The Influence of Fandom Language in the Word Formation of Indonesian Internet Slangs

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Abstract. Fandom has become a sociocultural phenomenon. The phenomenon as a whole has shown how people consume media and participate in developing a new subculture based on the media. As the usage of the internet increases, social media has become a space that caters to the need of fandom communities, particularly Twitter. Twitter is a very powerful platform to reach a large online audience. With its high mobility function, Twitter has become a comprehensive medium for fandom communities to interact. The goals of this research are to identify the word-formation process in Indonesian internet slang language and to find out how these new slangs are being used in a textual context on Twitter. The research applies qualitative methods with a descriptive approach. In the process of collecting data, 5 tweets that contain fandom language-influenced Indonesian slang from Indonesian Twitter users were obtained. The data analysis is done by using Yule's morphology theory of the word-formation process. The results show that there are influences of fandom language in the creation of Indonesian internet slang words. The majority of word-formation processes of the slang words are multiple processes, indicating that there are not only word transformations, but there are also changes in the meaning. The research implies the adoption of new words from other language experiences meaning change which results in contextual transformation from the original words.

1 Introduction

Slangs are usually commonly linked to the younger generation. Whether it be on offline or online discourses, younger generations tend to use slang language to communicate with each other. According to Encyclopedia Britannica [1], slangs are unconventional words or phrases that express either something new or something old in a new way. Slangs can be a new form of a language that defines how a community interacts. When a language is specifically created to cater the interest of a community, that language has become a lingo for their community. Merriam-Webster (n.d) [2] defined lingo as a strange or incomprehensible language or speech such as: 1) a foreign language, 2) the special vocabulary of a particular field of interest, 3) language characteristic of an individual. A lingo can be one of the central aspects in constructing an identity of a community.

Younger generation is prone to seek validation and identity to help them identify themselves in society. Shaping one's identity can be done through family, friends, peers, and community. The process of constructing an identity might be a continuous process that never ends. Some people also seek their identities through the consumption of personal interest and validate themselves by participating in a community of people who share the same interest. By joining a community where people are sharing the same likeness,

an individual may start to adopt an identity to prove that they are a part of a community. One of the most prominent examples of identity-based community in modern culture is fan communities. In fan communities, there are certain lingo that are only used within the fan community itself. This lingo is called fandom language. The term 'fandom language' is taken from two words which are 'fandom' and 'language'. Cambridge English Dictionary (n.d.) [3] defines the word 'fandom' as: 1) the state of being a fan of someone or something, especially a very enthusiastic one, 2) a group of fans of someone or something, especially very enthusiastic ones. Thus, fandom language is a language variety that is commonly used within a group of fans. The use of slang has also affected how fans communicate using the fandom language. Certain words and terms from a fandom language are often influenced by existing modern slangs and somehow created new terminologies.

Fandom culture has always been prominent with their solidarity. The rise of technology helps to tighten the spaces between fandom members which prompted them to engage through various social media platforms. Fandoms have been using social media platforms as their main channel of communications. Twitter is one of the popular choices for fandoms to communicate. This social media offers easy access for people to express what's on their minds through 'Tweets'. The use of Twitter by fandoms is very helpful for them to express their ideas, opinions, and discourses. With fandoms

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participating on the internet, they have created a new type of subculture. It's hard to look past the importance of fandom in shaping modern language.

This issue is considered to be interesting to explore because most of the previous research that has been conducted was only discussing how non-native English-speaking members of fandom engage and acquire new language through communicating with fandom language. Given how fandoms have an immense impact in modern pop culture, their influence on internet slang language shows a significant usage in social media, particularly Twitter. According to Statista [4], Indonesia ranks 5th as a part of the leading countries based on the number of Twitter users with 18,45 million users by January 2022. With the strong use of social media by fandoms daily, language spread has become faster than ever. This influence doesn't only occur in the English-speaking fandoms, but it is also shown in Indonesian fan culture.

