

## Linguistics Characteristics of Social Network

Majeed Mohamed Fareed Majeed<sup>1</sup>, Abdurahman Adisaputera<sup>2</sup>

<sup>1</sup>English Department/ Institute of Philology / Taras Shevchenko National University of Kiev/ Ukraine

<sup>2</sup>Faculty of Languages and Arts, Universitas Negeri Medan, Indonesia

[Mohammedik.f.m.86@gmail.com](mailto:Mohammedik.f.m.86@gmail.com)

### Abstract

*In this paper we introduce the idea of an author about the use of slang language for the period of (16th -20th) century, while other give the use of slang language in the social network and the purpose of the said and the name giving to it. Also the factors that affect the variety of language which will reflect also on the language used in the internet. Hence a new linguistic expression was rising with the name of internet linguistic. We give also some popular internet slangs and its advantages also the emoticons and its different use between males and female and prefer to use the capitalize letters. This study also shows the effect of virtual communication on the individuals. We conclude that analytically the internet slang is a specific variety of language and characteristics according to the kind of output, also commonly used than speech, like feedback, emoticons, multiple conversations, hypertext links, persistence, and multiple authorship. Moreover it challenged the cooperative and politeness principles, relevance theory, humor, economy, and tolerance, it express the social identity, rather than illiteracy or the character limit of message services.*

### Keywords

slang language; lol;  
social network;  
emoticons; smiley;  
SMS



## I. Introduction

Technology in the twenty-first century has transformed the world in multiple, exciting and unanticipated ways. Facilitating the rapid flow of information, capital and services across the globe, it has dramatically revolutionized the way we work, communicate and interact with one another. More affordable travel, mobile communication devices, social media and online connectivity have enabled new patterns of movement and forms of social participation. (Majeed et al, 2020: 247). There are three motivations for children and adolescents to access the internet, namely to find information; connect with friends (old and new) and for entertainment. (Wahidet al, 2020: 1336)

Social media network is established with the aim of communicating between individuals and sharing their personal information, whether political or intellectual... etc. No doubt that the social network caused radical change in tool contact and acquaintance and participating between person and societies including a person with different positions and places of living whether they were from one city or one country, or from whom gathering in the study or work in past or present (Hudson, 1996: 4). The existence of the Internet public sphere tends to be seen as a contestation space where corporate and state forces try with various ways to control and dominate it. Nevertheless, the wave of digital activism has become a creative means for citizens to develop global and local discourses. They use social media as an alternative to creating autonomous public sphere, and consolidate counter power against other forces (state / corporation). [Stepanus et al, 2019: 250]

Social networks are defined as mobile- or Internet-based social platforms created and designed to enable users to communicate, collaborate and share content across contacts and communities. (Boumediene, et al, 2020: 79)

All communications (e-mails, bloggings) are cases of being electronic communications about things in the real world. The languages of the whole world throughout the centuries have changed constantly due to the introduction of slang vocabulary, and this vocabulary has become part of the language that is used daily. Booij (2005: 257) points out that the main reason for changing the lexical norm of a language is that language users need expressions for new concepts, or new things.

Eble (1996: 11) defines slang language as an ever-changing set of colloquial words and phrases that speakers use to establish or reinforce social identity or cohesiveness within a group or with a trend or fashion in society at large. Thorne (2007: 7) mentioned in his book "Dictionary of Contemporary Slang", slang is a private code that embodies their particular values and behavior and reinforces their exclusivity. However, he adds that slang expressions may escape the originating group and become more widely used. What is common in slang terms is usually only people in a particular group understand it to show that you are different from others, and you can communicate with like-minded people who fully understand what we mean by using the latest slang terms. With the passage of time, either they cease to be used or they may become very common, and new terms will be transferred, and these terms will be added to the dictionary and thus the language will evolve over time.

