

# English Borrowing Words in JagatPlay News Articles

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Abstract : Language borrows words from another language when cultural contact occurs. It can't be denied that borrowing words can be found commonly anywhere, not to mention on the internet. This paper is entitled "English Borrowing Words in JagatPlay News Articles", and aimed to analyze the borrowed words used in the website with a focus on the meaning change. The data of this study is taken randomly from JagatPlay news articles, which are considered to be relevant to the study. The data was then analyzed using the theory proposed by Bloomfield (1935), Hockett (1958), and mainly Baugh (1993). After that, it is presented by classifying the word by determining whether they changed meaning or not and the sociolinguistics aspect of the change. From the analysis, some borrowed words used in the article by its writer undergo a change in meaning, but also some words stick with the original meaning, and may even stick with the spelling. Words like *implisit*, *eksistensi*, *fenomenal*, *sporadis era*, *spiritual*, and *veteran* don't undergo meaning change. Meanwhile, words like *ikon*, *visual*, *legendaris*, *konsol*, *objektif*, and *drama* are considered to be words that have undergone some change in meaning, typically degeneration. All the same, it can't be denied that the usage of borrowing words in media, in this case in a news website, is relatively used often.

Keywords : *borrowing words, meaning, sociolinguistics, articles, video games*

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## 1. Introduction

English is undoubtedly one of the most widely spoken languages in the world, with an estimated 1.5 billion speakers globally. Its influence has spread to every corner of the world and it is used in every instance of human interaction. This is driven by the massive impact of globalization and the internationalization of English. The language is used in various domains, such as business, education, technology, and entertainment. Technology is one major key role that has contributed to the spread of English. The ease of use of technology has made a lot of people more aware of English, and the internet has made it possible for people to publish news, read articles, text their friends, and use English on various online platforms.

Furthermore, globalization has led to the borrowing of foreign words and expressions from English, especially in countries where English is not the primary language. The borrowing of foreign words and expressions has become a common phenomenon in the globalized world. The process of borrowing involves taking a word or expression from one language and incorporating it into another language. In some cases, these words and expressions are borrowed because there is no equivalent in the target language to convey the same meaning. This usage is somewhat acceptable and quite understandable as people in certain communities are already familiar with the world.

One of the places where foreign lexicons are mostly borrowed is in mass media. Mass media practices have grown to become one primary source of information for Bahasa Indonesia citizens. Mass media includes television, radio, newspapers, magazines, and the internet, which are examples of sources where language forms can be borrowed. In Indonesia, many media outlets borrow English words and expressions to convey their messages to their audiences. JagatPlay is a news website centered around video games, which is an industry dominated by overseas developers. As a result, they have taken many terms from overseas and incorporated them into their news portal. This borrowing of foreign words and expressions has become part of the video game industry's lexicon.

Video game communities have been increasing for the past years, and the active fanbase of video games has familiarized themselves with those borrowed words and terms. These communities use these words and expressions as a way of identifying themselves as part of the gaming community. They have developed their own slang, which is often a mixture of Bahasa Indonesia and English. The use of borrowed words and expressions in the video game community is a form of identity and has become an essential aspect of the community's culture.

The borrowing of foreign words and expressions from English has become a common phenomenon in the globalized world. Mass media, technology, and globalization have contributed to the spread of English, and the borrowing of foreign words and expressions has become part of the lexicon of various communities, including the video game community. This borrowing of words and expressions is a form of identity and has become an essential aspect of various communities' cultures. While it is understandable that the borrowing of foreign words and expressions is necessary, it is also important to maintain the integrity of the target language by avoiding the overuse of foreign words and expressions. This study will explore how those borrowed words are used in the community of video games, covering a notable news portal site in Indonesia, JagatPlay.

## 2. Method

This study employed a descriptive-qualitative research design. The aim was to describe and analyze the borrowed English words in Bahasa Indonesia found in the articles of JagatPlay. This design allowed for a detailed analysis of the phenomenon of borrowing, and the data collected was analyzed qualitatively to provide an in-depth understanding of the research problem.

