

TYPES OF SLANG WORDS IN HAUNTED HOTEL CARTOON IN EPISODES 1

JENIS-JENIS KATA SLANG DALAM KARTUN HAUNTED HOTEL EPISODE 1

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Abstract

Slang represents a dynamic form of informal language that reflects social identity, interpersonal relationships, and cultural practices within speech communities. Although numerous studies have investigated slang in films, songs, and animated media, relatively few have applied Eric Partridge's sociolinguistic taxonomy to contemporary audiovisual discourse. This study aims to identify and analyze the types of slang used in Haunted Hotel Episode 1 based on Eric Partridge's classification of slang. The research employed a descriptive qualitative method using document analysis. The data consisted of slang expressions identified from the official English subtitles and spoken dialogues of Haunted Hotel Episode 1. The data were collected through repeated viewing, transcription verification, identification of candidate slang expressions, and classification according to Partridge's taxonomy. The data were analyzed using the interactive model proposed by Miles, Huberman, and Saldaña, including data collection, condensation, display, and conclusion drawing. The findings reveal 15 slang expressions that satisfy Partridge's criteria. All identified expressions belong to Society Slang, including heads up, goddamn it, dude, hell yeah, big bro, jeez, son of a bitch, sis, buddy, what the hell, what the hell is it?, come on man, bitch and damn it. These expressions primarily function to express familiarity, emotional intensity, humor, solidarity, and spontaneity in everyday interaction among family members, hotel staff, guests, and supernatural characters. The dominance of Society Slang indicates that the series emphasizes natural conversational language characteristics of contemporary informal communication. The study contributes to sociolinguistic research by demonstrating the continuing relevance of Partridge's taxonomy for analyzing slang in modern animated television discourse while distinguishing genuine slang from ordinary informal vocabulary and contractions.

Keywords: *slang, sociolinguistics, Eric Partridge, Society Slang, Haunted Hotel, animated television series.*

Abstrak

Slang merupakan ragam bahasa informal yang mencerminkan identitas sosial, hubungan interpersonal, dan praktik budaya dalam suatu komunitas tutur. Meskipun penelitian mengenai slang telah banyak dilakukan pada film, lagu, maupun media animasi, kajian yang menerapkan klasifikasi sosiolinguistik Eric Partridge pada wacana audiovisual kontemporer masih relatif terbatas. Penelitian ini bertujuan untuk mengidentifikasi dan menganalisis jenis-jenis slang yang digunakan dalam Haunted Hotel Episode 1 berdasarkan klasifikasi Eric Partridge. Penelitian ini menggunakan metode deskriptif kualitatif dengan pendekatan analisis dokumen. Data penelitian berupa ungkapan slang yang diidentifikasi dari subtitle resmi berbahasa Inggris dan dialog para tokoh dalam Haunted Hotel Episode 1. Pengumpulan data dilakukan melalui

penayangan berulang, verifikasi transkrip, identifikasi kandidat slang, serta klasifikasi berdasarkan taksonomi Partridge. Analisis data mengacu pada model interaktif Miles, Huberman, dan Saldaña yang meliputi pengumpulan data, kondensasi data, penyajian data, dan penarikan kesimpulan. Hasil penelitian menunjukkan terdapat 15 ungkapan slang yang memenuhi kriteria Partridge. Seluruh data tersebut termasuk ke dalam kategori Society Slang, di antaranya heads up, goddamn it, dude, hell yeah, big bro, jeez, son of a bitch, sis, buddy, what the hell, what the hell is it, come on man, bitch and damn it. Ungkapan-ungkapan tersebut berfungsi untuk mengekspresikan keakraban, penekanan emosi, humor, solidaritas, serta spontanitas dalam interaksi sehari-hari antartokoh yang terdiri atas anggota keluarga, staf hotel, tamu, dan makhluk supranatural. Penelitian ini tidak menemukan kategori slang lainnya, seperti Cockney Slang, Soldier's Slang, Theatre Slang, Church Slang, maupun Tradesmen's Slang. Dominasi Society Slang menunjukkan bahwa serial ini mengedepankan bahasa percakapan yang alami dan khas komunikasi informal kontemporer. Temuan penelitian ini memperkuat relevansi klasifikasi Eric Partridge dalam menganalisis penggunaan slang pada serial animasi modern serta memberikan batasan yang lebih jelas antara slang, kosakata informal biasa, dan bentuk kontraksi.

