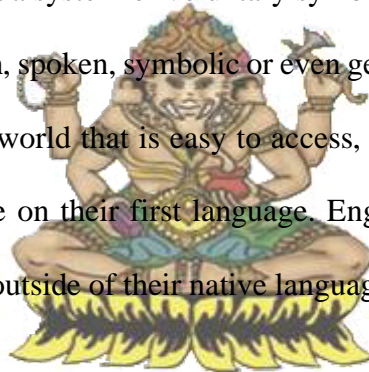


CHAPTER I

INTRODUCTION

1.1 Background of the study

A language is a tool for communication that humans use in the world. Using language, humans can express ideas in the form of words, but there are more than 6500 languages in the world that not all people are fluent in. According to Sapir (1921:17), language is a human and non-restrictive technique of transmitting ideas, feelings, and wishes via a system of voluntary symbols. Humans can communicate with language in written, spoken, symbolic or even gesture form. Nowadays, people use language from the world that is easy to access, making it easy to learn a new language and not fixate on their first language. English became an example of a language that learning outside of their native language makes many people become bilingual.

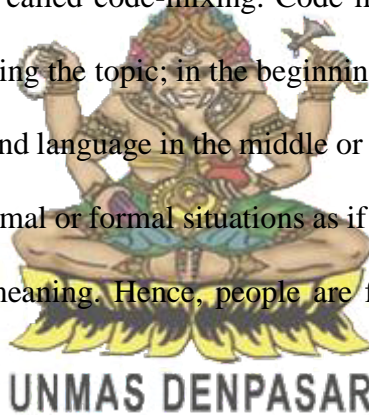


UNMAS DENPASAR

Bilingualism is the power to communicate in two languages. Some bilingual people have been exposed to more than one word since the beginning and throughout childhood. Since language and society are relatively fluid elements in the person's understanding and production of words, bilingualism may be a characteristic that affects language fluency. Some people need help applying grammatically complicated sentences in one or both languages compared to others of the same era. Likewise, the person may make grammatical errors.

Code mixing became the way people choose when they could not find the right word or way to describe what they wanted to say in the first language and mix

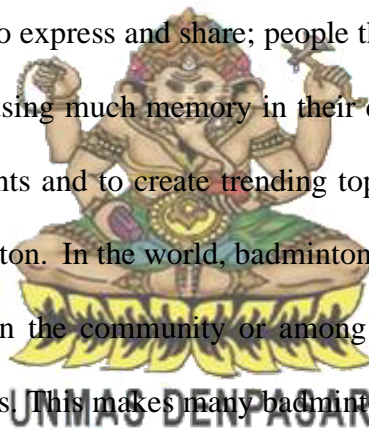
it with the second language. According to Muysken (2000), code-mixing is an event of a lexical item or grammatical feature from two or more different languages appearing in a single sentence. Because individuals utilize more than one language, bilinguals and multilinguals are familiar with the phenomenon known as code-switching and code-mixing. They interchange or blend one language with another. There are various reasons why bilingual and multilingual persons switch or mix their languages when communicating with others. When expressing their ideas and emotions on the internet, people usually mix more than one language in their communication; this is called code-mixing. Code mixing usually happens in one sentence without changing the topic; in the beginning, the writer will use language A but then slip the second language in the middle or change entirely to language B. It could happen in informal or formal situations as if there is no exact or equivalent idiom to express the meaning. Hence, people are forced to use words from the opposite language.



As a style in using language for communication, code mixing occurred in everyday life, anywhere and anytime without realizing each other, and is a common phenomenon in cyberspace, whether in communication or when posting something on social media. In this era of digitalisation, social media has become part of our life. Almost everyone uses social media in their daily activities. Perrin (2015) stated that ninety percent of young individuals use social media, up from twelve percent in 2005, representing a 78-percentage-point surge. Social media can gather people from anywhere in the world for many reasons, from business to stable relationships

with other people. This is why many people could be bilingual or multilingual based on the people they usually interact with. Technology development in the world impacts the world as a whole. The country started to use smartphones or laptop tools to communicate with each other and connect with people outside the country. Social media has become the most popular online conversation tool in this modern era.