## II. Review of Literatures

According to Thorne (2007: 8-9), slang terms have certain recognizable functions: 1. A slang word may fill a gap in the existing lexicon (e.g. 'glomp' for jumping and hugging someone from behind). 2. A slang expression may be substituted for an existing term, i.e. relexicalisation (e.g. 'blaming' for exciting; 'chuffie' for chewing gum). The motives behind this might be: by renaming something, you make it yours, and you make it funnier or ruder. 3. Many slang synonyms or near-synonyms may be invented because "the words in question have an emblematic force over and above their primary meanings", i.e. overlexicalisation. The most significant groupings of terms continue to be in the following semantic fields: the categories of drunkenness and druggedness, of terms of approval and enthusiasm, of insults and pejorative nicknames and of expressions relating to sex and partnership.

Mazer and Hunt (2008: 22) appointed that slang can be positive and negative. Positive slang is the informal language that "a speaker utilizes to signal identification with the listener". Negative slang is the informal language that "may be perceived as offensive by the listener".

In general, linguistics is a scientific study of language [Halliday, 2006: 89]. Internet linguistics, as a sub-domain of linguistics, is defined by Crystal (2006: 45) as "the synchronic analysis of language in all areas of Internet activity, including email, the various kinds of chatroom, game interaction, instant messaging, Web pages, and including associated areas of computer mediated communication (CMC), such as SMS messaging (texting)". However, changes are happening fast in the cyber world, and as a result, the definition of Internet linguistics provided in 2005 is not exactly accurate in 2013.

Therefore, a rather general, and thus more inclusive, definition suggested by Crystal a few years later seems to be a more appropriate one: Internet linguistics as “the scientific study of all manifestations of language in the electronic medium” [Crystal, 2001: 123]. ‘All manifestations of language in the electronic medium’ are being referred to as Internet language. According to Partridge cited in Hanggoro (2011: 9-10), some examples of slang language used and their meanings belong to (16<sup>th</sup> – 20<sup>th</sup>) century which are listed below:

**Table 1.** The Examples of Slang Language Used and Their Meaning Belong to (16<sup>th</sup>-20<sup>th</sup>) Century

| Serial no. | Example      | Meaning                     |
|------------|--------------|-----------------------------|
| 1          | Patricos     | Strolling                   |
| 2          | Doxies       | Beggars’ trulls             |
| 3          | Priggers     | Thieves                     |
| 4          | Clap         | Clatter                     |
| 5          | Crimp        | A game of card              |
| 6          | Buzzard      | A simpleton                 |
| 7          | A pun        | Circling boy                |
| 8          | Melt         | To spend                    |
| 9          | Tip          | To give or lend             |
| 10         | Whiter-Go-Ye | A wife                      |
| 11         | Bus          | Public carriage             |
| 12         | Burra        | A great man                 |
| 13         | Burke        | To kill                     |
| 14         | Burry a Moll | To run away from a mistress |
| 15         | Tanked       | Drunk                       |
| 16         | Cheero       | Classy                      |
| 17         | Birdcage     | A prison                    |

The use of slang has evolved by way of internet users, “Internet slang refers to a variety of slang languages which used by different people on the Internet. It is difficult to provide a standardized definition of Internet slang due to the constant changes made to its nature”. [Yan, 2006: 67]

The purpose of these terms was to reduce the use of the keyboard, and these shortcuts became known to users of SMS text messages and in social networks. According to Jones (2006), Internet slang is "the broad definition given to almost any acronym or abbreviation created to eliminate keystrokes online (whether it's IM, email, chat, or text message)". Thorne (2007: 12) gives a definition when he talks about cyberslang as "informal, abbreviated or humorous terms" used in online communication.

Abbreviations are not anything new; they have been used for hundreds of years in order to save space and time in daily communication, both oral and textual, but have become much more widespread since the boom of the Internet (Lee, 2013). They are often being referred to as acronyms. An acronym, Key codes are one of the most common types of Internet slang. Kridalaksana (1989:162) says that acronymization is a process of abbreviation by combining letter or syllable and is pronounced as a word. New slang dialects have appeared, an example of this is "lol". Lee (ibid) points out that there are significant differences between traditional abbreviations and Internet abbreviations: traditional abbreviations, such as UN (United Nations) and NHL (National Hockey League), are mostly nouns, while Internet abbreviations, such as BRB (be right back) and LOL (laughing out loud), are phrases that in most cases describe an action or express an emotion.

