

NEW-WORD FORMATION AND SOCIAL DISRUPTION ON METAVERSE

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Abstract: The virtual environments have provided users with varied degrees of digital transformation, despite the fact that users are non-permanent and unconnected. To further assist the digital transition in every element of physical life, the term Metaverse has been coined. It cannot be avoided that language, furthermore linguistics, has involvement to the word framing and word creation within Metaverse. This research is purposed to determine some typical new-word formations or neologisms that impact to the establishment of terminologies within Metaverse. On the other hand, cultural aspect also becomes the concern towards this new universe; since people need to be well-informed in the term of consequence and benefits. The method of the research applied qualitative method and distributional method by Segmenting Immediate Constituents Techniques; which means the technique of dividing a construction of direct elements which form the construction. Three main theories used in this paper are neologism (Kilmer, 2020), social disruption (Kumbara *et al.*, 2020) and Metaverse (Mystakidis, 2022). The paper puts three different terminologies that are analyzed using linguistic and cultural perspective. The result of the result is three words; Persistent Virtual World (PVW), blockchain and NFT that massively arise in the Metaverse terminologies. Based on the analysis, it can be concluded that those terminologies are categorized to morphological and semantic neologism; which also includes abbreviation and broadening. The notion of an immersive Internet as a massive, unified, persistent, and shared realm is at the core of Metaverse.

Keywords: *metaverse; morphological; new-word formation; semantics; social disruption.*

INTRODUCTION

Interaction refers to an integral part of human life. One of the fields within linguistics and engineering on how the interaction between humans and computer is *human and computer interaction (HCI)*. It refers to the process of communication between humans and computer turns to be an essential part to learn, both in linguistics and engineering. Currently computers have been involved in all fields, the goal is to help human limitations in carrying out activities in the hope of being more effective and efficient. When we use a computer, it means we are having a dialogue and interacting with a computer through commands that are understood by both parties.

The technology is a compounding of the real world with the virtual world (virtual world) involving linguistics aspect beyond its interaction. By combining these two areas, it is hoped that users can better understand the information

provided. By applying of this interaction technology make people more interactive with conditions surrounding when the user immerse on it. Communication using internet technology is an activity that can't be avoided, especially for the younger generation and it affects their writing and reading culture (Syahrudin & Prasadha, 2021). Various kinds of applications that have used technology augmented reality, among others, in the health sector, defense, education and history; furthermore, those applications altogether coalesce in the word of *metaverse*. It leads to a virtual community world built to be connected to each other. In this community, people can meet, work, play as in the real world with the assisted of Augmented Reality (AR) and Virtual Reality (VR) technology. In fact, there are not only crucial factors for language development built in metaverse, but also there are sustainability of a community usages. It then turns to be cultivated

language use by engaging a community discourse (Mendrofa, 2018). Metaverse is meant to be a social experience. The great thing about metaverse is that all the users can communicate with people who are not in the same physical space. It creates the concept of a metaverse sound like something that can unite the entire world by transcending geographical and political boundaries. But it also feels very *utopian* since even in real life, people don't have the superpower of universal understanding (Mystakidis, 2022).

Once the language change and shift, it lasts to the platform attached. Language change occurs because of the new language to change the previous language (Freytagh-Loringhoven, 2021). The ease of using language in recent communication as well as the sophistication of the way it works; it is not only a way of verbal communication, but also form a new way of communication even variety of new languages (Butar, 2021). The uniqueness of language usage does not exist in the peculiarities of the medium, but the variation of the form used concerns the transmission of modalities which in this case are speaking versus writing, participants' conversations, style, media used and culture. In the use of language in the internet that most often occurs is written communication compared to auditory (Zhu, 2019). *Netspeak* refers to a variety phenomenon skill used in written communication on the internet, for phenomena where language users in social media write down what is pronounced; it is called *ecrononciation*. It comes from French, which means a word formation of a words combination *ecrire* (writing) and *prononciation* (pronunciation). This term refers not to the structure of the sentence but to the writing of the words, phrases, and clauses used (Kadwa & Alshenqeeti, 2020).