There are a lot of social media that exist on the internet, such as Twitter, Facebook, Instagram, Telegram, Line, WhatsApp, etc. Twitter has become a social media that people use to express and share; people think Twitter is the perfect app for sharing without causing much memory in their devices. Twitter is more often used for official accounts and to create trending topics from various activities or events, such as Badminton. In the world, badminton is a popular sport and is often a topic of discussion in the community or among regular people, especially in southeast Asia countries. This makes many badminton fans want to know or share the information they have with people, but sometimes they need help to elaborate things in explaining something and mix the language. This showing badminton became one of the popular topics to discuss and was often shown in trending topics of the day despite how hard the way they tried to communicate about the match in their language. The phenomenon of code-mixing on Twitter in various ways which people mix languages and linguistic codes during their interactions on the platform creating substantial data for research materials.



1.2 Problem of the study

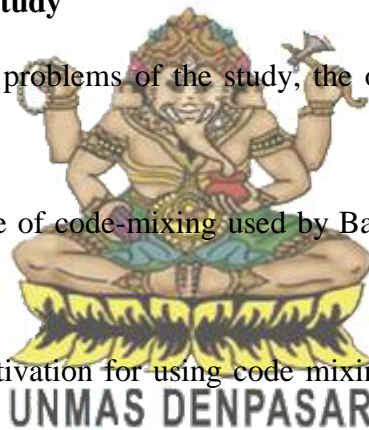
Based on the background of the study above, the researcher formulated the problems on the following question, as follows:

1. What are the types of code-mixing used by badminton fans in their Twitter tweets?
2. What is the motivation for using code mixing on tweets from badminton fans?

1.3 Objectives of the Study

With regard to the problems of the study, the objectives of the study are as follows:

1. To find the type of code-mixing used by Badminton fans in their Twitter tweets.
2. To find the motivation for using code mixing on tweets from badminton fans



1.4 Limitation of the Study

Related to the problems and the objective of the study, this study focusses on the analysis the type and the motivation for using code mixing found in the comment section of tweets from badminton fans' accounts. The study focused on Indonesia-English mixing. This study applied Muysken's (2000) theory to analyze

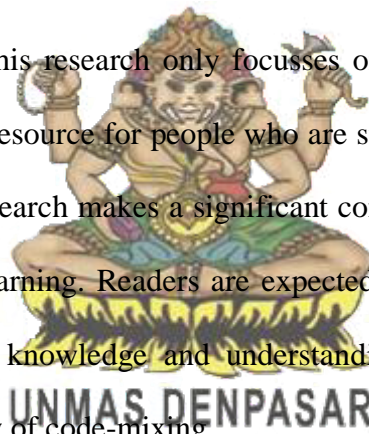
each type of code mixing found, as well as Bhatia and Ritchie point (2004) theory to identify the motivation

1.5 Significance of the Study

There are two significances provide in this study could be divided into theoretical significance and practical significance. Those significances are mentioned as follows:

1.5.1 Theoretical Significance

Theoretically, this research only focusses on the sociolinguistic study of code-mixing and be a resource for people who are studying the same subject. It is anticipated that this research makes a significant contribution to the advancement of English language learning. Readers are expected to apply the findings of this study to expand their knowledge and understanding of sociolinguistic theory, particularly in the study of code-mixing.



1.5.2 Practical Significance

In practice, the findings of this study can be utilized as a guide for other researchers who are interested in doing code mixing research. Furthermore, the findings of this study, particularly code mixing, can be turned into sociolinguistic teaching materials. Furthermore, this study gives information regarding code

mixing that can be used in everyday life, allowing readers to learn how, when, and where to use it correctly.



CHAPTER II

REVIEW OF RELATED LITERATURE, CONCEPTS, AND THEORIES

Three main points are discussed in this chapter, namely a review of literature, concepts, and theoretical framework. A review of the literature deals with previous studies within the same context with this research from the thesis and journal article. Concepts discuss the definitions of focus of this research. Lastly, theoretical framework provides theories from experts as insightful information in confirming the data later.

2.1 Review of Related Literature

It is found that there are some researches within the same context as this research. Even so, this research is different from all the previous research. The distinctions between this research with previous ones are in the form of the theory used, object, and data sources. That research is described as follows:

Raksang (2019), with his thesis entitled “The Analysis of Code Mixing in Social Media Produced by the Student of the English Department at IAIN Palopo” that is aimed to investigate the students’ motives for using code-mixing in their social media found their motives. After studying 13 students with the support of theory from Muysken (2000) and Ritchie (2004) and descriptive qualitative research method, he found two out of four types of code mixing used by the students, namely insertion and alternation. Meanwhile, the rest of the code-mixing categories like congruent and lexicalization were not found. The similarities

between current study and previous study are the problem of the study and theory is used are by Muysken (2000) and Bhatia and Ritchie (2004). Meanwhile, the data source of both researches are different. Raksang used data from social media produced by the student of English department at IAIN Palopo and this study used tweet from badminton fans to find the data.

