

The Role of Jargon in Wuthering Waves Discord Community: A Sociolinguistic Study

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Abstract

This study aims to analyze the forms of jargon and examine differences in jargon usage between casual players and lore seekers within the Wuthering Waves Discord community. The research adopts a descriptive qualitative approach, with data collected from 19 screenshots of Discord interactions that represent naturally occurring communication among community members. From these data, 24 jargon terms were identified as the primary focus of analysis. The collected data were examined using contextual interpretation to understand meaning in use, followed by classification based on linguistic form. The findings indicate that the jargon used in the community can be categorized into several forms, including single words, multi-word phrases, and abbreviations. Beyond form, the study also reveals clear variation in jargon usage based on player type. Casual players predominantly use jargon related to gameplay mechanics, character builds, strategies, and efficiency during play. In contrast, lore seekers tend to employ jargon associated with narrative elements, world-building concepts, and the game's fictional universe. These findings demonstrate that jargon functions not only as a tool for efficient communication, but also as a reflection of players' social roles, interests, and levels of engagement. Overall, this research contributes to a deeper understanding of language variation in online gaming communities and highlights the relationship between participation patterns and linguistic choice. This study shows that language variation in online gaming communities is shaped by participation patterns, revealing how engagement type and frequency influence players' linguistic choices and reflect social interaction dynamics.

Keywords: *Sociolinguistic, Jargon, Wuthering Waves, Discord*

Introduction

Language is something that humans use very commonly to interact in their daily lives. Language functions as a means through which humans communicate their thoughts and feelings. Through language, humans can express their ideas, feelings, and understanding to others clearly and purposefully (Bantuu et al., 2025). Language allows individuals to convey what they think and feel in a structured way so that it can be understood in a social context. The way speakers use language is influenced by their individual and social group backgrounds, which are represented through their linguistic choices (Wardhaugh & Fuller, 2021; Khalid & Srinivasan, 2022). Thus, language not only serves as a means of communication, but also as a means of forming and affirming social identity within a community (Schwanebeck, 2021; Wardhani & Wafda, 2022).

In the digital age, online communities are expanding rapidly, paralleling the growing popularity of digital games, particularly open world games that offer immersive and interactive experiences. One such game currently in high demand is Wuthering Waves, an open-world game characterized by high complexity, intricate gameplay mechanics, and a compelling narrative. The game's multifaceted nature creates a rich environment for diverse language use,

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both within the narrative text and in player to-player interactions. Players engage in dynamic communication, utilizing specialized vocabulary, strategic commands, and informal jargon to coordinate gameplay, express emotions, and negotiate in-game objectives. This linguistic richness not only enhances player engagement and immersion but also fosters the development of social identities, community norms, and shared knowledge within the gaming community, making *Wuthering Waves* a fertile context for exploring how language functions in complex digital ecosystems (Fitri, 2025). The game has also been downloaded by more than ten million users on the Play Store platform (Kuro, 2024; Hamidah et al., 2023), which shows the wide reach of its player community. With a large number of users and intense interactions, the development of language use in the *Wuthering Waves* community has become a phenomenon that is relevant to study in sociolinguistics (Mangngemba et al., 2025).

In this study, the researcher was interested in the *Wuthering Waves* gaming community that interacts through the Discord platform (Lauricella et al., 2023; Jannah et al., 2024). Through this space, players from various countries can communicate with each other, exchange information about the game, and build social relationships as members of a global community. The diversity of the community members' backgrounds influences the way they use language in their interactions, resulting in complex communication dynamics, including differences in understanding and ways of conveying messages. In this context, sociolinguistic studies are important because the use of language in the *Wuthering Waves* community on Discord reflects social identity, group affiliation, and the position of members in the community structure, which then shapes the patterns of interaction and linguistic practices within the community (Pratama et al., 2024; Azani et al., 2025; Aquino et al., 2025).