The data for this study were borrowed English words taken randomly from the articles of JagatPlay. The website was chosen because borrowing words were frequently found in its articles, as it mostly covers news on the video games industry from overseas. This website uses quite some borrowing words which are relevant to the study and will be discussed and analyzed in this paper.

The data were collected by reading and observing several articles in JagatPlay. Bahasa Indonesia words that resembled an English words were listed and matched with their source language meaning. The data were then analyzed using a descriptive-qualitative method. The words that resembled an English words were collected and checked in Kamus Besar Bahasa Indonesia (KBBI) to determine whether they were borrowing words. They were then matched with their original meaning using Google's English dictionary, which is provided by the Oxford Dictionary.

After all the words were identified, the researcher analyzed and classified them according to the borrowing theory proposed by Hockett (1958). This theory categorizes borrowing into three types: namely loanwords, loan blends, and loan shifts. Loanwords involve the process of importing morphological aspects without the replacement but with or without phoneme substitution. For example, the word *data* in English is loaned into Bahasa Indonesia and is still *data*. Loan blends combine substitution and importation of morphology, but the structure fits the model. For example, the word *instruction* in English was loaned to Bahasa Indonesia and become *instruksi*. Loan shifts are morphological substitutions but involve no importation. Instead, it uses loan translation and semantic loans. For example, the word *feedback* in English became *umpan balik* in Bahasa Indonesia.

After classifying the types of borrowing, they also classified and analyzed the meaning-changing types, as it would not be complete if talk about borrowing without the meaning-changing. The meaning can remain the same as the original word or change borrowing. Baugh (1993) in Winarto (2013) classified four kinds of meaning change, namely extension, narrowing, regeneration, and degeneration. An extension is also called generalization or widening, where the meaning of the word widens from what used to be having specific context to a wider and more general meaning. For example, the word *putera* and *puteri* used to be used for children of the royal family in kingdoms, but nowadays they can be used for anyone's children. The narrowing is alternatively called the specialization, which is contrary to the extension. The meaning of the word becomes narrow from a wide meaning. For example, the word *sarjana* in Bahasa Indonesia used to mean intelligent people, but now the term is only used for university graduates. Regeneration is the meaning change process where the new meaning has a better meaning than the former. For example, *istri* in Bahasa Indonesia has a better meaning than *bini*. Degeneration is a contrast to regeneration, where the new meaning is not as pleasant as the former. For example, the word *abang* in Bahasa Indonesia is to refer to a brother, but now some people use it to refer to a man with low social status like a bus driver.

Moreover, this study also touches slightly on the theory by Bloomfield (1935), which states that one of the types of borrowing words is cultural borrowing, where Bloomfield states that a word can be classified as cultural borrowing due to several reasons. First, the word originated from outside of the native language but is related to one country or area's culture. Second, the native speaker not only takes the word in but also gets influenced by the culture of the source. Finally, the word borrowed from another culture is usually related to terms on food, drink, style, habit, and other activities that can be classified as culture by one country.

The explanation for each borrowed found will be provided, including whether they undergo meaning change or not and how it is used in Bahasa Indonesia. This was done by analyzing the context in which the word was used in the articles of JagatPlay.

Ultimately, this study used a descriptive-qualitative research design to analyze borrowed English words in Bahasa Indonesia found in the articles of JagatPlay. The data were collected by reading and observing several articles, and the words that resembled an English words were listed and matched with their source language meaning. The data were then analyzed and classified according to Hockett's borrowing theory, and the researcher explained each word's meaning and usage in Bahasa Indonesia. The study adhered to ethical standards and guidelines and identified its limitations. The findings of the study contribute to a better understanding of the phenomenon of borrowing in language, particularly in the context of Bahasa Indonesia.

### 3. Discussion

The Bahasa Indonesia words borrowed from English are most likely to be a cultural borrowing since the cultural context of the word is borrowed along with the word itself. However, some words may change the meaning of the borrowing process. Thus, the cultural context of the word may not be entirely borrowed. For this reason, the researcher aims to analyze the borrowing words mainly according to the meaning of the borrowing word: borrowing without a change of meaning and borrowing with a change of meaning following Baugh's theory. Not to mention the morphological aspect of the word is also taken into account using the Hockett theory.

