

# CHAPTER I

## INTRODUCTION

This chapter describes the research background, research problem, research purpose, research significances, definition of key terms, and organization of the paper.

### 1.1 Background of The Research

Games are a medium of entertainment that has been around for a long time. Today's games are very flexible, which means they can be played anywhere. We only need a technology called a smartphone and a good network if the game is based online. Online games are today entertaining hundreds of million of users and form a multibillion-dollar global industry (McGonigal, 2011). We can see on the Youtube platform which broadcasts a lot of gameplay that we can watch anytime. One of the yotubers who has gaming content is Windah Basudara, a 32-year-old man from Indonesia who plays a lot of games. a woman from Malaysia who has the name Adibah Humairah (Dibo) who is 23 years old also fills her YouTube content with popular games. One of the most popular mobile games and also aired on their YouTube channel today is Mobile Legends. This game is an online MOBA genre, and can be played by 10 people in one game with a 5v5 battle format. Mobile Legends can be popular because it is easy to understand by gamers, so it is not surprising that small children to adults play it.

To be better at playing games, communication between players is needed so that each other better understand what is meant and can complete the game objectives. They have to develop their intuition about how to tell who else is playing, and therefore who represents a part of the game community (McGonigal, 2011). Poor communication between one player and another player, will lead to misunderstanding between players which causes failure to achieve the intended objective. To realize this goal, developers have provided features for their users. There are several types of communication feature in Mobile Legends that users like to use, namely direct communication if they are playing in the same place. Then there is voice chat, this feature can use the voice chat feature provided by the Mobile

Legends developer itself or can use third party applications such as Discord, and the last is communication via text. We can use this feature in the game by typing what we want to talk about. We can also use the quick chat feature that has been provided, players can instruct other players through existing templates. And not infrequently when players are communicating in the game they often mix codes to communicate. The most reasonable reason for gamers to mix languages is that the game base they play is in English. To improve their game sense, English is sometimes very helpful for some players better to understand their game mechanics, especially Mobile Legends. The surrounding environment can also be a reason for them to use code mixing, just because they are used to it without realizing that code mixing occurs. Therefore, sociolinguistics has a role in developing the players communication with code-mixing.

The role of code mixing in society is very important, in relation to the use of language variations language variation by a person or group society, especially in the use of language in a society that is bilingual or multilingual (Mustikawati, 2015). According to Kultsum and Syamsudin., (2021) people also use codes when they want to emphasize language use or language variation within a particular community. A person may use several languages in a communication to understand the other person.

Sociolinguistics is a field of empirical science that is closely related to linguistics and sociology. Wardhaugh and Janet (2015: 1) argues that “*sociolinguistics is the study of our everyday language in which there are how languages work and the presence of the societal norms, laws, policies produced by the language itself in both formal and informal speech*”. To understand sociolinguistics, we must first understand linguistics and sociology. Sociology is the objective and scientific study of people in society, social institutions, and social processes. The purpose of sociology is to find out how society happens, lasts, and remains. By studying social institutions and all social problems, sociology tries to find out how humans adjust to their environment, socialize, and place themselves in their place. Then, linguistics is a field of science that studies language or language as its subject.

Code-mixing occurs when the speaker mixes the mother tongue and the foreign language. This code-mixing event occurs inseparable from bilingualism, as according to (Nababan, 1984), "A bilingual person is someone who has the ability to use two or more languages with other people". Gumperz (1982) said, there are several reasons why code-mixing can occur during communication. Firstly, in code-mixing, bilingual speakers seem to apply some words or phrases from foreign language (pieces of one language smaller than clause), while the other language (code) functions as the base language. Secondly, bilingual speakers mix codes when there is no topic that changes, nor does the situation. The use of Code mixing depends on what language that the speakers master and what the aim of the speakers. It may occur because the speaker does not find suitable terms that can be used (A.Y.A. Kay et al., 2022).

In the previous study (Astri, Z. & Fian, A. 2020), conducted a code-mixing research analysis on Gita Savitri Devi's videos uploaded on her YouTube channel. As a result of their investigation, the authors discovered 52 different types of code-mixing. According to the data, Gita's video had the highest intrasentential of code-mixing at 88.46%. Additionally, the author discovered that only 11.54% of code-mixing was intralexical. This research will add results similar to previous studies but with different objects and data. Through research objects that can be called new, this will pave the way for other writers or researchers to conduct research with the same approach but with more interesting objects.

