

## English Slang in Windah Basudara Live Stream Gaming

**Celsy Nurritz Fiyana\*, Tatan Tawami\*\***

Universitas Komputer Indonesia, Indonesia

Corresponding Email: [celsynrf18@gmail.com](mailto:celsynrf18@gmail.com)

**Abstract.** This research aims to analyze Windah Basudara's use of English slang during his live-streaming sessions and to understand the context and meanings of these slang terms within the gaming world. The study employs a qualitative descriptive approach, observing and noting the slang used in Windah's live streams accessed on YouTube on March 11, 2024. The findings identify various types of slang, including acronyms, clipping, and blending, demonstrating that slang functions as a communication tool and a means to foster closeness and shared identity among players and viewers. The discussion highlights the significant impact of public figures like Windah on the evolution of the Indonesian language, particularly among Generation Alpha, who adapt and showcase this language in digital contexts. The conclusion drawn from this research is that while slang enriches communication, attention must be given to its effects on the sustainability of standard Indonesian. This study provides new insights into how slang in digital contexts shapes social interactions and culture among young people, offering practical implications for language use in the digital age.

**Keywords:** Slang, Live Streaming, Game

### 1. Introduction

Learning language teaches the writer that parts are constructed from smaller parts. Every language has the largest unit, a sentence, from the smaller parts: clauses, phrases, and words. (Tawami, 2011). Language is constantly evolving, especially in the fast-paced online world. (Yule, 2010). New words and phrases are continually emerging, and English slang has become a significant part of our online conversations, particularly in live-streaming. One prominent figure in Indonesia's gaming community, Windah Basudara, has gained immense popularity on YouTube, where he engages with his audience through interactive live-stream gaming sessions. Windah's adept use of English slang not only resonates with his predominantly Gen Alpha audience but also showcases his significant influence on global language trends. His influence is a testament to the vibrant culture of the internet and the power of digital communication to shape language, a phenomenon that this research aims to explore in depth. Several previous studies provide insight into the dynamics of slang in contemporary interactions. (Viljanen & Are, 2019) "You the Real MVP" study investigates ten English slang words and their usage in social media for describing people. The primary focus of this research is to identify the origins, meanings, and popularity of these slang terms beyond social media

platforms. The study categorizes the slang into four positive words (bae, MVP, sassy, and wifey) and six negative words (fuckboy, cray, sicko, stan, sus, thot). It employs qualitative methods to analyze contextual usage on Twitter and quantitative approaches to assess the popularity of the slang through hashtags on Instagram. The findings reveal that new slang words often emerge from word formation techniques such as acronyms, clipping, and blending, heavily influenced by pop culture and hip-hop music. Moreover, slang usage on social media tends to create relevant social contexts, fostering communities that connect through shared language. This research highlights the importance of understanding the dynamics of language use in a digital context and how language evolves alongside social changes.

In their study, (Nuraini & Pahamzah, 2021) Explore the use of slang language among teenagers to understand its types and the reasons behind its usage in interactions. Utilizing a qualitative approach, the researchers collected data through document analysis and closed-ended questionnaires, employing an interactive data analysis model. The findings reveal five types of slang: acronyms (33 terms), clipping (25 terms), fresh and creative coinages (16 terms), compounding (8 terms), and imitation (5 terms), indicating a diverse range of forms. Additionally, the researchers identify seven key motivations for using slang: enriching language with new words, fostering friendliness, establishing uniqueness, reducing conversation seriousness, and having fun, among others. This study highlights the dynamic nature of slang in teenage interactions and its crucial role in creating social identity and fostering connections among adolescents.

(Evangeline, 2023) Analyzes English slang in captions and posts on Boost's Instagram, focusing on word formation processes used to engage a teenage audience. By applying the theories of word formation from (Yule, 2006) and (Stockwell & Minkova, 2001), the research identifies several processes: coinage, compounding, blending, clipping, conversion, acronyms, derivation, and multiple methods, with abbreviations being the most prevalent. The findings reveal that slang terms often make communication more concise and engaging, demonstrating the adaptability of language in marketing. Notably, the study found more slang used in captions than in posts, which was unexpected. This suggests that as captions serve as explanations for posts, they provide more opportunities for slang usage. The study underscores the importance of understanding linguistic trends within social media marketing, contributing to the broader field of slang research and its implications for youth communication.

In their study, (Lihawa et al., 2021) Investigate the word formation processes of Gen Z slang as documented in Callahan's Generation Z Dictionary. Using qualitative analysis, the researchers identify eight processes involved in creating slang: fanciful formation, compounding, blending, clipping, conversion, suffixation, multiple processes, and reduplications. Compounding emerges as the most prevalent method, demonstrating the tendency of Gen Z to innovate language through combination. The results reveal that slang terms evolve through mixing and modifying standard words and adapting with expressive suffixes and repetitions, showcasing the vibrant linguistic creativity of this generation. While the study contributes valuable insights into the dynamic nature of Gen Z slang, it cautions that its findings pertain specifically to the vocabulary outlined in Callahan's dictionary and may not apply to all English slang.

