Event Day 5 OG vs PSG.LGD

“It is hard to Ana to get Lasthit in this lane”

Lasthit is compounding from the word last and hit with the original meaning of last is the most recent and hit means to touch something with force. Lasthit in Dota 2 is when heroes getting the final blow on a hero or a creep before it dies then the gold and experience are awarded to the hero who get the lasthit.

lasthit is a very important thing in the Dota game because only with lasthit we get gold at the beginning of the game, therefore lasthit's advantage at the beginning of the game will greatly benefit players for the continuation of the game.

the ability of the carry player is even judged by the way he lasthits the creeps, the better the lasthit the more superior the carry player is in the game because getting lasthit as a carry player is very difficult because the enemy team will always harass him so he doesn't get lasthit.

14 Sentry

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“They had one Sentry there on the botlane and deward enemy vision”

Sentry is blending from the word sentry-ward with the original meaning of this word is a soldier who guards a place by standing at its entrance. Sentry in Dota 2 is a consumable item to help the team check an area if there is any ward that give enemies vision or not, sentry ward can also detect invisible enemy so the team usually bring sentry when facing heroes who can be invisible with his skills or items.

Support players on each team must always carry a sentry to counter the opponent's vision in their area by placing a sentry in an area where the opponent's vision is usually attached.

Sentry is also very useful when there are opponents who have the ability to disappear and usually support players will bring more sentry if they have opponents with the ability to disappear because only with that enemies can be seen.

15 DD

The International 2019 Final Day Team Liquid vs OG

“Miracle come to the bottom with the DD runes”

DD is acronym word from Double Damage. DD in Dota 2 comes when there is power-runes that always spawn every 2 minutes in the river and had random power, DD is one of those power when hero take the DD runes in the river the hero basic damage will increase by 100% for 45 seconds.

double damage is a big advantage for heroes who rely on basic attacks in battle so that every attack given gets additional damage up to 100 percent and is very influential for big wars in the late game with double damage.

double damage is the most expected runes at the end of the game when the item from the hero who will use it is ready and will maximize the benefits of the double damage.

16 Tier-one

The International 2018 Main Event Day 5 OG vs PSG.LGD

“OG is playing super-fast this rotation is really big one... they get the Tier-one and kills Fy”

Tier-one is compounding word from Tier and one with the original meaning of tier is one of several layers. Tier-one in Dota 2 is a building unit similar to tower that defend each team base and give damage to the enemy unit nearby, and the farthest tower from base is Tier-one. Tier-one is the outermost tower that can help every player to do farming at the beginning of the game with the help of damage and protection provided by the outermost tower.

Besides protecting players, tier-one also provides vision for the entire team so if you lose tier-one it will be very detrimental because the vision of the team will decrease quite a lot.

17 Tier-two

The International 2018 Main Event Day 5 OG vs PSG.LGD

“They keep moving and now hitting Tier-two in the mid”

Tier-two is compounding word from Tier and two. Tier-two in Dota is a building unit similar to tower that defend each team base and give damage to the enemy unit nearby, and the farthest tower from base is Tier-one as Tier-two is behind it.

Tier-two is the second tower after tier-one which protects the base from enemy attacks, the priority of protecting tier-two is bigger because the vision lost if tier-two is destroyed will be bigger for the team.

Because of the importance of tier-two, team fights often occur to destroy tier-two because it is very much needed for the team's carry as protection when farming in the jungle area and losing tier-two is like losing a place for farming

18 Tier-three

The International 2018 Main Event Day 3 OG vs EG

“OG get the Tier-three for free after the great picked up”

Tier-three is compounding word from Tier and three. Tier-three in Dota is a building unit similar to tower that defend each team base and give damage to the enemy unit nearby, and the nearest tower from base is Tier-three that defending two barracks of melee and range unit. Tier-three is the last tower that protects the base and barracks where creeps wave respawned. tier-three is a tower that must be guarded desperately by the team so that enemy heroes cannot enter our base.

destroying tier-three will really require a lot of sacrifices because of the protection from players who will desperately protect and also its location on the high ground entrance to the base so it requires the right momentum and also enough resources.

19 Rax/Racks

The International 2018 Main Event Day 3 OG vs EG

“They will get the bottom set of Rax after this”

Rax/Racks is clipping word from barracks with original meaning of this word is a building where soldiers live. Rax are buildings that defended by the tier-three, that are responsible for keeping lane creep's unit as powerful as their counterparts.