Octavia (2016), who conducted research entitled "Code Mixing and Code Switching in Novel *The Devil Wears Prada* By Lauren Weisberger: A Sociolinguistic Study" analyzed the bilingualism that occurs in the novel *The Devil Wears Prada* by Lauren Weisberger. In this study, the authors analyzed the bilingual elements, namely code mixing and code switching. As a result, the novel shows that code switching is divided into two types, namely inner and outer. Meanwhile, code mixing is divided into three types, namely tag switches, inter-sentential switches, and intra-sentential switches.

Another research conducted by Yoga et al., (2021), entitled "Code-Mixing Phenomena on Horror Game Resident Evil 4 By Reggy Prabowo Youtube Channel" analyzes how code mixing occurs on the Horror Game YouTube video Resident Evil 4 by Regi Prabowo. The writer found 107 data code mixing from that one video. Code mixing in the video is divided into three types as defined by Hoffman (1991), namely intra-lexical, intra-sentential, involving a change of pronunciation.

The focus of this study is the object of the Mobile Legends game, distinguishing it from previous studies. In addition, this study actively involved the author in collecting sample data from the actual game environment. This research provides a more detailed and in-depth understanding of the dynamics of the game as it is conducted in a structured and theoretical manner. The authors hope that the knowledge gained from this method will be an innovative contribution that will enable further research in this field.

## **1.2 Research of The Problem**

Based on the background, the problem found in the research is why they do not use Indonesian or Malaysian as their mother tongue when playing Mobile Legends, from these problems can be formulated into the research questions as follows:

1. What types of Code-Mixing occur in the Windah Basudara and Dibo's Youtube channel when playing Mobile Legends?
2. How the reasons cause the code mixing on Windah Basudara and Dibo's YouTube channel when playing Mobile Legends?

## **1.3 Research of The Purposes**

Based on the formulation of the research question above, the researcher is intended:

1. To find out the types of code-mixing that occurs when playing the Mobile Legends game.
2. To explore the reasons that cause code mixing to occur when playing the Mobile Legends game.

#### **1.4 Research Significance**

Research significances express the significance of research based on aspects of theory and practice.

Theoretically, this study is intended to help other researchers expand readers' knowledge and gain a new understanding of bilingualism, particularly in the context of code-mixing. This research not only provides relevant empirical data but also provides a theoretical perspective that can be used as a reference for further studies on this topic. Therefore, the findings of this study are expected to broaden our understanding of the dynamics of bilingualism and code-mixing and encourage more in-depth and thorough research in the future.

Practically, this research is intended to help readers or researchers study the phenomenon of code-mixing. It provides an approach and analytical framework that can be used to study code-mixing in various contexts of bilingual communication. Therefore, this study serves as a useful guide for those interested in studying the linguistic aspects of bilingualism. It is also hoped that this study will pave the way for other researchers to examine the same or even more interesting subjects. This research provides a solid foundation that can be expanded and deepened by other researchers. Future research will investigate various aspects of code-mixing, such as social, psychological, and cultural influences, using the methodology and results of this study as a point of departure. This study is expected to encourage innovation in bilingualism research methods by providing rich empirical data and in-depth analysis. These results can be used by future researchers to build more complex and interdisciplinary studies involving multiple perspectives and methodologies. This will not only broaden the scope of research on code-mixing, but will also enhance our understanding of the way languages are used and maintained in multilingual societies. In the long term, this research has the potential to make a significant contribution to language and education policy change. By understanding how code-mixing changes, policymakers and educational practitioners can create better programs and strategies to help students learn languages and become more multilingual aware.

### **1.5 Definition of Key Terms**

This study aims to analyze the phenomenon of bilingualism in communication, especially in code-mixing when playing the Mobile Legends game. By examining communication while playing the game, the researcher will know what words or sentences are included in code-mixing. Communication is one of the important factors to achieve success in achieving objectives in playing Mobile Legends games. This research was conducted because gamers when playing Mobile Legends always use varied languages. The process of communicating in Mobile Legends game helps researchers in examining what types of code mixing occur in the communication so as to produce data that can be analyzed in this study.

During the analysis process, researchers used Suwito and Hoffman's theory as a bridge to determine where the analyzed communication would go, so that researchers could categorize it properly. By using the theory mentioned earlier, researchers will look for types of code mixing from the words analyzed according to the theory. the types included in the theory are, intra lexical code-mixing, intra sentential code-mixing. Other types are also, word level, phrase level, baster level, repetition level, idiom level, and clause level.

Researchers use a Youtube platform as a link between player communication and code-mixing. With this platform, researchers will be helped to find the data needed to be analyzed regarding communication in this Mobile Legends game. The researcher will know that they will mix their first language and second language for making players understand each other better.