The creation of a fandom language either in English or in Indonesian cannot be separated from their word-formation process. The usage of word-formation has been discussed widely by various theorists and linguists. As language is hardly static, changes are bound to occur alongside the progressions of society and culture. The process of word-formation itself has been debated whether it falls under a morphology process or a syntactic one, as word-formation processes commonly abide by the rules of grammar and syntax to create new words. According to Lieb [5], "The conception and the theory are non-constructionist: word formation is not covered by using a notion of construction as developed in some version of Construction Grammar; instead, notions of process are taken to be basic." He added that the conception is nongenerative which means word-formation is not treated by any means of rules to generate formal objects related in one way or another, to 'language' or 'languages' itself. He mentioned that language is to be directly described based on the statements of languages, while grammars are assumed to be radically declarative.

Similarly, Zaim [6] suggested that these phenomena are a reflection of the influence of social and cultural changes that appear on their language behavior, and that communities that used to abiding the rules tend to uprise against the constraints given so that their linguistic behavior came out of the existing predominance rule. He suggests that the description of the Indonesian word-formation has yet to be adequate, especially when compared to the massive development of new word-formation processes by Indonesian users nowadays and how a comprehensive assessment of the Indonesian system of word-formation based on the use of language by the speakers is needed to understand the language phenomena.

In comparison, Schlücker [7] mentioned, "Morphological and syntactic lexical patterns can be conceived of as a series of related, but distinct constructions." She further elaborated how they both

form a part of a continuum with fully morphological and fully syntactic at the endpoints with various mixed patterns that combine morphological and syntactic properties, which is in line with the non-modular approach to linguistic theory in particular constructionist frameworks.

This study, therefore, is carried out to investigate how word-formation contributes to the adaptation of slang language and the possibility of its process altering the meaning of the original word when presented in a different language context. To achieve this aim, a descriptive qualitative method will be used as its research method.

1.1 Objectives

The issue is considered to be interesting to explore as there is not much research based on community influences in the development of language. Choosing fandom language was mainly because it has shown a significant impact on modern slang words and how becoming a part of fandom has helped non-native English speakers acquire new language and how they implemented it in their daily discourse. There are two main objectives in this research:
1. To identify the word-formation process in Indonesian internet slang language
2. To find out how these new slangs are being used in a textual context on Twitter.

2 Literature Review

2.1 Language as an Identiy

The study of language is a continued process that hardly ever stops. The surge of new words and terms that continue to flourish in the digital era are continuing to increase. To examine these language change phenomena, a sociolinguistic study is applied. Yule [8] stated the term sociolinguistics is used generally for the study of the relationship between language and society. While Holmes and Wilson [9] defined the purpose of a sociolinguist, it is to study the relationship between language and society. It can be inferred that language and society are closely intact and go together with the progression of society.

Holmes and Wilson [9] stated that language is often attributed to one's identity. Identity is a central concept in sociolinguistics. Identity is what defines someone, or what something stands for. People can indicate where someone came from only through the language they speak. The language has become an identifier of the place of the person originated and plays an important part in delivering the first impression. Wardaugh [10] implied that identity is a necessary element in sociolinguistics as every person possesses an identity that has been constructed from interaction with others and it is the sense of self-achievement through communicating with the language.

Fandom language has become a part of fandoms' identity as the language is spoken by the members of the fandom itself. This language is socially constructed based on their interest in certain media and pop culture. Even though fandom language is exclusive since it only caters to the fan members, it has slowly made appearances in modern internet vocabulary. Some fandom words and phrases are directly absorbed from existing languages to create a more comprehensive meaning. Thus, making it easier for people who don't participate in any kind of fandom to understand.

2.2 Internet fandom language as a modern subculture

As defined by Duffett [11], "The word fans have a broad meaning, used loosely to describe anyone who forms an intense affective bond with a particular property, whether they share those feelings with anyone else. While fandom refers to those who claim a common identity and a shared culture with other fans. With the massive change in how people use technology, the internet has become the perfect place for fans to communicate with each other. Fan culture continues to breed easily within the space of the internet.

