

## **REGIONAL DIALECT VARIATION IN ENGLISH LANGUAGE OF TABLE TENNIS TERMS IN INDONESIAN TABLE TENNIS ORGANIZATIONS FOR THE SPORT MAJOR**

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### **Abstrak**

Penelitian ini meneliti penggunaan dan variasi istilah tenis meja di Indonesia melalui pendekatan berbasis korpus dengan mengumpulkan dan menganalisis korpus khusus yang terdiri atas sebuah cabang pelatihan khusus. Penelitian ini mengidentifikasi istilah yang paling sering digunakan, pola kebahasaan, serta variasi regional yang dipengaruhi oleh dialek lokal. Studi ini juga menyoroti ketidakkonsistenan dalam penggunaan istilah, proses penerjemahan dari sumber internasional, serta pengaruh struktur kebahasaan bahasa Indonesia terhadap terminologi olahraga. Hasil penelitian menunjukkan bahwa meskipun beberapa istilah selaras dengan standar internasional yang ditetapkan oleh International Table Tennis Federation (ITTF), korpus yang berhubungan dengan teks berbahasa Indonesia, tentang tenis meja terdiri atas sebuah pelatihan khusus, artikel daring, dan transkrip wawancara juga dianalisis untuk mengidentifikasi istilah yang sering digunakan, variasi regional, dan konsistensi istilah. Analisis kuantitatif digunakan untuk menelaah frekuensi dan pola kolokasi, sedangkan data kualitatif dari wawancara dengan pelatih, atlet, dan wasit digunakan untuk mengeksplorasi bagaimana pengaruh dialek dan konteks penggunaan memengaruhi adopsi serta pemahaman istilah. Temuan menunjukkan adanya ketidakkonsistenan penggunaan terminologi antarwilayah yang dipengaruhi oleh dialek lokal dan ketiadaan standar penerjemahan dari bahasa Inggris.

**Kata Kunci:** *analisis korpus; tenis meja; istilah khusus; Indonesia; metode campuran; pengaruh dialek; ITTF*

### **Abstract**

This study explores the use and variation of table tennis terms in Indonesia through a corpus-based analysis by compiling and examining a specialized corpus consisting of coaching manuals. The research identifies the most frequently used terms, their linguistic patterns, and regional variations influenced by local dialects. The study highlights inconsistencies in term usage, translation from international sources, and the influence of Indonesian linguistic structure on sports terms. Results show that while some terms align closely with international standards set by the International Table Tennis Federation (ITTF), A corpus of Indonesian-language texts related to table tennis, comprising coaching manuals, online articles, and interview transcripts, was compiled and analyzed to identify frequently used terms, regional variations, and term consistency. Quantitative analysis was used to determine frequency and collocation patterns. At the same time, qualitative data from interviews with coaches, athletes, and referees explored how dialectal influences and contextual usage affect term adoption and understanding. The findings reveal inconsistencies in terms usage across regions, influenced by local dialects and a lack of standardized translation from English.

**Keywords:** *corpus analysis; table tennis; terms; indonesia; mixed method; dialect influence; ITTF.*



## **INTRODUCTION**

This study employs a corpus for linguistic text analysis. Sinclair (2004) A corpus is an electronic collection of texts or parts of texts that were chosen based on outside criteria to show a language or dialect as closely as possible as a source of data for linguistic research. Corpora have become an important part of language study since the 1960s for a number of reasons: they contain real and representative data; they are in electronic format, which makes them easy to find; they let you compare different registers, varieties, or languages; and, in short, they make research easier. Anne O’Keeffe (2010) corpus linguistics provides an empirical foundation for researching language using actual data rather than intuition or prescriptive grammar rules. This viewpoint sees language as a social practice that represents genuine human interaction and meaning-making in a variety of circumstances. By analyzing naturally occurring texts and spoken conversation, researchers can find patterns of frequency, collocation, and expression that reflect how individuals use language in real-world settings.

Table tennis is popular in Indonesia; however, comprehension and research on the sport varies according to the number of players. The original name was *ping-pong*. ITTF stands for International Table Tennis Federation. The ITTF’s functions include establishing rules and regulations for international competitions, organizing world championships (e.g., World Table Tennis Championships, World Cup), overseeing the world ranking system for professional players, promoting global table tennis development, including coaching, training, and equipment standards, and ensuring fair play and anti-doping measures.

The national level of table tennis organization in Indonesia is *PTMSI (Persatuan Tenis Meja Seluruh Indonesia)*, which is in charge of arranging table tennis competitions in Indonesia by organizing national tournaments and championships. National athletes are selected and prepared for international events such as the Asian Games, Olympics, and ITTF competitions. Provides coaching, training, and grassroots development programs, as well as establishing Table tennis rules and regulations in accordance with ITTF guidelines, to represent Indonesia in the ITTF and the *ATTU (Asian Table Tennis Union)*.

This sport is popular in Indonesia, yet only a limited number of individuals engage in Table tennis in this study. Table tennis players understand how to play the sport without needing to learn specific terms. Table tennis has many terms and vocabulary, which is why this research interests me. The writer will collect many different terms and dialects.