The most reasonable reason for gamers to mix languages is that the game base they play is in English. To improve their game sense, English is sometimes very helpful for some players better to understand their game mechanics, especially Mobile Legends. According to (Suwito, 1988) code-mixing is divided into inner code-mixing and outer code-mixing. Inner code mixing happens because of the insertion of language element of native or national language with its variation. Meanwhile, outer code mixing happens because of the insertion of the language element of a foreign language.

### 1.5.1 Types of Code-Mixing

Based on Hoffman, (1991), there are several types of code-mixing expressed: Intra-sentential code-mixing, someone mixes language in the form of clauses, phrases, or sentences. Intra lexical code-mixing exists when the speakers attach the word within their spoken language.

In addition, code-mixing is also separated by several levels. According to Suwito (1988) “there are six different levels in code-mixing namely: words, phrase, baster, repetition, idiom, and clause”.

a. Word Level

Word is the smallest unit within language that consist of morpheme or more than a morpheme.

b. Phrase level

Phrase is a group of word that does not have subject or verb.

c. Baster Level

A combination of two elements and creates one meaning. The baster basicaly from English and get Indonesian affixation.

d. Repetition word or Reduplication word level

Repetition word is a word form because of reduplication word

e. Idiom Level

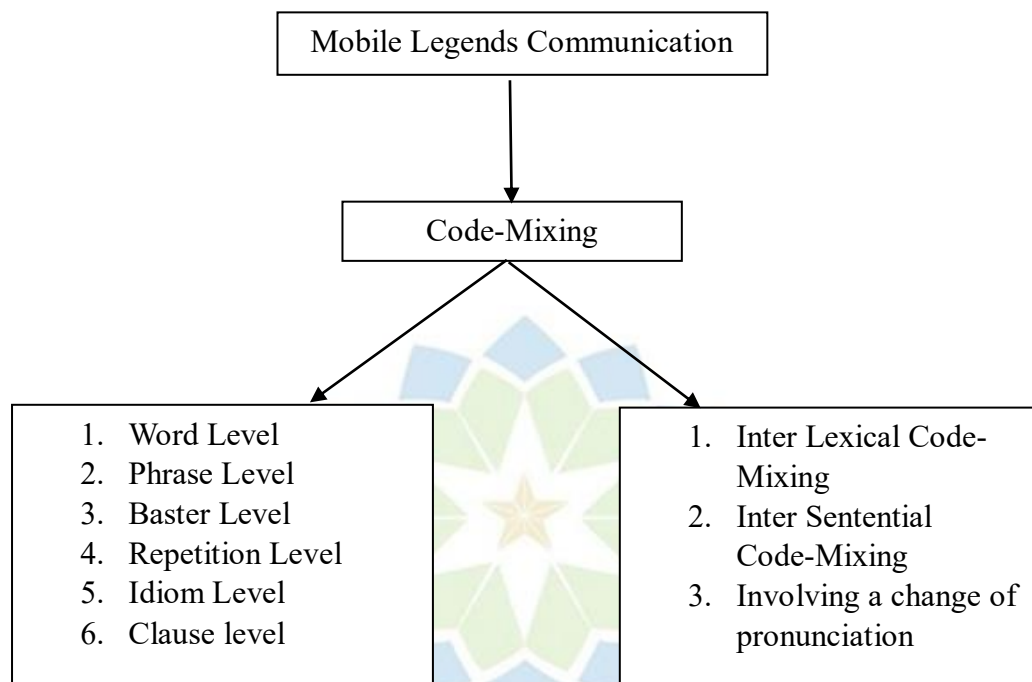
Idiom is a group of word that has the particular or its own meaning and cannot be interpreted as individually.

f. Clause Level

Clause is a group of word that has subject and verb but smaller than sentence.

Based on existing theories, this research will try to analyze code mixing in several conversations that occur when playing Mobile Legends. The data collected

in this study was carried out by analyzing the players on Windah Basudara Youtube channel.



### 1.6 Organization of The Paper

1. Chapter I: The first chapter discusses the introduction, which consists of the research background, statement of problem, research objectives, research significances, definition of key terms, and organization of the paper.
2. Chapter II: The second chapter discusses the theoretical foundation, which consists of the explanation of pragmatics, context, deixis, type of deixis, personal deixis, social deixis, references, and news articles.
3. Chapter III: The third chapter discusses the research methodology, which consists of the research design, source of data, sample of data, technique of collecting data, and technique of analyzing data.
4. Chapter IV: The fourth chapter discusses the data that has been found and analyzed according to the theory that has been determined.



5. Chapter V: Chapter five discusses the conclusions of the research that has been written and also the author's suggestions.