For example, the social media Twitter has become one of the most used social media by various fan communities. The large presence of fan communities in Twitter has birthed the new internet subculture called 'Stan Twitter', a term to describe fans who actively engage with fan activities on Twitter. Stan Twitter is very vast and is composed of different fandoms. While Twitter has a feature to set accounts to private mode, every Twitter users' tweets can be seen by thousands or even millions of people at the same time, which escalates the number of interactions between people around the world. Stan Twitter takes advantage of Twitter to promote their fandoms to the world. Fans usually use fan texts as one of their ways to promote their fandoms.

Fan text is a type of content related to what the fans idolize, and they are produced by the fans in a form of literary works, art, or activities. One of the most common fan texts in Stan Twitter is role-play or abbreviated as RP. Jeewa & Wade [12] stated that with the help of the Internet, fans can imagine themselves in roles they want to be in this world through the aid of virtual reality. The role-play acts can be done through fans' accounts, where they impersonate celebrities, public figures, and fictional characters they idolize. In performing role-play, each fan imagined themselves as the related person and created a whole set of new personas of the person they role-played. The fans usually create a plot or dialogues to follow like an actual stage play. Role-play is just one of the many various fandom activities that can be found in internet fandom culture.

2.3 The Impact of fandoms as a participant in convergence culture

Convergence culture is a description of how the consumption of digital media affects the relationships between people. Jenkins [13] defined convergence as a word that manages to describe technological, industrial, cultural, and social changes depending on who's speaking and what they think they are talking about. Convergence culture is related to participatory culture where people are not consuming the media, but they are also participating in creating their version of the media itself. This is mainly how fandoms engage with their interest since they managed to create their language and produce fan text based on the media they like.

According to Hodkinson [14], traditionally, media has been viewed as the shapers of society, in which they have the power to influence people (intentional approach) or has been viewed as the mirror that reflects society (reflective approach). The consumption of mainstream media has heightened in the past few years. Up until recently due to the COVID-19 pandemic, a lot of people are becoming more driven towards technology to entertain themselves during the pandemic. Gaining access to entertainment content has become a lot easier since most mainstream media like TV shows, films, celebrities. or even literature now has its digital outlets that can be accessed by everyone in every part of the world. Mass media consumption is one of the main driving forces for fandoms to perform fan activities. Booth [15] explained that if more people today are producing media, they are often doing so in part because of the scaffolding that participatory culture offers them; without such a community, they often would lack an audience for what they produce. An example of massive participatory culture would be the East Asian popular culture where popular acts like the South-Korean boy group BTS have attained a massive interest from people all over the world, inciting the Korean Wave. Amid an intense outpouring of American media, East Asian pop culture managed to be strongly consumed by a large portion of Asians and grow core fan bases. The Korean Wave in the region has evolved along with the accumulation of such experiences, has served as a shared cultural currency, and has increased the likelihood of developing a regional common culture [16].

Fandoms are the core consumer of these media products. The digitization process of media consumption has changed how fandoms are operating. A fandom heavily relies on how the fans participate in the fan activities itself, but since the pandemic has restricted people from gathering in public, most fan activities right now are done online. This relates to the digital cultural convergence practiced by fandoms. Digitization and convergence have had a tremendous impact on how media are created and used in the past two decades. Booth [15] argued that participatory culture predates the digital, but the emergence of digital networks altered the ways that participatory culture operates, allowing people who might not encounter each other otherwise to

have meaningful exchanges and creating a context where forms of expression flow quickly. This happened in the social media Twitter, where fandoms reside and form their community inside the social media to perform fan activities.

