CODE MIXING ON THE DIALOGUE OF "9MM"

MOBILE GAME BY GAMELOFT

THESIS

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ABSTRACT

Pratama, Yonathan Wahyu. 2014., **CODE MIXING ON THE DIALOGUE OF "9MM" MOBILE GAME BY GAMELOFT.** Study Program of English, Department of Languages and Literature, Faculty of Cultural Studies, University of Brawijaya. Supervisor: Isti Purwaningtyas; Co-supervisor: Agus Gozali.

Keywords: Code, Codes Mixing, Gameloft, 9mm

Bilingual people mix their language from one language to another regardless of the topic and place. They do code mixing not only in everyday life, but is now also grown in some video games. This study aimed to investigate the code mixing used by all of the characters in "9mm". "9mm" is the title of a video game that was released for mobile phones. This study is to identify the types of code mixing used by all of the characters in "9mm".

This research used theory by Hoffman because this theory has an adequate explanation and details about the types of code mixing. Thus, there are 4 types of mixed code: *1) intra-sentential switching / code mixing, 2) intra-lexical code mixing, 3) making emblematic, 4) involving a change of pronunciation*.

There are several steps taken in processing and analyzing the data, by collecting all the data based on the characters in the game, then the data is classified according to the type and cause, and then identified the data or performs the categorization of data and provided a brief description of each data sample. The analysis focused on the type and cause of the events that occurred in the code mixing in the "9mm". Based on the results of the data analysis, it was concluded that the developers of the game "9mm", Gameloft using English as the primary language used by the characters. Data collection was done by downloading the game "9mm" from Google Play Store, copy words that appear throughout the game, identify and mark utterances that experienced code mixing from English to Spanish.

From the research, the authors found four types of mixing languages in the game, namely *intra-sentential switching / code mixing, intra-lexical code mixing, making emblematic and involving a change of pronunciation*. Types of events over the code and the most dominant code mixing is a type of *intra sentential code switching / mixing* because the game "9mm" There are a lot of speech interspersed with words in Spanish. In addition there are several causes of the code mixing events, and the most dominant is *expressing group identity*. This is because most of the characters portrayed in this game live in communities Latin American drug cartels so they get used to mix English and Spanish in their daily conversations.

The writer suggests the Sociolinguistics students analyze the reason of code mixing. It is also suggested that the results of this study be used as reference for the future researchers in exploring and expanding the investigation of some other phenomena of code mixing in a video game.

ABSTRAK

Orangyang menguasai dua bahasa mengalihkan bahasa mereka dari satu bahasa ke bahasa lain terlepas dari topik dan tempat. Mereka melakukan campur kode tidak hanya dalam kehidupan sehari-hari, tetapi saat ini juga sudah berkembang dalam beberapa permainan video. Penelitian ini dilakukan bertujuan untukmenyelidikicampur kodeyang digunakan olehbeberapa karakter dalam"9mm". *"9mm"* adalah judul sebuah permainan video yang dirilis untuk telepon genggam.Penelitian iniadalah untuk mengidentifikasijenis-jeniscampur kodeyang digunakan olehkarakter-karakter dalam "9mm".

Penelitian ini menggunakanteorioleh Hoffmankarenateori inimemiliki penjelasan yangmemadaidan rincian tentangjenis-jeniscampur kode. Dengan demikian,ada 4 jeniscampur kode: *1) intra-sentensial switching / code mixing, 2) intra-lexical code mixing, 3) making emblematic, 4) involving a change of pronunciation.*

Ada beberapa langkah yang dilakukan dalam mengolah dan menganalisis data, yakni dengan mengumpulkan semua data berdasarkan karakter-karakter di dalam permainan tersebut, kemudian data tersebut diklasifikasikan menurut tipe dan sebabnya masing-masing, setelah itu mengidentifikasi data atau melakukan pengkategorian data dan memberikan penjelasan singkat dari setiap data sampel. Analisis difokuskan pada tipe dan sebab peristiwa campur kode yang terjadi di dalam "9mm". Berdasarkan hasil dari analisis data, disimpulkan bahwa pengembang permainan "9mm", Gameloft menggunakan bahasa Inggris sebagai bahasa utama yang digunakan para tokohnya. Pengumpulan data dilakukandengan mengunduhpermainan "9mm" dariGoogle Play Store,menyalinucapan-ucapanyang muncul sepanjang permainan,mengidentifikasi danmenandaiucapan-ucapanyang mengalami campur kode dariBahasa Inggris ke Bahasa Spanyol.

Dari hasil penelitian, penulis menemukan 4 tipe pencampuran bahasa yang ada dalam permainan ini, yaitu *intra-sentential switching / code mixing, intra-lexical code mixing, making emblematic* dan *involving a change of pronunciation.* Jenis peristiwa alih kode dan campur kode yang paling dominan adalah tipe *intra sentential code switching/ mixing* karena dalam permainan "9mm" ini terdapat banyak ujaran yang disisipi dengan kata-kata dalam Bahasa Spanyol. Selain itu terdapat beberapa penyebab terjadinya peristiwa campur kode, dan yang paling dominan adalah *expressing group identity*. Hal ini disebabkan karena kebanyakan para tokoh dalam permainan ini digambarkan hidup dalam komunitas kartel obat bius Amerika latin sehingga mereka terbiasa mencampur Bahasa Inggris dan Bahasa Spanyol dalam percakapan mereka sehari-hari.

Penulis menyarankankepada mahasiswaSosiolinguistikagar menganalisisalasancampur kode. Penulis juga menyarankanbahwa hasilpenelitian inidapat digunakan sebagaiacuan bagipara penelitiselanjutnyadalam mengeksplorasidan memperluaspenyelidikanbeberapa fenomenalain daricampur kodepada permainan video.

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