There are two Barracks for each lane in every team where one for melee creeps (called Melee Barracks or Melee Rax), and one for ranged creeps (called Ranged Barracks or Ranged Rax). The ranged barracks are always located to the left of the melee barracks on each lane and both factions.

Destroying enemy rax will be very beneficial because by destroying enemy rax, our creeps will evolve into super creeps that are stronger than regular enemy creeps, making it difficult for the enemy team to manage their defense.

20 Firstblood

The International 2022 Group Stage OG vs BOOM e-sport

“The last touch from Tims... Claims Firstblood for BOOM”

Firstblood is compounding word from first and blood with the original meaning of first is coming before all other and blood is a red liquid inside body. In Dota 2 Hero kills grant unreliable gold to the killer. The first hero that is killed in a match gives a bonus 135 Gold unreliable gold to the killer this is called Firstblood. Every team usually aims for firstblood when fighting for bounty runes at the beginning of the game in order to get an advantage early in the game and put pressure on the opponent with the advantages we have from getting firstblood. getting first blood is a big advantage at the beginning of the game because the gold and exp that firstblood gets will greatly affect the pattern of play at the start of the laning phase so it's imperative to play safe at the start of the game so you don't get killed with firstblood

21 Aegis

The International 2018 Main Event Day 5 OG vs PSG.LGD

“The first Aegis was claimed by Chalice”

Aegis is borrowing word form Greek noun Aegis with its original meaning is shield. According to the characters in the Dota 2 Comic "Are We Heroes Yet" Roshan stole the Aegis of the Immortal from a Shop Keeper whom he killed. The Gods then cursed Roshan to have his life and treasure stolen repeatedly as punishment for his crime.

Aegis in game is rewarded item after you killed Roshan and it will drop The Aegis that can brings you to life with full health and mana 5 seconds after you die, at the location where you died. Reincarnation must be used within 5 minutes or Aegis disappears. If it expires, it will heal you over 5 seconds.

22 Aggro-creeps

The International 2021 Group Stage Team Spirit vs Fnatic

“Collapse collecting lasthit in bot lane with a great Aggro-creeps”

Aggro-creeps is compounding word from Aggro and Creeps with original meaning of these word, aggro is threatening behavior and creeps means unpleasant creatures. In Dota Aggro-creeps is a strategy with aggroed lane creep’s unit with regular auto- attack rules, meaning they prioritize the closest enemies, so if a unit draws aggro and another unit is closer to them, the closer unit gets attacked, and not the unit which actually aggroed them.

aggro-creeps are really needed when using melee heroes and dealing with range heroes so that the distance from creeps becomes closer to us and the enemy heroes have difficulty disturbing us to get lasthit from creeps

Aggro-creep simply when multiple heroes are about equally close, the one which attacks them get prioritized, while the one which does not attack, or attacks an enemy from the opposing faction has second priority, and the one who attacks its own allies has least priority.

23 Blockcreep

The International 2018 Main Event Day 5 OG vs PSG.LGD

“Topson comes to the bounty and left Jerax in mid to do the Blockcreeps for him”

Blockcreeps is compounding word from Block and Creeps with the original meaning of block is to prevent movement through somethings. In Dota it is one of laning phase strategy when Creeps waves cannot walk through a hero standing right in front of them.

Blockcreeps is simply constantly repositioning the hero so the first creep of the wave gets blocked repeatedly. If done well, this can slow down the creep wave’s speed and it give an advantage for us when our creeps and enemy creeps will meet each other near our tier-one tower.

24 Runes

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“Karl goes to bottom and take the Runes”

Runes is coinage word in Dota 2 for special boosters that spawn on the game map. They come in two categories. Bounty Runes can be picked up for extra gold, while Power Runes grant heroes a variety of buffs and effects for a short period of time.

Bounty runes is the earliest objective when the game starts because it quite affects the laning phase of each team from bounty runes income and the struggle for bounty runes also often results in firstblood in it.

power runes are runes that will respawn every two minutes randomly on the top or bottom side of the river side and are very useful for midlaners in doing rotations with the benefits of power runes.

25 Rampage

The International 2019 Final Day Team Liquid vs OG

“Jerax he would go down.... Or maybe no... he got heal and giving the Rampage to Topson”

Rampage is coinage word In Dota 2 when one hero kill 5 enemy heroes in a short time with maximum of 20 seconds between kills and rampage is something that very rarely happens in tournaments because of the high level of difficulty and pressure in tournaments but when it happens it will be very memorable and improve the mentality of the game and the confidence of every team member.

