CHAPTER I
INTRODUCTION

1.1 Background of the study

Sociolinguistics is a study of language on social factors. Yule (2010:254) claims that sociolinguistics is a branch of linguistics term that focuses on how language relates to social and cultural processes in a particular society. Based on the theory above, society has a bigcontribution in language phenomenon. The other idea is sociolinguistics is connected to cultural phenomena and can have an impact on how individuals interact because it depends on the social context (Trudgill, 2000: 32). There are situations where many people can understand two or more languages, according to the sociolinguistics phenomena, which pertain to society's usage of languages. It is referred to as bilingual and multilingual in sociolinguistics.

The capacity to use two languages is known as bilingualism. Since people learn and study languages other than their mother tongue or first language, bilingualism may develop. Being bilingual does not necessarily indicate that a person is fluent in both languages. In countries with a multilingual population, such as Indonesia, bilingualism and multilingualism are common. Aside from the possibility of bilingualism, studying a second language can also lead to multilingualism. Speakers in multilingual communities frequently switch between different codes this is known as code-mixing(Scotton: 2006).

By the phenomenon of using two or more languages, sociolinguistics called it code switching and code mixing, which mean when the speaker says something in two or more languages. When talking with others, bilingual and multilingual

people may mix or flip between their languages for a variety of reasons. It includes talking about a certain subject, quoting other people, expressing oneself strongly, and using sentence connectors. Hoffman (1993, p. 110). Code-mixing, according to Muysken (2000, p. 1), is the use of lexical terms and grammatical constructions from two different languages in the same phrase.

The phenomenon of using code mixing can be found in many aspects of daily life such as teaching, parenting, politics, lifestyle and other. Most teenagers in Indonesianare the code mixingusers. They used code mixing when they interact with each other. This phenomenon is usually found in some big cities in Indonesia such as Jakarta, Surabaya, Bandung and others. When they talk each other, as multilingual people they usually mixed their utterances as modern words for them. For example *"gua gak sukasamadia***which is***perlakuandiakegua kayak gitu"*. From the example above, shows that multilingual teenagers in Indonesia usually mixed their utterances into their common with. Because Englishis an international language, English is growing significantly in Indonesia. People mixed the Indonesian and English words in their utterances at the same time.

This phenomenon also appears in some game caster championships such as football, volley ball, online games like a Mobile Legend, Free Fire and PUBG Mobile. Because the dominant statement from the games use English language, so Indonesian caster who present the championship events mixed their language in their utterances.

Based on the explanation above, this study is focused on analyzing the use of code mixing by the casters of PMPL South East Asia Championship Play-in Spring

2022. The data source of this research is interesting to analyze because this is one of the gamer favorite gaming programs every year.Besides that this program commonly used code mixing in their utterances because this game is programmed with English. Code mixing topic is discussed in this research because it was interesting to analyze that topic it is being populary used in society, especially in Indonesia where the society are bilingual and multilingual people.

1.2 Problem of the study

Related to background of the study above, the problem of the study are:

1) What kind of code mixing used by the Indonesian casters of PMPL South East Asia Championship Play-in Spring 2022?

2) What are the reasons of casters PMPL South East Asia Championship Play-in Spring 2022 using code mixing?

1.3 Objectives of the study

Based on the problem of the study, the objectives of the study will be:

1) To figured out the types of code mixing used by the Indonesian casters of PMPL South East Asia Championship Play-in Spring 2022.

2) To analyze the reason of casters of casters PMPL South East Asia Championship Play-in Spring 2022 using code mixing?

1.4 Limitation of the study

Limitations of the study are important since they make the research as transparent as feasible. As a result, this study reviewed in order to address the problem that the in-depth analysis brought up. Based on the problem of this research, this research limited inanalyzing the types and reasons of code mixing used the theory proposed by Hoffman (1991). The utterances of code mixing appears by the Indonesia casters on one of the competition gaming programs entitled PUBG Mobile Pro League Championship which show once a season as a big competition between some group of player from each country in South East Asia.

1.5 Significance of the study

The theoretical significance and the practical significance of this research are expected to be of equal importance.

1.5.1 Theoretical Significance

Theoretically, this study gives contribution and understanding on code mixing. The result of this study were expected as a reference or to increase the knowledge that concerned in the utterance which were related to the code mixing used by the Indonesian casters of PMPL South East Asia Championship Play-in Spring 2022.

1.5.2 Practical Significance

Practically, this study offers information to other researchers, readers or student of English Study Program who are interested in code mixing, serves as a comparison, and provides more detail who face the same issues in conducting researches in sociolinguistics, particularly based on the theory of code mixing. This study was also used for the reader to understand code mixing. The writer hopes this study also can be useful to enhance the learning material for the students in English department.