Users of slang terms on the Internet are known to be non-verbal communication audiences.

In order to give the definition of slang on the Internet, we must understand the origins of the variety of the language, so the term was defined by Hudson (1996, P.21)" variety of language as a set of linguistic items with similar social distribution and by Crystal (2006, p.6)" a variety of language is a system of linguistics expression who use is governed by situational factors. So there are factors that affect variety in the language that are systemic and predictable, the dialect of each region will affect the language itself and the best example of this is the Liverpool speakers in the United Kingdom.

### III. Discussion

If circumstances change in a particular area or location, it will affect the language that people use, and this change will accompany the language used on the Internet, so it will be either through rules that we adhere to or according to official or unofficial circumstances.

Crystal (2011) recognizes several different internet situation, or outputs of internet technology. These situations are sufficiently different to mean that the language they contain is likely to be significantly distinctive.

Since it would be too lengthy to analyze individual outputs in greater detail, at least the following outputs need to be pointed out as the key outputs regarding Internet slang: text messaging, instant messaging, blogging and social networking, for these outputs are mainly associated with informal and social interactions, and thus various forms of Internet slang can be found there. Social networking sites have become a big issue in the recent years, and a lot interaction is happening via these sites. Some of them combine the services of microblogging as well as instant messaging or email, such as Facebook.

(LOL) is one of the best examples of slang terms, if we want to use it, it would be correct to have been assigned to pay attention to its joke or to express simple entertainment. So we must be clear in order to communicate the idea to the reader during the conversation. On the contrary, it may be confusing, for example, when using emoticons, in particular ☺ , it can refer to positive (laughter) or negative (sarcasm) or when something is excessive. LOL is one of the most common abbreviations and its different meanings have already been presented above, yet most often used as the expression of amusement. In 2011, it was added to the Oxford English Dictionary as follows: "Originally and chiefly in the language of electronic communications: 'ha-ha!' used to draw attention to a joke or humorous statement, or to express amusement" ("LOL," 2013). So the reader must interpret the meaning of the slang by comparing with the remaining slang words to know the meaning. Other confusing slang words include:

- i. *cryn – Crying , Cryon*
- ii. *ttyl lol – talk you later , lots of love not talk to you later*
- iii. *omg lol – oh my god, laugh out loud not oh my god lots of love*

Logograms are graphic units used to represent words; parts of words, or noises associated with actions; not the visual shape, but the pronunciation is the critical thing, for instance: b represents 'be', 2 represents 'to', x represents 'kiss' (Crystal, 2008). Short forms, codes and symbols are very convenient in SMS text messaging. This reduces the time; key stroke and space but the recipient can know the matter in simple language. SMS language is known in different forms like Textese, Textese, txt, txto, texting, txt lingo, SMSish, txt talk etc. The SMS language is mainly used in Mobile phone communication (Short

Message Service) but also popular in internet messaging like emails, instant messaging, chats etc. Some popular Internet Slangs:

- I. *IEDC – I don't even care*
- II. *. TBMS – to be more specific*
- III. *DWMT – don't waste my time*
- IV. *GUTI – get used to it*
- V. *JFY – just for you*
- VI. *IDLT – I don't like that*
- VII. *AFK – away from keyboard*
- VIII. *B4 – Before*
- IX. *BAK – Back at key board*
- X. *BBL – Be back later*
- XI. *BCNU – Be seeing you*
- XII. *BRB – Be right back*
- XIII. *BTW – By the way*
- XIV. *L8R – Later*
- XV. *MOF – Male Or Female*
- XVI. *NM – Never mind / Not much*
- XVII. *NP – No problem*
- XVIII. *TTFN – Ta ta for now "goodbye"*
- XIX. *UR – Your*
- XX. *CUL – See you Later*
- XXI. *F2F – face to face*
- XXII. *GA – Go a head*
- XXIII. *IRL – In real life*
- XXIV. *OIC – Oh I see*
- XXV. *RUOK – Are you OK*
- XXVI. *TIA – Thanks in advance*
- XXVII. *TNX – Thanks*
- XXVIII. *TVM – Thanks very much*
- XXIX. *YHM – You have mail*
- XXX. *WRT – With regard to*

Pictograms are visual shapes or pictures used to represent objects or concepts; in Internet-based communication, they take the form of so-called emoticons or smileys, where the meaning is entirely a function of the shape of the symbols (Crystal, 2008). (Emoticons) or emotional icons are a linguistic aspect in the virtual world, which differs from the real world, as the real feelings are switched between the two parties in the correspondence through various symbols and audio and visual signals.