In the intense interactions that take place in the *Wuthering Waves* community on Discord, there is a phenomenon of jargon use as part of everyday communication practices among community members. Jargon is a special term that indicates activities from various professions, so that in gaming communities, jargon emerges as a special language that reflects the activities and experiences of playing together. This jargon can take the form of terms, abbreviations, or special expressions that arise from a collective understanding of game mechanics, characters, and community dynamics. This is view that language functions as a tool for human communication, so jargon makes it easier for community members to communicate more efficiently because its meaning is understood by all

In addition, jargon functions as a marker of social membership, signaling that only individuals who are part of a specific community can understand and use these terms appropriately. As a social variety, jargon is employed in a limited and context-specific manner, reinforcing boundaries between insiders and outsiders. Within the *Wuthering Waves* gaming community, the use of jargon not only facilitates communication but also reflects the establishment of group identity, solidarity, and shared norms among members. By adopting and understanding these specialized terms, players demonstrate their belonging, commitment, and familiarity with community practices, while simultaneously maintaining a sense of exclusivity and cohesion that strengthens the social fabric of the gaming group. This highlights how language in online gaming is both a practical tool for coordination and a symbolic resource for constructing social relationships. This phenomenon shows that jargon not only serves as a technical communication tool but also as a means of forming group identity and strengthening solidarity in the global *Wuthering Waves* community on Discord (Kurniawan, 2025).

Previous studies on gaming jargon have mainly focused on its meanings in player communication. For example, in *An Analysis of Jargons Used by the Commentators Found in*

PlayerUnknown's Battlegrounds Mobile Game analyzed jargon and word formation processes in commentator utterances from three PUBG Mobile event scripts (Herson et al., 2022). The study identified 23 jargon terms, and the meanings were verified using dictionaries and trusted sources such as GamePedia. In addition, the study found that 12 of these terms involved word formation processes, including acronyms, compounds, derivation, backformation, and conversion. These findings provide valuable insights into how jargon is used in commentator speech and how new terms are formed within the gaming context.

Following this, An Analysis of Jargon in Mobile Legends Online Games identified 26 distinct jargon terms, of which 16 carried denotative meanings (e.g., CD, Jungler, META, AFK, Ganking) and 10 carried connotative meanings (e.g., Nerf, Buff, Farming, Backdoor). The study further revealed that the usage of these terms is context-dependent, reflecting specific gameplay situations, strategies, or in-game events. This demonstrates that language in online gaming is dynamic and adaptive, serving not only as a tool for communication but also as a mechanism for social coordination, team strategy, and identity expression within the gaming community. Additionally, the research highlights how players rely on shared linguistic conventions to streamline interactions, signal intentions, and maintain group cohesion during fast-paced gameplay (Novrianti et al., 2023).

Another study related to gaming jargon was conducted in The Use of Jargon in Garena Free Fire Online Game: Sociolinguistics Approach (Bayhaqi et al., 2024). The research focused on the forms and functions of jargon in the Garena Free Fire community. Based on 30 data points, the study classified jargon into three forms: words (8 data), phrases (12 data), and abbreviations (10 data), with phrases being the most common form. The study also found two main functions of jargon: (1) to provide clear and unambiguous terms for specialized activities, and (2) to mark group membership and exclude outsiders. The first function was more dominant, indicating that jargon in the Free Fire community primarily serves as a communicative tool to ensure clarity among players.

Previous research on jargon in online gaming communities has generally focused on analyzing the meaning and linguistic form of jargon, such as the classification of words, phrases, and abbreviations. However, these studies are still limited and have not discussed the variations in understanding and use of jargon based on user types within the community. Therefore, this study fills that gap by examining the differences in understanding and use of jargon between different types of users, such as casual players and lore hunters, in the Wuthering Waves community on Discord. This study contributes by classifying jargon users based on their type of participation in the community, and shows that differences in social roles influence the understanding and use of jargon in the community.

The novelty of this study lies in examining jargon not merely as a set of game-specific terms, but as a sociolinguistic mechanism that actively constructs collective identity, social hierarchy, and digital solidarity within the Wuthering Waves Discord community. Unlike previous studies that primarily focus on established gaming communities or general online game terminology, this research investigates a relatively new game community, allowing for real-time observation of how jargon emerges, evolves, and is negotiated among members. Furthermore, by situating jargon use within the multimodal and synchronous-asynchronous interactional features of Discord, this study reveals how jargon functions to streamline communication, distinguish core members from peripheral participants, and reflect power relations and social closeness in a contemporary digital discourse environment.

