

## Word Formation of Consumable Items in Honkai: Star Rail Game

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**Abstract-**This study addresses the significance of understanding word formations for consumable items in the game Honkai: Star Rail. While previous literature identifies nine words formation techniques, their application to consumable item names in this game has not been thoroughly explored. To bridge this gap, we compiled 77 consumable item names that are in the game and analyzed it, utilizing in-game resources such as item descriptions. The analysis revealed that 17 items met our criteria for word formation analysis. We found that out of the nine theorized word formation techniques, only five techniques were identified in the word formation of item names. Most of the words used in forming the new consumable item names were associated with the consumable item's function or physical characteristics. However, the result of some names suggested a deeper connection to the game's in-game lore. This research provides valuable insights into the naming process for objects, particularly in games, demonstrating that object names can carry linguistic or meaningful implications. In conclusion, this study enhances our understanding of word formations in the context of game item names, shedding light on aspects of the naming process, especially the linguistic aspect, and offering an example of a practical application of the naming of objects in differing contexts.

**Keywords:** Word Formation, Video Games, Item Names

### I. INTRODUCTION

Video games are getting popular by the day. According to a blogpost by Turner (2023), there are an estimated amount of 1.75 billion people that play games in 2017, and it increased by almost 1 billion people in the span of 6 years, with 2023 seeing an estimated amount of 2.7 billion people who play games. With that kind of audience, it should not be a surprise that the global video gaming revenue is estimated at more than 490 billion. This shows that video gaming is a big industry and is also a big part of modern age culture.

As time goes by, the development of video

games is increasing rapidly. The mechanical elements in the game are also increasingly complex and unique. Naming products or foreign objects is not only done on real life industrial products, but also on objects in video games. Therefore, analysis of word formation on objects in video games is also needed to determine the meaning and function of these objects.

According to Marchand (1992), Word Formation is a part of language science that studies the patterns of creating new lexicon units, such as words. In naming an item, new words are often formed. This new word can be formed from a combination of several words, or actually form a

unique new word. Seeing as how in Honkai: Star Rail there are items/objects present in the game with names, it can be deduced that the consumable items went through the same process of word formation as items/objects in the real world.

Based on the game's description on Google Play Store, Honkai: Star Rail is a space fantasy Role Playing Game, released on April 26, 2023 by HoYoverse. This game can be played on many platforms, such as Windows, iOS, Android, and PlayStation 5. As a relatively new game, this game has not been widely used as a research object, so there are many things that can be explored from this game.

In many Role-Playing Games (RPG) there are items that the players can use that serve various functions. In Honkai: Star Rail, there are categories of items that can be consumed by characters to get certain effects such as positive effects or buffs for fighting, extra protection or shields, and so on. These items have unique names; therefore, the word formation process can be researched.

Research about word formation in video games has been done before, for example the research titled "Word Formation Processes in Mobile Legends: Bang Bang" by Ilham Ryan (2018) which aims to provide general overview of word formation process in Mobile Legends: Bang Bang and to reveal the reason behind its use: research has also been done on the game's name itself, which is shown in a research called "Word formation of Android games in the Google Play Store" by Adam Izzulhaq (2023) where the author analyze word formations that is used to form the name of the games in the Google Play Store, which is a platform where you can acquire games.

Research on objects names in the real world has also been done before. The research titled "The Analysis of English Word Formations Used on Brand Names Found in Indonesian Products" by Giyatmi et al. discusses the word formation of English words in Indonesian brands such as Indomilk and Popice. An item name can also be considered as a brand. According to Tanya Sammut-Bonnici (2015), "a brand can be defined as a set of tangible and intangible attributes designed to create awareness and identity, and to build the reputation of a product, service, person, place, or organization." An item's name is a tangible attribute that the developer or some other entity in the game gives

to the item, therefore giving it an identity and can be considered as a brand. This also supports that an item can be called a product. Supporting this notion is a previous study that discusses word formation in product names and its relation to branding, the article "Linguistics-Based Pharmaceutical Product Naming Methods: A Morphological Study on Over the Counter Medicine Products In Indonesia" by Pamungkas & Abdullah (2017). This article discusses the formation of names for OTC medical products in Indonesia, which supports the notion word formation is used in many varieties of items, ranging from milk to medicine.