2.4 The concept of word-formation process in slang language

Within the last decades, society experienced major changes in how they communicate with each other. People used to respond to a statement or a question by replying in a full, coherent, and clear statement. As technology progresses, nowadays people tend to use emojis or slang in responding to a statement or a question, even though all of these are still based on the social contexts that are presented. Fandom language rarely displays high formalities in their discourses as fandoms are created for people to bond over their shared likeness. They often used slang in their daily utterances to eliminate any social barriers, so that the members of the fandom can sense a closeness between each other. Izmaylova et. al [17] noted that "All events which cover society influence live development of informal conversation, receive a response in languages of the world and add new phrases and expressions to the modern vocabulary."

One of the changes that can be found is in the word-formation of slang. Slang words are very akin to borrowing or deriving from other terms that can be found in daily vocabularies, including to specific types of vocabularies like fandom language. Yule [8] described the word-formation phenomenon as, "The creation of new words in a language never stops and English is one language that is particularly fond of adding to its large vocabulary." He categorized the word-formation process into 11 types:

1) Coinage
Coinage is the invention of a new word by using a term from a trade product that is usually closely associated. Coinage is usually related to trade names or commercial products where a new term is employed to describe their products and services. Some examples of coinage such as Google, Aqua, Coca-cola, and Wipol. Coinage terms are sometimes used as a replacement term that is closely associated with an object.

2) Borrowing
Borrowing is a process of adopting new words from other languages. Several English words were adopted from other languages such as German, Italian, Dutch, and French. For example, the word croissant was adopted from the French language meaning 'crescent'. Borrowing does not only occur in English word-formations, in some languages, borrowing is fairly common. An example of loanword from English is the Indonesian word elektronik, meaning electronic. There is also calque which is a special type of borrowing where a word is directly translated from the original language. An example of calque is 'pomme d'Adam' which translates to the English 'Adam's apple'.

3) Compounding

Compounding is a process of joining two separate words to produce a single form of words. An example of compounding is the word 'bookprint' which combines the noun book and the noun print, creating a new meaning.

4) Blending
Blending is a little similar to compounding. The process combines two separate forms to produce a single new term. Blending only takes the beginning of one word then joining it to the end of the other word. Examples of blending are bit (binary + digit), sci-fi (science + fiction), and motorbike (motor + bike).

5) Clipping
Clipping forms a word by reducing one or two syllables of an existing word into a shorter form. An example of clipping is the word 'flu' from influenza.

6) Backformation
Backformation is a special process of reduction where a word of one type (usually a noun) is reduced to form a word of another type (a verb). An example of backformation is the verb 'donate' from the noun 'donation'.

7) Conversion
Conversion is the process where a word experiences change in meaning and function, without any prior reduction. Some examples of conversion are 'phone' - 'to phone', 'love' - 'to love', and 'master' - 'to master'.

8) Acronym
Acronyms are new words formed from the initial letters of a set of words. The most popular examples of acronyms are CD (Compact Disk), VHS (Video Home System, and ATM (Automated Teller Machine).

9) Derivation
Derivation is the word-formation process where affixes are added at the end of the word. Some examples of common affixes are un-, pre-, mis-, -ish, -ness, -ism, and -ful. Some examples of derivation are unable, prevent, misguided, girlish, darkness, mysticism, and beautiful.

10) Prefix and Suffixes
Prefixes and suffixes still fall under the process of derivation. Some prefix and suffix are jointly added on the word. An example of this is disrespectful. There is also a type of affixes that is added in between words called infixes. An example of infixes is fan-freaking-tastic.

11) Multiple Processes
Multiple processes combined more than one word-formation process into one word. An example of multiple processes is handwashing (hand + wash + ing) which combines the process of compounding and derivation.

3 Methods

To obtain the findings of the research, a descriptive qualitative method is employed as the main research method. The method is chosen to approach the issue as the fandom language is a social phenomenon that has significant impact in modern slang language. Several tweets from Indonesian Twitter users that contain fandom language-influenced slangs will be analyzed to explore how fandom language influences Indonesian

internet slang and to identify what are the types of word-formation that can be found from the tweets. The word-formation process theory from Yule [8] serves as the basis theory of the research. After the tweets are analyzed, the usage of the slang will be identified according to the textual context of the tweet.