This study, "English Slang in Windah Basudara's Live Streaming Game," delves explicitly into the types of English slang used by Windah, a prominent figure in Indonesia's gaming

community, in his streams. The study aims to understand when Windah uses slang and what these slang terms mean in the gaming world. Windah's use of slang is not just a means of communication but a tool that lets him connect with his viewers honestly and in a relatable way, building a sense of friendship and shared identity. Since slang acts like a badge of being "in" with a group, it also helps bring the streamer and viewers closer, making the online space feel super interactive and tight-knit.

## 2. Literature Review

Slang, a casual language often employed by younger generations, can be a powerful tool for public figures to connect with their audience. (Syahri et al., 2024). Still, it also raises concerns about its impact on language and culture. Slang language employs a variety of word-formation processes to create unique and trendy expressions. (Fauziah Nur Hasibuan et al., 2024) One standard method is acronym formation, which involves creating new words from the initial letters or syllables of compound words, such as FYI (For Your Information), GWS (Get Well Soon), LMK (Let Me Know), IDC (I Don't Care), and OTW (On the Way).

Additionally, slang utilizes clipping, where words are shortened or truncated, as seen in "bet" from "banget," "tmn" from "teman," and "gans" from "ganteng." Blending, the combination of parts of two or more words to form a new word, is also prevalent, exemplified by "Dracin" (Drama + Cina), "Mantulita" (Mantap + betul - tau), "Mager" (Malas + Gerak), and "Glamping" (Glamour + camping). Furthermore, slang leverages other word-formation processes such as affixation (Mantabs, Cakeps, Gilak, Seruw) and sound play (Woles, Anjay). Notably, slang often incorporates elements of foreign languages, mainly English, to create distinctive and memorable expressions. (Zaim, 2015). This study analyzes the slang used by Windah Basudara, the self-proclaimed "Gaming King."

The analysis will focus on the types of slang employed, the contexts in which they are used, and the broader implications of such language use in public communication. The findings of this research are expected to provide new insights into the phenomenon of slang usage among public figures and its influence on the evolution of the Indonesian language. Other studies might have looked at slang in general, but this one is all about slang in live streaming by a big influencer, Windah Basudara, who's huge on YouTube. This narrow focus lets us dig deeper into how slang works in a super interactive, real-time setting, emphasizing language's immediacy and real-time evolution in live streaming. This approach aims to keep the audience engaged and connected to the dynamic nature of language in digital spaces.

Most research doesn't focus on a specific age group, but here, it's all about Gen Alpha—a young, internet-native generation. This study checks out how slang helps them form their identities and bonds in the gaming world through interactions with a significant gaming figure. A big thing that sets this research apart is that it looks at how influencers like Windah shape how people use language in gaming communities. Diving into how public figures impact language, especially slang, by starting trends their fans pick up (Theda et al., n.d.) Other studies might not have focused on how influencers change language. This aspect of the research is particularly intriguing and will pique the audience's interest in the social dynamics of gaming communities.

This study is about slang in digital spaces, primarily live streaming, which is booming. It looks at the fast-paced, real-time nature of language in live settings. Other studies might have looked at slang in old-school ways, like in written stuff or face-to-face chats, but here, it's all about language evolving in online communities. Past studies might talk about slang in general, but

this research digs into how slang on digital platforms (especially by public figures) impacts Indonesian language evolution. It looks at how slang reflects more significant social and cultural changes in the digital age and how this might affect the language. (Nehru Pasoloran Pongsapan, 2022). This study aims to show how Indonesians react to digital trends and youth culture.

This research aims to understand how Windah's use of English slang connects to broader trends in how young people communicate online and why Gen Alpha is drawn to slang in live streams. By examining Windah's approach, this study illustrates how slang, as a unique form of language, not only shapes online identities but also fosters connections and even drives language evolution in the digital realm. Ultimately, this research seeks to provide insights into how digital culture reshapes how young people converse and interact online (Kendari & Alauddin, 2016).

### **3. Methodology**

As employed in this study, research methods are a scientific way to obtain data with a purpose and specific uses. They are crucial in ensuring the findings' validity and reliability and providing a systematic data collection and analysis framework. (Sugiyono, 2011) The qualitative descriptive method is appropriate for this research because it allows for examining the specific slang context. (Moleong, 2017). This approach is relevant because it enables the researcher to observe slang in its natural setting, revealing how social cues and interactions influence the usage and interpretation of slang terms. The method supports a detailed examination of different types of slang, such as acronyms, clipped forms, and blends, and their functional significance in fostering engagement and community among viewers. The study aims to uncover the intricate relationship between language, identity, and culture within the gaming community by utilizing qualitative descriptive analysis. In live streams, the chat, the game, and the audience's reactions impact what slang means and how it's used. This way, we can see how slang changes the meaning or takes on new vibes based on the conversation, the crowd, or the streamer's relationship with viewers.