Getting rampage will increase the networth very big for the team but it will also be very detrimental when the hero who gets the rampage is killed by an enemy hero because the gold received from killing a hero who has already got the rampage will be bigger for the enemy team

26 META

The International Main Event Day 3 OG vs EG

“I think if I am EG I want to take OG out of comfort zone because they are not following the META so much”

META is acronym word from Most Effective Tactics Available. Meta in Dota 2 is the current trend that is often considered to be the optimal way to play the game by the community. This always changes over time, and is driven by community opinion, professional players, and balance patches.

The International every year has its own meta and also creates a lot of new meta because there are many pro players who hide their game to show it in The International tournament and then many other players try it and become a new meta.

27 Jungle

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“To the Jungle LGD goes”

Jungle is coinage words from Dota 2 refers to the forested area between lanes. Jungle is an opportunity to collect gold and exp more where neutral creeps can be found, which can be killed for gold and experience.

The jungle is a place where attacks from roamer heroes often occur on carry heroes who usually farm in the jungle by utilizing small vision in the jungle, so if the carry hero wants to farm in the jungle, be sure to farm in the jungle, which has broad vision.

28 Roshan

The International 2018 Main Event Day 5 OG vs PSG.LGD

“This will be a Roshan kill, OG they are not gonna be in time to distract”

Roshan is coinage words from Dota 2, Roshan is the most powerful neutral creep in Dota 2. It is the first unit which spawns, right as the match is loaded. During the early to mid-game, he easily outmatches almost every hero in one- on-one combat.

Very few heroes can take him on alone during the mid-game. Even in the late game, lots of hero struggle fighting him one on one, since Roshan grows stronger as time passes.

Roshan is not a creep which can just be farmed like the other neutral creep camps, fighting him is an important team decision, as it needs the correct timing and approach since it can decide the future of the match.

29 Roshpit

The International 2018 Main Event Day 5 OG vs PSG.LGD

“All the LGD members are going to the Roshpit together”

Roshpit is blending word from Roshan and Pit with the original meaning of pit is a hollow in any surface, Roshpit is a place where Roshan can be found inside his pit, which is located to the left of the top river rune spot. The pit is completely inside the river, with the river splitting up at its entrance and merging again right behind the pit.

Roshan can only be attacked from within that area, with the torches at the pit entry marking where it begins. Roshan himself can also attack from anywhere, he does not have to be within his pit to attack.

Roshan always stays at the end of the pit when not attacking and only attacks if enemy units come in range of him, or damage him from Roshpit area.

30 Deward

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“They had one sentry there on the botlane and Deward the enemy vision”

Deward is blending word from Deny and Ward the original meaning of deny is not allowing someone to have or do something. Deward in Dota 2 refers to action of one team uses different ways of breaking the invisibility of the enemy's wards and destroying it, effectively deny the vision of the enemy team in that area with true sight item.

Doing dewards will be very beneficial for the team, especially if in a team battle situation because vision is very influential when there is a team fight in the jungle and dedicating to the opponent's vision will be very beneficial for the team.

31 Warding

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“Xepher falls as he tried to Warding his own jungle”

Warding is Derivational words from ward with the original meaning is towards the stated place or direction. Warding in Dota 2 is a strategy to get information about enemies to help make decision by using consumable item that can be placed on most of location on the map to grants vision in that area.

warding is needed in games such as during team fights in the jungle and to provide jungle vision a place where the team's carry heroes will do farming so they can't be disturbed by enemy roamers.

Warding can be done by buying observer wards items which can be placed in each area and provide vision for certain areas for defensive or offensive purposes.

32 OP

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“LGD only lose one game to Secret because Matumbaman is too OP”

OP is acronym words from Over Power. OP in Dota 2 refers to a player or hero who is already very strong and dominates even with many heroes it is still difficult to beat.

Heroes usually carry heroes who already have full items will become OP in the late game and are hard to beat that is why the hero is called a carry hero because can carry his team to victory.

33 Teamwipe

The International 2018 Main Event Day 3 OG vs EG

“They push OG away... They get the Teamwipe and the game still goes”

Teamwipe is compounding from words Team and Wipe with the original meaning of team is a number of people and wipe means to clean something. Teamwipe in Dota 2 is when an entire team is killed, resulting in all team members being dead at the same time usually happened in big team fight when all member from each team were participated in a fight.