4 Data Collection

A total of 5 tweets that contain fandom slang language are obtained from Twitter. To make the results more specific, a criteria is set on in selecting the tweets. The criteria comprise five characteristics which include Twitter user criteria, time frame of tweet selection, types of tweet, and the number of interactions on the tweet. Tweets are selected from two demographics of Twitter users based on their profile which are 1) Indonesian Twitter users who are active in fan communities. 2) Indonesian Twitter users who don't belong in any fan communities. To keep the relevancy of data, a time frame range for tweet selection was employed, starting from January 2020 to May 2022.

To help analyze the textual context, the tweets are divided into three separate categories based on the content presented, such as 1) Personal anecdotes (Tweets containing personal opinion) 2) Fan content (Tweets containing fandom related content or anecdote) 3) Memetic expressions (Tweets containing memes or used in humorous nature). Lastly, the number of interactions on the tweet are set under the minimum amount 200 Retweets or Likes and the maximum amount 30,000 Retweets or Likes to see whether people are understanding the context of the tweet.

To answer research objective one, the collected data will be classified by the type of word-formation process in the slang by using Yule [8] theory of word-formation process. Then, to answer research objective two, each word-formation process that is found inside the slangs will be analyzed again depending on the social and textual context from the tweets to identify the purpose of the slangs and its significance. Then, the author will connect the findings of the research with the main objectives of the research to conclude.

5 Results and Discussion

5.1 Word-formation Process Indonesian Internet Slangs and Its Usage of on Twitter

A total of 5 commonly used fandom-influenced slang words were chosen which are nge-stan, nge-ship, drakor, wibu, and idol. These slang words were chosen based on their prevalence of usage in Twitter. To track its prevalence, an analytical tracking tool named TrackMyHashtag was applied. The results of the prevalence of usage are visualized below:

Table 1. Fandom-Influenced Slang Words Prevalence of Usage

Slang Words	Average Tweets per Day	Average Age Demographic of Twitter User
Nge-stan	100/Day	19 – 30
Nge-ship	100/Day	14 – 25
Drakor	+100/Day	11 – 30
Wibu	90/Day	15 – 30
Idol	+100/Day	15 – 30

To help in clarifying the purpose of each slang, the slang words have been classified based on its origin word, fandom terms, word-formation process, and meaning transformation.

5.1.1 Nge-ship

The term 'Nge-ship' originated from the word 'Ship' in fandom language. According to Scodari & Felder [18] this term is 'short for "Relationshippers"'and refers to fans' support for fictional romantic relationships in texts such as television shows, films, or novels. While in the term 'Nge-ship', its meaning changed a little with a similar nuance, meaning as an act 'to romantically link a character with another character'.

[Word-formation process]
1. Relationship → Ship = Omission of noun (clipping)
2. [Indonesian prefix + English suffix] → Nge-ship = Addition of prefix (affixation)

[Meaning transformation] Noun → Verb = a condition of being related → to romantically link a character with another character

Fig. 1. Screenshot of a tweet including the term 'Nge-ship'. Retrieved May 7 2022 from https://twitter.com/handokotjung/status/13644148890080952 33

This tweet was posted by Handoko Tjung, an Indonesian Twitter personality on February 24, 2021. The tweet has been retweeted 3,743 times with 7,741 likes. Tjung is not a member of any particular fandom. The tweet can

be translated to Rather than G-Dragon, I ship Jennie more with Bagus. The type of this tweet is a memetic expression, with the context of the tweet is in a humorous tone as he used the nameplay of the South Korean singer Jennie from the girl group BLACKPINK as Jinny from the Indonesian series Jinny Oh Jinny since both names have similar rhymes. The picture on the tweet is a scene from the series. The tweet implies he rather romantically linked Jennie (from BLACKPINK) with Bagas, a character from Jinny Oh Jinny, than with G-Dragon (the rumored boyfriend of Jennie). The usage of 'nge-ship' here is used as a verb to romantically link two people which are Jennie and Bagas.