Kata kunci: *slang, sosiolinguistik, Eric Partridge, Society Slang, Haunted Hotel, serial animasi.*

Introduction

Language is a dynamic and evolving system of communication that reflects the social and cultural practices of its speakers. Among the many varieties of language, slang has attracted considerable attention in sociolinguistic studies because it represents informal expressions used by particular social groups to construct identity, express emotions, create solidarity, and distinguish insiders from outsiders. Unlike standard language, slang is highly context-dependent and continuously develops in response to social change, popular culture, and technological advancement. Consequently, the study of slang provides valuable insights into how speakers negotiate social relationships and group membership through language. According to the seminal work of

Eric Partridge (Partridge, 2013), slang is not merely a linguistic "*corruption*", but a sophisticated tool driven by various social and psychological motivations. Partridge suggests that slang is used for several reasons, including to be "*different*," to be "*modern*," or to achieve a level of social "*intimacy*."

From a sociolinguistic perspective, slang is more than merely non-standard vocabulary. It functions as a linguistic marker that reflects social identity, intimacy, and shared cultural experiences. Wardhaugh and Fuller (2021) argue that language variation is closely related to social interaction because speakers choose different linguistic forms according to the community in which they participate. Similarly, Eble (1996) emphasizes that slang is characterized by its novelty and

informality, while Mattiello (2008) highlights its creativity and lexical innovation. Among the scholars who have made significant contributions to the study of slang, Eric Partridge offers one of the most comprehensive classifications by categorizing slang according to its social origin and community of use rather than merely its lexical form. This sociolinguistic orientation makes Partridge's taxonomy particularly useful for investigating how slang reflects the characteristics of specific speech communities.

Although Partridge's classification was originally developed based on British English in the early twentieth century, it continues to provide a valuable analytical framework for identifying the social origins of slang expressions in contemporary media. Unlike Allan and Burridge or Yule, whose discussions primarily focus on the characteristics or formation of slang, Partridge classifies slang according to the communities in which it emerges, such as Society Slang, Public House Slang, Theatre Slang, Church Slang, Soldier's Slang, and other social varieties. Therefore, this taxonomy enables researchers not only to identify slang expressions but also to examine the social contexts that motivate their use. Considering that contemporary animated series frequently portray informal conversations among characters from diverse

social backgrounds, Partridge's framework remains relevant for exploring the relationship between language variation and social interaction. Eric Partridge's taxonomy was selected because it classifies slang according to its social origin and community of use, enabling the researchers to examine not only the lexical forms but also the sociocultural background of slang expressions used by the characters.

According to Partridge (2013), slang is classified based on the social groups and communities in which it develops rather than on its linguistic form. His sociolinguistic taxonomy demonstrates that slang reflects shared occupations, lifestyles, identities, and social relationships. Partridge identifies several categories of slang, including Cockney Slang, Public House Slang, Workmen's Slang, Tradesmen's Slang, Slang in Art, Slang in Publicity, Society Slang, Slang in Commerce, Slang in Public School and University, Slang in Theatre, Church Slang, and Soldier's Slang.

Among Partridge's categories, Society Slang is the broadest and most frequently encountered in everyday communication. It comprises informal expressions used by the public in casual social interaction rather than by members of a specific profession or institution. Society Slang functions to express familiarity, solidarity, humor, emotional

intensity, and spontaneity among speakers. Because it arises from ordinary interpersonal communication, its vocabulary is highly dynamic and continuously evolves alongside social change. Partridge (2013) cites *vogue*, meaning fashion or style, as one example of Society Slang.

Among these categories, Society Slang is generally regarded as the most productive in contemporary spoken English because it originates from everyday social interaction rather than from specialized occupational communities. Consequently, Partridge's taxonomy provides an appropriate analytical framework for examining slang in contemporary audiovisual media, where informal conversations predominantly occur among ordinary speakers in casual social settings.

One contemporary media text that presents abundant informal interaction is *Haunted Hotel* (also known as *Undervale*), an American adult animated supernatural comedy produced by Netflix Animation Studios. The series portrays daily interactions among human characters and ghosts who live and work in the same hotel. The combination of supernatural elements, workplace communication, family relationships, and humorous situations creates a communicative environment in which informal expressions

naturally occur. Unlike children's animated films, whose dialogues are generally controlled, and educational, adult animated series tend to employ spontaneous conversational language that more closely resembles authentic everyday interaction. Consequently, *Haunted Hotel* provides a rich source of linguistic data for investigating slang in natural communicative contexts.

