

## Table of Contents

<b>APPROVAL PAGE</b> .....	i
<b>LEGALIZATION PAGE</b> .....	ii
<b>DECLARATION OF OWNERSHIP</b> .....	iii
<b>PREFACE</b> .....	iv
<b>ACKNOWLEDGMENT</b> .....	v
<b>MOTTO</b> .....	vii
<b>ABSTRACT</b> .....	viii
<b>ABSTRAK</b> .....	ix
<b>Table of Contents</b> .....	x
<b>CHAPTER I</b> .....	1
<b>INTRODUCTION</b> .....	1
<b>1.1 Background of The Research</b> .....	1
<b>1.2 Research of The Problem</b> .....	4
<b>1.3 Research of The Purposes</b> .....	4
<b>1.4 Research Significance</b> .....	5
<b>1.5 Definition of Key Terms</b> .....	6
<b>1.5.1 Types of Code-Mixing</b> .....	7
<b>1.6 Organization of The Paper</b> .....	8
<b>CHAPTER II</b> .....	10
<b>THEORETICAL FOUNDATION</b> .....	10
<b>2.1 Language</b> .....	10
<b>2.2 Linguistics</b> .....	12
<b>2.3 Language Variation</b> .....	14
<b>2.4 Sociolinguistics</b> .....	16
<b>2.5 Multilingualism</b> .....	18
<b>2.6 Bilingualism</b> .....	20
<b>2.7 Code</b> .....	22
<b>2.8 Code Mixing</b> .....	24
<b>2.9 Game</b> .....	29
<b>2.9.1 Mobile Legends</b> .....	31
<b>2.10 Youtube</b> .....	39

2.10.1 Search .....	41
2.10.2 Trending .....	41
2.10.3 Subscriptions .....	42
2.10.4 Playlist .....	43
2.10.5 Comments .....	44
2.10.6 Live Chat .....	45
2.10.7 Live Streaming .....	46
2.10.8 Membership .....	47
2.10.9 Shorts .....	48
2.11 Windah Basudara .....	49
2.12 Dibo .....	50
CHAPTER III .....	51
RESEARCH METHOD .....	51
3.1 Research Design .....	51
3.3 Sources of Data .....	54
3.4 Technique of Collecting Data .....	55
3.5 Technique of Data Analysis .....	55
CHAPTER IV .....	57
FINDINGS AND DISCUSSION .....	57
4.1 Types and Levels of Code-Mixing .....	57
4.1.1 Windah Basudara .....	58
4.1.2 Dibo .....	88
4.2 Reasons of using Code-Mixing .....	97
4.2.1 Windah Basudara .....	97
4.2.2 Dibo .....	113
CHAPTER V .....	117
CUNCLUSIONS AND SUGGESTIONS .....	117
5.1 Conclusions .....	117
5.2 Suggestion .....	118
References .....	119
Appendix .....	123