5.1.2 Nge-stan

The term 'stan' originated as a namesake of an Eminem song, which mainly depicted the story of a violent fan named Stan [19]. The word is also a portmanteau of the word stalker and fan. The word stan is usually associated with fans who behave overly over their favorite celebrities. Here, the term 'Nge-stan' changes the original connotation from noun to verb. The meaning itself is changed from 'on obsessive fan' into 'being a fan'. The word underwent multiple processes.

[Word-formation process]
1. Stalker + fan → Stan = Blending
2. [Indonesian prefix + English noun] → Nge-stan = Addition of prefix (affixation)

[Meaning transformation] Noun → Verb = an obsessive fan → being a fan (conversion)

Fig. 2. Screenshot of a tweet including the term 'Nge-stan'. Retrieved May 7 2022 from https://twitter.com/chogiwabois/status/1459176804753633285

The tweet was posted by an Indonesian Twitter user on November 12, 2021. The tweet has been retweeted 7,474 times with over 39.000 likes. The user is a part of K-Pop fandom community. The tweet above is translated to Laughing at people who is a fan of NCT with a limited amount of money. The type of this tweet is a personal anecdote, with the textual context as an expression of irony how being a fan of the K-Pop group NCT cost a lot of money. The usage of 'nge-stan' here becomes a verb to the phrase NCT, creating the meaning 'who is a fan of'.

5.1.3 Drakor

The term 'drakor' is mainly used to refer to dramatic forms of Korean television series. Most Indonesian people show a deep interest in Korean culture, be it food, fashion, music, TV shows, and films. The usage of 'drakor' is fairly high as it has become a common term in Indonesian society. The word originated from 'K-drama' in fandom language. The term 'drakor' has no meaning change and stays true to its original meaning.

[Word-formation process]
1. Korean drama → K- (Korean) + drama → K-drama = Blending
2. K-drama → Drama + korea → drakor = Blending

[Meaning transformation] Noun = dramatic Korean television series

Fig. 3. Screenshot of a tweet including the term 'Drakor'. Retrieved May 7 2022 from https://twitter.com/radenrauf/status/1244296244366729217

The tweet was tweeted by Raden Rauf, an Indonesian internet personality on March 29, 2020. The tweet has been retweeted 8,129 times with over 30.000 likes. Rauf is not a member of a particular fandom. The picture above is translated to Everyone will watch Korean dramas eventually. This tweet implies how everyone will eventually watch Korean dramas. The tweet was based on the situation during the first COVID-19 social distancing wave, where people were told to stay at home and minimize mobilization. As a lot of people were staying at home, people resorted to home entertainment. The Korean drama series is one of Indonesian people's favorite forms of entertainment and has been widely available on streaming platforms. This tweet is a personal anecdote with the context of how it's amusing how people who usually don't watch Korean dramas will eventually watch it for the sake of being entertained. The usage of 'drakor' here is as a noun to refer to Korean drama.

5.1.4 Wibu

The term 'wibu' is a loanword of 'weeaboo', a fandom term to describe someone who shows deep interest in Japan culture, history, and people. The term 'weeaboo' itself can be traced back as a slang language of 'Japanophilia', a philia of Japanese culture. According to Know Your Meme [20], the online community 4Chan substituted the word 'weeaboo' from Perry Bible Fellowship comic strip by Nicholas Gurewitch. It started as a derogatory slang to refer to fans of Japanese culture, but now has become commonly used by people.