Previous research has also been done on items in video games. One research that correlates to this article is "Word formation process of artifact naming in Genshin Impact role-playing game" by Wijaya, B. Y. (2022) where the author discusses the word formation in a group of in-game items called *artifacts* from the game *Genshin Impact*, Our research discusses in-game consumable items in the game *Honkai: Star Rail*. The items in both games are different from each other, therefore this research is filling a gap.

Even though it has been widely discussed, research on word formation can still continue to develop. As time goes by, the advancement of the technology industry, especially the video game industry and the development of language itself will produce many new unique words and terms. The aim of this research is to analyze word formation techniques in an item category in the *Honkai:Star Rail* game called "consumable items." By analyzing the word formation of consumable items in the game, the word formation process and the meaning of the consumable item names can be better understood.

## II. METHODS

This study employs a qualitative research design, wherein the data is chosen using specific criteria from the theory under consideration a process known as deliberate sampling. Kothari (2004) stated that purposive or non-probability sampling is another term for deliberate sampling. Purposive or deliberate selection of specific universe units is used in this sampling technique to create a sample that accurately represents the universe or the overall features of the data. Data collection on the names of consumable items in the game was taken from the official website provided by game developers to present guides and information on their games, such as *Hoyowiki*. By

accessing the website, sample data from all consumable items is taken and then analyzed for word formation. After analyzing the data, it was then concluded using the word formation theory in the book *The Language Files* (2016). According to the book, word formation can be done with multiple processes, including:

### 2.1 Derivation

"...This process of creating words out of other words is called derivation. Derivation takes one word and performs one or more "operations" on it, the result being some other word, often of a different lexical category..." Lexical categories are categories such as adjectives and adverbs. "...When the resulting new word is not of a different lexical category, the meaning of the root word is usually changed." Examples: *playable* is an adjective derived from the verb *play*, while *replay* is a verb derived from a verb.

### 2.2 Compounding

A procedure that joins two or more separate words to create new ones. Free morphemes, words generated by compounding themselves, or words derived by affixation can all be utilised as words in the compound itself. As an illustration: Combining Free Morphemes: *textbook*, *girlfriend*, and *blackbird*. Compounding Words: *watchmaker*, *ironing board*, and *air conditioner*. Compounding Words: *aircraft carrier*, *lifeguard chair*, and *life insurance salesperson*.

### 2.3 Back Formation

A process that executes a "shortening" of an existing word to create a new word. Example: *Work+er* (agent noun) to *work* (verb), *operat+ion* (noun) to *operate*(verb), *burglar* (agent noun) to *burgle* (verb).

### 2.4 Acronyms

A process that forms a word by taking the initial letters (or sounds) of words in a phrase and combining them to make a separate word. Note that not all word initials will be used and function words are often skipped. Example: *NATO* as an acronym for *North Atlantic Treaty Organization* and *laser* for *light amplification through the stimulated emission of radiation*.

### 2.5 Blends

"Blends are combinations of the parts of two words, usually (but not necessarily) the beginning of one word and the end of another:

*smog* from *smoke* and *fog*, *brunch* from *breakfast* and *lunch*, and *chortle* from *chuckle* and *snort*." Note that neither piece of a blend should be able to be a morpheme on its own. Example, the pieces of *brunch* are *br-* + *-unch*, but neither piece is meaningful on its own in English.

### 2.6 Clipping

A method of creating new words through word truncation without following the laws of derivation (or taking related terms into consideration). Example: *The exam* was cut from *the exam*, *the dorm* from *the dorm*, and *the taxi* and *cab* came from *the taxicab* (which was cut from *the taximeter cabriolet* itself).