The enemy who is teamwipe will be at a huge disadvantage because they will lose a lot of objects stolen by the enemy when the teamwipe occurs and usually a teamwipe is the beginning of the team's defeat because they will lose a lot of things.

34 GG

The International 2018 Main Event Day 3 OG vs EG

“They gonna find S4... They gonna find Fly as well... And GG is call for the game one by EG”

GG is acronym words from Good Game. In Dota 2 Tournament the word GG means surrender, so if some team member typing GG in all chat, it means his team were surrender from the match.

In the end of the game every team also typing GG even there is no one surrender from the match and they typing that to respect each other by saying GG as a form of sportsmanship in Dota 2 matches which is often said when the match is towards the end.

35 Buyback

The International 2018 Main Event Day 3 OG vs EG

“The Buyback from Artezy and Sumail push OG away”

Buyback is compounding words from buy and back with original meaning of buy is to get something by paying money and back is into or towards a previous condition. Buyback in Dota 2 mechanic that allows players to cut their respawn timer short and immediately spawn back into the game.

Buybacks cannot be done without long thought and must be carefully thought out in deciding to buyback, because when buyback you have to ensure that you get a fair return for the money spent on the buyback with the right objectives.

Buyback costs a varying amount of gold as the game goes on, starting at just 200 but quickly growing to four-digit amounts with a consequence the next time you dead you get 25 seconds time more respawn time from normal respawn time.

36 Dieback

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“For the first time in The International history a long fight with 10 people using buyback without getting Dieback and still survive”

Dieback is compounding word from Die and Back. Dieback is when you buyback to the game and then get killed again in a short time with another penalty when using buyback your next death will have an additional of time added to the respawn timer. Dying after buying back and facing this extended death timer is called dieback.

Dieback is something that should be avoided as much as possible because it will give a big loss to the team by losing one member and requires the team to survive in a 4 against 5 matches for quite a long time

37 Botlane

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“They had one sentry there on the Botlane and de ward enemy vision”

Botlane is compounding words from bottom and lane with the original meaning of bottom is the lowest part of something. There are three lanes in Dota 2 maps where creeps spawn in every lane and botlane is which runs along the bottom and right edges of the map.

Botlane is safe lane for radiant team and hard lane for dire team because the creep’s wave from each team facing more closer to the radiant tier-one tower and is easier for radiant team to get lasthit from the creeps. Botlane is usually occupied by Radiant's carry hero because it's easier for him to farm in a position close to Radiant's tier-one tower and it's safer to get lasthit.

38 Midlane

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“NothingToSay with Dragon Knight will be facing Karl with Lina in the Midlane”

Midlane is compounding words from mid and lane with the original meaning of mid is in the middle of or among. Midlane is the shortest in terms of total distance and distance between each tower. As for the physical lane itself, the middle lane is actually the shortest lane in the game. The distance between the two towers and the center of the lane is likewise the shortest in the game where the lane creeps clash in the river.

Midlane is a very important lanes in the early until middle game because midlaner must rotate to other lanes as often as possible because midlane is the closest to any lane, but midlane heroes must also be careful because they can be ganked by enemy movements in the toplane and botlane.

39 Toplane

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“That Toplane area will lead up for the entire game”

Toplane is compounding words from top and lane with the original meaning of top is the highest place or part. There are three lanes in Dota 2 maps where creeps spawn in every lane and toplane is which runs along the top and left edges of the map. Toplane is safe lane for dire team and hard lane for radiant team because the creep’s wave from each team facing more closer to the dire tier-1 tower and is easier for dire team to get lasthit from the creeps.

Toplane is safe lane for dire team and hard lane for radiant team because the creep’s wave from each team facing more closer to the dire tier-one tower and is easier for dire team to get

lasthit from the creeps. Toplane is usually occupied by Dire's carry hero because it is easier for him to farm in a position close to Dire's tier-one tower and it's safer to get lasthit.

40 TP

The International 2018 Main Event Day 3 EG vs OG

“He tries to TP away can he escape? he cannot”

TP is acronym words from Teleportation Portal. TP is a form of movement that instantly moves a target from one point to another and changes the affected unit's current coordinate. Unlike forced movement, the effect is instant and has no travel time. All hero has their TP scrolls when the match starts and can be uses to teleportation to the team buildings.

The use of TP must be considered because the cooldown is quite long, so it is required to use TP at the right time, such as TP to lanes that are in trouble and doing backups and making sure there are no enemy heroes around who can cancel our TP with the stun skill when we want to do TP.