#### 3.1. Borrowing Without Change of Meaning

##### 1) *Implisit* - implicit:

- a. *Lebih setia dengan apa yang ia tawarkan di seri Souls dan Bloodborne daripada apa yang sempat ia usung di Sekiro, Elden Ring juga mengusung gaya cerita **implisit**.*
- b. Offered more in the Souls and Bloodborne series than what had been used in Sekiro, Elden Ring also carries an **implicit** story style.

The word "implisit" is a loanwords type of borrowing, as the pronunciation and spelling of the borrowed word are very similar to its English source word, differentiated by only one letter in the spellings. indicating that it has undergone phoneme substitution.

Both the definition provided by KBBI (Kamus Besar Bahasa Indonesia) and the Oxford dictionary describes the word as "not plainly expressed." which is a case of semantic stability. This means that there is no change in the meaning of the borrowed

word, and it is used in the same context as it is in the source language. Therefore, the cultural information conveyed by the borrowing remains the same, highlighting the importance of considering the semantic equivalence between the source and the borrowing language when analyzing loanwords. In the given passages, the word "implicit" is used to describe the story style of a video game called Elden Ring, which is said to carry an implicit story style that is more in line with what was offered in the Souls and Bloodborne series than what was used in Sekiro. This usage of the word "implicit" to describe a video game's story style further highlights the cross-linguistic and cross-cultural influence of English in the domain of entertainment and media.

## 2) Eksistensi – existence

- a. *Sebagian besar mungkin tergoda dengan library game yang ia usung, namun tidak sedikit pula yang tergoda dengan statusnya sebagai salah satu DVD-Player paling murah di awal **eksistensi** keping disc tersebut tersedia di pasaran.*
- b. Most may be tempted by the game library that he stretches, but not a few are tempted by its status as one of the cheapest DVD-Players at the beginning of the **existence** of these discs available on the market.

The word "eksistensi" in the given passages is a loan blend type of borrowing from English. The word combines elements from both the source language (English) and the borrowing language (Bahasa Indonesia) to create a new word. However, there is a slight change in word structure to match the style of Bahasa Indonesia. Specifically, the suffix "-ensi" is added to the word "eksis" to form "eksistensi," which is a common way of creating nouns in Bahasa Indonesia.

Both words have the same meaning: *hal berada; keberadaan* (the fact or state of living or having objective reality). The word "eksistensi" is used to describe the early availability of DVDs on the market, highlighting its status as one of the cheapest DVD players at the time. This usage of the word "eksistensi" reflects the broader trend of borrowing technological and scientific terms from English into Bahasa Indonesia, which has been a common practice in the modernization of the language.

## 3) Era – era

- a. *Ada begitu banyak “emas RPG” di **era** berkuasanya Playstation 2 sebagai raja yang kini muncul bak legenda.*
- b. There is so much "RPG gold" in the **era** of the reign of PlayStation 2 as a king who now appears like a legend.

This word is considered to be a loanword type following the Hockett theory. The spelling and the word itself are directly borrowed from English to Bahasa Indonesia. The meaning also stays the same: *kurun waktu dalam sejarah; sejumlah tahun dalam jangka waktu antara beberapa peristiwa penting dalam sejarah; masa*. (a long and distinct period of history with a particular feature or characteristic).

The usage of "era" in both languages is also the same, describing a distinct period of history with a particular feature or characteristic. In the passages, "era" is used to refer to the time when the Playstation 2 was reigning as the king of consoles,

and many popular RPGs were released. The use of "era" in this context highlights the historical and cultural significance of the PlayStation 2 and its impact on the gaming industry, particularly in the RPG genre.

4) *Spiritual – spiritual*

- a. *Melebihi sekadar sebuah video game dan mulai masuk ranah bak sebuah pengalaman **spiritual**, ini mungkin kalimat yang tepat untuk menjelaskan pengalaman bermain yang ditawarkan oleh Journey.*
- b. Beyond just a video game and starting to enter the realm of a **spiritual** experience, this may be the right sentence to describe the gaming experience offered by Journey.