The *ecrononciation* phenomenon shows a linguistic change that gives rise to variations in typical language which includes *Zeroization* which connects to apheresis or omission of the initial phoneme or initial syllable of a word. The second zeroization is syncope or the omission of a phoneme or syllable in the middle of a word; and the third is apoclypse or omission of phonemes or syllables at the end of a word. *Zeroization* refers to the removal of phonemic sounds as a result of efforts to save or economize pronunciation. This event is normal occurs in the speech of languages in the world, including Indonesian, origin alone does not interfere with the process and purpose of communication. This event continues develop because it has been

secretly supported and agreed upon by speaking community (Julita, 2021).

Abbreviation exists in metaverse or internet includes acronym and shortening. For certain terms or expressions, people recently put abbreviation to give more effective ways of conveying. Some of abbreviations are FOMO (Fear of Missing Out) or YOLO (You Only Live Once). Others are words that have been stretched into more parts of speech than originally intended -- like when "trend" became a verb ("It's trending worldwide"). Others still have emerged as we adapt our language to new technologies; think "crowd-funding," "selfie," "cyber-bullying." (Dilla & Agustina, 2021). In addition to naming, language plays an important role in the use of internet interaction (social media, online game and global trading). The wide spread of new words requires apps; thus, language would be one of the factors that make this happen. This is because users must understand the features available on social media and that understanding can be obtained through language that can be recognized by its users. The key to a new word's success is its *longevity*. For the dictionary to recognize the word, it must be used by the general population and kept in use. The words must have been in use for at least five years to be considered. When words "*LOL*" become commonly used and understood, they are eligible for a spot in the dictionary.

Later on, there is new word formation that refers to a word or phrase that is created to define a new object or new ideas that were not known before. In other hand, it is also well-known as neologism; which is the formation of new words or languages that form new meanings and definitions of language. Dominant neologism type used in interface (view) of internet and translation procedures is commonly emerged along with user's requirement to name something that has not appeared before. The type of neologism with a new sense of 'new meaning' is the most dominant type used in interfaces on internet. While the most dominant translation procedure used is by transfer (Hardini *et al.*, 2019). Communication processes do not directly affect in language used by internet users. Even more, many of these apps dominated by the use of written language. This also creates a new space in creation of words used in internet. Words that have been these creations form new words or what in linguistic terms is called as a *neologism*; it is individual creativity that produces neologism (Olojede *et al.*, 2018). The process of forming the word refers to as *metathesis*. Based

on this point of view, it appears that language basically provides space in the creation of new words, especially in Metaverse which users come from all over the world. Neologism refers to a relative unit that can only be identified when it is placed in a certain time period, discursive context, and perceptive pronunciation (Asif *et al.*, 2020). Meanwhile, communication can only be achieved if the speaker can convey his message well and the listener can understand the message of the speaker's utterance (Simatupang & Fathonah, 2020).

Neologisms not only have linguistic function as filling lexical gaps. It puts forward two other functions of neologisms. These functions are cultural and functional functions economical. In carrying out cultural functions, these neologisms become traces of popular culture; meanwhile, from the economic function, neologisms in the field of information technology and computers are a means to make it easier for industry to market products. As for the point of view of the language industry and translation, neologisms deal with a tool for industries to increase the value of the services. Neologism is an effort to enrich and update lexicon system in a language. Furthermore, the emergence of neologisms leads to change language (Plauc & Clinic, 2021).

Morpho-semantic neologism. A morphosemantic neologism is the type of neologism that is made influence both form and meaning. There is a change in shape and the meaning of the word resulting from this process. In the process, there are several procedures that can be applied. Each procedure can produce different shape characteristics. Forms can be in the form of basic words, derivatives, and compound words.

Morphological neologism. This term refers to shape-shifting neologisms the new one does not affect the meaning. One of formation procedure that can used to generate types this neologism is a sound creation (*phoneme*).

Borrowing neologism. Borrowing neologisms refers to a type of neologisms obtained by borrowing concepts and forms from foreign words. In Indonesian process, this is called word matching; it is a match foreign shapes or concepts that correspond to characteristics of the Indonesian language. This process can be carried out through absorption, translation, or both. In this research, the borrowing neologisms are dominant that can be found in the entire data analysis.

Semantic neologism. This is a type of neologisms formed from the process of *meaning*.