Data is gathered by watching, listening, and taking notes on Windah's live streams on [YouTube](#) (March 11th, 2024). This way, the author gets to see slang in its natural setting. By watching the streams and noting down slang, we get a real-time look at how it's used in an interactive space, which is essential for understanding slang in the gaming community. These methods include the details of the slang types (like acronyms, clipped words, and blends) and what they're doing. The author can see how slang helps build connections and keeps Windah's Gen Alpha fans engaged. Plus, it shows how slang reflects the social and cultural identity of the gaming world.

### **4. Research Findings and Discussions**

Using slang has become a trend, especially among Gen Alpha gamers. Its concise and engaging vocabulary has made it increasingly popular. This unique and creative language often employs short words, substitutions, or puns. Windah Basudara is a well-known gamer who started his YouTube career in 2018. His initial content focused on gameplay and live streaming, with Mobile Legends (ML) being a significant part of his popularity. He gained a large following through his interactive live streams.

Analyzing Windah Basudara's live streams identified various slang terms. The following is a detailed explanation of the slang used by Windah Basudara during his live streams.

## A. Acronym

According to (Yule, 2006) An acronym is an abbreviation formed from the initial letters of a group of words or phrases.

### 1. W

"Wih, dapet MVP nih, itu jelas **W** buat tim kita!" (15:57)

**Word:** "W"

**Base Word:** "Win"

- **Part of Speech:** The word "win" is a verb, but in this context, it functions as a noun in the phrase "W" (meaning a win or victory).
- **Morphological Analysis:** The morpheme in "W" is derived from the initial letter of the word "Win." It is a clipping, which shortens the original word for easier and faster usage in casual speech.

The slang word 'W' comes from the English word 'Win, which means to be victorious. When people use 'W,' they usually talk about a win, a good thing, or something that went their way.

### 2. GOAT

"Si Windah udah kaya **GOAT** di game ini, nggak ada yang bisa ngalahin dia." (17:06)

**Base Word:** "GOAT" (an acronym for "Greatest of All Time").

- **Part of Speech:** It functions as a noun in the sentence: "Si Windah udah kaya GOAT di game ini, nggak ada yang bisa ngalahin dia."
- **Morphological Analysis:** The morpheme in "GOAT" is an acronym formed from the first letters of "Greatest of All Time."

'GOAT' is short for 'Greatest Of All Time.' It's like saying someone is the absolute best at what they do. Whether it's sports, music, or even gaming, when we call someone a GOAT, we mean they're the number one.

### 3. OP

"Senjata ini **OP** parah, damage-nya gede banget cuy!" (36:51)

**Base Word:** "OP" (short for "Overpowered").

- **Part of Speech:** An adjective describing a potent weapon in a game context.
- **Morphological Analysis:** "OP" is an abbreviation derived from the phrase "Overpowered." In gaming lingo, when something is called OP, it means it has abilities that are way stronger than you'd expect, giving an unfair advantage. It's like saying, "Senjata ini OP parah, damage-nya gede banget cuy!"

The term 'OP' is an acronym for 'Overpowered'. It describes something that is excessively powerful or has an unfair advantage in a particular context, especially in gaming. It refers to characters, weapons, or items that possess abilities beyond what is considered normal, making gameplay unbalanced.

### 4. AFK

"Woi! Jangan **AFK** di tengah match dong! Kita bisa kalah ini cok!" (41:18)

**Base Word:** "AFK" (short for "Away From Keyboard").

- **Part of Speech:** This acts like an adverb, indicating the state of a player during the game.

- **Morphological Analysis:** "AFK" is taken from "Away From Keyboard, meaning someone isn't at their device – usually because they've stepped away or gotten distracted. It's a common term in gaming chats, letting others know that a player is temporarily unavailable, which can be a big deal, especially in team-based games. If someone goes AFK, it can leave the team at a disadvantage, possibly leading to a loss.

The acronym 'AFK' stands for 'Away From Keyboard'. It indicates that a person is currently away from their device, typically a computer, and is inactive in a game or online chat. This term is commonly used in gaming communities to signify that a player has temporarily left a game, often without prior notice, which can impact gameplay, especially in team-based games.

## B. Clipping

(Yule, 2006) Clipping refers to shortening a word with multiple syllables, such as a shortened facsimile to a fax. Clipping typically occurs in casual, everyday language. The following examples further illustrate the concept of clipping.