This topic is commonly taught within a physical education department or a physical science curriculum. Nevertheless, this department utilized the translation of the book. Occasionally, the translation methods used in this book differ from the actual practice of Table tennis. This subject was selected to inform and educate the readers on the correct purpose and significance of terms in a Table

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tennis book, specifically regarding table tennis techniques and their use in table tennis coaching.

Table tennis has many variations of techniques, specialized training terms, and different types of rackets. This observation was considered as an effort to promote table tennis not only as a practice and competitive sport, but also as a way to understand the specialized expertise that supports it and provides new insights for many people into the variations of table tennis techniques in greater depth. Table tennis features specialized terms, all of which is in English, but its definitions vary from those found in the English dictionary. This serves as an inspiration for the author to choose this project. This project aims to identify table tennis terms in Indonesia, compare them with references from table tennis literature, and share the insights specifically within the table tennis field. Corpus linguistics was chosen by employing linguistic analysis to investigate sentences identified via corpus data. In terms of reaching basic conclusions, corpus linguistics is similar to other empirical disciplines. Corpus linguistics examines language in practice through the use of corpora. A corpus consists of a collection of written texts. When the author employs it for linguistic investigation, they call it a corpus (plural: corpora).

Hinskens, F. (2002) emphasizes that dialectology is more than just identifying linguistic variance between areas or communities. It is also about expanding our grasp of language's formal structure. He contends that dialectal analysis can provide vital insights into how linguistic systems function at various levels, including phonological, morphological, syntactic, and semantic. By investigating dialectal distinctions, researchers can discover both universal linguistic patterns and the social or geographical causes that drive language evolution. Hinskens sees dialectology as a link between formal linguistic theory and the lived reality of language use among speakers. The study aims to answer the research questions:

1. To find any regional or dialectal variations in table tennis terms used within different branches or regions of the Indonesian Table Tennis Organization. It focuses on how language is built and how the vocabulary varies in some places in Indonesia. It is trying to see if there are any regional or dialectal differences.
2. To find what challenges arise in maintaining consistency and accuracy in using the terms. It identified how vocabularies really interest Indonesian people and how English really has more variety in Indonesia.

The study focused on identifying and analyzing any regional or dialectal variations in the table tennis terms used within different branches or regions of the Indonesian Table Tennis Organization, which showed that different places really influenced the language used. It also aims to identify what challenges arise in maintaining consistency and accuracy in using the terms. It becomes a reason why vocabularies in Indonesia have more variations.

This study chose to convey advantages for many individuals, particularly table tennis players and the table tennis community. The outcome of this study will turn into an experience and understanding for them. This study can also be

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published in journals, reaching a wide audience and various researchers to enhance table tennis centers, physical initiatives, and language courses.

The study selects the corpus linguistics theory by McEnery & Wilson (2001), remarking that corpus linguistics is exciting. That method is widely employed in English linguistics, particularly in corpus linguistics and English grammar. Furthermore, corpus linguistics is becoming more multilingual as corpus data is used to aid numerous languages and dialects. A corpus developed by linguists investigates the most common strategies for using corpus data. It demonstrates how corpus data has resulted in methodological and theoretical advances, along with a detailed explanation.

The study selects the *Corpus Linguistics* book by Stefanowitsch (2020), which has served as a methodological guide for the author to examine table tennis terminology in Indonesia. This book covers techniques for data collection and testing. This book also provided the linguistic method for the author to employ. This book seeks to organize corpus linguistics as a version of the observational approach. The first section exposes the reader to the basic methodological discussions around corpus data, as well as the practice of corpus linguistics, which covers topics such as the scientific research cycle, research design, corpus data extraction, and statistical evaluation. The second part contains several case studies from the major areas of corpus linguistics (lexical associations, morphology, grammar, text, and metaphor), which survey the range of issues studied in corpus linguistics while also demonstrating how they fit into the methodology outlined in the first part.

The study used Daan Seemiller's (1996) table tennis books to explain table tennis skills, how to drill table tennis techniques, and strategies for winning competitions. It contains how to play table tennis in detail. It is also intended for intermediate to expert players who want to enhance their game through drills, strategy, and conditioning.

The study takes table tennis books by Larry Hodges (1993). The book breaks down techniques, strategies, and drills into clear, progressive steps. It also stimulates how mentally prepared athletes are. This book explains how to adapt the game using advanced strategies and playing techniques, explains why the skill or concept is important, demonstrates how to practice each skill in realistic situations, provides a summary checklist for evaluating proper technique, and identifies the keys to correct technique.

## **RESEARCH METHODS**

### **Research Design**

This study employed a mixed-methods (qualitative and quantitative) approach using corpus techniques. This study focuses on how to gather data, how significant it is for any location, and how many different languages are utilized in table tennis throughout various locations. The purpose was to describe patterns, frequency, and variation in the use of Table tennis terms in the Indonesian context.