In this case, the type of neologism can be formed in three different ways; broadening meaning, narrowing meaning, and change of meaning of the base form (change the meaning of the base form or also called shifting of meaning).

Functional neologism. It refers to neologisms formed inflected and influenced by grammatical function. This type of neologism is more visible its existence in the context of the use of the word in sentence. Therefore, this type of neologism is not one of indicator in this research.

The classification of types of neologisms above has shown various procedures that can be used in the process neologism formation. However, every language has different characteristics, including in the process formation he said. Therefore, it is necessary to do a comparison to the process of forming neologisms as mentioned above by a known forming process in particular language (source language).

Explicitly, there are four parameters to identify neologisms; diachronic parameters, lexicographic parameters, system instability parameters and psychological parameters. First, the diachronic parameter is a neologism if it emerged recently. These parameters use a time perspective to identify a neologism. Second, the lexicographic parameter is a neologism if it is not already in the dictionary. These parameters refer to all words that are not institutionalized in the dictionary. Third, systematic instability is a neologism if it shows signs of instability formal. This parameter refers to the use of neologisms, either in spoken and written form. Fourth, psychological parameter is a neologism if speakers of that language consider it as a new lingual unit. These parameters tend to be very subjective because it is more personal (Colina, 2021).

In the current era of digital disruption, globalization cannot be separated from global technology as a complex or multidimensional phenomenon. This can be seen from the definition of globalization put forward as a worldwide spread of customs, expansion of relationships across continents, the organization of social life on a global scale, and growth of a shared global consciousness (Plauc & Clinic, 2021).

Disruption refers to a condition of innovation causes massive or fundamental alterations into a new system. In the social sector, this is certainly a formidable challenge where society must be adaptive continuously in order to remain relevant to the changing times. Even *incumbent* societies can be affected by this change. This could be due to large cultures and customs losing their

“market” as a result of technological advances. They are not ready and also have not adapted to this disruption and condition (Karman, 2017).

Cultural development must have a strategy concrete since its first design. Cultural development must have a dual strategy, *microscopic* and *telescopic*. Microscopic means that cultural development strategies must have attention to detail and scientific attention to the infinitely small. At the same time, it must be proportionate to attention to infinitely great things. Microscopic means that cultural development must enter into the recesses of consciousness and the depths of human life. Likewise, telescopic cultural development must not ignore big things, both at the ideological and social level as well as infrastructure so that the nation's cultural character becomes the world's attention. Above all the context, when ethnic identification and local culture are becoming more widespread, including when it emerges “new” concepts that define for example local communities and indigenous peoples (indigenous people) in the concept of anthropology, an empathic and advocacy perspective must be created. Those communities turn to be a minority group that should receive special attention and affirmative, now or later. Their existence is still not easy to identify comprehensively from the aspect of technology emerging. Quoting the term of French existentialist philosopher, Jean Paul Satre, this “ethnic minority” group still does not have adequate epistemological concepts; they are still grouped as entomologists or in other word insects, which is segmented animals that disturb the existence of other ecosystems, therefore deserve to be destroyed (Syahrudin & Prasandha, 2021). The further impact of Metaverse to minority is the process of duplicating or appropriating the colonial culture as a key marker of imitation. While they are still local people, the culture that carrying it is an imported culture. They then perform mimicry; trying to make sure that the idealized import culture is no longer outside of itself, but has coalesced as cultural identity.

There are five dimensions conceptual or “landscape” that is formed and is at the same time the characteristics of global cultural flows. Those five “landscapes” and characteristics of the global cultural currents are as follows: *ethnoscape* (movement of people from one country to another such as tourists, immigrants, refugees, labor work), *technoscape* (technological developments that are now flowing at a rapid rate high through

national boundaries), *mediascape* (the electronic ability to disseminate information to various parts of the world). *finanscape* is the financial aspect or money which is difficult to predict in the era of globalization, and *ideoscape* (related to political issues, such as freedom, democracy, sovereignty, welfare, human rights, state ideologies, and social movements (Lin, 2020)).

This is in line with the process of alteration in various aspects of people lives and culture; as a result of globalization which people should draw on. Hence, many aspects of socio-cultural life experience change; especially language.