Method

This study employs a descriptive qualitative approach, focusing on understanding language use within its natural context. Data were collected from the Wuthering Waves community on Discord, a platform where players actively communicate, coordinate gameplay, and share experiences. The collected data include chat interactions, messages, and community discussions, which are then systematically analyzed to identify patterns, meanings, and functions of language within the community. By examining how players use specialized jargon, expressions, and conversational strategies, the study aims to draw meaningful conclusions about linguistic behavior, social interaction, and group dynamics in online gaming environments, providing insights into how language both shapes and reflects community membership and cohesion.

The object of this study is the jargon and specialized language that users must understand to effectively participate in the online game Wuthering Waves. This study specifically focuses on analyzing the meaning, usage, and contextual function of jargon as it appears in player interactions within the Wuthering Waves forum on Discord. By examining these terms, the researcher aims to uncover how players communicate strategies, coordinate gameplay, and express social identity through language. The study also explores how jargon reflects community norms, membership, and shared understanding, highlighting the role of language as both a practical tool for gameplay and a marker of belonging within the gaming community.

The data in this study were collected using a combination of observation and documentation techniques within the Wuthering Waves Discord community. The researcher systematically monitored chat interactions, forum discussions, and in-game coordination messages, carefully recording instances where jargon and specialized terms were used. In addition to noting the terms themselves, the study captured the context, frequency, and communicative purpose of each expression to understand how language functions dynamically in the community. This method allows for a comprehensive analysis of player interactions, revealing how specialized language facilitates strategy coordination, conveys emotions, reinforces group identity, and establishes social norms within the online gaming environment.

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The data were systematically classified according to the form of jargon, including individual words, multi-word phrases, and abbreviations commonly used in the Wuthering Waves Discord community. Further analysis involved examining the context in which each term was used, allowing the researcher to identify variations in how different users interpreted and applied the jargon. At this stage, the study also categorized users based on their conversation patterns and engagement focus for example, casual players, who primarily concentrate on gameplay mechanics and strategic coordination, and lore seekers, who are more invested in narrative elements, character backstories, and the game's world-building. By linking jargon usage to user

roles, the research revealed that differences in player focus, priorities, and interaction styles significantly influence both the understanding and the functional use of specialized terms. This approach provided a deeper understanding of how community structure, user roles, and engagement patterns shape the dynamic language practices within the Wuthering Waves Discord community, highlighting the social and communicative functions of jargon in online gaming environments.

Results

The analysis shows a consistent gender-based difference in how flirtatious utterances are. In this section, researchers classify jargon into three forms, namely words, phrases, and abbreviations, and explain the meaning of each jargon based on the context of its use in the Wuthering Waves community on Discord.

Word

Data 1: "Random NPC at night by the Hologram" In this discourse, hologram is a word based jargon used by Wuthering Waves players to refer to a specific battle challenge mode in the game. In the community context, this term is understood as a simulation of a battle against strong enemies with gradual difficulty levels, which players use to test their characters' abilities and obtain certain rewards. The use of the term hologram indicates a shared understanding among community members of the game mechanics without the need for additional explanation.

Data 2: "The two threnodians we've met so far feel like they've been defined by the fact that..." In this discourse, Threnodians is a word-based jargon used in the Wuthering Waves community to refer to a specific type of enemy creature in the game world. This term is understood by community members as a dangerous entity that emerged as a result of the Laments event and serves as the main threat to humans. The use of the term Threnodians indicates a shared understanding of the game's world and narrative concepts without the need for additional explanation in community interactions.

Data 3: "...Rover discover Tethys and had to work it out..." In this context, Tethys is a jargon term used by the Wuthering Waves community to refer to the supercomputer system that serves as the center of information and prediction of world conditions in the game. This term is understood by players and is often used as a reference to discuss stories, mechanics, and theories within the community without the need for lengthy explanations.

