



Sociolectic Variations in Alternative Universe (Au) Stories in Application X

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Article Info	Abstract
Received: 2026-05-29 Revised: 2026-06-17 Accepted: 2026-06-29 Keywords: Sociolects; alternative universe; application X DOI: 10.24256/ideas.v14i1.10891 Corresponding Author: Asil Rahmatika asilrahmatika@gmail.com Indonesian Language and Literature Education, FKIP Universitas Tadulako	<i>This study aims to describe the forms of sociolectic variation and the factors that influence the emergence of sociolectic variation in the story of the Alternative Universe (AU) on application X. The rapid development of the Alternative Universe (AU) as a form of digital literature makes it a space that represents the language practice of the younger generation on social media. Although sociolinguistic studies on language in digital media have been widely conducted, research that specifically examines sociolinguistic variation in AU stories as digital literary products is still relatively limited. Therefore, this study seeks to fill the gap in the study by focusing on the analysis on the form of sociolectic variation and the social factors that influence the emergence of sociolectic variation in the AU story. This research is descriptive qualitative research with a sociolinguistic approach. Data in the form of words and phrases containing sociolectic variations were collected through reading, note-taking, and documentation techniques. Data analysis was carried out through the stages of data reduction, data presentation, conclusion drawn, and coding based on sociolectic categories according to Chaer and Agustina's theory. The results of the study showed 31 data covering eight forms of sociolectic variation, namely acrolect, basilect, slang, vulgar, colloquial, jargon, argot, and ken. The most dominant form is slang because it reflects the informal and expressive communication style that is typical among generation z in the digital space. In addition, five factors were found that affect the emergence of sociolinguistic variations in AU stories, namely gender,</i>

interlocutor and speech situation, occupation, social environment and cultural, and age. These findings show that language variations in AU stories not only serve as a means of communication, but also as a representation of social identity, relationships between characters, and digital communication culture of the younger generation. Theoretically, this research requires a sociolinguistic study in the realm of digital literature, while practically providing an understanding of the dynamics of language use in the contemporary digital community.

1. Introduction

Language is a symbol system that has an important role in human social life. In its use, language always adjusts to functions, situations, and social participation, giving birth to various language variations. This phenomenon is the object of sociolinguistic study, which is the science that studies the relationship between language and society (Chaer & Agustina, 2014). According to Joshua Fishman (in Yunidar, 2025) Sociolinguistics is the study of language in a social context that pays attention to who speaks, in what language, to who, when, where, and about what. This perspective shows that the use of language is influenced by social factors, age, social status, occupation, and communication situation.

In line with that, Abdul Chaer and Leonie Agustina stated that sociolinguistics is an interdisciplinary study that places language as part of the social dynamics of society (Chaer & Agustina, 2014). In a broader framework, Wardhaugh & Fuller (2021) asserts that language variation is not random, but rather socially structured and reflects the position of speakers in a particular social hierarchy.

One form of language variation that arises due to differences in the social status, class, or social class of the speaker is called sociolect or social dialect (Chaer & Agustina, 2014). Sociolects can be classified into several types, such as acrolect, basilect, slang, vulgar, colloquial, jargon, argot, and ken. The study of sociolects is important to be carried out because the use of language can represent the social identity of the speaker.

In digital communication, the relationship between sociolects and social identities is becoming increasingly relevant. Matrood (2025) explains that online communities develop their own vocabulary and language styles as markers of group membership, so that language serves as a social boundary that distinguishes members from non-members as well as a means of building digital identity. Thus, the use of sociolects not only reflects the position of the speaker, but also becomes part of the process of identity construction in the digital space. The relationship

between sociolects and digital identities is what makes the study of language variations more relevant to various forms of internet-based communication.

The development of digital technology has given birth to various forms of communication and new literary works. One of the platforms that is widely used by the Indonesian people is the X application which not only functions as a communication medium, but also as a digital literacy space. Based on data *We Are Social* published through databox, the number of X users in Indonesia reached 25.25 million users in July 2023 and placed Indonesia as one of the countries with the most X users in the world (Islamiati & Amalia, 2024). The high use of this platform has also encouraged the development of various forms of digital literature, one of which is stories *Alternative Universe* (AU).