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According to Lindquist and Levin's (2018) book *Corpus Linguistics and the Description of English*, Corpus linguistics is founded on empirical data generated from digitized texts collected in a systematic manner. It focuses on several important methodological areas, like as frequency analysis, collocation, annotation, and the meticulous arrangement of corpus data for descriptive linguistic study. This study employs quantitative description, which involves counting terms, using frequencies, and then describing them. New terms were collected and analysed to gain a deeper understanding of the terms.

This study gathers information through oral interviews and a listing of table tennis terms. All transcriptions of the interview were listed, transcribed, and subsequently analysed. Using that data, it created a table for overseeing all terms. These tables can help readers examine and understand the frequency and types of terms identified in Indonesia. Table tennis terms found in each sample by big table tennis training centers in Indonesia. This study chose 10 places that represent table tennis centers in different islands in Indonesia, such as Java, Bali, Sumatra, Kalimantan, and Sulawesi. This study takes the big table tennis center there. The information were gathered focusing on terms and interpretation through interviews with the interviewer.

The interview method was conducted to obtain more detailed information, as the interpretation analysis is highly diverse and requires an understanding that aligns with the conditions in the field. The terms of table tennis in Indonesia are very diverse and carry a more complex level of understanding. In addition to the numerous and varied table tennis techniques, the influence of language use and communication styles greatly affects interpretation in different regions. Therefore, the interview technique is considered appropriate for interpretation of table tennis techniques in a detailed manner.

### **Data Sources**

To build a corpus of table tennis terms, especially in the context of Indonesia, data was collected from various reliable, relevant, and authentic sources where table tennis language is naturally used. Here are common and suitable data sources for constructing such a corpus:

1. Official Documents and Rules: ITTF book in [Ittfeducation.com](http://Ittfeducation.com), PTMSI guidelines, and National Competition regulation
2. Sport magazine: Jurnal Tenis Meja Magazine (This magazine is published twice a month)
  - a. Edisi 120 (Mei 2011)
  - b. Edisi 124 (September 2011)
  - c. Edisi 133 (Juni 2012)
  - d. Edisi 145 (Juni 2013)
  - e. Edisi 162 (Juli 2015)
  - f. Edisi 210 (21 Maret 2025)
  - g. Edisi 215 (1 Juli 2025)

The table tennis journal from that particular edition was presented because the magazine was inactive from 2015 to 2025. It resumed publication in 2025

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in online format. It presents the content from editions that specifically feature table tennis techniques and special references related to table tennis equipment and supporting techniques.

3. Educational books: table tennis books by Daan Seemiller and Larry Hodges.
4. Human Participants: Interviews and surveys from the coach of 10 big table tennis centers in Indonesia

### Participants

Data was gathered from coaches and table tennis athletes in big table tennis centers in Indonesia (Java, Bali, Sumatra, Kalimantan, and Sulawesi ) and "Jurnal Tennis Meja" magazine. Journal Tennis meja magazine is the only one of the media for table tennis athletes and table tennis lovers to share information about table tennis style, achievements, and the newest techniques of table tennis in Indonesia (Table 1).

Table 1. Ten Big Table Tennis Centre in Indonesia

No	Name	City	Province
1.	Putra	Semarang	Central Java
2.	Tyas	Central Java (South Sectors)	Central Java
3.	Ammi	Jakarta Pusat	DKI Jakarta
4.	Annas	Central Java (North Sectors)	Central Java
5.	Dilla	Riau	Riau
6.	Anna	Surabaya	East Java
7.	Amal	Bandung	West Java
8.	Kaka	Denpasar	Bali
9.	Diego	Palu	Sulawesi
10.	Azza	Pontianak	Kalimantan

*Note:* Three sectors of the table tennis centers were selected because Central Java has many dialects and variations of table tennis terms.

### Instruments

This research was conducted by collecting table tennis terms used in a big table tennis center in Indonesia, where language and dialect influenced the terms used to deliver table tennis coaching. Interviewing one by one was one way for the writer to collect terms. The coach from that table tennis center was invited for the interview because they represented the table tennis process in that table tennis center. The coach usually becomes the deliverer of terms while the athletes were the respondents.

Four interview questions on table tennis techniques and training methods were conducted online via video call. From these interviews, data were classified based on the standard techniques used and the other terms routinely applied by each training center. These other terms refer to everyday expressions that, in the context of linguistic distribution, represent regional dialects specific to each area used in table tennis practice. Through this process, new terms were collected and analyzed for the contextual meanings contained within them, reflecting the linguistic diversity unique to each region.

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The second data source was "Jurnal Tenis Meja" magazine. This magazine informed and entertained the audience about Table Tennis events in Indonesia and introduced new tools of table tennis, such as: racket, table, ball, jersey, shoes, etc. This magazine also informed table tennis lovers about table tennis techniques, and also how to practice with picture practices.

Journal Tenis Meja magazine was the only magazine used by PB PTMSI as a source of information and inspiration for the table tennis community in Indonesia. The magazine was first published on February 15th, 1999. It serves as a medium for information on techniques, tactics, and various aspects supporting table tennis success in Indonesia. The magazine also functions as a source of inspiration for productive athletes to emulate achievements and improve their performance on a broader stage. The written samples were collected from this journal, from which information on techniques and strategies was collected and classified according to the interpretations presented in the magazine. It will be classified in a table of terms with interpretations.