### 1. Sus

*"Eh pip, lu liat dia? Kok kayaknya **sus** ya? Jangan-jangan impostor nih!" (43:30)*

**Base Word:** "Sus" (clipped from "suspicious").

- **Part of Speech:** It is an adjective describing someone's behavior.
- **Morphological Analysis:** "Sus" is a shortened version of "suspicious." This term became super popular, especially among gamers and young folks, particularly with the rise of the game Among Us. When someone says 'sus,' they're pointing out that a person is acting in a way that seems shady or untrustworthy. It's like raising a red flag about someone's intentions.

The word 'sus' is a clipped form of the English word 'suspicious,' meaning doubtful or questionable. This shortened version has become popular in everyday conversation, especially among young people, and in gaming contexts like Among Us, where it describes someone behaving suspiciously.

### 2. Rizz

*"Nih si Windah lagi nunjukin **Rizz**-nya ke cewek di game." (58:04)*

**Base Word:** "Sus" (clipped from "suspicious").

- **Part of Speech:** It is an adjective describing someone's behavior.
- **Morphological Analysis:** "Sus" is a shortened version of "suspicious." This term became super popular, especially among gamers and young folks, particularly with the rise of the game Among Us. When someone says 'sus,' they're pointing out that a person is acting in a way that seems shady or untrustworthy. It's like raising a red flag about someone's intentions.

The word 'rizz' is a clipped form of 'charisma,' which refers to a person's charm or appeal, especially in the context of seduction or attraction. This shortened term has gained popularity, particularly among young people and online communities, to describe someone with exceptional flirting skills or romantic persuasion.

### 3. Fam

*"Yoyoy, apa kabs fam? Gas lanjut main lagi!" (3:10)*

**Base Word:** "Fam" (clipped from "family").

- **Part of Speech:** It's a noun referring to a close group of people.
- **Morphological Analysis:** "Fam" is a casual, shortened form of "family." But in slang, it's not just about blood relatives. It's often used to refer to friends you consider family or a tight-knit group. When you call someone 'fam,' it expresses closeness and camaraderie, making everyone feel like they belong. The word 'fam' is a clipped form of the English word 'family,' signifying a group of people related by blood or marriage. In slang, 'fam' refers to one's literal family and addresses close friends or a group considered to be like family.

## C. Blending

Blending, according to (Yule, 2006) and (Stockwell & Minkova, 2001) Involves combining segments from two different words, typically taking the beginning of one word and the ending of another. An example that follows illustrates the blending process:

### 1. Ginormous

*"Wah, boss di game ini **ginormous** banget! Gede bener, gimana caranya gue kalahin nih?!" (1:18:47)*

**Base Word:** "Ginormous" (a blend of "giant" and "enormous").

- **Part of Speech:** It is an adjective to describe something huge.
- **Morphological Analysis:** "Ginormous" is created by blending "giant" and "enormous." It's a playful way to describe something that's not just big but ridiculously huge. This word is mainly used in casual settings, especially among younger crowds, to express surprise or admiration for something's size, like a massive game boss or an enormous ice cream cone.

In this context, 'ginormous' is often used in casual conversation, particularly among young people, to express awe at the size or scale of an object or challenge.

### 2. Frenemy

*"Gue sama si apip tuh kayak **frenemy**, kadang temenan, kadang lawan, di game malah sering berantem! Hermaan kali lah aku pip pip" (2:02:13)*

**Base Word:** "Frenemy" (a blend of "friend" and "enemy").

- **Part of Speech:** It serves as a noun, describing a person in a complex relationship.
- **Morphological Analysis:** "Frenemy" is formed by mixing "friend" and "enemy." This word describes relationships with a bit of friendship and rivalry, like when you hang out with someone but compete against them. It's a term often thrown around casually, especially among younger people, to highlight that confusing mix of being friendly yet competitive. This term is often used to describe relationships characterized by camaraderie and competition. In this context, 'frenemy' is frequently used in casual conversation, especially among young people, to express the ambiguous nature of such relationships.

Research findings indicate that slang possesses unique characteristics that distinguish it from standard language. Using abbreviations, word contractions, and word blending are hallmarks

of slang. Advances in communication technology, particularly social media, have accelerated the evolution of slang. However, this phenomenon has also raised concerns about preserving the proper and correct Indonesian language.

## 5. Conclusions And Recommendation

The digital world has completely changed how we talk to each other, especially with all the new slang. You see it with younger people online – gamers, influencers, and people like Windah Basudara. This study dives into the slang Windah uses in his live streams, checking out what kind of slang he uses when he uses it and what it means for public communication overall. Slang is a popular way for young people to express themselves. Shortened words, acronyms, and unique word combos make everyday language fun and help people online feel like they're part of the same crowd. But with slang becoming so popular, some people are worried about what it means for standard Indonesian. This research aims to understand better how slang shapes today's digital world. Understanding it allows us to celebrate how creative young people are with language while keeping Indonesian culture and language alive.

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