Alternative Universe is a fictional story that features an alternate world or parallel world from the original reality of the characters (Azzahra & Dewi, 2023 in Antika & Arsanti, 2025). AU stories are usually created by fans using visualizations of popular characters, such as K-Pop idols, actors, or certain characters that are placed in different settings and plots from the real world (Antika & Arsanti, 2025). In its development, AU is often presented through social media such as X in the form of *fake chat*, tweets, and digital conversations that are made as natural as possible so that readers can feel the emotion and involvement in the story. In addition, AU contains various genres, such as romance, comedy, *thriller*, horror, to everyday life (Jayanti *et al.*, 2023).

Because it is built through natural conversation, AU makes a lot of use of sociolectic variations such as colloquial, slang, and vulgar as well as other sociolectic forms to strengthen the characterization of the characters and create closeness with the reader. These characteristics make AU interesting to study from a sociolinguistic perspective because it represents the language practices of the younger generation in the digital space.

Previous research on sociolectic variation in digital media has been conducted by several researchers, albeit with a different focus on objects. Ivansyah & Indrawati (2022) in a study titled "*Sosiolek dalam Media Sosial Twitter Akun @areajulid Period March 2022-May 2020*" Found the use of acrolek, basilek, slang, vulgar, colloquial, jargon and ken influenced by age and occupation factors. This research focuses on social media user communication in general. Next Puspitasari & Mintowati (2021) through research "*Sosiolek dalam Channel YouTube Gritte Agatha*" examines the process of sociolect formation through the use of acronyms, affixing, reduplication, word decapitation, substitution, and abbreviations in oral digital communication. Other research by Bunga & Erni (2023) titled "*Sosiolek pada Dialog Film Imperfect (Karir, Cinta, dan Timbangan)*" shows that the factors of age, social status, and relationships between characters affect the use of various languages in film dialogue.

The three studies show that sociolects can be found in various communication media. However, the study topics used are still in the form of general social media, oral communication, and film dialogue, so they have not touched the digital literary texts in the form of AU which are massively produced and consumed by the younger generation community in digital media.

Based on previous research, there is a research gap in sociolectic studies in the story of Alternative Universe on application X. Until now, research that specifically examines sociolectic forms and the social factors that affect their appearance in AU is still limited. In fact, AU is a unique form of digital literature because it combines narrative creativity with daily communication practices that represent the social identity of the younger generation.

The novelty of this research lies in the object of study and the focus of its analysis. In contrast to previous research that examined the sociolects of public social media, digital oral communication, and film dialogue, this study focuses on the story of the Alternative Universe as a form of digital literature that is built through textual interactions resembling real conversations. Through a sociolinguistic approach, this study not only identifies forms of sociolectic variation, but also analyzes the social factors that influence their emergence in the construction of the AU narrative. Thus, this research is expected to expand the study of sociolinguistics in the realm of digital literature as well as provide an understanding of the language practices of the younger generation in online communication.

Based on this description, this research is focused on two main problems. First, what are the forms of sociolectic variation found in the Alternative Universe (AU) stories on application X? Second, what social factors influence the emergence of sociolectic variations in the Alternative Universe (AU) stories on application X?

2. Method

This type of research is qualitative research that produces descriptive data. According to Bogan and Taylor, qualitative research is a procedure that aims to produce descriptive data in the form of a person's speech or writing and observable behavior (Waruwu Marinu, 2023). This study uses a sociolinguistic approach because it aims to analyze language variations based on the social factors of the speakers. A sociolinguistic approach is used to describe the forms of sociolinguistic variation that appear in the *Alternative Universe* (AU) stories on application X.

The research data is in the form of words and phrases that contain sociolectic variations, including acrolect, basilect, slang, vulgar, colloquial, jargon, argot, and ken. The data source was obtained from three AU stories; namely *Sewindu*, *Serayu*, dan *Setara* by @Cstrawbe; *Halemorra* by @micimocies; and *Badan Intelejen Sekolah* by @intanzsss. The three stories were chosen because of their level of popularity which is reflected in the large number of views, reposts, likes, and of

course a lot of reading by the X user community so that it is considered a representation to describe the practice of language in the digital literary community. In addition, the three stories were chosen because they have a relatively long number of parts so that they provide adequate linguistic data and the stories feature a variety of characters with different social backgrounds so that it allows for the emergence of more diverse sociolectics.