There are some related studies with this research. Previous studies have investigated slang in various media, including animated films, songs, and comedy movies. The first is from (Putra & Winarta, 2022) entitled "Types of Slang Found in *Raya and the Last Dragon* Movie Series 2021 by Walt Disney". In this research, the objective of the study is to know what types of slang words using Allan and Burridge theory. The second previous research which has the same topic, but the source is from song lyrics. This is from (Saputri, 2021) entitled "An Analysis of Slang Language in Song Lyrics Used by Avril Lavigne". In this research the aim of the study is to find out slang language in song lyrics and use Yule's theory. The third previous research is from (Dula, 2018) entitled "An Analysis of Slang Found in the Movie Entitle *Dumb and Dumber*". In this paper, the aims to describe types of slang words, meaning, and reasons for using slang words and she used

qualitative methods in this research process. These studies demonstrate that slang has become an increasingly popular topic in linguistic research. Nevertheless, they also reveal several limitations. First, most previous studies focus on live-action films, children's animation, or song lyrics rather than adult animated television series. Second, they predominantly employ Allan and Burridge's or Yule's frameworks, leaving Partridge's sociolinguistic classification relatively underexplored in contemporary audiovisual media. Third, many studies tend to classify all informal expressions as slang without carefully distinguishing slang from contractions, colloquial forms, or ordinary informal vocabulary. These limitations indicate the need for a more rigorous application of Partridge's taxonomy in analyzing contemporary spoken discourse.

The present study attempts to address these gaps by investigating the types of slang used in *Haunted Hotel* using Eric Partridge's theory. Unlike previous research, this study applies Partridge's classification systematically by identifying only those expressions that genuinely fulfil the characteristics of slang according to their social origin and communicative function. The study therefore seeks to avoid the common methodological problem of overclassifying ordinary informal

expressions, such as contractions or discourse markers, as slang. This approach is expected to provide a more accurate description of slang usage and contribute to a clearer understanding of Partridge's taxonomy in the context of modern animated discourse.

To maintain a manageable and coherent corpus for qualitative analysis, this research focuses exclusively on Episode 1 of *Haunted Hotel*. This episode serves as the introductory episode of the series, presenting the principal characters, establishing the primary interpersonal relationships, and introducing the communicative patterns that characterize subsequent episodes. As the narrative foundation of the series, Episode 1 contains intensive interactions among family members, hotel staff, guests, and supernatural characters, thereby offering a representative range of informal conversations suitable for sociolinguistic analysis. Restricting the corpus to a single episode also allows for a more detailed examination of each slang expression within its conversational context, which is consistent with the depth-oriented nature of qualitative research.

Therefore, this study aims to identify and analyze the types of slang employed by the characters in *Haunted Hotel* Episode 1 based on Eric Partridge's taxonomy. The

findings are expected to enrich sociolinguistic research on slang in contemporary audiovisual media, provide a more rigorous application of Partridge's theory, and contribute to future studies examining informal language in animated television series.

Method

This study employed a descriptive qualitative research design to investigate the types of slang expressions used by the characters in *Haunted Hotel Episode 1* based on Eric Partridge's theory. A qualitative approach was considered appropriate because the objective of the study was not to measure the frequency of slang statistically but to interpret and classify slang expressions within their conversational contexts. According to Miles, Huberman, and Saldaña (2014), qualitative research seeks to understand social phenomena through the interpretation of naturally occurring data. In the present study, the naturally occurring data consisted of the dialogues spoken by the characters in the animated series.

The study adopted a document analysis approach since the primary data were obtained from an audiovisual document, namely *Haunted Hotel Episode 1*. The analysis focused on identifying slang expressions, examining their contextual meanings, and

classifying them according to Eric Partridge's taxonomy of slang.

The data of this study consisted of lexical items and expressions identified as slang in the dialogues of *Haunted Hotel Episode 1*. The data source was the first episode of *Haunted Hotel*, an American adult animated series available on Netflix. Episode 1 was selected purposively because it serves as the introductory episode of the series, presenting the principal characters, establishing their interpersonal relationships, and introducing the communicative patterns that characterize subsequent episodes. Consequently, this episode provides a representative corpus of informal interactions that are suitable for analysing slang expressions in natural conversational contexts. The researchers used the official English subtitles provided by Netflix and verified them by comparing the subtitles with the spoken dialogue to ensure the accuracy of the transcription.