The term Metaverse emerged from the science fiction novel *Snow Crash* by Neal Stephenson published in 1992 and Ernest Cline's novel *Ready Player One* launched in 2011. In both novels, the Metaverse is described as a space that connected the virtual world and *augmented reality* (AR). Etymologically, Metaverse comes from the word “meta” which means beyond and “verse” means the universe; so, Metaverse means beyond the universe. The final form for many platforms exist in Metaverse is DAO or *decentralized autonomous organizations*. In other words, the space beyond Metaverse is entirely governed by the community inside or of users; it is similar with a real life electorate. As for the user, the Metaverse which is based on *decentralized autonomous organizations* allows users to create personal projects. The Metaverse works basically as the same as in the real world. Users are required to *log in* to the virtual world by using technology that supports *augmented reality* (AR) and *virtual reality* (VR). Recently, the only device needed to enter the Metaverse is a VR headset; Oculus, Google VR or Sinta VR. After entering the virtual world, users can carry out various activities in the Metaverse just like in the real world as described before. Metaverse is based on technologies that enable multisensory interactions with virtual environments, digital objects and even people as the users. The representational fidelity of the *cross reality* (XR) system is ensured by stereoscopic displays that are able to accurately convey the perception of depth (Indarta *et al.*, 2022).

Users are allowed to stay in VR environments temporarily. Users may activate their entire bodies, including their hands and feet. The ability to have an embodied digital identity that allows users to feel and interact with the environment and virtual objects from different perspectives, like the third person perspective, creates the psychological sense of being present in a space

(Mystakidis, 2022). This virtual reality universe was created through computer graphics; and users from all around the world can access and connect with it through VR. The basic of the Metaverse is a protocol called *the Street*, which connects different virtual neighborhoods and locations. This analog concept is similar to the information super-highway; it is especially in the education system (Indarta *et al.*, 2022). Users create avatars in the Metaverse that can be configured to look however they want. Although Stevenson's Metaverse is digital and synthetic, experiences in it can have a real impact on the physical self (Endarto & Martadi, 2022). Metaverse market is considered to be potential, especially for some developing countries. However, the successful adoption of virtual world technology depends on digital infrastructure, including the development of the fifth generation or 5G internet networks. Metaverse is the latest version of virtual reality (VR) without a computer. Users can enter the virtual world using a device in the form of a headset or glasses based on augmented reality (AR) or VR.

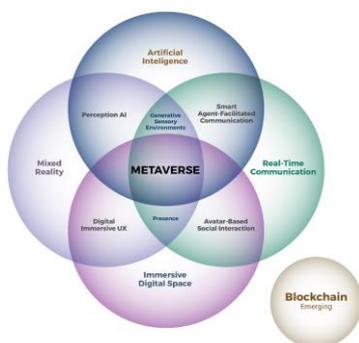


Figure 1. *Metaverse scope*

Metaverse is a 3D virtual shared world where users can access a wide range of virtual and augmented reality services to make their experiences more immersive. As people shift their activities online more often during the coronavirus pandemic, these platforms have become popular (Nextrope, 2022). The capability in exploring, integrating and reusing of relevant scientific outputs from previous studies leads to critical assumption, especially to innovative research (Anderson & Rainie, 2022). The most essential information regulations are addressed to shape the future of community and societies (in common); yet, that information has become the most significant resource for the future modern societies. By the appropriate processing of information, various strategies may appear for every sector of human requirements (Rotolo *et al.*,

2017). Since its inception as a computer-generated reality, the Metaverse has been described by a wide range of notions. Three stages of Metaverse growth are represented in the concept of *digital twins*. It is where the real environments are digitized and hence have the ability to reflect changes in their virtual counterparts on a regular basis. *Digital twins* generate digital replicas of actual settings as virtual worlds, and users with their avatars work on new creations in such virtual worlds as digital natives, according to the physical world (Wang *et al.*, 2019).