CHAPTER II
REVIEW OF RELATED LITERATURE, CONCEPT AND THEORIES

This chapter contains some reviews of related literature, concepts and theories. The review of literature contained a review from the previous research that related with this present study about code mixing. The concept contained some concepts that support this research. The theory contained some theories that were used to analyze the data to solve the problem of the study.

2.1 Review of Related Literature

This section covered a study of pertinent literature from some earlier works, including theses, articles, and journal articles. Five pieces of related literature were reviewed for this study, two of which were theses and three of which was a journal article. The five studies explored subjects that were connected to this one, which was about code mixing. Hopefully, such studies will provide more details needed for this research's data analysis.

The first review of related literature is taken from a thesis entitled "An Analysis of Code Mixing on Atta Halilintar's Video You Tube Channel"written by Sukrisna (2019). The aim of this study is to analyze types and the level of code mixing which appear in data Atta Halilintar's Video YouTube Channel. It found code mixings in its various types and levels. For the types of code mixing that found in the video, it analyzed by using Hoffman's theory. Meanwhile, for the levels of code mixing the researcher used Suwito's theory. This study found 32 utterances contained the types and level of code mixing. Regarding the research methodology, this study applied a descriptive qualitative method.

The second review of related literature is taken from a thesis entitled "An Analysis of Code Mixing Used in the Movie 'Cek TokoSebelah'"written by Abdurrohman (2019). The problems of this study are to analyze the types and reason of code mixing usage. In analyzing the data, the writer used the theory proposed by Muysken (2000) to analyze the types of code mixing and used the theory proposed by Hoffman (1991) to analyze the function of code mixing.

The findings of this research showed that there are three types of code mixing based on theory proposed by Muysken (2000) there areinsertions, alternation, and congruent lexicalization. The total data found is 77 data with insertion is the dominant type found with 54 data. According to Hoffman (1991) there are six functions of people using code mixing. The data showed that the reason the character uses code mixing on their utterances because of need filling motives was the dominant reason. Regarding the research methodology, this study applied a descriptive qualitative method.

The third article entitled "Identify the Types and Reason of Code Mixing Found in Whatsapp Group Cargo Department Staff at Ngurah Rai Airport"written by Muttaqien, Sulatra and Jendra (2022). This article aims to identify the types and reasons for using code mixing in WhatsappGroup chat. There were two from three types of code mixing implied in the Whatsapp Group Cargo Department Staff at Ngurah Rai Airport that used the theory proposed by Hoffman (1991). The dominant type appearing in WhatsappGroup chat was intra-sentential code mixing with 42 data from 64 total data. Besides that, 58 data of the reason for using code

mixing in WhatsappGroup chat where the dominant reasons are topic, status, solidarity and participants of the Cargo Department Staff at Ngurah Rai Airport.

The fourth article entitled "Code Switching and Code Mixing in *Negeri para Bedebah* Novel"written byJayantini and Utami (2021). The data were derived from episodes 23 through 48 in TereLiye's book Negeri Para Bedebah. This article used the theory proposed by Hoffman (1991) to analyze the reason for using code switching in the novel. Meanwhile, to analyze the type of code mixing used in the novel, it used a theory proposed by Muysken (2000). The dominant type appearing in the novel was congruent lexicalization with 46% data percentage. Besides that, the dominant reason for using code switching on this novel is the intention of clarifying the speech content for interlocutors with 49% data percentage.

The last article entitled "Code Mixing in an Indonesian Novel entitled"*TemantapiMenikah*"written by Nikmah (2020). This article presented a close understanding of the code mixing. There were three types of code mixing implied in the novel entitled TemanTapiMenikah that used the theory proposed by Muysken (2000). The writer also gives an explanation about some phenomenon in the novel that is related to real life.

From the five researches that have been reviewed above has the similarity in analyzing code mixing in one of media as the data source. The differences between this research with the five research are some the data is taken from difference source like the second and last reviewed are from film, the third reviewed is from Whatsapp

Group, and the fourth reviewed is from novel. For this present study, the data source is taken from You Tube video which about E-sport championship. From five researches above, there are some theories that used to analyze the data, but dominantly used the same theories with this present research which is from Hoffman (1991) and Suwito (1988).

2.2 Concepts

The purpose of this subsection was to provide concepts used in this research. These ideas assist the author narrow the scope of the issue, which improves the analysis of the theories that are presented. For the reader to be certain, grasp, and be inspired to read, the researcher explained all of the ideas that were employed to support the researcher in this section.