The data collected amounted to 31 data. In qualitative research, the adequacy of data is not determined by the amount of data alone, but by the ability of data to answer the formulation of the problem. Data collection is stopped When no new forms of sociolinguistic variation outside the identified categories are found and the data obtained have shown a recurring pattern. Thus, the collected data is considered to have reached the level of adequacy to answer the formulation of the research problem.

Data collection techniques are carried out through reading, note-taking, and documentation techniques. The researcher read the entire AU story carefully, documented the data using screenshots, and then recorded words and phrases that contained sociolinguistic variations. Next, a coding process is carried out to classify the data based on the sociolinguistic category used.

In the coding process, each data is coded based on the sociolect forms found. The operationalization of sociolectic categories refers to the theory of Chaer and Agustina. Akrolect is identified as a variation of the language that has high social prestige and is used to indicate a more authoritative status or image; basilect as a variation of the language that occupies a low social layer and is considered less prestigious; slang as a variety of informal language that is commonly used by teenagers as a marker of identity and familiarity; Vulgar as a form of language that contains rude elements or is considered disrespectful; colloquial as a variety of language in the form of abbreviations that are often used in everyday conversation; jargon as a vocabulary or specific term used by a particular group, but not confidential; argot as a variation of language that is secret and only understood by group members; and ken as a variation of language characterized by the use of screaming and whining tones to gain sympathy from the opponent.

The classification process is carried out by comparing each data to the characteristics of each sociolectic category. For example, data in the form of the word "bucin" is classified as slang because it is an unofficial vocabulary, but it is popularly used among the younger generation. The entire coding process is done iteratively to ensure consistency of data classification.

Data analysis uses Miles and Huberman's interactive model which includes data reduction, data presentation, and conclusion drawn. At the data reduction stage, the researcher selects data that is relevant to the focus of the research. The data presentation stage is carried out through grouping data based on sociological forms and factors that affect its appearance. Furthermore, conclusions are drawn

by interpreting the patterns found based on the theory used.

The validity of the data is maintained through several steps. First, the trigulation of the theory was carried out by comparing the research findings with the sociolectic concepts put forward by Chaer and Agustina. Second, peer debriefing was carried out through discussions with colleagues to obtain input on the results of data classification. Third, the results of the analysis are consulted periodically with the supervisor as a form of external validation to ensure the accuracy of data interpretation.

This research also pays attention to the ethical aspects of research. All data is taken from public uploads and can be accessed freely through the X application. The author's account name is listed solely as the identity of the data source and still pays attention to the principle of responsible use of data.

3. Results

Forms of Sociolectic Variation in Alternative Universe (AU) Stories on Application X

In this study, 31 data on the form of sociolectic variation in *the Alternative Universe* (AU) stories on application X were found consisting of 6 acrolect data, 1 basilect data, 11 slang data, 3 vulgar data, 5 colloquial data, 3 jargon data, 1 argot data, and 2 ken data.

Table 1. Forms of Sociolectic Variation

No	Sociolectic Forms	Quantity	Presentase	AU Title	Data	Excerpt
1.	Akrolect	5	16,1%	Sewindu, Serayu, dan Setara	Ndoro Ibu, Kanjeng Ayah, <i>sampean</i> , Gusti Kanjeng Ratu, <i>Njenengan</i>	Rayu: Sampaikan salamku pada Ndoro Ibu.
2.	Basilect	1	3,2%	Halemorra	Pembantu	Jeremy: Jelek banget bahasa lo pembantu.
3.	Slang	11	35,5%	Sewindu, Serayu, dan Setara Halemorra Badan	<i>Btw</i> , <i>guys</i> , ngebucin, <i>crush</i> , pat-pat, <i>pap</i> , lovlang,	Eric: Mentang-mentang udah balikan kerjaannya