### 2.7 Coinage

"Words that are coinages are those that are formed entirely from scratch, without the use of any of the above-discussed techniques or any other words or word parts that already exist." Words like *pooch* and *snob* were created in a same way to brand names like *Kodak* and *Exxon*, with no connection to any other preexisting words or morphemes.

### 2.8 Conversions

words that are formed by modifying a word's role in speech without altering the word's shape. While *location*, *process*, and *contrast* are nouns that can be used as verbs, *laugh*, *run*, *buy*, and *steal* are verbs that can also be used as nouns. This procedure is also known as a functional shift at times.

### 2.9 Eponyms

"Words (usually locations, inventions, activities, etc.) that bear the names of people who are associated with them in some way are called eponyms." Examples include the measuring units of *ohm* and *watt* (*ohm* for *Georg Simon Ohm* and *watt* for *James Watt*), *German Kaiser* and *Russian czar* (for *Julius Caesar*), and *Washington, DC* (for *George Washington* and *DC* for *District of Columbia* for *Christopher Columbus*).

## III. RESULT AND DISCUSSION

Based on data obtained from the *HoyoWiki* site, a site that compiles data from the game, there are 77 consumable items in the game *Honkai: Star Rail*. Of all these items, 17 items will be discussed to find the word formation technique that is used to form the names of those items. The reasoning behind the decision to discuss these 17 specific

items is because our analysis finds that only 17 items out of the total of 77 items qualified as a new word based on the main theory that we use. The rest did not meet our criteria for further analyzing, such as having a new word. Therefore, the data discussion will be carried out sequentially according to the word formation technique used. Some additional information regarding the physical form and in-game function of these items will also be discussed for the reason that often the function and physical form of the product can determine the name of the product. In the event that an item has more than one word, we will also specify the word that we analyzed and if we find something interesting from analyzing the full word that we will discuss it in addition to the specific word.

The first technique that will be discussed is the compounding technique. We find that this technique is the most often used in forming the names of consumable items. There are 7 items that use this technique, and most of the word combinations used are adjectives that describe the physical form of the item or the function of the item.

### 3.1 Backscratcher

The naming of this item is quite simple because it only combines the words "back" and "scratcher". The name of this item is thought to come from its physical form, which is a stick shaped like a human hand which is usually used to scratch the back. The original function in the game itself is as a buff that can increase a character's ATK points in battle. ATK points is one of a few statistics that determines the damage output; which is called DMG points; of an attack from the character that the player is using.

### 3.2 Berrypheasant Skewers

The part that is a new word in the name of this item is the word "berrypheasant" which comes from a combination of the word "berry" and "pheasant". According to the in-game description for this item, the Berrypheasant is a type of bird that lives around plants. However, Berrypheasant Skewers themselves are actually ordinary fruit satay packaged in a shape similar to "berrypheasant", which is why this item is called Berrypheasant Skewers.

### 3.3 Songlotus Cake

The word "songlotus" is formed from the combination of the word "song" and "lotus". According to the in-game item description,

songlotus is a type of lotus plant that grows on a planet called Luofu. There is no further explanation as to why the word "song" is combined with the word "lotus" in the name of this item, but reading the description from the game, it stated that the cake has a crunchy sound when bitten, which we suspect is related to the reason, or it might be the reason itself.

### 3.4 Startaro Bubble

The name Startaro is formed from a combination of the word "star" and "taro". This item is in the form of a milk tea product that players can purchase from an in-game merchant. The word "taro" in the name of this item is probably related to the color of the milk tea, which is purple. Drinks made from the taro plant are usually purple in color. Meanwhile, the word "star" is used in this product because the packaging design sparkles akin to the sparkle from stars in the galaxy when seen from the earth.