2.2.1   Bilingualism and Multilingualism

The capacity to use two languages is known as bilingualism. Since people learn and study languages other than their mother tongue or first language, bilingualism may develop. Multilingualism is a common occurrence in daily life. Aside from the possibility of bilingualism, studying a foreign language also has the potential to lead to multilingualism. Speakers in multilingual communities frequently switch between different codes; this is known as "code-mixing".

2.2.2 Code Mixing

The sociolinguistic phenomena, known 'code mixing' combines two or more language simultaneously. Teenagers and young people are most likely to use this phenomenon in society. According to Richards (2002: 80), code mixing is the blending of two codes or languages, typically without changing the topic. Switches occurring at the lexical level within a sentence (intra-sentential switches)are

referred to as 'code-mixes' and 'code-mixing'(Hoffman, 1991: 103). Code-Mixingis brought on by a number of circumstances, including the issue, the speaker, the addressee, the environment, and the shift from a formal to an informal scenario (Chaer& Agustina, 2010). From the definition above it could be concluded that code mixing is mixing two or more languages in a sentence.

2.2.3 Indonesian Casters

A commentator is present during Electronic Sport (E-sports) matches to enhance the competitive atmosphere. Caster e-sports are the name of the sport's commentators. Every situation in a match is led and described by a caster e-sports professional. Therefore, this occupation is crucial in E-sports competitions. An e-sports announcer must be knowledgeable about the game he will be hosting. The e-sports commentator's role is essentially the same as that of any other commentator. Knowing about updates pertaining to the game objects that will be given is crucial when acting as an E-sportscaster. Additionally, it is necessary to keep the voice, tone, and pressure because doing so will liven up the match.

2.2.4 PMPL South East Asia

PMPL SEA is one of the most popular PUBG Mobile competitions in Southeast Asia. Officially organized by Tencent Company, this PUBG Mobile competition competes for a total prize pool of $200,000 US dollars. PMPL SEA was attended by six countries. There are Indonesia, Malaysia, Thailand, Vietnam, Singapore and Taiwan. Usually Indonesia sends three teams that have the strongest teams at the moment to participate in PMPL SEA. To get a slot to enter PMPL SEA,

each team from every country participates in their own countries' tournaments and the winner would be directly invited to compete in PMPL SEA.

2.3 Theories

In this study, the writer used some theories to analyze the two research problems. The theories of typesand reasonsof code mixing proposed by Hoffman (1991) and supported with thetheory from Suwito (1988).

2.3.1 Sociolinguistics

Language is a part of human life, if there is no language there is nothing to express about something we want to say. Language is a tool which occurs and delivers human's feelings, thoughts, views, etc. It is also to build and engaged withsocial relationship. People use language in the form of listening, writing, speaking and reading. Human and language cannot stand alone, since they have a relation which is all round human activity. In linguistics, there is a branch that studies the relation between human and language; it is called sociolinguistics.

Sociolinguistics is a study of language in society. In contrast to sociology of language, which studies society in relation to language, sociolinguistics is the study of language in relation to society, according to Hudson (1996:4). According to Holmes (2001), sociolinguistics research aims to understand why people talk differently in various social circumstances and how social characteristics like social distance, social status, age, gender, and class affect the language types utilized. The study of sociolinguistics is also concerned with the identification of potential social language functions and how language is used to communicate social meanings.

2.3.2 Type of Code Mixing

The type of mixes discussed can be phonological (in the form of loan blends), morphological syntactic, lexico-semantic, phrasal, or pragmatic, and they can include the insertion of a single element, a partial, or a whole phrase from one language into an utterance in another. According to Hoffman (1991: 104) there are three types of code mixing, which are intra-sentential code mixing, intra-lexical code mixing and involving a change of pronunciation. Those can be classified as relating to as follow:

a) Intra-sentential Code Mixing

Intra-sentential is the term used to describe the first category from Hoffman's book, which is tied to syntax and occurs within a word, a clause, and a sentence boundary. The example can be seen below.

"And then *me dijo,* stop acting silly"

(Hoffman, 1991:104)

b) Intra-lexical Code Mixing

At the word boundary, codes are being mixed as we speak. It has to do with changing how lexically complex the words are in a sentence. The example can be seen below.

"Huwabe*lieve* fiiilghaaby"

(Hoffman, 1991:106)

c) Involving a change of pronunciation

This type can also happen at the phonological level, which is apparent when the speaker modifies their manner of pronouncing words. The example can be seen below.