In qualitative research, the researchers served as the primary research instrument responsible for identifying, selecting, classifying, and interpreting the slang expressions. To facilitate systematic analysis, a data sheet was developed to record each slang expression together with its speaker, utterance, conversational context, type of

slang according to Partridge's taxonomy, and contextual interpretation. To maintain theoretical consistency, not every informal expression was considered slang. Candidate expressions were evaluated according to Eric Partridge's definition and classification of slang before being included in the data-set. Only expressions fulfilling the following criteria were classified as slang:

1. They function as non-standard lexical items occurring in informal communication.
2. They reflect social identity, intimacy, emotional expression, or group membership.
3. They correspond to one of the slang categories proposed by Eric Partridge.

The data were collected through several systematic steps. First, the researchers watched *Haunted Hotel Episode 1* several times to understand the storyline, characters, and communicative contexts. Second, the researchers transcribed and carefully examined the official English subtitles while simultaneously listening to the spoken dialogue to verify transcription accuracy. Third, all candidate slang expressions appearing in the dialogues were highlighted and recorded in a data sheet together with their conversational contexts. Fourth, each

candidate expression was examined using Eric Partridge's taxonomy to determine whether it genuinely fulfilled the characteristics of slang. Finally, only the validated slang expressions were classified according to Partridge's categories for further analysis. The collected data were analysed using the interactive model proposed by Miles, Huberman, and Saldaña (2014), consisting of four stages: data collection, data condensation, data display, and conclusion drawing. During the data condensation stage, the researchers selected only those lexical items that fulfilled Partridge's criteria of slang while excluding contractions, colloquial forms, discourse markers, and ordinary informal vocabulary.

The validated slang expressions were subsequently organised into a data display table containing the utterance, speaker, conversational context, slang expression, type of slang, and analytical interpretation. Finally, conclusions were drawn by identifying the dominant types of slang used by the characters and interpreting how the use of slang reflected informal communication within the animated series.

Result and Discussion

Although Eric Partridge (2013) proposes numerous categories of slang based on

different social communities, not every category is expected to appear in every communicative context. The occurrence of a particular type of slang depends largely on the social background of the speakers, the setting of communication, and the nature of their interaction. Consequently, Partridge's taxonomy should not be interpreted as a checklist requiring the presence of all categories within a single corpus. Instead, it serves as a sociolinguistic framework for identifying the community from which a slang expression originates.

Among these categories, Society Slang is the broadest and most relevant to everyday communication. It consists of informal expressions used in casual social interaction to express familiarity, solidarity, humor, emotional intensity, and spontaneity. Unlike specialized slang, Society Slang is not restricted to a particular profession or institution and continuously develops alongside social change. Therefore, Partridge's taxonomy, particularly the category of Society Slang, provides an appropriate framework for analyzing slang in contemporary audiovisual media, where informal conversations commonly occur among ordinary speakers in casual social contexts.

The present study applies Partridge's classification because it enables slang expressions to be analyzed according to their social origin rather than merely their lexical characteristics. This approach is particularly appropriate for *Haunted Hotel* Episode 1, where the dialogues predominantly portray informal interactions among family members, hotel employees, guests, and supernatural characters living together in the same environment. Their conversations are characterized by spontaneity, emotional expression, humor, intimacy, and casual interpersonal relationships instead of professional or institutional communication. After analyzing the dialogues in *Haunted Hotel* Episode 1, the researchers identified several lexical items that function as slang according to Eric Partridge's classification. Every candidate expression was first examined contextually before being classified into Partridge's categories. Expressions that merely represent contractions, colloquial grammar, or ordinary informal vocabulary were excluded to maintain theoretical consistency.

The findings indicate that all identified data belong to Society Slang. The study identified 15 slang expressions. This is expected because the series portrays casual conversations among family members,

ghosts, and hotel guests in an informal setting.