				Intelejen Sekolah	<i>friendzone, wdyt, wibu, bacot.</i>	ngebucin mulu.
4.	Vulgar	3	9,7%	Sewindu, Serayu, dan Setara Halemorra	<i>Cok, anjing, bangsat</i>	Sangga: Kan lo putra Jawa cok.
5.	Kolokial	5	16,1%	Sewindu, Serayu, dan Setara Halemorra	<i>Gimana, perpus, bu, pa, uts</i>	Rayu: Kenapa sama Bu Hiyang?
6.	Jargon	3	9,7%	Sewindu, Serayu, dan Setara Halemorra	<i>Manfess, Cardholder, pc</i>	Rania: Berarti di <i>base</i> itu manfess dari cowok lo ras?
7.	Argot	1	3,2%	Halemorra	Ikan badut	Jastro: Ikan badut ya
8.	Ken	2	6,5%	Sewindu, Serayu, dan Setara Halemorra	Aku mohon, plis	Bromo: Pa, aku mohon. Ya plis ya pa
Total				31	100%	

Factors Influencing the Emergence of Sociolectic Variation in Alternative Universe (AU) Stories on Application X

In this study, five factors were found that affect the emergence of sociolinguistic variations in *the Alternative Universe* (AU) stories on application X, namely gender factors, interlocutor and speech situation factors, occupation factors, social environment and cultural factors, and age factors.

1. Gender

Gender factors influence the emergence of sociolectic variation because men and women have different communication style tendencies. This is seen in the following two quotes.

Karla : *Morrraaa, thanks for existing and thanks for being my one and only friend ily* ❤️

Morra : *Im the one who supposed to say thaaaat*

Morra : *Makasih udah mau temenan sama gueeee ily 6000 kembaliannya
ambil aja ❤️*

Karla : *Morra lesbi era*

Morra : *Bjir*

In the conversation between the two female characters above, it can be seen that the use of more expressive and emotional language such as the use of the words "love you", "ily" and the excessive use of emojis and letters in the words "thaaaat" and "gueeee" which describe enthusiasm and emotional attachment.

Jastro : *Iya brengsek sampe bosan gua ladenin lu.*

Eric : *Tai.*

Jastro : *Eh tapi serius dah.*

Jastro : *Gua liat si hale tuh naksir nemo anjir cuma denial aja.*

Eric : *Biasalah gengsi hale setinggi monas.*

Eric : *Menurut lo entar nemo sama siapa?*

Jastro : *Sama gua.*

Eric : *Anjing.*

In contrast, the conversation between the two male characters above appears to use more rude, short, and spontaneous language, such as the use of the words "brengsek", "anjir", "tai", and "anjing".

2. Interlocutor and Speech Situations

The emergence of sociolectic variation is influenced by the interlocutor and speech situation, as speakers tend to adapt their language use to the person they are addressing and the communicative context in which the interaction occurs.

Camer : *Kamu temennya atau pacarnya?*

Hale : *Saya temen sekaligus tetangga nemorra tante, bukan pacarnya.. kali bisa sih gapapa hehe.*

Hale : *Maaf becanda, biar gak terlalu tegang tante maaf.*

Hale : *Oh iya, saya tinggal sebelah unit nemorra jadi saya bisa tau banyak hal tentang dia.*

Hale : *Tante jangan berpikir negatif sama saya ya, saya cuma mau jaga dia selayaknya keluarga sendiri.*

Camer : *Saya udah baca suratnya.*

In the conversation between Hale's character and Morra's mother, it is seen that he uses more polite and regular language because the interlocutor is much older and they are communicating for the first time.

Iyel Uyel : *Good morning jelek.*

Morra : *Udah siang ini yel.*
Morra : *Jangan bilang lo baru bangun.*
Iyel Uyel : *Hehehehe iya.*
Morra : *Huuuu katanya morning person.*
Iyel Uyel : *Yaemang morning person.*
Iyel Uyel : *Cuma hari ini lagi ngantuk.*

Different from the previous conversation, Hale's conversation with Morra is seen using a more relaxed and familiar language because they are friends, have communicated frequently, and are the same age.