This one is considered to be a loanwords type as the spelling remains the same as well as the meaning: *berhubungan dengan atau bersifat kejiwaan, rohani, batin* (relating to or affecting the human spirit or soul as opposed to material or physical things). The usage in both languages is also similar, which is used to express the experience that takes the player to a spiritual level.

In the context of the passage, the word "spiritual" is used to describe the gaming experience offered by "Journey." The game is more than just a video game but also provides a profound and spiritual experience for players. This usage of "spiritual" reflects the trend of borrowing religious and spiritual terms from English into Bahasa Indonesia, which has become increasingly common in recent years as the language adapts to global trends and changes.

5) *Veteran – veteran*

- a. *Anda bisa bertemu dengan player lain secara acak, namun punya keterbatasan cara berkomunikasi yang anehnya, justru berujung dipenuhi oleh komunitas pemain **veteran** yang begitu positif.*
- b. You can meet other players randomly but have a limited way of communicating which is strange, it ends up being filled with a very positive community of **veteran** players.

Another example of loanword's type, same spelling and meaning: *orang yang sudah banyak pengalaman dalam suatu pekerjaan dan sebagainya* (a person who has had long experience in a particular field). In the article, the veteran is used to describe the video game player who has a long experience playing the game. This context of meaning remains the same after being translated back into the original language.

In the context of the passage, the word "veteran" is used to describe the community of players in the game who have been playing for a long time and have a lot of experience. Despite the limited way of communication in the game, this veteran community is positive and welcoming to new players. This usage of "veteran" reflects the trend of borrowing terms related to gaming and technology from English into Bahasa Indonesia, which has become increasingly common in recent years as the language adapts to global trends and changes.



6) *Sporadis – sporadic*

- a. *Sulit untuk membayangkan untuk kembali ke sensasi kontroler lama dengan efek getar yang **sporadis**.*
- b. It's hard to imagine going back to that old controller sensation with its **sporadic** shake effects.

This is rather an obscure word in Bahasa Indonesia. This word is a loanword as one phoneme substitution, which is the last letter of the word that is substituted. The word means *tidak tentu; kadang kala; kadang-kadang* (occurring at irregular intervals or only in a few places; scattered or isolated). A similar way of usage in the target language and the language which the word was borrowed from.

In the context of the passage, the word "sporadis" is used to describe the old controller's vibration effects, which were inconsistent and occurred at irregular intervals. This usage of "sporadis" reflects the broader trend of borrowing technical and scientific terms from English into Bahasa Indonesia to describe specific phenomena or features of modern technology.

### 3.2. *Borrowing with Change of Meaning*

1) *Ikon – icon*

- a. *Anda tidak akan tiba-tiba langsung diujani begitu banyak **ikon** terkait lokasi di sekitar Anda, kecuali yang memang berhubungan dengan Sites of Graces.*
- b. You won't be suddenly bombarded with so many location-related **icons** around you, except those that do relate to Sites of Graces.

The word "ikon" can be classified as a loanword, which is a word borrowed from one language and adopted into another language with a phoneme substitution. The word has retained its spelling and pronunciation from the original language but has changed from meaning to fit the context of the borrowing language.

The word icon in English can mean different things: (1) a painting of Jesus Christ or another holy figure, typically in a traditional style on wood, venerated and used as an aid to devotion in the Byzantine and other Eastern Churches. (2) A person or thing regarded as a representative symbol or as worthy of veneration. However, KBBI only incorporates the first meaning, making the word have a degeneration process. The writer of the article used the definition (2) while using the borrowed word, which in the article is used to describe location icons in a map. Therefore, it can be concluded that the word changed meaning, specifically a degeneration.

In the context of the article, the word "ikon" is used to describe location-related symbols in a map. This usage indicates that the word has changed meaning, specifically a degeneration process, where the original meaning of the word is narrowed down to a more specific definition. The word is used to describe a symbol or image that represents a location, which is quite different from its original meaning in English.

