

## ABSTRACT

**Ahmad Najib. 1205030012. 2024. *The Use of Code Mixing in Subathon Stream on @Rusmandota2 Youtube Channel*. An Undergraduate Thesis. English Literature Department, Adab and Humanities Faculty, State Islamic University of Sunan Gunung Djati Bandung, Supervisor: 1. Drs. H. Abd. Hannan EF., M.Ag.; 2. Cipto Wardoyo, M.Hum., Ph.D.**

This research investigates the use of code mixing in subathon streams on the youtube channel @Rusmandota2, a streamer Rusman who is popular, especially in the Dota 2 game where he has completed a non-stop subathon stream for 412 days. By using Muysken (2000) and Suandi (2014) code mixing theory, this study aims to identify the types of codemixing and analyze the reasons for using code mixing. This research uses a qualitative approach method complemented by transcript analysis to thoroughly explore and interpret the data found. The main findings show a difference in the number of Insertion as the most frequently used type of code mixing. The large number of phrases of terms used in this gaming context is due to the efficiency of code-mixing in conveying opinions and information to be shorter and clearer. In addition, the analysis on the reasons for the use of code mixing from conversation partners, popular terms and code usage limitations, which indicates a communication to convey information to teammates, the use of popular language terms language commonly used daily, and the code usage limitation due to the large number of English terms used in this context. Unfortunately, the reasons for third speakers and types and language speech levels were not found during the live streaming. This research provides insight into the interaction between broadcasters and audiences in the form of types of code-mixing, and the reasons for using code-mixing. In this context, many game objects can be further developed to be analyzed in terms of language, especially linguistic aspects.

**Kata kunci:** *code mixing, @Rusmandota2, youtube, subathon stream*