### 3.5 Steamed Puffergoat Milk

The specific word that we would like to focus on is "puffergoat". The word itself is a combination of the word "puffer" and "goat". With the word puffer also being the result of a compounding process. Puffer uses compounding of affixed words; it derives from the word "puff" with the affix -er being added. According to the in-game description, this item is milk from a type of animal called the Puffergoat. We found that the word "puffer" here has the same function as "puffer" in the word "pufferfish", namely as a description of the physical form of the animal. The discovery is based on the image on the item's bottle in the game, the Puffergoat is a type of goat with puffy fur, which is what we found to be the reason for it being called the Puffergoat.

### 3.6 Antimatter Field Generator

According to the description in the game, the Antimatter Field Generator is a weapon, but is also a body part of a group of monsters called the Antimatter Legion. The word Antimatter itself is formed from a combination of the word "anti" and "matter". The word "antimatter" relates to the characteristics of the monster itself which has the power to destroy all kinds of objects into cosmic matter.

### 3.7 Frostweave Salmon Bread

Like with the word "pufferfish", we would like to focus on a specific word, it being

“Frostweave”. The word Frostweave is formed from a combination of the word "frost" and "weave". Based on the description in the game, Frostweave Salmon is a type of fish that lives in icy water on a frozen planet called Jarilo VI. We suspect that the word Frostweave has something to do with the characteristics of the salmon.

The next word formation technique that we will discuss is the clipping technique. According to the word formation theory that we use, the clipping technique is a process to create new words by shortening words without paying attention to the rules of derivation. We found that several consumable items use the clipping technique in their naming as follows.

### 3.8 Camo Paint

Sometimes a product name can be made based on words related to the function of the product (Pamungkas & Abdullah, 2017). The word "Camo" in the name Camo Paint is derived from the word "camouflage". This also relates to the item's function in the game, which is to hide from enemies. Camouflage is a technique/equipment used by people who want to blend in to the surrounding, therefore making them harder to be seen. According to the in-game description, Camo Paint is a kind of special liquid that can change color according to the environment. When used in the game, the player's character will be invisible to enemies for 75 seconds.

### 3.9 Grande Rejuvepill

We found that the word "rejuvepill" in the item name “Grande Rejuvepill” is formed using two techniques, which are the clipping and blending techniques. The "rejuve-" part in this word is likely a clipping of the word "rejuvenate" which corresponds to the healing function of this item. According to the in-game description, this item is a herbal medicine which, if consumed by the player character, can restore 10 HP points. HP stands for health points, which represents the character's life force. Then the word “rejuve-” is combined with the word "pill" which describes the physical shape of the item which is round, like how medicine pills commonly are in real life and also how it is commonly portrayed in the media to look like.

The next technique that will be discussed is the coinage technique. According to the word formation theory that we use, coinage is a technique that forms words without employing

any other word or word parts already in existence. The words created from this technique are completely new, as if it's “created out of thin air”. We found that this technique is the most often used in forming consumable item names in this game. We suspect that this is due to the concept of this game which, according to the game's official site, uses a space-fantasy theme, so that there are many specific names related to places, objects and animals that only exist in the game universe and do not exist in the real world. To reiterate, every word formed from coinage technique is unique and not formed from previously existing words. Therefore, what can be linked in the formation of the word is only the function or characteristics of the product. Here are some names of consumable items that we found using the coinage technique.

### 3.10 Kapo-Kali

According to the description in the game, Kapo-kali is a type of soft drink that has an attractive appearance with its sparkling liquid. Kapo-Kali is said to have a unique and refreshing taste, and if consumed by a player character it will add 30% DMG points to one of the characters used by the player at random.

### 3.11 Sugarball-Fried Viscorpi

The item name Sugarball-Fried Viscorpi has two new words formed using different techniques, "Sugarball" and "Viscorpi". The word "Sugarball" was formed using the compounding technique by combining the words "sugar" and "ball", while the word "Viscorpi" was formed using the coinage technique. According to the in-game description, Viscorpi is a decaying alien civilization that thrives on parasitizing the orifices of primates, such as the ear canals and nasal cavities, to induce hallucinations. The difference between this and the previous example of the Frostweave Salmon is that unlike the word Frostweave, we are quite certain that there are no combinations of words in the English vocabulary that could result in the word “Viscorpi” and have a related meaning behind it.