3. Occupation

Occupation factors affect the emergence of sociolectic variation because each job has certain activities, habits, and terms that are used in daily communication.

Hale : *yang bantu bantu gitu.*
Hale : *Entar bantuin gua ngapa ngapain kek.*
Hale : *Benerin setup apa editing apa gimana.*

In the conversation above, it can be seen that Hale mentioned several activities related to his work as a Youtuber, namely "*setup*" and "*editing*".

4. Social Environment and Cultural

Social environmental and cultural factors influence the emergence of sociolectic variation because the environment in which a person lives and interacts shapes the way they speak.

Ndoro Ibu : *Mas Kuntha?*
Ndoro Ibu : *Sampean ingin bertemu dengan ibu?*
Kuntha : *Saya gagal, Ndoro Ibu.*
Ndoro Ibu : *Sampean sudah bertemu Kanjeng Ayah?*

In the conversation between the character of Kuntha and his mother, it is seen that the use of language is more polite, subtler, and mixed between Indonesian and Javanese because the conversation takes place in a palace environment that is high in manners, communication ethics, and Javanese culture. In this environment, word choice is not only a matter of how to speak, but also a form of recognition of one's position and honor.

Rasti : *Lo disini? Boleh gue gabung?*
Rasti : *Oyy mas.*
Kuntha: *Duluan ya!*
Bromo : *Siapa?*
Rasti : *Mas Kuntha. Mas Kuntara sih dipanggilnya Kuntha. Kakaknya Windu, belum tau?*
Bromo : *Oh ya?*

In the conversation between the characters Rasti, Bromo, and Kuntha who were in the *café*, the use of language was much more relaxed and informal because there was the use of the words "gue" and "lo". This shows that conversations outside the palace environment are much freer and are not bound by any rules.

5. Age

Age factors influence the emergence of sociolectic variation because each age group has different language style tendencies.

Mama : *Kamu sudah mau pulang belum?*
Mama : *Mama mau pergi sebentar.*
Mama : *Barang dari Hale mama taruh di kamarmu ya.*
Mama : *Kunci rumahnya mama taruh di selipan keset.*

In the message sent from a contact named Mama, it can be seen that the use of neater and more polite language, does not use slang or even contemporary.

Karla : *Morrororororora.*
Karla : *Hari ini shopping yuk.*
Karla : *Its been a while kita ga hangout.*
Morra : *Karla im sorry cant 😭*
Morra : *Hari ini gue mau kelarín tugas tugas.*
Morra : *+ lagi kerja rodi buat lunasin utang.*
Karla : *Ohh thats totally fine sayangkuu.*

In the conversation between the two characters who are teenagers, the use of language is more relaxed, familiar, full of expression, and there is a mixture of codes.

4. Discussion

Based on the results of the study, eight forms of sociolectic variation found in *Alternative Universe* (AU) stories on application X, namely acrolect, basilect, slang, vulgar, colloquial, jargon, argot, and ken. These variations arise due to differences in gender, age, occupation, interlocutor and speech situation, as well as social environment and cultural. These findings reinforce the view Wardhaugh & Fuller (2021) that language variations do not appear randomly, but are influenced by the social characteristics of the speakers. However, in the context of AU stories, sociolectic variations not only serve as a reflection of social reality, but also as narrative devices that the author consciously uses to build characters, social relationships, and the atmosphere of the story.

The dominance of slang in this study shows that communication in AU stories is greatly influenced by the digital culture of the younger generation. The use of such forms as *Btw*, *guys*, *ngebucin*, *crush*, *pat-pat*, *pap*, *Lovlang*, *friendzone*, *wdyt*, *wibu*, and *bacot* reflect the language practices commonly used in online communities. According to Chaer and Agustina, slang serves as a marker of group solidarity. In the story of AU, this function is seen through the author's efforts to

present a conversation that feels close to the reader's experience. The use of slang makes the interaction of the anata characters look more natural so that the reader can more easily identify with the characters displayed. These findings are in line with Matrood (2025) which explains that digital communities develop certain vocabulary and language styles as markers of group membership as well as a means of building social identity in the digital space.