Data 4: " "FRover: If I were straight would smash. MRover: Smash" In this context, frover and mrover are jargon terms referring to the playable protagonist options in Wuthering Waves, namely the female version of Rover and the male version of Rover. These terms are used by players to refer to the main character chosen at the start of the game. Although they have different gender appearances, both terms are understood as character options with the same functions and abilities in gameplay, so their use is more of a marker of player preference within the community.

Data 5: "it seems more like a tl issue that anything else just bc of the sentence structure instead of "the" sentinel used initially it should be "a sentinel" In this narrative, Sentinel is a jargon word that refers to a guardian entity in Wuthering Waves, also known as Oracle Engines. In the game lore, Sentinel stands as the guardian of civilization and historical records, and serves as a source of clues and guidance for humans in facing major crises. The existence of Sentinel in the game's narrative is one of the important elements that shape the world of Wuthering Waves, so this term is often used by players in discussions related to the story and concept of

the game world. The use of the term Sentinel indicates a common understanding among community members, so communication about story concepts and game mechanics can take place more efficiently.

Data 6: "Real Lynae refers to Fractsidus Spy Lynae,..". Fractsidus is a word-based jargon that refers to a mysterious global organization and is the main antagonistic faction in the story of Wuthering Waves. In the game's lore, Fractsidus aims to accelerate the occurrence of "True Lament" by reviving the Threnodians, as they view Lament as a necessary evolutionary process for humanity. To achieve this goal, Fractsidus carries out a series of large and small attacks in various regions and seeks to gain absolute power through its deviant Resonance Equality ideology. The term Fractsidus is often used by players when discussing the main conflict in the narrative, story strategy, and the role of this organization in the development of the Wuthering Waves world.

Data 7: "Black Shores kinda does have that power..." Black Shores is a term referring to a high-tech secret organization in the world of Wuthering Waves. In the game's lore, Black Shores is centered on a remote archipelago built on a large Tacetite landmass and concealed by digital fog. This organization monitors the activities of Tacet Discord and Sentinel globally using advanced technologies such as Tactical Holograms, and collaborates with nations in Solaris-3 to counter the Lament threat through joint innovation. The term Black Shores is frequently used by players when discussing story conflicts, alliances, and world mechanics related to this organization, making it an important part of community lore discussions.

Data 8: "Im talking about before that.. obviously we would have space stations already lol or did we just never land on the moon in Solaris - 3" Solaris-3 is a term referring to the planet where the story of Wuthering Waves takes place. In the game's lore, Solaris-3 experienced a series of global disasters known as The Lament, which caused a shift in the planet's axis, extreme climate change, and the collapse of civilization, including the loss of humanity's ability to explore space. The impact of The Lament also triggered the emergence of the Waveworn Phenomenon and humans' ability to resonate with frequencies, giving birth to Resonators. This term is commonly used by players in discussions about the history of the world and the origins of civilization in Wuthering Waves.

Phrase

Data 1: "I was about to graduate then suddenly some other guys won't let me leave because I accidentally touched a Rebelle's Curve measuring device" In this narrative, Rebelle's Curve is a phrase-based jargon that refers to a concept in the lore of Wuthering Waves related to measuring the frequency patterns of Resonators during Awakening. In the game's story, Rebelle's Curve is used as a scientific tool or concept to classify Resonators based on wave patterns, such as Natural, Congenital, Mutant, or Artificial. This term appears in Resonance Evaluation reports and character backgrounds, so its use within the community indicates a deeper understanding of the lore.

Data 2: "She looks young isnt because her resonance ability is weak,..." In this discourse, resonance ability is a phrase-based jargon that refers to the supernatural power that characters obtain during Awakening, which is when they attune themselves to the frequency of a particular world. This ability appears as a unique skill in battle that is related to each character's Tacet Mark. The use of the term resonance ability in the community shows that players understand the lore concept and use this term to discuss character powers in the context of the story and gameplay.