### **Data Analysis**

Data was analyzed using the Indonesian table tennis expressions that were collected previously. Data was sourced from coaches, table tennis magazines, and enthusiasts of the sport. The writer interviewed 10 coaches from various regions in Indonesia, which are major table tennis hubs in the country. The interview information was subsequently organized into a table containing table tennis terms and the transcription of the conversation with responses. Ten training centers were selected as the research sites because they were among the top ten best clubs in Indonesia. This was proven by the achievements of the athletes trained in these centers, who were among the best athletes in the country. The chosen training centers represent the best ones within their respective islands.

The information gathered includes both quantitative and qualitative data: quantitative data on the number of table tennis terms used in Indonesia, and qualitative data on their analysis and interpretation. McEnery (2011) argues that corpus data was analyzed using the following techniques: The first is Frequency Analysis, which was used to identify the most commonly used table tennis terms, such as Forehand, Backhand, Smash, spin, and serve. Table tennis players and enthusiasts widely use these techniques.

The next one is Concordance Analysis, which observes how terms are used in the context, for example term "Spin" is often used together with words like ball, topspin, control, and serve. It frequently appears in contexts related to technique and training difficulty. The collocations (common word pairings) such as *heavy spin*, *control the spin*, and *topspin ball* show that "spin" functions as a technical term central to table tennis performance. It also analyzed collocation analysis to find common word combinations for example *spin*, *spin gantung*, or *spin gesek*.

Table 2. Common Word Combinations

Collocate	Frequency	Example Phrase/Context
<i>Spin</i>	10	"A heavy spin serve can confuse the opponent."
<i>Spin gantung</i>	5	"The full of high bouncing ball with heavy spin"
<i>Spin gesek</i>	3	"Full of heavy spin with full power"

From Table 2, *spin* has many types, each of which influences the interpretation of the quality of techniques and table tennis performance. This is about how terms are distributed with the specific words. This interpretation is commonly used based on the linguistic habits and expressions practiced at each table tennis training center. Usually these terms are used to make it easier for coaches to interpret their instructions and for athletes to understand the instructions.

The data was also analyzed by semantic categorization. Terms were grouped based on meaning for example: Technical terms like *spin*, *smash*, and *loop* are closely tied to motor skills. Tactical and psychological terms are reflect strategic thinking and mindset. Linguistic patterns may vary across regions for instance, some local training centers might have their own terms or dialect variations for *spin* or *serve* types. The kind of instructions and terms used to have a secret code between the athlete and the coaches. With this analysis also take more variation analysis, which is about Differences in term usage based on region, context, or source as shown in Table 3.

Table 3. Differences in Usage Between Coaches and Media

Standard Term (English)	Regional/Local Variation	Context or Explanation
Topspin	<i>Spin Atas, Spin Tutup</i>	Some Indonesian coaches use " <i>spin atas</i> and <i>spin tutup</i> " to simplify the concept for beginners.
Backspin	<i>Spin Gantung, Spin Angkat</i>	In some regions, " <i>spin gantung</i> and <i>spin angkat</i> " is more commonly used than the technical term.
Smash	<i>Pukulan Keras, Pukulan Cepat</i>	Terms differ by region and by emphasis on strength or speed.
Serve	<i>Servis, Pukulan Awal</i>	" <i>Servis</i> " is the borrowed standard term, while " <i>pukulan awal</i> " is used colloquially.
Block	<i>Tahan Bola, Blok</i>	Receive the smash ball and keep by the defense technique

## RESULTS AND DISCUSSION

### Results

In Indonesia, the diversity of local languages and dialects influenced how table tennis terms are understood, pronounced, or even created. This is especially relevant when the sport is practiced in different regions where Bahasa Indonesia is blended with local languages like Javanese, Sundanese, Balinese, Batak, and

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others. This language also has variation and interpretation of the distribution. Here are several ways dialects may influence table tennis terms in Indonesia.

One way of influencing dialect is variations in pronunciation. Local dialects often affect how standard Indonesian or English-derived table tennis terms are pronounced. For example, the word "serve" may be pronounced differently in Java versus in Sundanese due to phonological differences. "Serve" might become "serp" in some regions due to phonetic simplification influenced by local speech patterns. Because many terms originate from English, Indonesians pronounce them differently depending on region, accent, or level of exposure to the sport as shown in Table 4.

Table 4. A Sample of Findings About Table Tennis Terms in Indonesia

English	Indonesian
Spin	<i>Se-pin</i>
Smash	<i>Smes</i>
Block	<i>Blok</i>
Chop	<i>Cop</i>
Service / serve	<i>Servis</i>

The terms between English and Indonesian differ not only in spelling, sometimes they also in writing. It is about how spellings and dialects are used. That has become unique and wonderful in differentiation.

The next one is about translation or substitution with Local Words. This is also related to another way. These terms have many different interpretations. It is also the specific identification with the local language. The terms are really detailed and specific. Because table tennis elements have unique terms that share in specific category. Here, some terms may be replaced with equivalent or similar words in local dialects shown in Table 5.