The dominance of slang can also be understood through the concept of identity construction. In the perspective of modern sociolinguistics, identity is not something fixed, but is formed and negotiated through linguistic practice. The language used by the characters in the AU story reflects their identity as a teenager, college student, or a member of a particular digital community. Therefore, the use of slang in AU stories is not only to show how the younger generation speaks, but also to be a means to display the social identity that the characters and writers want to build. These findings show that language in AU stories has a representational as well as performative function, namely not only describing social identity, but also shaping that identity through digital communication practices.

In addition to the slang, another sociolect form that is quite prominent is the acrolect. The use of greetings such as *Ndoro Ibu*, *Kanjeng Ayah*, *Gusti Kanjeng Ratu*, *sampean*, dan *njenengan* shows the existence of a strong system of respect and social hierarchy in the palace environment. According to Chaer & Agustina (2014), akrolek is a variation of language that is considered to have higher social value than other variations. In the story *Sewindu*, *Serayu*, dan *Setara*, the use of acrolect not only functions to reflect the Javanese cultural background, but also builds power relations between figures. Readers can understand the social positions and hierarchical relationships of the characters only through the choice of language they use. Thus, language becomes an effective instrument in building social structures in stories.

In contrast, basilect was found through the use of the word *Pembantu* which indicates a lower social status than a term that is considered more modern or prestigious such as *personal helper*. Although the number of occurrences is relatively small, these findings still suggest that language choice may represent differences in social status in society. The simultaneous presence of the acrolect and the basilect shows that the linguistic variations in the AU story are able to reflect the complex social structure as found in real life.

In addition, this study also found the use of vulgar and colloquial variations. The vulgar form is shown through the use of words such as *cok*, *anjing*, and *bangsat*. Traditionally, these forms were seen as coarse language that was not appropriate for use in formal situations. However, in the context of the AU story, vulgar words appear more often in conversations between characters who have a close relationship so that they do not always serve as insults. On the contrary, the use of vulgar language is often a marker of solidarity and social closeness. This

phenomenon suggests that the meaning of a form of language is highly dependent on the social context in which the language is used. From a narrative point of view, the use of vulgar helps the writer present a more spontaneous and realistic conversation so that the characters feel more alive in the eyes of the reader.

While colloquial is found through the use of forms such as *gimana*, *perpus*, *bu*, *pa*, and *uts*. These forms are abbreviations in everyday conversation used in informal situations. The presence of colloquials shows the author's efforts to represent the communication patterns that are commonly used by the younger generation in their daily lives. In addition to showing the closeness of the relationship between characters, the use of colloquial also reflects the tendency of digital communication that prioritizes the practicality and efficiency of language. Thus, both vulgar and colloquial contribute to creating an authentic impression that is one of the main characteristics of AU stories.

The findings on jargon suggest that language in AU stories also serves as a marker of membership of certain groups. Terms such as *menfess*, *cardholder*, and *pc* can only be understood in their entirety by social media users or members of certain fan communities. This phenomenon can be explained through the concept of communities of practice, which are social groups that build shared practices and vocabulary as part of their collective identity. In the context of AU stories, the use of jargon allows the author to present a social world that is close to the reader's experience. Readers from the same community will have an easier time understanding the meaning of the term, while readers from outside the community may need additional knowledge to understand it.

Meanwhile, argot and ken show that language also has an emotional and symbolic function. The use of the term *Ikan Badut* as slang indicates an attempt to disguise certain identities so that they are not easily understood by outsiders. On the other hand, the use of expressions such as *aku mohon* and *plisss* shows how the author uses language variations to build an emotional effect in conversation. These findings show that sociolects in AU stories not only serve as a communication tool, but also as a means to reinforce the reading experience.

This study also found that the emergence of sociolectic variation is influenced by gender factors. However, these findings need to be understood carefully so as not to produce stereotypical generalizations. Research data showed that female characters were more often shown using expressive and emotional language, while male characters were more often used vulgar expressions in the context of friendship. However, this pattern is more accurately understood as a characterization strategy used by the author than as an absolute representation of the behavior of all women and men. In other words, language is used as a narrative tool to help readers recognize characters and social relationships between characters more quickly.