Data 3: "I only though this because of this shot lol, but looking now I can't see a tacet mark." In this narrative, Tacet Mark is a phrase-based jargon that refers to the cross symbol that appears on the Resonator after Awakening in the lore of Wuthering Waves. Tacet Mark serves as a sign of resonance power related to the character's Forte ability, and its presence indicates the character's resonance status or level in the game story. The use of the term Tacet Mark within the community demonstrates a deep understanding of the lore concept, allowing players to discuss changes or the presence of the mark within the context of the character and the story's development.

Data 4: "If a person gets devoured by a TD or effected by Threnodian influence or a Waveworn Phenomenon- maybe?" Waveworn Phenomenon is a phrase used in Wuthering Waves that refers to various anomalies caused by the direct influence of The Lament on Solaris-3. In the game's lore, this phenomenon includes environmental distortions, large-scale ecological and psychological damage, and is marked by the appearance of Tacet Discord. This term is commonly used by players when discussing world-building and the impact of The Lament.

Data 5: "Many people died and their frequency reverberations were trapped in the sonoro sphere that formed after the lament hit the city." Sonoro Sphere is a phrase referring to a space with a high concentration of Remnant Energy formed after The Lament event. In Wuthering Waves lore, Sonoro Sphere is capable of storing the frequency reverberations of deceased individuals, thus functioning as a cross-dimensional storage medium for information about past history and civilizations. This term is frequently used by players when discussing the reconstruction of The Lament event and ecoacoustic studies within the game world.

Abbreviation

Data 1: "Just more viable than cart without cia and sig and such" This statement contains several related jargon terms in the context of team composition during battle. Cart refers to the playable resonator Chartethiya, while Cia refers to the playable resonator Ciaconna. Both terms indicate character choices within the team. Meanwhile, sig is an abbreviation for signature or the special weapon of each resonator that influences battle strategy. The use of this jargon demonstrates a shared understanding among community members, allowing discussions about team composition and strategy to proceed more quickly and efficiently.

Data 2: "3-4 teams for ToA, 2 teams for WhiWa..." In this discussion, ToA and WhiWa are abbreviated jargon terms that refer to specific game modes in Wuthering Waves. ToA (Tower of Adversity) refers to a tiered challenge mode that players use to test character builds and earn rewards. WhiWa (Whimpering Wastes) is a community term for an endgame mode that also features progressive challenges, where players form teams to battle enemies within a specific timeframe. Both terms are frequently used in discussions about team strategies and character compositions, facilitating communication among players within the community.

Data 3: "... The s6r5 part is mostly an exaggeration but still" In this discourse, S6 and R5 are abbreviations used by the Wuthering Waves community to indicate character and weapon enhancement levels. S6 refers to Sequence 6, the highest sequence level indicating that a character has achieved full passive bonuses. R5 stands for Rank 5, the highest refinement level for signature weapons, indicating that the weapon has reached its optimal level. The use of the term s6r5 within the community serves as an indicator of a character's strength and readiness in the context of comparing builds and game strategies.

Data 4: "Sk is good pull" In this discourse, SK is an abbreviation that refers to the entity The Shore Keeper in Wuthering Waves. This term is used by players as an abbreviation to facilitate communication in discussions related to gameplay, especially when discussing gacha results or character "pulls." The use of SK indicates a common understanding among community members so that the entity's name can be mentioned more quickly and efficiently.

Data 5: "constant war against TD, yes" In this discourse, TD is jargon in the form of an acronym that refers to the monster entity Tacet Discord in Wuthering Waves. In the game's lore, Tacet Discord is described as a creature that brings disruption and conflict, so players often discuss it as the main enemy that must be faced. The term TD is used by players as an abbreviation to facilitate communication when discussing battles or strategies against this enemy. The use of this jargon indicates a shared understanding among community members, allowing for quicker and more efficient references to the enemy.