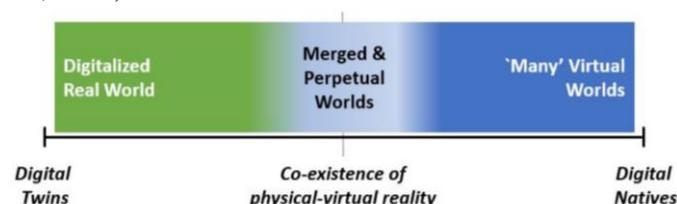


Figure 2. *Digital twins-native continuum*

Users in Metaverse communicate using digital avatars; either the *immersive avatar* or *traditional avatar*. Since its inception as a computer-generated reality, Metaverse has been described by a wide range of notions. In parallel to human physical reality, Metaverse will emerge as a massive entity. It is expected that by surveying recent work across diverse technologies and ecosystems, users have sparked a broader conversation among Metaverse community.

METHOD

The research applies qualitative approach in the area of morpho-semantics, cultural studies and social behavior towards internet or Metaverse. As research procedures, it generates data descriptive in the form of written words or speech from people and behavior that can be observed (Mohajan, 2018). The data observed are in form of words; written word used as a language symptom. Morpho-semantics approach is an appropriate tool to explain neologism. Data collection in this research was implementing documentation techniques.

The method used in this research is a distributional method by *Segmenting Immediate Constituents Techniques* which means the technique of dividing a construction of direct elements which form the construction. As for data analysis procedures in this study including:

Identification. The process requires tagging or marking the data as neologisms by using lexicographic parameters and the social

fabrication supporting the appearance of neologisms.

Classification. It refers to the process of grouping data based on the type of neologism found in Metaverse; Data classification will be adapted to the nature of qualitative research.

Analysis. It is the process of describing the types of neologisms and describing the reason of their emerging in Metaverse. After the data is collected, it is then processed and classified according to the research requirements.

Data in interpretive qualitative research (interpretation) is descriptive, not numeric. Data can be in the form of symptoms, events or events that later will be analyzed in the form of categories. Qualitative research is also not intended to draw conclusions on a population, but to study the characteristics under study. The purpose of this qualitative research is to understand condition of a context by leading to the description in detail and in depth regarding the portrait of conditions in a natural context (*natural setting*), about what is really happens according to what is in the field of study. This qualitative research is research that can be used to examine society, history, behavior, organizational functionalization social movement, or kinship (Sely *et al.*, 2017).

RESULTS AND DISCUSSION

Everything about Metaverse is being discussed about all over the world. Many people dive into the world of Metaverse and make huge profits from it. Yet, the other are still *misguided* by the terminologies exist in Metaverse. They emerge to equip the whole process required; and those terminologies have changed the language preference, brought out the neologisms and turned the social characteristics of the users. In this research, there are three data which are analyzed from those elements and aspects; linguistics, culture and social. The euphoria about cryptocurrencies, NFT, and Metaverse are palpable among Gen-Z specifically. They have acquired those modern and sophisticated terminologies since childhood; they live in a virtual world with a concept similar to Metaverse, such as in games and social media.

Data 1. Persistent Virtual World (PVW)

The first characteristic that best describes the Metaverse is persistent. There is no such thing as a reset, pause, and end. Based on the words attached in the phrase *persistent virtual world*; it refers to words compounding to a single

terminology. It is classified to the *morpho-semantic* type of neologism; there is a change in shape and the meaning of the word resulting from this process.

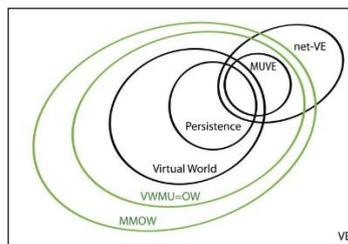


Figure 3. *Concept of PVW*

It also happens to gaming experience which formerly had pause system, yet today the Metaverse-based games don't have pause system, even reset or end. Those kinds of games have their own Metaverse. Players in the games' ecosystem are allowed to build and design their own avatar. Later on, they may access different environments, games and hubs in different Metaverses; and those digital assets created can be monetized via NFT; those games are *Minecraft* and *Sandbox*.

The growth in the era of disruption is driven by occupation or profession. By the development of the game industry, modern and recent profession emerged; one of them is e-sport player (athlete) with a large amount of income.

Data 2. Blockchain

Based on the linguistics aspect, blockchain is categorized to a neologism, and morphologically as *compounding*. It comes from two different words, *block* and *chain*. Compounding is the process of combining two or more existing free morphemes or words to produce a single form—a compound word. Compounding can also be interpreted as putting together existing words to form a new vocabulary unit.