In the use of emoticons during conversation, we find that females tend to use more emoticons than males. Besides using emoticons, in social networks people use capitalize letters or words to add emphasis to speaking.

The study has shown that virtual communication can reduce standard social pressures, as the individual feels more comfortable in revealing negativity and positivity. As for the feelings or signals that a person can emit during the conversation, we found the

inability to effectively relate feelings with others via CMC, such as gesture and intonation signals.

One of the reasons that emails that are intended to be positive may come across as more neutral is that the process of email itself tends to be less stimulating than face-to-face communication. Since many people tend to associate emails with work-related matters, they come to expect less positive affect to be displayed in emails. Furthermore, the emotional ambiguity of email messages may actually lead to them to be interpreted as more negatively than they were intended. Byron notes that emails from senders higher in status will be more likely is perceived as negative as emails received from people who are lower in status [Bodi, 2004: 45].

Smiley is the first symbol used in 1963 and created by Harvey Ball. This distinction expresses a kind of general human impression. Geza Balazs In his book mentioned that smiley is mood markers, which serve as acronyms and coding functions, he mentioned that a smiley simulates the distinctive signs of a human being with a set of symbols on the keyboard.

Emoticons can provide support to written communication, in much the same way that visual or body language can enhance verbal communication [Solove, 2008: 45].

Emoticons may confer functions that are emotional connotation, sarcasm. Bodi (2004) was defined 'smiley' as symbols that you do not know precisely what they mean, only the goodwill encountered by the icon can be accurately informed.

The emoticons have increasingly become more complex and affect more and more senses; the latest animoticons and audible consist not only of an image, but they also emit sound, they make the content of the text unique by the application of audio phonetic means. The emoticons used in email, forums and during chatting do not consist only of the colon-hyphen-bracket character combination, but an image file is also included into the unique, complex code of these signs.

Internet slang became popular due to its heavy use by internet and mobile phone users. It has the advantages like:

1. It lowers the task of formal speech or writing.
2. Users are familiar with such code words so that it reduces the key strokes.
3. It replaces the conventional synonym.
4. It is a tattoo term used by people of higher status and responsibility.
5. Slangs create novel meanings for the existing words.
6. It uses least number of characters needed to convey a message.
7. Punctuations, grammar and capitalizations etc. can be avoided [Federal Trade Commission, 2010: 45].

## V. Conclusion

Thus, the linguistic analysis of Internet slang has shown that it is a specific variety of language with certain characteristics which slightly differ regarding the type of output; however, in general, Internet slang is more writing than speech, including several special features typical of the medium, such as simultaneous feedback, emoticons, multiple conversations, hypertext links, persistence, and multiple authorship. Furthermore, Internet-based communication tends to challenge many pragmatic principles, including the cooperative principle, the politeness principle, the relevance theory and the rules of turn-taking; in addition, new pragmatic principles have been proposed, i.e. the principles of humor, economy, and tolerance. It has been demonstrated that Internet slang can take the form of abbreviations, emoticons, logograms, non-standard language, idioms, and other slang expressions. Notably, many of them are not novelties, and have been present in English language for decades, or even centuries. Subsequently, it has been shown that one



of the primary factors driving the use of Internet slang is one's motivation to express their social identity, rather than illiteracy or the character limit of message services. As for the bad influence of the Internet on language, while some are more concerned than others, it is rather premature to jump into conclusions, and the future will show what the impact of the Internet on language will be. However, some suggests that the presence of the Internet in language development should be recognized and embraced, not avoided.

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