## 2) *Visual - visual*

- a. Beberapa yang datang dari Playstation pertama, memanfaatkan performa yang ditawarkan Playstation 2, dan menawarkan sesuatu yang baru dan berbeda – dari sekedar sisi **visual** hingga yang mengubah mekanik gameplay seri aslinya.
- b. Some that came from the first PlayStation, took advantage of the performance offered by the PlayStation 2 and offered something new and different – from just the **visual** side to changing the gameplay mechanics of the original series.

The word "visual" can be classified as loanwords, the word has retained its spelling and pronunciation from the original language. Visual in both languages mean *dapat dilihat dengan indra penglihat (mata); berdasarkan penglihatan*: and relating to seeing or sight, respectively. However, visual in English also means a picture, piece of film, or display used to illustrate or accompany something. Bahasa Indonesia does not have this meaning, making this to be another degeneration of meaning after borrowing. And again, the writer of the article uses the borrowed visual word with the latter meaning to describe the visual of the video game in Bahasa Indonesia.

Additionally, it is interesting to consider the context in which the borrowed word is used. In this case, the word "visual" is used to describe the graphics and overall look of a video game. The fact that the word was borrowed from English, which is the primary language used in the video game industry, suggests that the borrowing of words is often influenced by the cultural and technological context in which the language is used.

## 3) *Legendaris - legendary*

- a. Musashi di Playstation pertama adalah sebuah seri yang **legendaris**.
- b. Musashi on the first Playstation is a **legendary** series.

The word "legendaris" can be classified as a loanword, which is a word borrowed from one language and adopted into another language with a phoneme substitution. The word has undergone a slight change in the phoneme as the ending of the word "-dary" becomes "-daris". On top of that, it has changed from meaning to fit the context of the borrowing language.

Legendary in English can be defined as remarkable enough to be famous; very well known. But Bahasa Indonesia does not incorporate this meaning and stays to the original meaning which is *menurut atau seperti legenda* (based or like legends). This can be categorized as degeneration of meaning, where the wide context in English becomes narrow after borrowing. The writer stays with the original meaning of the English when using the word in Bahasa Indonesia.

In the context of the passages, the word "legendaris" is used to describe the Musashi series on the first PlayStation, which is widely known and regarded as remarkable or impressive. This usage indicates that the word has undergone a shift in form to fit the Indonesian language while retaining its original meaning.



#### 4) *Konsol - console*

- a. *Hampir sebagian besar game strategi yang muncul di beberapa **konsol** generasi awal, memang harus diakui, memiliki tema dan setting yang serius.*
- b. Most of the strategy games that came out on some of the early **consoles**, it must be admitted, have serious themes and settings.

This can be considered a loan blend as it incorporates substitution and importation of morphology, as the first letter is substituted and at the end of the word, importation of the Bahasa Indonesia structure is done, for the "e" at the end of the letter is omitted.

The word console in Bahasa Indonesia means *balok yang satu ujungnya terpasang pada suatu penopang tetap dan ujung lainnya bebas*. English doesn't even incorporate this meaning, and the meaning intended by the writer of the article is a small electronic device for playing computerized video games. Therefore, this word changed its meaning.

In the context of the passages, the word "konsol" is used to refer to early video game consoles, which were the platforms on which strategy games were played. The writer notes that most of the strategy games that were released on these early consoles had serious themes and settings. Here, the word "konsol" is used in its borrowed sense, referring to the small electronic devices used for playing video games.

#### 5) *Objektif - objective*

- a. *Menjadikan grinding material sebagai salah satu **objektif** utama, kemudahan Anda untuk melakukan proses eksplorasi dan berujung mengalahkan boss yang harus Anda lalui, Anda harus membangun beragam hal – dari item hingga senjata via sistem crafting yang tersedia.*
- b. Making grinding material is one of the main **objectives**, making it easy for you to carry out the exploration process and finally defeating the boss you have to go through, you have to build various things – from items to weapons via the available crafting system.