Table 5. Terms Equivalence

No	General Terms	Specific Terms
1.	Forehand (Pukulan dari kanan pemain tangan kanan)	1. <i>Pemanasan forehand (usia &gt;15 tahun)</i>
		2. <i>Stroke forehand (&lt;15 tahun)</i>
		3. <i>Passing forehand</i>
		4. <i>Spin Forehand</i>
		5. <i>Forehand smash</i>
		6. <i>Forehand drive</i>
2.	Backhand (Pukulan kiri pemain tangan kanan)	1. <i>Stroke Backand</i>
		2. <i>Backhand tutup</i>
		3. <i>Backhand depan</i>
		4. <i>Backhand dorong</i>
		5. <i>Sentak backhand</i>
		6. <i>Spin backhand</i>
		7. <i>Backhand drive</i>
		8. <i>Backhand sodok (bintik)</i>
		9. <i>Backhand glondor (bintik)</i>

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No	General Terms	Specific Terms
3.	Spin (Gerakan serangan dengan teknik menggesek dan memutar bola secara halus)	<ol style="list-style-type: none"> <li>1. <i>Spin gantung</i></li> <li>2. <i>Spin atas</i></li> <li>3. <i>Fast spin</i></li> <li>4. <i>Spin kosong</i></li> <li>5. <i>Spin alus</i></li> <li>6. <i>Spin gesek</i></li> <li>7. <i>Topspin</i></li> <li>8. <i>Spin putar</i></li> <li>9. <i>Spin sendal</i></li> <li>10. <i>Spin tarik</i></li> </ol>
4.	Smash (gerakan serangan dengan teknik menggesek dan menyentak bola dengan keras)	<ol style="list-style-type: none"> <li>1. <i>Smash tor</i></li> <li>2. <i>Smash gebug</i></li> <li>3. <i>Smash tembak</i></li> <li>4. <i>Smash kejut</i></li> <li>5. <i>Smash tabrak</i></li> <li>6. <i>Smash sikat</i></li> </ol>
5.	Stroke (gerakan rally ball secara berkesinambungan dalam beberapa durasi waktu)	<ol style="list-style-type: none"> <li>1. <i>Stroke</i></li> <li>2. <i>Passing</i></li> <li>3. <i>Tampelan</i></li> <li>4. <i>Rally</i></li> <li>5. <i>Defence stroke</i></li> </ol>

In a Javanese spelling region, instead of saying *tampelan forehand*, players might informally refer to it using a local word for *forehand drive or forehand stroke*. Coaches or trainers may use local language equivalents to better explain concepts to younger or less formally educated players. These local terms are chosen to make instruction easier and a friendly training process. Because it also influenced the comfortable training process.

The reasons why many Indonesian table tennis terms are translated or substituted with local words instead of using the original English terms are to make it easier to understand, as many players (especially beginners or from rural areas) are not familiar with English. Coaches use simple Indonesian or local language so players immediately understand the instructions, for *example, Drive to Tampelan or dorong bola, smash to pukul or serang*. Table 6 displays the examples of using the local language to distribute table tennis techniques.

Table 6. Local Language Distribution

Original English Terms	Local Language
Long serve	<i>Glondor, servis kosong</i>
Chop	<i>Taruh</i>
Smash	<i>Gebug</i>
Topspin	<i>Putar, sendal</i>
Blade	<i>Bet</i>

The next one is adaptation to Indonesian pronunciation and grammar, where some foreign terms are difficult to pronounce or do not fit Indonesian phonology. They are simplified or changed. Table 7 shows the examples by respondent of Indonesian pronunciation and grammar adaptation:

Table 7. Indonesian Pronunciation and Grammar Adaptation

Original English Terms	Local Language
Long serve	<i>Service Panjang</i>
Chop	<i>Potong</i>
Smash	<i>Pukul</i>
Topspin	<i>Putaran bawah</i>
Rubber	<i>Karet</i>

The other one is the Teaching method difference (practical vs technical). At the national level, coaches use international terms (*topspin, backhand, rally*). However, at the local / school level, coaches use practical language (*putaran atas, tangan kiri, bola panjang*) because these are easier to teach children and more intuitive. Not only about language in the area or dialect use, but it also facilitates easier communication during fast training. During rallies, coaches need fast, short commands like a short code to make athletes understand quickly. Local terms are shorter and quicker to say. Instead of "forehand topspin!" the Coach may say "*angkat kanan!*" or "*gesek! kanan!*" or, in other terms, "Smash" the coach may say "*sikat*", "*habis*", "*tor*".

Table 8. Borrowing and Adaptation of Table Tennis Terms

English Terms	Dalam Bahasa Indonesia	Keterangan
Serve or Service	<i>Serve /Service</i>	Dipakai langsung
Smash	<i>Smash</i>	Sama
Spin	<i>Spin</i>	Sama
Block	<i>Blok</i>	Sesuai ejaan Indonesia
Loop	<i>Loop</i>	Sama

Indonesian table tennis terms are not only linguistic, but also cultural, historical, and practical. That is why translation or substitution happens to improve understanding, adapt to local language, speed up coaching, and follow tradition also culture. The next part of this analysis is about borrowing and adaptation. Foreign terms (mostly English) are commonly borrowed into Indonesian sports terms, but local dialects can reshape these terms. These terms are usually used for the primary guide, but dialect helps and makes it easier for people to interpret terms. Here are some samples by the respondent of borrowing and adaptation of table tennis terms in Indonesia, by direct borrowing in Table 8. The other side is also using adaptation of pronunciation in Table 9.