Data 6: "...shes literally BIS for ur lyna" BIS is an acronym for Best in Slot, a term used in gaming to refer to characters or items that are considered the most optimal and best suited for use in a team composition. In the context of Wuthering Waves, the term BIS is used to indicate the highest level of compatibility and synergy between characters in a team, thereby maximizing the performance of the main character. This jargon frequently appears in player discussions when addressing the effectiveness and strategy of team composition.

Discussion

Based on the data described above, the researchers identified a clear and consistent pattern of differences in the backgrounds, interests, and orientations of jargon users within the Wuthering Waves Discord community, particularly distinguishing casual players from those commonly referred to as lore seekers. These differences extend beyond simple linguistic variation, reflecting deeper distinctions in engagement styles, gameplay priorities, and social positioning within the community. Casual players tend to use jargon primarily to coordinate strategies, optimize gameplay, and communicate efficiently during interactive sessions, whereas lore seekers employ specialized terms to interpret narrative elements, discuss game lore, and share insights about world-building. In this context, jargon serves a dual function: as a practical tool for in-game communication and as a symbolic marker of player identity, group membership, and expertise. The study demonstrates that these linguistic practices are closely intertwined with social dynamics, showing how language both shapes and reflects the roles, priorities, and social hierarchies of players within the online gaming environment.

Casual players predominantly orient their participation toward the functional and mechanical dimensions of the game. Their discussions frequently revolve around gameplay efficiency, combat strategies, character builds, resource management, and performance optimization in various game modes. As a result, the jargon they employ is closely tied to these practical concerns. Terms such as hologram, frover, mrover, cart, cia, sig, ToA, WhiWa, s6, r5, SK, and BIS regularly appear in their interactions. These expressions enable rapid and efficient communication, allowing players to exchange information without lengthy explanations. For instance, abbreviations like BIS (Best in Slot) or r5 (referring to refinement levels) condense complex mechanical concepts into short, mutually understood codes (Victor et al., 2025).

The frequent use of such jargon also reflects the time-sensitive and collaborative nature of gameplay discussions. During live play sessions, cooperative modes, or strategy planning, speed and clarity are essential. Jargon thus becomes a linguistic shortcut that facilitates coordination and problem-solving. In this sense, the language used by casual players can be

understood as a form of “task-oriented discourse,” where the primary goal is effective communication to achieve in-game success. The mastery of this jargon signals competence and experience in gameplay mechanics rather than narrative knowledge.

In contrast, lore seekers demonstrate a markedly different pattern of jargon usage, one that aligns with their interest in the narrative depth, world-building, and mythological structure of *Wuthering Waves*. Their conversations often move beyond mechanics to explore the game’s storylines, historical events, factions, and metaphysical concepts. Consequently, the jargon they use is more narrative-driven and conceptually rich. Terms such as Threnodians, Tethys, Sentinel, Fractsidus, Black Shores, Rebelle’s Curve, resonance ability, Tacet Mark, TD, Solaris-3, Waveworn Phenomenon, and Sonoro Sphere frequently appear in their discussions.

These terms are not simply references to in-game elements; they carry layered and nuanced meanings that require players to have a strong familiarity with the game’s lore in order to fully comprehend them. The use of such jargon presupposes a shared narrative knowledge and interpretive competence, meaning that players must understand the story, character relationships, and world-building elements to participate meaningfully in discussions. Consequently, lore-related jargon functions as a gatekeeping mechanism, subtly distinguishing those who have deeply engaged with the narrative from those who have not. From a sociolinguistic perspective, this represents a clear example of in-group language use, where specialized vocabulary not only facilitates communication but also reinforces group cohesion, social identity, and a sense of belonging among members who share similar knowledge and experiences within the gaming community.

Furthermore, the contrast between these two groups illustrates that jargon usage is influenced not only by linguistic ability but also by the individual’s focus of participation and underlying motivations for engaging with the community. Casual players tend to prioritize gameplay performance, progression, and efficiency, which shapes their approach to language as largely pragmatic and instrumental. Their use of jargon often serves functional purposes communicating strategies quickly, coordinating actions in real time, or optimizing in-game tasks. In this context, language becomes a tool for achieving tangible outcomes, and mastery of jargon is directly linked to gameplay competence rather than social or symbolic capital.