The interlocutor and speech situation factors also have a strong influence on sociolectic use. Characters who talk to older or newer acquaintances tend to use

more formal and polite language, while more relaxed language is used in conversations with peers. These findings show that the principle of courtesy remains an important part of digital communication. Even if the conversation takes place through social media or messaging apps, the speaker still considers social relationships and communication situations in determining the choice of language used.

The occupation factors can be seen through the use of terms related to certain professional fields, such as *setup* and *editing* used by Hale's character. These terms serve as professional jargon that helps readers understand the background of the character without the need for a long explanation. Meanwhile, the social environment and cultural factors can be seen through the difference in the language used in the palace environment and the daily social environment. Figures who are in the palace environment use more formal, polite, and respectful language, while figures outside the environment use more relaxed and informal language. These findings suggest that the social and cultural environment remains an important factor shaping language choice in digital communication.

The age factor also influences the emergence of sociolectic variations in the AU story. Older characters tend to use more formal and structured language, while younger characters tend to use slang, code mixes, and other expressive forms. These findings are in line with various studies that show that the younger generation is the most active group in creating and disseminating language innovations in the digital space. Therefore, the dominance of slang in this study cannot be separated from the fact that AU stories are mostly written by and aimed at readers from the younger generation.

One of the important findings of this study is that the sociolectic variation in the AU story has different characteristics compared to the use of sociolects in daily communication. In real conversation, language variations arise spontaneously as part of social interaction. In contrast, in AU stories, language variations are consciously chosen and constructed by the author. The author uses certain sociolects to build character, show social relationships, strengthen the cultural background, and create the desired emotional atmosphere. Thus, sociolects in AU stories have a dual function, namely as a reflection of sociolinguistic reality as well as a literary tool.

These characteristics show that AU has a unique position as a digital literary form. In contrast to conventional novels that rely heavily on narrative descriptions, AU utilizes digital forms of communication such as chat, social media uploads, and online conversations as the main medium of storytelling. As a result, language becomes a central element that not only conveys the content of the story, but also builds the social world behind the story. In this context, sociolinguistic variation is one of the important elements that distinguishes AU from other forms of digital literature. The findings of this study have several implications. From a sociolinguistic perspective, this study shows that language variations in digital

media can be a rich source of data to understand the relationship between language, social identity, and digital communities. In terms of digital literacy, this study shows that social media is not only a space for communication, but also a space for cultural production and language development.

In terms of education, the results of this research can be used as sociolinguistic learning materials that are closer to the experiences of the younger generation because they use examples from media that are familiar with their lives. In addition, this research also contributes to the study of digital literature by showing that language variations have an important role in building characters, conflicts, and emotional engagement of readers.

However, this study has some limitations. The research data only comes from three AU stories so it cannot represent all the language variations contained in the AU community in the X application. Some sociolectic categories such as basilect and argot are also found in relatively small numbers so they require further research with a wider body of data.

Overall, this research makes a new contribution to sociolinguistic studies by expanding the object of sociolinguistic studies to the realm of digital literature. The research findings suggest that sociolects in AU stories not only serve as markers of social identity as described in classical sociolinguistic theory, but also as narrative devices that are consciously used to construct characters, social relationships, and story atmospheres. Thus, this study shows that language variation in digital literature is the result of the interaction between social reality, digital communication practices, and storytelling strategies that develop in the social media era.

5. Conclusion

Based on the research that has been conducted, it can be concluded that the use of language in the *Alternative Universe* (AU) stories on application X shows the existence of sociolectic diversity influenced by several factors. There are eight forms of sociolectic variation found in this study consisting of 31 data which include, acrolect as many as 5 data, basilect as many as 1 data, slang as many as 11 data, vulgar as many as 3 data, colloquial as many as 5 data, jargon as much as 3 data, argot as much as 1 data, and ken as much as 2 data. There are five factors that affect the emergence of sociolectic variation in *the Alternative Universe* (AU) stories on application X, namely gender, interlocutor and speech situation, occupation, social environment and cultural, and age.

As for the suggestions in this study, it is hoped that future research can use more diverse study objects to find wider and more diverse forms of sociolectic variation.

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