Table 9. Adaptation of Pronunciation

Asli	Pelafalan Indonesia
Smash (smɛʃ)	" <i>Smes</i> " / " <i>Se-Mes</i> "
Spin (spɪn)	" <i>Sep-In</i> " / " <i>Es-Pin</i> "
Drive (draɪv)	" <i>Derif</i> " / " <i>Daraif</i> "
Block (blɒk)	" <i>Belok</i> " / " <i>Blok</i> "
Push (pʊʃ)	" <i>Pus</i> " / " <i>Puh</i> "

The other finding is the creation of localized slang or nicknames in some areas, where players might create their own slang terms for moves or styles

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based on local cultural expressions. For example, A particularly tricky spin might be called something humorous or dramatic in Javanese or Betawi dialect. Table 10 is table of slang or nicknames that researchers have found.

Table 10. Slang or Nicknames of the Terms

English Terms	Slang or Nickname
Drive	<i>Stroke dorong, tampelan</i>
Smash	<i>Gebug, tor, pukul</i>
Spin	<i>Gesek, ambil</i>
Block	<i>Redam, tahan</i>
Blade	<i>Bet</i>

From those samples, it was found that slang was used for distributing terms or code from coaches to athletes. These terms were out when the play begins. These terms were used for spontaneous and scream.

The next one is terms for influence on coaching and instruction. It shows how language (borrowing, adaptation, slang, local terms) affects the way coaches teach and athletes learn in Indonesia. Coaches often adapt their language when explaining techniques. In rural areas, instruction may mix standard terms with dialects to ensure comprehension. This code-switching facilitates communication between the community and formal sports language. It is used for warming up the training process by switching or adapting the language to table tennis terms; this has more advantages. Coaching makes one more effective, improves memory and retention, builds comfort and confidence, encourages creativity in the game, and strengthens team culture and motivation to push for point targets.

The negative long-term impact is a difficulty in standardization because it is too hard to create a national curriculum when terms differ. Then, transition challenges players who compete internationally must relearn official terms, and also, the last one is the communication gap between the coach from *Jakarta* vs the coach from *Surabaya* may use different words for the same drill.

Based on all respondents of table tennis coaches, athletes, magazines, and ITTF books, the impact of dialect on words or vocabulary is considerable and can be examined through aspects like lexical diversity, cultural identity, social role, and regional usage. Dialect and regional linguistic differences can affect the usage, comprehension, or even translation of table tennis terms across various nations and communities.

The responses from table tennis centers in Indonesia came from various islands, including Java, Sumatra, Bali, and Kalimantan. These possess various dialects and habits that shaped table tennis terms. It identified 100% of the terms related to table tennis from the ITTF utilized by all table tennis centers for the main terms. However, it was discovered that 500 terms from the Indonesian dialect are utilized by table tennis coaches and players to convey table tennis instructions. These were designed to aid coaches and athletes in introducing table tennis tools, comprehending, and practicing table tennis techniques easily.

Based on the process of collecting samples from respondents, one of the major challenges in maintaining consistency and accuracy in table tennis terms in Indonesia is the influence of regional language variations. Indonesia is a multilingual country with hundreds of local languages, and many coaches or players who integrate their regional language or dialect when explaining techniques. As a result, the same term may be expressed differently in different provinces or training centers. For example, a term like "*spin*" might be described using a local word or simplified expression that fits the regional speech pattern. Over time, these localized terms become habitually used within the region, but they are not recognized nationally. This creates confusion when players from different regions train or compete together because each group may interpret or name techniques differently. Furthermore, translation from English into local languages often leads to changes in meaning or loss of technical precision. Without a standardized reference or enforcement from official institutions, regional variations continue to spread, making it difficult to maintain uniform terms across Indonesia.

Based on researchers' findings, borrowing table tennis terms from English creates several challenges in maintaining consistency and accuracy in Indonesia. First, many English terms are adopted in different ways: some are kept in the original form, for example, *spin*, *smash*, *drive*, and *drive*. While others are adapted into Indonesian spelling or pronunciation, for example: *servis*, *blok*, *topspin menjadi top spin atau top-spin*. Because there is no unified standard, coaches, players, and media often use different versions of the same term. This inconsistency leads to confusion, especially for beginners or when players from different regions train together. In addition, some English terms do not have a direct equivalent in Indonesian, so people create their own translations that may change the meaning or reduce technical accuracy. Over time, multiple variations of a term circulate at the same time, making it difficult to know which is the correct or official version. Finally, the influence of English pronunciation also causes variation; some people use the English sound, while others localize it based on Indonesian phonetics. As a result, borrowing from English—without clear guidelines—leads to mixed usage, misinterpretation, and a lack of standardization in table tennis terms across Indonesia.