In contrast, lore seekers engage with the community primarily through meaning-making, interpretation, and immersion in the game’s fictional universe, leading to a more symbolic and identity-driven use of jargon. For these members, jargon extends beyond mere utility; it becomes a marker of shared knowledge, expertise, and belonging within the narrative world. Their language practices are often reflective and context-sensitive, emphasizing nuance, narrative connections, and intertextual references that reinforce their identity as invested and knowledgeable participants. This distinction highlights how social and motivational factors intersect with linguistic behavior, revealing that the function of jargon within digital communities is multifaceted simultaneously serving practical, social, and symbolic purposes.

In online gaming communities, jargon is not only a tool for efficient communication but also a marker of group identity and in-group affiliation. Research shows that gaming jargon emerges as players develop shared vocabulary to coordinate strategies, express emotions, and signify membership within their community (Furianto, 2023). Moreover, sociolinguistic studies of gamer groups reveal that variation in language reflects social dynamics, where distinct linguistic forms serve as group markers and reinforce cohesion (Malisi et al., 2023). Analyses of jargon in various online games indicate that jargon usage is shaped by contextual interaction patterns and community norms, functioning both as a practical communication shortcut and as a symbol

of a shared gaming culture (Bayhaqi et al., 2024; Matiini, 2025). These findings support the understanding that jargon in gaming reflects both communicative necessity and social identity formation within digital communities

Importantly, these differences do not create a rigid or fixed division between players. Many community members move fluidly between roles, adapting their language use to suit the context of interaction. For example, a single player might employ mechanics-based jargon when discussing strategies, team coordination, or gameplay tips, and seamlessly switch to lore-related terminology when engaging in discussions about the game's storylines, character backgrounds, or world-building elements. This linguistic flexibility demonstrates that jargon in the Wuthering Waves Discord community is a dynamic and adaptive resource, capable of serving multiple communicative purposes simultaneously. It also reflects the players' ability to navigate different social contexts, negotiate shared understanding, and align their identity with various subgroups within the community. Ultimately, this adaptability underscores how language in online gaming is not static but continuously shaped by interactional needs, social relationships, and situational demands, making jargon both a functional tool and a marker of social competence.

Overall, the findings suggest that jargon in the Wuthering Waves Discord community serves multiple sociolinguistic functions. For casual players, it operates primarily as a technical communication tool that enhances efficiency and coordination. For lore seekers, it acts as a marker of identity, expertise, and depth of engagement with the game's narrative world. These dual functions demonstrate how language in digital gaming communities is closely intertwined with social roles, interests, and patterns of participation. By examining jargon usage, researchers gain valuable insight into how players construct meaning, negotiate identity, and form sub-communities within a shared digital space

Conclusion

This study examines the use of jargon in the Wuthering Waves Discord community by focusing on both the forms and meanings of jargon as well as variations in its use based on different player types. The findings reveal that jargon within this community can be classified into three main forms: single words, multi-word phrases, and abbreviations. These forms are used strategically to simplify communication and convey complex meanings efficiently among members. Moreover, the study demonstrates that jargon usage is not uniform across all users but is strongly influenced by players' backgrounds, interests, and modes of participation within the community. Casual players predominantly employ jargon related to gameplay elements, game mechanics, character builds, and in-game strategies, reflecting their practical orientation toward performance and efficiency. In contrast, other members with deeper narrative interests tend to use different sets of terminology. Overall, these findings indicate that jargon serves a dual function in the Wuthering Waves Discord community: it acts as an effective communicative tool that facilitates interaction while simultaneously functioning as a marker of social identity, expertise, and level of involvement within the community.

This study highlights that jargon in the Wuthering Waves Discord community functions not only as a practical communication tool but also as a marker of social identity and group membership, providing insights into language use in online gaming. However, the research is limited to one platform and game community, which may affect the generalizability of the findings. Future studies could explore multiple gaming communities, compare different game genres, or examine the evolution of jargon over time to gain a broader understanding of sociolinguistic dynamics in digital spaces.

Acknowledgment

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