Table. 1 The Data Findings

Slang Expression	Dialogue Context	Types of Slang (Based on Partridge)	Justification
messing with	Esther: Nothing. Just messing with a ghost. "Stabby, stabby"? What's that, your catchphrase? So dumb.	Society Slang	Informal verb phrase meaning "teasing" or "playing around with."
Heads up	Nathan: Heads up , people this is not a drill! Code yellow. No, wait, uh, blue. Blue and some yellow. It's a code!	Society Slang	Informal warning meaning "pay attention."
Goddamn it	Esther: Phos Hilaron! you guys really need to learn black magic. Room 210 is clear. Katherine: 210 it is... Please let me know if I can help you with any ... Goddamn it .	Society Slang	Strong informal expletive expressing frustration.
dude	Nathan: Was that Tony? Oh, that dude's a ghost. Technically, a deathday looper. Katherine: Yeah, thank you, Nathan.	Society Slang	Casual address/reference to a man.
Hell yeah	Nathan: Are you still mad about Tony being a ghost, then shooting you, then getting shot in the entryway? We'll get a guest next time. Paul: Hell yeah , we will.	Society Slang	Informal enthusiastic agreement.
big bro	Nathan: Or you let me handle it. [sighs] Katherine, trust me. I'm your big bro . I've always looked out for you.	Society Slang	Informal kinship term of older brother.
Jeez	Anabelle: Ah, Jeez . I'm sorry. Uh, let me just... No, wait! I haven't had anything new to read in 20 years...	Society Slang	Euphemistic exclamation derived from <i>Jesus</i> .
son of a bitch	Katherine: closer, closer. Come on, you candle-loving son of a bitch . Nathan: Run, Candlehead! It's a tap! No, away from the candle. The candle's obviously the trap.	Society Slang	Strong insulting slang expression.
Sis	Ben: I don't know, Sis . Flirting with a ghost to find her body, it all sounds unethical.	Society Slang	Informal abbreviation of <i>sister</i> .
Buddy	Esther: True love? Buddy , you're not seducing her for love. You're seducing her to make me rich!	Society Slang	Informal address of friend.
What the hell?	Nathan and Katherine: Ezkiel, what the hell? Jez: He is at peace.	Society Slang	Informal expression of surprise/anger.
What the hell is this?	Jezmeralda: The spirits are purged. Arise once more, Mortoth! Master of the damned! Katherine: Jezmeralda, what the hell is this? Jezmeralda: It is your doom!	Society Slang	Informal emotional intensifier.
Come on, man	Abaddon: Come on, man . You don't remember me? Abaddon, the cobra king, right? Man, my castle's three doors down.	Society Slang	Casual interpersonal expression.
bitch	Katherine: Rock, paper, ghost, bitch . [snarling gasp] No, no. No, wait!	Society Slang	Offensive slang is used as an insult or emphasis.
Damn it	Katherine: Fine. Fine! No TV. I'm sorry, but [Katherine screaming] Nathan: Damn it , Jessica! Jessica! Jessica!	Society Slang	Informal expressions to show annoyance.

Opening Sentences

Datum 1

Dialogue

Esther: Nothing. Just **messing with** a ghost.

"Stabby, stabby"? What's that, your

catchphrase? So dumb. [chuckles]

Katherine: Esther, stop letting ghosts think they can kill you. But that was really good acting.

Ben: Aw. I'd let you stab me if I could!

Slang: messing with...

Meaning: Informal verb phrase meaning "teasing". Literally, mess with means to touch, interfere with, or disturb something.

Dictionary evidence: Cambridge Dictionary labels mess with someone as informal and defines it as joking with someone by saying things that are untrue or slightly unkind.

Analysis:

The expression "messing with" is classified as Society Slang because it is an informal phrasal expression used in casual social interaction. In the dialogue, Esther does not mean that she is physically interfering with the ghost. Rather, she uses messing within the conversational sense of teasing, joking with, or deliberately provoking someone.

The expression is particularly appropriate to the category of Society Slang because its meaning depends strongly on social interaction. Esther is explaining that her behaviour toward the ghost is not serious. The phrase therefore creates a humorous and casual tone.

The dictionary evidence strongly supports the interpretation of the expression in this context because Cambridge explicitly identifies the relevant meaning as informal and associates it with joking or teasing. Therefore, the expression is a strong candidate for Society Slang.

Datum 2

Dialogue

Nathan: **Heads up**, people this is not a drill! Code yellow. No, wait, uh, blue. Blue and some yellow. It's a code!

Slang: Heads up

Meaning: Pay attention

Dictionary evidence: Cambridge Dictionary labels heads-up as informal and defines it as a warning that something is going to happen, usually so that people can prepare.

Analysis:

The expression "heads up" is classified as Society Slang because it is an informal warning expression used in spoken interaction. Nathan uses it to immediately attract the attention of the people around him and warn them that an unusual situation is occurring. Although the expression literally contains the word heads, its meaning in the dialogue is not literal. It functions as a

conversational warning equivalent to “Pay attention!” or “Be alert!”

The expression is socially interactive because it is directed toward a group of people and is used to manage their attention during an urgent situation. Its informal dictionary label and conversational function support its classification as Society Slang.

Datum 3

Dialogue

Esther: Phos Hilaron! you guys really need to learn black magic. Room 210 is clear.

