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Kyadiren

*Volume 1, Issue 2, November 2022*



# Pulchra Lingua

*A Journal of Language Study, Literature, & Linguistics*

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## Preface

Pulchra Lingua: A Journal of Language Study, Literature, & Linguistics, Volume 1 Issue 2, November 2022, features a diverse collection of articles that offer unique insights into the world of language, literature, and linguistics. This issue includes four research articles that explore different aspects of language learning, development, and usage in various contexts.

The first article by Suparni Suparni, Mardiah Mardiah, and Muhammad Ryan Putra investigates the usage of slang in WhatsApp social media by teenagers in Palu, Indonesia. The study aims to identify the forms of slang usage and the factors influencing Palu teenagers to use slang in their daily conversations on social media. Through observations and interviews, the study found unique uses of regional slang in social media. The study offers insights into how the use of slang in social media affects language use among teenagers in Palu.

The second article by Ivan Muhammad Razi and Ayu Bandu Retnomurti explores the process of translating Eminem's song titles and the various translation methods used to produce translations that are accurate and acceptable. The study employs descriptive qualitative research, using a comparative approach. The article outlines the challenges involved in translating English songs into Indonesian while maintaining the melody and using limited words. The researcher used Newmark's translation theory as a framework for the translation process, and the study provides useful insights into the translation of songs from one language to another.

The third article by Atik Muhimatun Asroriyah and Cindyana Mauludi Hafidz As'adiyah analyzes the language development of a three-year-old child, Abizard Naufal Muttaqin, focusing on phonological, morphological, and semantic aspects. The study collects data through observation and video recording using a descriptive qualitative research approach. The study shows that Abizard's language development is typical for his age, with notable progress in phonological and morphological skills. The study emphasizes the importance of supporting language development in early childhood and provides effective strategies for parents and educators to help children develop their language skills.

The fourth article by Mohammad Daryono Tuakia explores the potential of Kinetic Typography in enhancing vocabulary mastery in language learning. The study aims to design Kinetic Typography-based materials for vocabulary mastery and evaluate their effectiveness in improving the English vocabulary of seventh-grade students in Tangerang, Indonesia. The study uses observation, interview, questionnaire, and vocabulary tests, with results analyzed using descriptive statistics. The findings can contribute to the development of effective language learning materials that incorporate Kinetic Typography and advance research on its role in language learning.

The fifth article by Pegiawan Basopi explores the effectiveness of voice translator apps in enhancing students' interest in learning vocabulary. The study aims to examine the impact of voice translators on students' motivation and interest in learning vocabulary, as well as their vocabulary acquisition. Using Classroom Action Research as the research design, 30 students from the first grade of SMAN 1 Terara were selected as participants. The study shows that using a voice translator application can positively impact students' vocabulary acquisition and interest in learning, highlighting the importance of understanding the effectiveness of voice translator applications to develop more effective language learning and teaching strategies.

The Sixth article by Rizki Anugrah Putra explores the evolution of video games as captivating spectacles with interesting stories and visuals. It highlights the significance of the unique combination of music and story in *Metal Gear Rising: Revengeance*, which has made it popular in 2022 and a phenomenal meme. The researcher examines how music can enhance the story elements of a game by operating Fairclough's critical discourse analysis on the seven-song lyrics contained in *Metal Gear Rising*. The three dimensions of analysis, namely microstructure, mesostructure, and macrostructure, are used to explore the connection between music and narrative in the game. The researcher finds that the song's lyrics enrich the narrative elements of the MGRS series by utilizing six styles of language, including symbolism, metaphor, hyperbole, rhetoric, personification, and tautology. This research provides valuable insights into the connection between literature, aesthetics, and music in popular culture. It highlights the importance of a game's soundtrack in enhancing the story elements and creating a more immersive experience for players. The article serves as an initial report on this topic and sets the stage for further exploration of this fascinating and important area of research.

Overall, the articles in this issue of *Pulchra Lingua: A Journal of Language Study, Literature, & Linguistics* offer valuable contributions to the understanding of language learning, development, and usage in various contexts. The insights provided by these studies can inform the development of effective language learning and teaching strategies and contribute to the advancement of research in the field of language study, literature, and linguistics.

Rizky Anugrah Putra

Muhammad Fahrudin Aziz

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