41 Pos 1

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“23Savage is one of the best Pos 1 in SEA with Gabbi and Armel”

Pos 1 is blending words from position and 1(one). Pos 1 is the positions intended for the Core heroes. In essence, they are the heroes who do the most farming in the jungle. Their positions on both team maps are reversed. If you are on the Radiant team, Pos 1 is in the bottom lane. Meanwhile, on the Dire team, Pos 1 is on the top lane. Easily, it has the longest lane characteristics and is horizontal in shape. The reason they have long lanes is because the area between the safe lane and the mid lane contains Jungle. Jungle is where the neutral creeps are present. They can provide Exp, Gold, and Neutral Items.

The goal of a Carry is to "bring" the whole team to victory. To be able to achieve victory, he needs a lot of Exp and Gold. There are two ways to get it. The first is to do a Last Hit on Lane Creeps. The second way is by farming in the Jungle. Usually, the heroes in this position tend to be weak and have poor durability in the early game. Therefore, they need hero support to take care of them, but not prevent them from getting Gold and Exp.

42 Pos 2

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“Karl plays great for T1 Pos 2 in this game”

Pos 2 is blending words from position and 2 (two). Pos 2 is a position for heroes with good durability and skills. With their position in the middle of the map (diagonally), they are able to help their friends who are having trouble in the bottom lane or top lane. As Midlaner, he gets Exp faster than other heroes, but must be able to balance Gold with Lasthit.

Midlaners don't need to share Exp, but don't have a gold source other than creep lane. The source of Gold besides the creep lane is ganking a teammate who needs it. By killing or getting assists, you can get additional gold. In terms of skill, they can deal considerable damage, are able to get Lasthit, and run away quickly. With Lasthit, a Midlaner can offset the Gold of teammates and can buy items.

43 Pos 3

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“Sometimes we see they swapping roles between Pos 3 and Pos 4”

Pos 3 is blending words from position and 3(three). Pos 3 in Dota 2 is position for offlaner heroes with task is quite tough, as they must be able to disrupt and survive against Safe Lane. From the map position, Offlaners Radiant's team is in the top lane. As for the Dire team, Offlaners are in the bottom lane. Easily, they have the shortest and most vertical lanes. Apart from being strong, a Pos 3 must be agile in disrupting the enemy's Safe Lane. As the writer mentioned above, Safe Laner (Pos 1) is very eyeing Gold and Exp.

44 Pos 4

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“Sometimes we see they swapping roles between Pos 3 and Pos 4”

Pos 4 is blending words from position and 4(four). Position 4 is the most diverse position in Dota 2 and can be a jungler, roamer or a semi-support. If the enemy team is quite OP, then it's a great choice to pick a roamer and hunt for an early game advantage as Pos 3. If you do not trust the skills of your carry, then it is better to pick a jungle hero as Pos 4 to allow more farm. Moreover, your pos 3 hero can play solo and get more items faster. A position 4 semi-support is essential if the enemy has a roamer or scouting hero. One support cannot handle all the warding tasks, the map is too big for that.

45 Pos 5

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“We have seen Dawn Breaker Pos 5 a couple times”

Pos 5 is blending words from position and 5(five). Position 5 is one of the most important roles in Dota 2. Pos 5 is the baby sitter, he is sharing tangos(heal) and wards(vision) with the mid hero, frequent TP to save allies and all the crucial tasks are performed by position 5 heroes.

Support heroes are the main assets behind every win. They keep harassing the enemy heroes, stack for you, buy dust, wards, and support. It is not an easy task, always MVP the position 5 player because he is the one who is leading you to the win. Do not hesitate to pick support. It may be sometimes hard because you will not get kills, but there are other aspects that matter.

46 Pubs

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“The craziest you know... SEA Pubs with stereotype running around killing people”

Pubs is blending words from public and server with original meaning of public is relating to people in general and server means central computer to get information. Pubs in Dota 2 are casual play where there is little competition from other players. These servers are for those who want to enjoy playing without the pressure of needing to win.

Pubs is a place to enjoy the game of Dota but can also be used as material for analysis for tournament matches because each pub has different game characteristics from each server, both SEA (South East Asia), EU (Europe), NA (North America), and CIS (Commonwealth of Independent States).