*Katherine: 210 it is... Please let me know if I can help you with any ...**Goddamn** it.*

Tony: Thanks. Oh, uh there is one thing. Fat Johnny don't like his payments being late.

Slang: Goddamn

Meaning: An expletive expressing anger or frustration.

Dictionary evidence: Cambridge Dictionary labels goddamn as very informal and identifies goddamn it as an expression used to add emphasis.

Analysis:

The expression “Goddamn it” is a highly informal expletive used to express frustration. In the dialogue, Katherine suddenly interrupts her speech with the

expression, indicating that something has gone wrong or that she has become annoyed.

The expression is socially marked because it is inappropriate for highly formal situations and carries strong emotional force. Its use reflects spontaneous spoken language and the speaker's emotional reaction.

However, from a strict linguistic perspective, “Goddamn it” is more precisely classified as an expletive or profanity than as a prototypical slang word. Nevertheless, because Cambridge explicitly labels goddamn as very informal, it can be included under a broad category of Society Slang if your operational definition includes highly informal exclamations.

Datum 4

Dialogue

*Nathan: Was that Tony? Oh, that **dude's** a ghost. Technically, a deathday looper.*

Katherine: Yeah, thank you, Nathan.

Slang: dude

Meaning: A casual informal term referring to a man.

Dictionary evidence: Cambridge Dictionary explicitly labels dude as mainly US slang and defines it as a man or a form of address.

Analysis:

The word “dude” is one of the strongest examples of slang in the dataset. The word dude is used by Nathan when referring to a hotel guest who later turns out to be a ghost as a casual manner. The expression does not identify the man's social status but instead creates a relaxed and informal conversational tone. According to Partridge, Society Slang consists of fashionable informal expressions commonly used in everyday social interaction. Since dude is employed among acquaintances in a casual situation, it belongs to Society Slang rather than Public House Slang.

The word does not function as a formal reference to a man; instead, it reflects informal spoken interaction. The dictionary evidence is particularly strong because Cambridge explicitly categorizes the word as slang. The use of dude also creates a relaxed and conversational tone. Therefore, this data strongly represents Society Slang, particularly because it is an informal social term used to refer to a person.

Datum 5

Dialogue

Nathan: Are you still mad about Tony being a ghost, then shooting you, then getting shot in the entryway? We'll get a guest next time.

Paul: **Hell yeah**, we will.

Slang: Hell yeah

Meaning: A strong expression of enthusiastic agreement.

Dictionary evidence: Cambridge Dictionary specifically defines hell yes/no as a mainly US informal idiom used to strongly emphasize agreement or disagreement.

Analysis:

The expression “Hell yeah” is classified as Society Slang because it is an informal idiomatic expression used to express strong agreement and enthusiasm. In the dialogue, Paul does not simply say “Yes.” The expression “Hell yeah” intensifies his agreement and expresses confidence and enthusiasm about getting another guest. This emotional and informal usage corresponds to Partridge's concept of Society Slang because it is commonly found in casual spoken English.

The dictionary evidence strongly supports this interpretation because Cambridge explicitly describes the related expression hell yes as informal and as a means of strongly emphasizing agreement. The use of yeah, which is itself an informal form of yes, further reinforces the conversational nature of the expression.

Datum 6

Dialogue

*Nathan: Or you let me handle it. [sighs]
Katherine, trust me. I'm your **big bro**. I've
always looked out for you.*

*Katherine: You locked me in a closet when I
was three.*

Slang: big bro

Meaning: Older brother.

Dictionary evidence: Collins's dictionary identifies bro as an informal abbreviation of brother and records big bro as a collocation. It also provides a slang definition of bro in American English as a shortened form of brother and a familiar term of address.

Analysis:

Big bro represents an abbreviated and informal kinship term. The shortened expression reflects intimacy within family interaction. The expression "big bro" is classified as Society Slang because it combines the informal form bro with big to refer to an older brother in a familiar and affectionate way. Nathan could have said "I am your older brother." Instead, he uses big bro, which creates a more casual and intimate tone. The expression also communicates a social relationship rather than merely a biological relationship.

The evidence for bro is strong because reputable dictionary sources identify it as an informal abbreviation and, in American English, as slang. Therefore, big bro can reasonably be included as a slang-based familiar kinship expression.

Datum 7

Dialogue

Anabelle: Really? Who?