Another thesis entitled “Analysis of Code-Mixing Use in Instagram at the Fourth Semester at English Language Education Students at UIR ” written by Sari (2021), was also used as a reference for this research. The purpose of the research is to study the types of code mixing used by the hosts of the Break Out Music Program on Net TV and to reveal the code-mixing functions used. It turns out that the types of code mixing that were found in the study were alternation and congruent lexicalization. The host uses the words from both languages that are inserted randomly. The writer also found the functions of code-mixing in this study were talking about a particular topic, expressing group identity, and repetition used for clarification based on the theory proposed by Hoffman (1991). The similarities between the pervious study and the current study are both of the study analyse the types of code mixing. Meanwhile the differences are the data source and one of the study problems, the pervious study used Instagram as the data source meanwhile the current study used Twitter. The second problem of the pervious study is to analyzed the function of code mixing but the current study is analysis the motivation of using code mixing.

Nabila and Idayani (2022) reported in their article entitled “An Analysis of Indonesian-English Code Mixing Used in Social Media (Twitter)”. By using the descriptive qualitative method, they investigated the tweets of influential people on Twitter through documentation as research instrumentation. To do so, they took screenshots of tweets from the targeted sample. With the help of a theory from Suwito (1985) that proposes six types of code mixing, this study revealed six types of code mixing used by influential people on Twitter. The highest percentage deals with the insertion of the word (41.4%). It is followed by the insertion of the clause with a percentage as many as 21.9%. The third place is occupied by the insertion of phrases, with a total percentage of as many as 17.5%. It is followed by the insertion of a hybrid with found data of as many as 7.1%. Following the insertion of combination, the insertion of the idiom has a percentage of as many as 6.1%. The last insertion of word reduplication occupies the last place with 0.8% of data. There are some similarities and differences between the previous and the current study. The similarity between recent study and previous studies, is the type of data source. Both of the study used Twitter as a data source. Meanwhile the difference lies in the theory used, the previous study used Suwito(1985) whereas the recent study used theory proposed by Muysken (2006) and Bhatia & Ritchie (2004).

Another relevant journal article with titled “An Analysis of Code Mixing Used by A Singaporean Singer in Instagram’s Caption” written by Fitria (2020), enriches the study of code-mixing. By applying descriptive qualitative research design along with theories from Liu (2008) and Rasul (2013), this study finds

several categories of code mixing used by the singer as addressed research purpose. The reports have been arranged into order. They are word (53.33%), phrase (39.65%), clause (4.21%), hybrid (2.11%), and repetition (0.7%). The previous and the current studies both discuss the use of code mixing on social media. However, both use different theories and different data sources. The previous study used Instagram as a data source while the current study used Twitter.

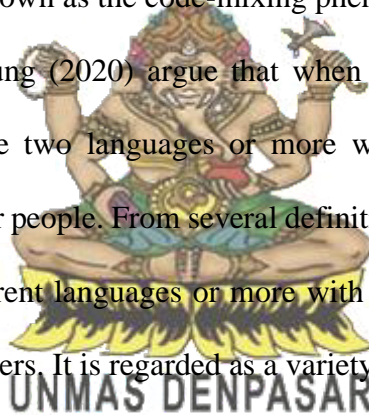
Another article journal written under the title “Analysing the Manifestation of Code-Switching and Code-Mixing in the Wattpad Story” Nowhere”” by *Pinkish delight* by Tustiawati et al. (2022) is used as a reference for this research. The conducted study used qualitative research methods and intended to analyse code-mixing in a Wattpad story entitled “Nowhere.” The writer studies the possible reasons for the production through the context provided in the Wattpad. The result provides an illustration of the use of code-switching and code-mixing in a literary work and how it may be similar or different from the production of code-switching and code-mixing in a natural setting during oral communication. The similarities between current study and previous study are the theory used by Muysken (2000). The difference between current study and previous study is the data source. The previous study used Wattpad Story and this research used Twitter to find the data.