One major challenge in maintaining consistency and accuracy in the use of table tennis terms in Indonesia is the lack of standardized terms from official institutions such as PTMSI or educational authorities. Although table tennis is governed nationally, there is no comprehensive and widely distributed glossary or official guideline that clearly defines the correct Indonesian terms for techniques, equipment, and strategies. As a result, coaches, athletes, schools, and clubs create their own versions of terms based on personal experience, foreign references, or local adaptations. Some prefer English terms like *topspin* or *backhand*, while others translate them into Indonesian or use mixed forms such as *servis pendek* or *blok pasif*. This inconsistency causes confusion during training, competitions, and learning processes because each institution or region may interpret the same term differently. Without a standardized reference, it

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becomes difficult to ensure clear communication, an accurate understanding of techniques, and uniformity in coaching methods across Indonesia.

While taking samples of terms, the biggest challenge was to maintain consistency and accuracy of table tennis terms in Indonesia. There were the different levels of knowledge among coaches and players. Coaches who were formally trained or have international experience often use standardized terms based on ITTF or professional coaching materials. They understood the technical differences between specific terms such as *topspin*, *loop*, *drive*, or *flick*. However, many local or community-level coaches may not have the same access to professional training, so they used simpler, incorrect terms to explain techniques. As a result, the same technique might be taught using different names in different clubs or regions. Players who train under different coaches then develop different understandings of the same term or use one term to refer to multiple techniques. This inconsistency becomes even more problematic during tournaments, coaching certification, or when players move to a different training environment, because the terms they learned may not match the terms used by others. Over time, the gap in knowledge between advanced practitioners causes confusion, miscommunication, and a lack of uniform understanding of table tennis technique terms in Indonesian table tennis.

The strong influence of informal slang or nicknames developed within local clubs, training groups, or communities. Players and coaches often create their own terms to make techniques easier to remember or to reflect certain playing styles, such as "*geser-geser* (*footwork*)" "*bola mati*" (*dead ball*), or "*servis glondor*". While these expressions are useful for common communication, they are not standardized from one region or club to another. As a result, when players from different backgrounds interact, these slang terms can lead to misunderstanding or incorrect interpretation of the technique being discussed. Over time, the frequent use of informal terms can influence the terms used, making it difficult to teach, document, or analyze techniques using precise and universally accepted language. This lack of uniformity weakens technical accuracy, reduces clarity in coaching materials, and creates gaps between informal practice and formal instruction.

Many technical terms in table tennis that originate from English that familiar in Indonesian. As a result, some terms are translated literally, which can change or weaken the original meaning, while others are left untranslated, making them difficult to understand for beginners. In some cases, different coaches or authors interpret the same term in different ways, creating multiple variations of terms in training manuals, competitions, and media. For example, the term "*spin*" may simply be translated as "*putaran*," but in practice, it includes many subtypes such as *topspin*, *sidespin*, or *backspin*, which are not always clearly distinguished in Indonesian contexts. This inconsistency in translation and differing interpretations leads to confusion among players, coaches, and learners, and makes it difficult to develop a standardized and accurate terms system across regions and training centers.

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One major challenge in maintaining consistency and accuracy in the use of table tennis terms in Indonesia is the continuous evolution of technique and the introduction of modern terms. As the sport develops globally, new strokes, serves, and strategies emerge, often accompanied by English terms such as *flick*, *pendulum serve*, or *serang pendek*. These modern terms are quickly adopted in international coaching and competitions, but in Indonesia, their translation and interpretation are not always standardized. Older or traditional coaches may still use outdated terms, while younger coaches and athletes prefer modern terms seen in international videos or *ITTF* materials. This generational difference causes inconsistency in instruction because their interpretations are from what people interpret those techniques. Additionally, some modern terms are difficult to translate accurately into Indonesian without losing their terms meaning, leading to partial translations or mixed language expressions (e.g., "*flick*" or "*servis reverse*"). Without an official guideline from national institutions, each club or coach may choose a different version. As a result, players from different regions may understand the same term differently or use different terms for the same technique, which reduces clarity and accuracy in communication, coaching, and documentation.

One significant challenge of maintaining consistency and accuracy in the use of table tennis terms in Indonesia comes from the influence of the media and social media. Different sources, such as YouTube tutorials, livestream commentary, blog articles, coaching videos, and social media posts, often use a wide variety of terminology depending on the creator's background, level of knowledge, or target audience. Some content creators use official *ITTF* terms in English, while others translate them into Indonesian or even mix them with slang, with non-standard expressions. In addition, many influencers prioritize simplicity or entertainment rather than technical accuracy, which can cause incorrect interpretations of certain techniques or strategies. Since these platforms are highly accessible and widely consumed, players, especially beginners tend to adopt whatever terms they frequently hear online, even if those terms are inaccurate or incomplete. The absence of a unified reference or regulation for terms in media and social media causes terms to evolve informally and inconsistently, making it difficult to maintain clarity, standardization, and shared understanding across regions, clubs, and levels of play.