*Ben: Uh, no one. I had bad information.
Byebye.*

*Anabelle: Ah, **jeez**. I'm sorry. Uh, let me just...
No, wait! I haven't had anything new to read
in 20 years...*

Slang: Jeez

Meaning: Mild exclamation replacing Jesus.

Dictionary evidence: Cambridge provides especially strong evidence for this word. Its American Dictionary entry explicitly labels jeez as slang and defines it as an expression of surprise, anger, or annoyance.

Analysis:

The expression "jeez" is one of the examples of slang in the data. Anabelle uses it as an emotional exclamation after realizing the situation. Jeez is a euphemistic form used to express surprise or disappointment while avoiding stronger profanity.

The expression is not used literally. Instead, it conveys an emotional reaction in a short and informal form. The dictionary evidence is particularly strong because Cambridge explicitly marks the word as slang in its American Dictionary entry. Therefore, *jeez* clearly satisfies the criteria for Society Slang.

Datum 8

Dialogue:

Katherine: closer, closer. Come on, you candle-loving **son of a bitch**.

Nathan: Run, Candlehead! It's a tap! No, away from the candle. The candle's obviously the trap.

Slang: son of a bitch

Meaning: Strong insulting slang expression for someone

Dictionary evidence: Cambridge identifies *son of a bitch* as a mainly US offensive expression meaning an offensive word for an unpleasant man.

Analysis:

The expression "son of a bitch" is classified as Society Slang because it is a highly informal and offensive expression used as an insult. Katherine does not use the expression literally to describe someone's

parentage. Instead, she uses it as a derogatory term to express anger and hostility toward the person she is addressing.

The dictionary evidence strongly supports its offensive and socially marked character. Because the expression is highly informal and used in an emotionally charged interaction, it is appropriate to include it as offensive Society Slang.

Datum 9

Dialogue 1:

Esther: Then I'll do the talking. Her name is Annabelle. She was buried with a diamond necklace somewhere near the hotel. She won't tell me where. But maybe she'd tell a young suitor?

Ben: I don't know, Sis. Flirting with a ghost to find her body, it all sounds unethical.

Dialogue 2:

Katherine: that's not gonna happen. You're my brother.

Nathan: I know. But I'm also one of them now. And I can't abandon them and trap you. So bye, Sis. (female sibling)

Katherine: No, no, no! Wait, wait, wait, wait, wait!!

Slang: Sis

Meaning: Sister.

Dictionary evidence: Cambridge identifies *sis* as an informal short form of *sister* and also records its use when addressing a female friend.

Analysis:

Sis is an abbreviated informal form of sister. It is frequently used in family conversations and therefore functions as Society Slang. The expression "Sis" is classified as Society Slang in a broad sense because it is a familiar and informal form of address.

The expression is socially meaningful because it communicates closeness and familiarity. The speaker does not use the full form *sister*, but instead uses the shortened form *sis*, which is characteristic of casual interpersonal communication.

Datum 10

Dialogue

Ben: It's been two hours? Man, true love makes time fly.

*Esther: True love? **Buddy**, you're not seducing her for love. You're seducing her to make me rich!*

Slang: Buddy

Meaning: Friend.

Dictionary evidence: Cambridge labels *buddy* as informal and defines it as a friend. It also

identifies its use as a form of address, particularly in American English.

Analysis:

The word "buddy" is used as a familiar form of address. Esther uses the word to speak directly to the other character in a casual and slightly teasing manner. Although literally meaning "friend," buddy functions as an informal address term. Here it signals familiarity rather than close friendship. Such conversational address terms are typical examples of Society Slang. The word contributes to the informal social atmosphere of the conversation.

Datum 11

Dialogue

Nathan and Katherine: Ezkiel, **what the hell?**

Jez: He is at peace.

Slang: what the hell?

Meaning: Informal expression of surprise/anger.

Dictionary evidence: Cambridge identifies *hell* as an exclamation used to express anger or add emphasis and marks this usage as slang in its American Dictionary. Cambridge also identifies *what the hell* as an informal idiom.

Analysis:

The expression “What the hell?” is used to express surprise, confusion, or emotional reaction. In this dialogue, the speakers use it as an emphatic response to Ezekiel. The expression is clearly informal and contains an expletive element. The dictionary supports its informal and slang-related status. It may therefore be included in Society Slang.

Datum 12

Dialogue

Jezmeralda: The spirits are purged. Arise once more, Morthoth! Master of the damned! Katherine: Jezmeralda, **what the hell is this?**

Jezmeralda: It is your doom!

Slang: what the hell is it?

Meaning: Informal emotional intensifier.