[Word-formation process]
1. Japanophilia → Weeaboo = Coinage
2. Weeaboo → Weeb = Omission of noun (clipping)
3. Weeb → Wibu = Borrowing (Loan translation)

[Meaning transformation] Noun → noun = a person who is deeply interested of Japan → a person who is interested of Japan, particularly its pop media

Fig. 4. Screenshot of a tweet including the term 'Wibu'. Retrieved May 7 2022 from https://twitter.com/antesori/status/1522176324177379330

The tweet above was posted by an Indonesian Twitter user on May 5, 2022. The tweet has been retweeted 1,941 times with over 16.000 likes. The user is not a member of a particular fandom. The tweet can be translated into It's interesting to study why so many people who joined Rohani Islam are mostly weeaboos and it seems a lot of people who use anime as their profile pictures are rightist. It's very interesting. The tweet expresses an anecdotal joke that connects how people who usually joined or was a part of Rohani Islam (Islamic religious extra-curricular activity at school) are usually a weeaboo. The user also lamented how a lot of people who use anime as their social media picture are usually someone who supports the political views of the rights. The usage of the term 'wibu' here as a noun describing a person.

5.1.5 Idol

The term 'idol' is commonly used in East Asian entertainment fan communities to describe a celebrity performer, usually a singer or a member of a girl group and a boy group. In Indonesia, the word 'idol' usually refers to 'a popular performer'. It can also be associated with favorite celebrities.

[Word-formation process]
1. Idol → アイドル (aidoru) = Borrowing (Loan translation)
2. アイドル (aidoru) -> Idol = Borrowing (Loan translation)

[Meaning transformation] Noun → noun = an image or a thing that represents spiritual power → a popular performer

Fig. 5. Screenshot of a tweet including the term 'Idol'. Retrieved May 7 2022 from https://twitter.com/termousr/status/1334759444236812294

The tweet was posted by an Indonesian Twitter user on December 4, 2020. The tweet has been retweeted 2,105 times with over 20.000 likes. The user is a member of K-Pop fandom community. The tweet above is translated into Trust me, if you become a fan of idols based on their personality instead of their visuals, you won't be easily swayed. The user expressed how being a fan of an idol based on their personality is much better than being a fan based on the idols' looks. The usage of 'idol' here is as a noun to refer to Korean idols. Korean idols are known for their youthful and good-looking appearances. The user gave a personal opinion on how being a fan of an idol who is known for their personality will not make the fan swayed to become another idol's fan.

6 Conclusion

The first objective was to identify the word-formation process in Indonesian internet slang language. Based on the results of the findings, the majority of slang words are invented through multiple processes for example, clipping + affixation, blending + affixation, coinage + clipping + borrowing. This furtherly implies that the word-formation of fandom language has to be adapted according to the morpheme structure in the Indonesian language, which supports the idea how word-formation is more akin to a morphological process rather than a syntactic one. The result was shown with the addition of Indonesian affixes in the slang words 'nge-stan' and 'nge-ship'. Some of the slang words are also directly translated from their original terms with meaning change. This result was explored in the slang words 'wibu' and 'idol', which infers the idea how the word-formation process also alters the meaning of a word when presented in a different context. The second objective was to find out how these new slangs are being used in a textual context on Twitter. The majority of the tweets indicated that most slang words are used as a memetic expression as it was presented in a humorous nature with low formalities, making it easier for people to quickly learn the words. Additionally, the prevalence of usage of the fandom slang itself is moderately common with an interesting range of demographic age of contributors. It has shown how participatory culture such as fan activities have become the norm in modern day culture and escalated even further thanks to

technological advancement and digital mediums like Twitter. This research has shed a light on how English to Indonesian word-formation process differs in the lense of the constructionist framework, which implies that there could be a morphological shift in other English to Indonesian word-formation process. This research was conducted under the limitation of data acquired, social media scope, and a non-survey research method. Hence why for future research, researchers can apply a wider range of data collection, platforms, and a different method that can supply another perspective on this subject.

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