Blockchain refers to a series of data records that are managed by a computer system, in which it is not owned by any entity. Cryptography is a principle used to bind and secure various blocks of data contained in it. The network in it has no central authority, because in it are ledger records that are shared and also do not change, all the information in it is open to anyone for those who want to see it. For this reason, everything that is built on the blockchain is basically transparent and everyone involved in it is responsible for their own actions.

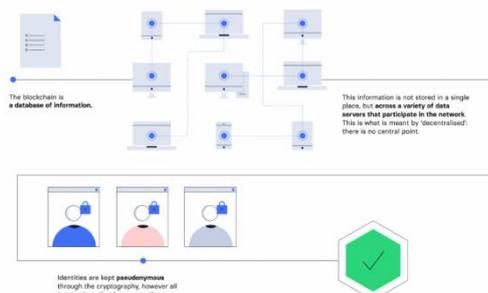


Figure 4. *Blockchain*

Blockchain has a positive impact on economic efficiency and effectiveness. The working mechanism of peer-to-peer cryptocurrencies allows the elimination of third parties (intermediation) in transactions based on the Blockchain network. This will disrupt the hegemony of traditional financial institutions that are not based on Blockchain. In the Digital Economy, trust is fundamental to commerce. Without trust, transactions between economic agents spread throughout the world are impossible to run effectively. The people are increasingly dependent on digital technology since almost all aspects of life use it. Digital transformation is the entry point for change. Humans become agents of change in the world of digital culture. Lack of regulation and the absence of information about the impact of Metaverse are the main factors causing the misuse of that technology in society; in other hand, Metaverse could be opportunity or even threat.

Data 3. *Non-fungible Token (NFT)*

On linguistics perspective, the word NFT can be categorized to morphological neologism, specifically in the area of word abbreviation to enhance the terminology required by the community in Metaverse.

Initially, the concept of NFT began in 2012 which at that time still used the term *Colored Coin*. The true function of *Colored Coin* is as a medium that represents goods in the real world and as a sign of ownership of an asset such as precious cars, houses, and even corporate bonds. By the Blockchain system, records every change of ownership of these digital assets, the *Colored Coin* system is guaranteed to be very safe. As it is defined previously, neologisms not only have linguistic function as filling lexical gaps, but also cultural function. These functions of linguistic and cultural may impact to economical area. In carrying out cultural functions, these neologisms become traces of popular culture that was once owned by particular community.

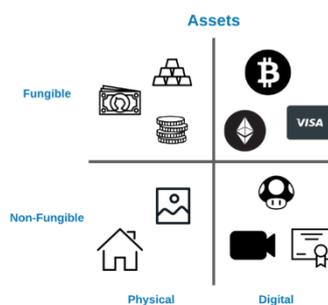


Figure 5. *Non-fungible Token (NFT)*

Despite various speculations in digital ecosystems, blockchain-based technologies will continue to evolve. Transactions will be faster from person to person through everyone's authorization. A ledger that records all digital transactions are not impossible will become necessary. Recently, the ledger called blockchain has been accommodated by many business ecosystems. In terms of public diplomacy, there are two areas where NFT has good potential to make a difference and position the credibility of a country in the world. Based on cultural diplomacy, it is very clear because the average NFT fan comes from the digital arts circle. Basically, this purpose is not to require and encourage the Ministry of Foreign Affairs to trade NFT. Rather, it is to design projects that enable the public to be interested in digitally interacting through NFT with various collections of cultural artifacts owned by certain institutions or personal.

NFT can indeed be a new media that attracts people's attention and has promise in cultural and social reach. However, the role of NFT for public diplomacy is still a question and is not clear so that some fields such as cultural diplomacy and educational exchange can be new opportunities to get involved in the digital world, especially NFT.

Data 4. *Augmented Reality (AR)*

Identification of neologisms is based on its novelty. In the term of AR, it refers to a diachronic parameter, as a lingual unit is a neologism if it emerged recently. This parameter uses a time perspective to identify neologisms. Words that have only been found in a certain period of time in the lexicon system a language can be referred to as neologisms. However, basically, there is no benchmark that actually able to observe the emergence of the new word. The other parameter involved in the terminology AR is lexicographic parameter; a lingual unit is a neologism if it is not already in the dictionary. It refers to all words that are not institutionalized in the dictionary. This is because not all words are

created which is outside the dictionary can be referred to as neologisms. Some words may still be *protologisms*, some are even nonce word (occasional word). Thus, basically, when referring to a new word, there are some terms that need to be understood other than neologisms.