### 3.12 Stone-Grilled Olm

The word "olm" in the name of the Stone-Grilled Olm item is formed using the coinage technique, because the word "olm" has no indication of being formed from another existing word. According to the in-game description, Olm is the name of a kind of amphibian that looks similar to a chicken. This item is called Stone-Grilled Olm because the olm is cooked by roasting

it on hot stones. When used in the game, this item has a restorative effect that can restore 30% of the player character's HP points.

### 3.13 Tuskpir Wrap

We found that the word "Tuskpir" in Tuskpir Wrap is formed using the coinage technique. According to the description in the game, Tuskpir is a type of animal that is shaped like a tapir, but has fur with a unique striped pattern that lives on a planet called Luofu. Tuskpir Wrap itself is actually a cake roll with an outer shell that is similar to the color and motif of Tuskpir fur. It could be argued that since the description mentions Tapir, it could be derived from the word Tapir instead of being a new word. But we came to the conclusion that it is only mentioned that it looks like a Tapir and not a related species; and the fact that there are no clear proves that they named it after the Tapir rather than just finding it similar; we decided that it is a completely new word therefore it uses the coinage technique.

The next technique that is quite widely used in naming consumable items in this game is the eponym technique. According to the word formation theory that we use, Eponyms are words that are named for persons somehow connected with them. Some of the names of consumable items here use the names of certain characters or certain places in the game in their naming. The following is a discussion of consumable items that use the eponym technique.

### 3.14 Scalegorge Spring Water

Scalegorge Spring Water uses the eponym technique due to the use of the word "Scalegorge" is the name of a place in the game, Scalegorge Waterscape. Scalegorge Waterscape is a water area on planet Luofu, and the Scalegorge Spring Water itself is drinking water that comes from the region.

### 3.15 Belobog Sausage

Belobog Sausage uses the eponym technique in forming its name because of the word "Belobog" which is the name of a place in the game. Belobog is the name of a city on the planet Jarilo VI, and Belobog Sausage means sausage that comes from Belobog.

### 3.16 Jim Roger Bread Soda

Jim Roger Bread Soda is a unique type of

soda drink that is said to come from fermented bread powder. This drink is classified as a rare consumable item because players can only get this drink in certain places and in certain ways. The recipe for this drink was discovered by a figure named Jim Roger, and because the name of this product is based on the name of the person associated with the product, the naming of this item uses the eponym technique.

### 3.17 Pom-Pom's Fried Fowl

Like the Jim Roger Bread Soda item, the name of this item is also taken from the name of a person directly related to the product, who is Pom-Pom. This item is described as a special dish cooked by Pom-Pom. Therefore, we conclude that the name of this item uses the eponym technique. In the game, Pom-Pom is a train conductor who runs the astral train which is the main character's vehicle in exploring various planets in the Honkai universe.

## IV. CONCLUSION

To summarize this research, of the nine words formation techniques stated in the theory that we use, only five techniques are found to be present in the name of the consumable items. The techniques are: compounding, clipping, blending, coinage, and eponym; with coinage being the most used technique, and clipping being the least used. We also found that most of the existing words which are used to form the new words are related to the function or physical characteristics of the item, whether it is mentioning the color, texture, shape, or even the sound made by the item. However, in some cases of word formation, especially those using coinage and eponym techniques, the formation of their names suggest that their names are related to a more complex background story or lore in the game, therefore it may be that the information provided in the item description is insufficient to know the reasoning behind the naming of some consumable items. These results will help people in the process of naming an object whether it is in real life or in a game, it will also show people proof an object's name could have a meaning behind it, be it a linguistic meaning or something else.

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