The word "objektif" can be classified as a loanword, which is a word borrowed from another language and adopted into the borrowing language with minimal phonological and/or morphological changes. In this case, the word has been adopted into Indonesian without significant changes in its spelling, pronunciation, or meaning.

Apart from *mengenai keadaan yang sebenarnya tanpa dipengaruhi pendapat atau pandangan pribadi* (not influenced by personal feelings or opinions in considering and representing facts), objective also means a thing aimed at or sought; a goal. Just like any other previous meaning change, the writer also intends to use a wider meaning of the borrowed word, which in this case is to describe the goal, the objective of the video games.

In the context of the passages, the word "objektif" is used to describe one of the main goals or aims of the gameplay, which is to gather grinding materials. This usage indicates that the word has been adopted into Indonesian with minimal changes in its meaning and is used in a broader way than its original English meaning.

#### 6) *Drama - drama*

- a. *Penghargaan sebagai studio terbaik dari kami tidak hanya karena ia datang dengan game berkualitas fantastis saja, tetapi fakta bahwa sejauh mata memandang dan telinga mendengar, Hazelight hadir tanpa **drama**.*
- b. Our award as the best studio from us is not only because it comes with fantastic quality games, but the fact that as far as the eye can see and the ear can hear, Hazelight is here without **drama**.

The word "drama" in this context can be classified as a loanword, which is a word borrowed from another language and adopted into the borrowing language with minimal changes in its spelling and pronunciation.

*Drama* in Bahasa Indonesia means *komposisi syair atau prosa yang diharapkan dapat menggambarkan kehidupan dan watak melalui tingkah laku (acting) atau dialog yang dipentaskan* (a play for theater, radio, or television). Drama in English also has the meaning of an exciting, emotional, or unexpected series of events or a set of circumstances that is not present in Bahasa Indonesia. The writer uses the word drama in that case to describe the effort of the developer to create video games that are without drama.

In the context of the passages, the word "drama" is used to describe the absence of conflict or emotional intensity within the studio, Hazelight. This usage indicates that the word has undergone a change in meaning, where it no longer refers specifically to a literary work or performance but instead to a situation or event that is troublesome or negative. The word "drama" is used in a metaphorical sense to describe a situation where there is no unnecessary conflict, indicating an extension of its original meaning.

#### 4. Conclusion

The borrowing of words from other languages is a common practice in linguistics, and English is no exception. As globalization and internationalization continue to impact our daily lives, the use of English has spread across the world, including in Indonesia. The borrowing of English words has become increasingly popular in Indonesian media, including news websites such as JagatPlay. This study aimed to analyze the borrowing of English words in JagatPlay news articles and to determine whether the usage of these words has undergone any changes in meaning. The data for this study was collected randomly from JagatPlay news articles that were relevant to the study. The words were then analyzed using the theories proposed by Bloomfield, Hockett, and Baugh. The words were classified based on whether they changed meaning or not, as well as the sociolinguistic aspect of the change.

The findings of the study indicate that some of the borrowed words used in JagatPlay news articles have changed their meaning. Words such as *ikon*, *visual*, *legendaris*, *konsol*, *objektif*, and *drama* are examples of words that have undergone degeneration in meaning. However, the writer of the article uses these words in the context of their original wider meaning. This is an interesting finding, as it shows that even though the meaning of a word may change, it can still be used in its original context. The study also found that some borrowed words stick with their original meaning and spelling, which are classified as loanwords and loan blends respectively. Words such as *implisit*, *eksistensi*, *fenomenal*, *sporadis* are examples of loanwords, while words like *era*, *spiritual*, *veteran* are loan blends.

The usage of borrowing words in media, especially on news websites, is relatively common. The findings of this study can provide insights into the process of language borrowing and how it affects the meaning of words. Additionally, the sociolinguistic aspect of the change is also examined, as the borrowing of words from English can have social and cultural implications for Indonesian society.

Ultimately, the borrowing of English words in JagatPlay news articles reflects the impact of globalization on language use in Indonesia. While some borrowed words may change meaning, they can still be used in their original context. This study highlights the importance of understanding the process of language borrowing and its sociolinguistic aspect.

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