AR refers to a technology that combines two-dimensional and or three-dimensional virtual objects into a real environment and then projects these virtual objects in reality in real time. Augmented reality can be applied to all senses, including hearing, touch and smell. Besides, AR is also implemented in fields such as health, military, manufacturing industry and education. This AR technology can insert certain information into the virtual world and display it in the real world with the help of equipment such as webcams, computers, Android phones, or special glasses.

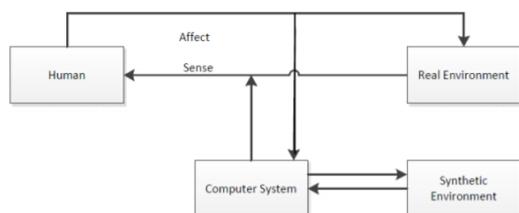


Figure 6. Augmented Reality (AR)

In terms of socio-cultural influences, the use of Augmented Reality is enough to have an impact on rural life, especially since the internet is increasing in number in villages so that most of the people living in villages today are quick to recognize the existence of social media. AR emerges as a cultural evolution, called digital culture. It appears because the pattern of daily human life is almost entirely dependent on technology that can facilitate human activities.

Data 5. Crypto-currency

In the term on neologism, the word *crypto-currency* refers to *protologism*. It leads to a word created by individuals or small groups that are not fully applicable in general or only used by a small subculture. The presence of neologisms on a communicative basis in particular community, spread, and accepted as the norm of language. For that, only acceptable and widely spread words are called neologisms. The acceptance influenced by several factors, brevity, handle-ability (potential for decline), and productivity (productivity). However, according to him, the most important factor is motivation. Neologism must reflect the characteristics of the concept of the word.

Along with the development of a *cashless society*, recently a number of parties think that the existence of paper money and coins is starting to lose its existence. Some people assume that the up and down complexity of block chain encryption, coding and stockpiling has very little effect on everyday life. In fact, there are many applications of crypto-currency in our daily lives. One of them is data transfer. Safety and security is a major concern for everyone today, especially with the many data breaches that have occurred over the last few years. This concern has led 75% of consumers to believe that companies are not actively protecting their information, and because of this, they have lost trust with many brands.

CONCLUSION

As the conclusion, massive technology industries like Facebook, Tesla, Apple and Google have big intentions for making Metaverse a reality. The virtual worlds (or digital twins) will seem fundamentally different in the future years as a result of the integration of emerging technologies and the gradual development and refinement of the ecosystem. Because of the availability of powerful computing devices and intelligent wearable, the future will be more interactive, more living, more embodied, and more multimedia-attached. However, numerous obstacles must be overcome before Metaverse can be fully incorporated into the physical world and daily lives. The linguistics aspect involved in Metaverse is commonly in *morphology* and *semantics*. In more detail area is neologisms that emerge in the term of using terminologies within Metaverse. It consists of morphological neologism, abbreviation and morpho-semantic neologism. The terminologies shown in the research consist of three different registers appeared in frequent condition, especially that related to cultural aspect. From PVW, blockchain to NFT, all those terminologies couldn't resist the influence of language and linguistics matters. Furthermore, cultural aspect is also involved in creating and establishing the Metaverse as one new ecosystem (universe) which in the future might create integrated and systematic universe.

In parallel to people physical reality, Metaverse will emerge as a massive entity; both in communication, interaction and socialization. It could be seen by looking at the most recent work in a variety of technologies and ecosystems. Users may learn more about the major concepts we addressed by reflecting on them. The underlying challenges and research agenda are identified to

help developing Metaverse's future in the next years. Metaverse becomes a virtual space that replicates human activities in the real world to be carried out in the virtual world. Users may be separated in two worlds where the virtual world has new opportunities for their avatars. One of the most influencing is the *Game-metaverse* trend that would change the culture of gaming and trading – since the environment allows players to do trading – because it has their own rules and systems.

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