2.2 Concepts

There are three concepts that refer to the focus of this research; they are code-mixing, Twitter, and badminton fans. Each of them is described as follows:

2.2.1 Code Mixing

According to Musyken (2000), code-mixing is an event of a lexical item or grammatical feature from two or more different languages appearing in a single sentence. About this definition, Liu (2008) states that there is a mixture of words, phrases, or clauses as linguistic units when people speak two languages or more simultaneously, also known as the code-mixing phenomenon. Moreover, Maschler in Silaban and Marpaung (2020) argue that when people apply code-mixing to speak, they incorporate two languages or more with their elements which are understandable by other people. From several definitions above, code mixing refers to the use of two different languages or more with small linguistic elements like words, phrases, and others. It is regarded as a variety of languages.



2.2.2 Twitter

Twitter is a social media that connects people from all over the world (Maclean, Jones, Levy, & Hunter, 2012). The social media with the blue bird icon was founded in 2006. In 2022, it was reported that its user reached over 1.3 billion people (Irawan, Nurmandi, & Akbar, 2022). As one of the top five social media, Twitter is considered a microblogging platform because it enables people to share any information, whether it is about their daily life, opinions about the latest issues,

or specific topics such as health, politic, entertainment, lifestyle, and many more (Malik, Schrum, & Johri, 2019). Supporting its fantastic feature, Twitter has a particular page that displays what is being trended in a day. Therefore, the flow of news and information is so fast from the threat creator to others. Moreover, getting some information about an exciting subject is easy to do, i.e. by using a hashtag followed by typing the topic being searched, hundreds of results will come in a second. Considering this fact, there is no wonder the number of its users is immense. Since Twitter can be used for any information sharing, the language used on Twitter is varied. Hence, Twitter is the potential to be one of the language research areas. Related to this research, Twitter becomes the media to gain data about code-mixing in language use.



2.2.3 Badminton Fans

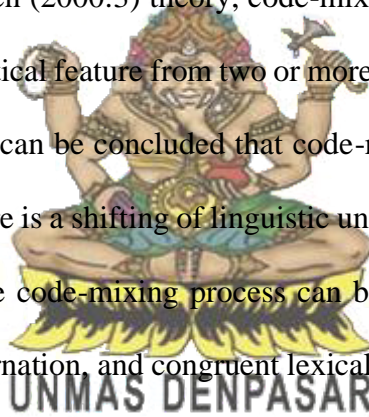
Badminton is a kind of sport that is played by 2 to 4 players equipped with rackets (Suppriyanto & Rasyid, 2018). The function of the noise is to smash the shuttlecock to the opponent's field. If the opponent cannot give the smash back, there will be a score gotten. Badminton is a popular sport among Asians. It gained more popularity in 1992 because it belonged to one of the sports in the Barcelona Olympics. Due to its popularity, many people watch badminton matches on any occasion, whether they watch it live or not. People who watch badminton matches and idolize certain players are called badminton fans.

2.3 Theories

This chapter discussed several code mixing-related topics and ideas. This research is divided into two sections, the first focuses on the type of code mixing, and the second on the motive for code mixing. Muysken's (2000) theory is used to analyze the type of code mixing, while Bhatia and Ritchie (2004) theory are used to analyze the motive for code mixing.

2.3.1 Types of Code Mixing

Based on Muysken (2000:3) theory, code-mixing is defined as an event of a lexical item or grammatical feature from two or more different languages appearing in a single sentence. It can be concluded that code-mixing combines two or more languages at once. There is a shifting of linguistic units such as words, phrases, and many more. Hence, the code-mixing process can be categorized into three types there are insertion, alternation, and congruent lexicalization (Muysken, 2000: 3)



2.3.1.1 Insertion

Insertion is defined as placing one or more units of a language in another language that has the same meaning as the language used firstly. It's limited to one lexical unit. Such as adverbial phrases, nouns, determiners and noun combinations. To make it straight According to Muysken (2000: 3) insertion consists of several types: word insertion, phrase insertion, idiom insertion, hybrid insertion, and reduplication insertion. Based on its name, insertion of a word refers to inserting a

word from another language while communication occurs, and so does phrase insertion. Furthermore, the idiom is defined as inserting an expression from other. Muysken (2000: 3) recommends insertion as the first type of code-mixing. He described it as the assimilation of information from one language into another framework. This suggests that code-mixing occurs only in tiny chunks of one language, such as words or phrases with less than a clause and a sentence. Here the example:

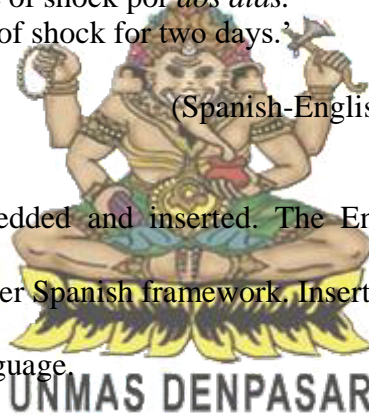
It is a single English phrase used in a Spanish sentence:

Yo anduve in a state of shock por *dos dias*.

'I walked in a state of shock for two days.'

(Spanish-English; Pfaff in Muysken, 2000: 5)

It is both embedded and inserted. The English prepositional phrase is distributed inside a larger Spanish framework. Insertion is equivalent to borrowing terms from another language.



2.3.1.2 Alternations

Alternation is a mixture of equivalent language in the middle of the conversation. The combination of words from two different languages appears alternately. In this case, equivalence means the same pattern and grammatical rules from two or more languages being spoken. This includes switch between structures from the other language. Alternative (as recounted by Poplack in Muysken, 2000: 4) sees mixing constraints regarding the compatibility or equivalence of the

languages involved at the switch point. The main change would be that the size and kind of component, such as clauses and sentences, would alternate, followed by the grammatical forms, such as subjects, verbs, or objects. Here's an example:

It is a single English clause in a Spanish sentence

Andale pues and do come again.
"That all right then, and do come again".

(Spanish-English; Gumperz and HernandezChave in Muysken, 2000: 5)

In the case of alternation, a complete transition from one language to the other happens, encompassing both grammar and lexicon. There's no reason to believe the Spanish first portion is incorporated into the English second segment or vice versa.



2.3.1.3 Congruent Lexicalization

Congruent lexicalization means the process of code-mixing which involves two distinctive languages with the same grammatical structure that lexical elements of other languages can fill. Code mixing might take the shape of words or phrases with commonly known meanings. Here's an example:

It is a single English word in a Dutch utterance.

Weet jij (*whaar*) Jenny is?
Do you know where Jenny is?
(Dutch: waar Jenny is)

(English-Dutch; Crama and Van Geldere in Muysken, 2000: 5)

The phrase "where Jenny is" might be written in English or Dutch. Furthermore, "where" sounds like "*waar*" in Dutch (particularly when spoken by bilinguals), Jenny is a name in both languages, and "is" is homophonous.

2.3.2 Motivation for Code Mixing

Due to the claim that every person can use two or more languages, code-mixing among people can be found easily either in written or spoken language. point out the motivations behind code mixing usage below:



2.3.2.1 Participant Role and Relationship

Participants' roles and relationships make them use code mixing while communicating with each other. Even triggers them without unconsciousness. Therefore, participants' roles and relationships give a contribution to bilingualism.

2.3.2.2 Situational Factors

The situation is argued as one of the factors that cause code-mixing. Situation refers to the status or identity of participants, including class, gender, religion, and age. One more situational factor is the context of language. Those factors make people use two languages or more in the middle of communication. For example, a 20-year-old man uses much code-switching compared to a ten years

old boy because the 20-year-old man has read many books and learned more languages, so he does much code-mixing.

2.3.2.3 Message-Intrinsic Factor

While using reported speech, sometimes decoders and encoders find an obstacle. For example, the decoders can only get the message partially after uttering some sentences. Regarding this fact, the encoders can try an alternative way to make the decoder understand through a code-mixing strategy. This case is an example of an intrinsic factor behind code-mixing.



2.3.2.4 Language Attitudes, Dominance, and Security

The three factors can trigger bilingual people to use code-mixing. Suppose two Japanese spend their holiday in Seoul, South Korea. Once, they wanted to try seafood in a traditional market. When they find a place to eat, the owner of the Seafood stall tells the price of the seafood in Japan. After learning the price, one of the Japanese men was surprised and confirmed to his friend in English, "Don't you think the price doesn't make sense?" This example illustrates the insecurity of the Japanese man to make himself safe in front of the owner of the seafood stall. He uses code-mixing.