> Christina: "This is Pascual" [paskwál]
> Friend: "What is his name?"
> Christina: "Pascual!" [pəskwæl]
> Friend: "Oh…"

(Hoffman, 1991:112)

2.3.3 Level of Code Mixing

To support in analyzing the types of code mixing, According to Suwito (1988), there are several level of code mixing for people to mix the languages:

a) Word level

The smallest linguistics unit, a word, is made up of one or more morphemes

"*aku bawa* **something** *buat kamu*"

(Suwito, 1988)

b) Phrase level

A phrase is a collection of words without a subject or verb

"*tolongsih, bersihin* **whiteboard** *nya*"

(Suwito, 1988)

c) Baster level

Baster combines two components to produce a single meaning. The word form is primarily derived from English, and Indonesian suffixes are added to English nouns

"*Saya tidak mengerti cara* **men-download** *video di YouTube*"

(Suwito, 1988)

d) Repetition word or Reduplication word level

A repetition word is one that was created as a result of word repetition

"*Saya pikir ini* **fine-fine** *saja, tidak ada masalah*"

(Suwito, 1988)

e) Idiom level

Idioms are a collection of words, each with a unique meaning. It means the idiom has developed a new meaning, it cannot be understood as a single word

"*eh, seriusan Raisa itu bukan* **your cup of tea**"

(Suwito, 1988)

f) Clause level

Unlike a sentence, a clause is a group of words with subject and verbs. Independent clauses and dependent clauses are two type of clauses. A clause that can stand alone is an independent clause. A dependent clause requires another independent clause to complete it because it cannot stand alone as a clause

"*hari ini, hari yang teristimewa buat aku, karena* **I get a new car**"

(Suwito, 1988)

2.3.4 Reason of Code Mixing

There are several reasons why people mix their languages in speech. Based on the theory from Hoffman (1991) There are seven potential causes of code mixing. The detail explanation will explain below

a) Talking about Particular Topic

It is extremely likely that a description of a specific issue will "create a switch, either because of a lack of proficiency in the relevant of register or because of certain objects trigger of distinct connotations which are tied to experiences in a particular language". The example can be see below.

> "I started going like this, Y leugodecia (and then he said), look at the smoke coming out of my fingers.

(Hoffman, 1991 : 111)

b) Quoting Somebody Else

When a speaker changes codes to reference a well-known individual, famous passage, or aphorism, code mixing has taken place. When someone speaks, they quickly draw attention to something that frequently appears in other people's utterances. The example from Spanish-Catalan explain below.

> "... y si dices "*pardon*" en Castellano, se te vuelve la mujer y te dice:' ('.. and if you say "sorry" in Castilian Spanish, the lady turns to you and says;') 'En catald' ('In Catalan!')

(Hoffman, 1991 : 112)

c) Being Emphatic about Something

By combining languages, we can express our emphatic to others when we speak. They commonly switch between their first and second languages to express unity or highlight a point. The example from Spanish-Catalan explain below.

> 'Hay cuatro sillas rotas y' ('There are four broken chairs and') *prou*!' ('that's enough!')

(Hoffman, 1991 : 112)

d) Interjection

Interjections are defined as the emotional responses that speakers express in their utterances. It can convey a variety of emotions, including joy, sorrow, enthusiasm, and more. The example explain below.

"…Oh! Ay! It was embarrassing! It was very nice, though, but I was embarrassed!"

(Hoffman, 1991 : 112)

e) Repetition Used for Clarification

The speakers make advantage of this justification for code mixing to explain their point regarding dialogue. The other code frequently verbatim repeats the message from the first. Repeating something not only makes it clearer but also emphasizes or enhances the message. One code frequently breaks a phrase to highlight and make clear the argument being made. The example explain below.

"Tenia zapatos *blancos*, un poco, they were off-white, you know."

(Hoffman, 1991 : 112)

f) Expressing Group Identity and Solidarity

Hoffman (1991 : 116) asserts that the ability of the two distinct groups to create and share a discourse is the result of code mixing. Here, a group is any collection of individuals who speak the same language. People from various groups can therefore still grasp the talk by combining the languages. Hoffman adds that it frequently affects immigrants and youths

g) Intention of Clarifying TheSpeechContent for The Interlocutor

This instance of code mixing is being used to make the conversation's context more clear. When questioned why they had converted to code-speak for

some expressions for which they knew acceptable Estonian counterparts, her informants allegedly responded that the Swedish or English they used had certain desirable implications and represented shared experiences that the other language did not, stated by Oksaar (1974) as cited in Hoffman (1991: 116).The example is provided by Hoffman (1991, p. 112).

Christina: "This is Pascual" [paskwál]
Friend: "What is his name?"
Christina: "Pascual!" [pəskwæl]
Friend: "Oh…"

(Hoffman, 1991 : 112)