47 Tanky

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“KuKu is too Tanky for them to taken down so they leave him alone in this fight and focus on the other target”

Tanky is derivation from words tank with original meaning of tank is a military vehicle based on metal part. Tanky in Dota 2 refers a hero whose natural attributes and abilities give him excellent durability and the potential to either initiate or prevent a team fight. Tanks are roles that adept at absorbing/receiving damage for the party.

Tanks requires stats that softens the damage taken to the Tank. These stats can be raw HP, increasing health to soak more damage. There is also armor, which reduces damage taken from physical damage. And lastly, there is magic resistance, which is quite self-explanatory. Armor and resistance can be increased according to the condition, but HP is always a good increase.

Most tanks have abilities to drive the attacking enemies to attack the tank instead. This directs the damage of the weaker party member to the Tank, preventing damage to be taken. This is what most heroes in Dota lacks, which is a huge downfall to the usage of Tanks. Tanks in Dota requires themselves to barge in the frontlines, hoping the enemy to focus them.

48 Online

The International 2018 Main Event Day 5 OG vs PSG.LGD

“The Specter is now Online for the fight”

Online are coinage words in Dota 2 refers to a fight in game when some heroes usually core heroes who need items to join a team fight so if the hero is ready to fights so the meaning of online in Dota 2 is ready to join the team fights.

The word online indicates the status of a hero in a Dota match to do a team battle if the hero is ready to do a team fight, then the hero will be called online. Usually carry heroes need more time to get online because of their dependence on items and have to do farming first to be able to fulfill the items needed in battle

49 Blink

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“Kuku suddenly Blink away to avoid the RP”

Blink is coinage words from Dota 2, blink is part of teleportation mechanic as many other spells that instantly moves a target from one place to another with items or skills from some heroes.

When in team fights initiator from the team usually buy blink item to make it easy for open the fights instantly because in Dota 2 the first team who starts the fights will get more advantage because you can surprise the enemy team and doesn't give them a time to prepare their next move to fights.

50 Hex

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“Whitemon got Hex on point to the support enemy heroes and shut him down”

Hex is coinage words from Dota 2, Hex is a status effect that transforms the affected unit into a harmless animal like pig or frog. Hex will silence spells, mute items, disarm the target, and reduce its base movement speed to a set amount. Hex will instantly kill illusions. Hex does not disable passives, affect Magic Resistance, Armor, or dispel any status effects

51 Regen

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“He will back to lane with extra Regen”

Regen is clipping words from regeneration with original meaning is the act of something growing. Regen refers to the amount of health a unit regains each second. It is shown as a small number with a + sign at the right side of the unit's health bar. Heroes also gain bonus health regeneration based on their Strength attribute symbol strength. Each point of strength increases the hero's health regeneration by 0.1 HP. Health regeneration heals the unit in 0.1 second intervals.

There are many abilities and items which can change how fast a unit regenerates health. Most of them increase health regeneration rate by adding a flat bonus, but some also increase it based on certain things, like health or attributes. They can be passive bonuses which grant a permanent bonus or be conditionally activated, or be short, but grant a strong bonus.

52 Invis

The International 2021 Main Event Day 2 T1 vs PSG.LGD

“He got three kills set up with the Invis”

Invis is clipping words from Invisible with the original meaning is impossible to see. Invis in Dota 2 is a status effect that causes the unit to not be seen by the enemy, even when within their range of vision, allowing the unit to scout, spy on, and ambush enemies by sneaking through their lines.

Invis can also be obtained from power up runes and is very beneficial when midlaners get Invis Runes doing gank will be easier because the enemy cannot detect our movements while using Invis Runes.

CONCLUSION

The writer has examined Sociolinguistic phenomena in jargon terms used by e-sport caster in Dota 2 The International tournament. This study was used to answering two problems concerning the type of jargon and meaning of jargon used by e-sport casters in Dota 2 The International tournament.

After collecting the data, the writer analyzed the data and classified the data based on Yule (2010) and Dodsworth (2015) theory. From the result, there were 52 jargon terms found in the data. Related to the theory by Yule, it could be concluded that there were 9 times of coinage process, 2 times of borrowing process, 14 times of compounding process, 13 times of blending process, 4 times of clipping process, 6 times of acronym process, 1 times of backformation process, and 3 times of derivation process.

In identify the meaning of jargons based on the Dodsworth theory the writer described the meaning of the jargon into essay forms that collected from official forum of Dota 2 Community conducted by Valve the developer of Dota 2 to help the reader understand more about the jargon used by casters in Dota 2 Tournament.

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