Dictionary evidence: Cambridge identifies *hell* as an exclamation used to express anger or add emphasis and labels this usage as slang in its American Dictionary.

Analysis:

The expression “What the hell is this?” is an emotionally intensified question. Katherine could simply ask, “*What is this?*” However, the insertion of *the hell* strengthens the expression and conveys surprise, confusion, or anger. The expression therefore functions as an informal expletive

construction. Its use is socially marked because it is associated with casual and emotionally charged speech. It should be categorized as Society Slang.

Datum 13

Dialogue

Abaddon: **Come on, man.** You don’t remember me? Abaddon, the cobra king, right? Man, my castle’s three doors down.

Slang: come on, man

Meaning: Casual interpersonal expression.

Dictionary evidence: Cambridge describes *man* as an informal form of address in certain uses, while its slang label is more context dependent.

Analysis:

The expression “Come on, man” is a casual interpersonal expression. The word *man* functions as an informal address term and contributes to the conversational tone. However, the expression is not necessarily slang in itself. *Come on* is a common idiomatic expression, and *man* is a common noun that can function as an informal form of address. Therefore, this datum should be treated as Society Slang.

Datum 14

Dialogue

Katherine: Rock, paper, ghost, **bitch**. [snarling gasp] No, no. No, wait!.

Slang: bitch

Meaning: Offensive slang is used as an insult or emphasis.

Dictionary evidence: Cambridge explicitly identifies one use of *bitch* as offensive slang.

Analysis:

The word “bitch” is a strong example of offensive Society Slang. In this context, Katherine does not use the word in its literal meaning of a female dog. Instead, she uses it as an offensive term directed at another character.

The dictionary evidence is especially strong because Cambridge explicitly labels the relevant meaning as offensive slang. The word therefore clearly satisfies the criteria for inclusion in a slang corpus. Its use also demonstrates the expressive function of slang. The word communicates aggression, hostility, and confrontation in a highly informal way.

Datum 15

Dialogue

Katherine: *Fine. Fine! No TV. I’m sorry, but [Katherine screaming]*

Nathan: ***Damn it, Jessica! Jessica! Jessica!***

Slang: Damn it

Meaning: Expression of annoyance.

Dictionary evidence: Cambridge explicitly identifies *damn it* as an informal expression of anger or annoyance.

Analysis:

The expression “Damn it” is used by Nathan to express frustration and annoyance.

The emotional intensity of the expression is reinforced by the repeated calling of Jessica's name. The phrase expresses irritation toward Jessica. Like *goddamn*, it is not intended literally but serves as an emotional intensifier. Therefore, it belongs to Society Slang.

The dictionary evidence confirms that *damn it* is an informal expression of anger or annoyance. Therefore, the expression is clearly part of informal spoken language. However, like *Goddamn it*, it may be included as Society Slang.

Conclusion

This study investigated the types of slang used in *Haunted Hotel* Episode 1 by applying Eric Partridge's sociolinguistic classification of slang. Based on the analysis of the dialogues, 15 lexical items were identified as genuine slang expressions

according to Partridge's criteria. The findings reveal that all identified expressions belong to Society Slang, including *messing with, heads up, goddamn it, dude, hell yeah, big bro, jeez, son of a bitch, sis, buddy, what the hell, what the hell is it?, come on man, bitch and damn it*. These expressions are predominantly used to express familiarity, emotional reactions, humor, solidarity, and interpersonal closeness among the characters.

The dominance of Society Slang reflects the communicative setting of the series, which centers on casual interactions among family members, hotel employees, guests, and supernatural characters. Since the conversations occur in everyday social situations rather than within specialized occupational or institutional communities. This finding demonstrates that the social context in which communication occurs strongly influences the type of slang employed by speakers.

The study also highlights the importance of distinguishing genuine slang from ordinary informal vocabulary, contractions, and colloquial expressions. By applying Partridge's taxonomy systematically, the research avoids the common tendency to overclassify informal language as slang and provides a more theoretically consistent

analysis. Consequently, the findings contribute to sociolinguistic studies by reaffirming the continuing relevance of Partridge's framework for examining contemporary spoken discourse in audiovisual media.

Nevertheless, this study is limited to a single episode of the series. Future research is therefore recommended to analyze multiple episodes or the complete season to determine whether other categories of Partridge's slang emerge in different communicative settings. Comparative studies involving other adult animated television series or the application of additional sociolinguistic frameworks may also provide broader insights into the development and functions of slang in contemporary media.

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