Contextual meaning differences also become a major challenge in maintaining consistency and accuracy of table tennis terms in Indonesia because many terms can change meaning depending on the situation, level of play, or the speaker's interpretation. For example, the term *spin* may generally refer to the rotation of the ball, but in practice, it could specifically mean one of each kind, such as *topspin*, *backspin*, *sidespin*, or even *heavy spin*, depending on the context of training or match analysis. Similarly, the word *block* may be used to describe a defensive stroke, but some players consider it a passive shot while others interpret it as an active counter-action. Blok also has each kind, that interpreted differently in every practical technique. These variations in meaning cause misunderstanding, especially when coaches, players, or commentators from

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different regions or experience levels use the same term but refer to different techniques. Without clear contextual clarification, learners may misinterpret the instruction and apply the wrong technique. Therefore, the lack of standardized definitions and the high dependence on context make it difficult to maintain consistent and accurate terminology across coaching, communication, and documentation in Indonesian table tennis.

By interview methodology, it was discovered that terms had a clear interpretation. This interview was used to maintain consistency and accuracy of the data found. Several strategies were applied to maintain consistency and accuracy of the data obtained from the interview process. First, a clear and structured interview guide was designed to ensure that each participant received the same questions in the same order. This step helped avoid random or biased questioning and allowed the responses to be compared fairly across different participants. The questions were carefully formulated using neutral and precise language, so that the terms used were consistent with the research focus and did not lead to misinterpretation.

Second, member checking was implemented where the interview data or transcripts were shown back to the participants for confirmation. This strategy ensured that the participants' meanings, terms, and explanations were correctly captured. If there were any unclear or ambiguous statements, clarification was sought to prevent inaccurate interpretation. Validating the data with the participants increased the credibility and accuracy of the findings.

Third, triangulation was employed by comparing the interview results with other sources such as coaching manuals, official terms, or previous studies. Through triangulation, consistent patterns could be identified or detected if there were contradictions in the use of terms. This helped maintain the reliability of data and provided a stronger foundation for analysis.

Finally, detailed documentation was maintained through coding procedures to categorize each term and its meaning systematically. By using consistent coding rules, it ensured that similar terms were analyzed in the same way throughout the study. This rigorous organization of data helped reduce subjectivity and supported a more accurate interpretation of how table tennis terms are used in different contexts. Overall, these strategies ensured that the interview data remained consistent, accurate, and trustworthy.

It was simpler to locate and gather information from respondents through interviews, contextual explanations, and clear interpretations. Response provided information using natural language that they commonly use daily. It began with the initiation of their coaching process, how they provide instructions, how they assign game codes, and how to assess table tennis techniques. Responses provided information through an explanation by recounting their stories during the training process.

## **Discussion**

This study shows that table tennis in Indonesia has a unique set of terms that reflect its technical nature and global influence. Common terms such as

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*forehand*, *backhand*, *topspin*, and *rally* are widely understood, indicating some level of standardization. However, regional variations appear through colloquial terms like *tor*, *tembak*, and *gesek*, showing that local coaching often uses informal language.

Corpus analysis found three main issues. First, terminology is inconsistent across regions, as different terms refer to the same technique, which can create confusion and hinder learning. Second, many coaching and media sources rely on non-standard terms and rarely follow international standards such as those of the ITTF, creating a gap between global and local practices. Third, corpus-based linguistic research has not been fully integrated into coaching programs, resulting in a lack of standardized terminology.

Dialectal influences also shape how terms are used, reflecting Indonesia's linguistic diversity but posing challenges for unified communication. Additionally, some terms have evolved in meaning over time, for example, *loop* has expanded from referring to a high-arching topspin to various spin-based offensive shots, showing changes in playing style and coaching methods.

## **CONCLUSION**

In summary, examining table tennis terminology highlights the significance of grasping the unique language linked to the game. Words like *forehand*, *backhand*, *rally*, *spin*, *smash*, and *loop* not only define the skills employed by athletes but also illustrate the strategic complexity of the sport. Understanding these terms improves the playing experience and enriches the appreciation of the sport for coaches and athletes. With the global expansion of table tennis, understanding its terms is crucial for effective communication, training, and competition. Consequently, acquiring and utilizing precise table tennis terms is an important step in enhancing understanding and proficiency in the sport of table tennis. This research has explored the use and variation of table tennis terms in Indonesia through a corpus analysis approach, combining both quantitative and qualitative methods. The findings reveal that while many standard international terms are adopted in Indonesian table tennis discourse, there is significant variation influenced by regional dialects, local language practices, and informal usage among athletes and coaches. The findings underscore the need for a standardized and contextually appropriate glossary of table tennis terms in Bahasa Indonesia. Such standardization will support clearer communication and more effective coaching within the sport. Additionally, this research highlights the value of linguistic analysis in sports studies, showing how language influences athletic understanding and performance.

For sports majors, especially those involved in coaching, education, or sports development, understanding the linguistic dimensions of sports terms is essential. This study recommends further collaboration between linguists, coaches, and national sports organizations (like PTMSI) to develop consistent terminologies that support both performance and education in Indonesian table tennis.

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