

An Analysis of Code Mixing Used in Daily Conversation Seen Through The Movie “Love In Game”

1st Laila Alfi Rohmaten, 2nd Astin Leuisa Maysafira

Program Studi Bahasa Inggris, Fakultas Hukum dan Bisnis, Universitas Duta Bangsa

Jalan Pinang Raya No.22 Jati Cemani, Grogol, Sukoharjo, 57552

0271-719552

Email: lailaalfirohmaten264@gmail.com

Abstract

This research study is about code-mixing in Love in Game movies. Many teenagers are now using Indonesian-English code mixing in their daily conversation, and many even use English as a second language. This is due to the influence of popular movies such as Love in Game, where teenagers who watch this movie can be treated to every aspect that is presented in the movie, including the use of language and the phenomenon of code mixing in it. Therefore, it is important to examine the use of code-mixing in this movie.

The objective of this study was to determine the type of code mixing used in the dialogue in The Love in Game Movie. The sources of data were the dialogue of Love in Game Movie. The writer analyzed the type of code mixing based on Muysken's (2000) theory. Based on the theory, there are three types of code mixing they are Insertion, Alternation, and Congruent-Lexicalization. This study focuses on two type first Insertion and Alternation. This study used data analyzed by qualitative descriptive method, the data was obtain from movie dialogue, and the analysis of the data was taken from books, journals, and articles related to the topic.

Keywords: Analysis, Code mixing, Love In Game Movie.

Abstrak

Penelitian ini membahas tentang code mixing dalam film Love in Game. Banyak remaja sekarang menggunakan code mixing antara bahasa Indonesia-Inggris dalam percakapan sehari-hari, bahkan banyak yang menggunakan bahasa Inggris sebagai bahasa kedua mereka. Hal ini tidak lepas dari pengaruh film-film populer seperti Love in Game, dimana para

remaja yang menonton film ini dapat disugahi setiap aspek yang disajikan dalam film tersebut, termasuk penggunaan bahasa dan fenomena code mixing di dalamnya. Oleh karena itu, penting untuk mengkaji penggunaan code mixing dalam film ini.

Tujuan dari penelitian ini adalah untuk mengetahui jenis code mixing yang digunakan dalam dialog dalam film Love in Game. Sumber data adalah dialog Love in Game Movie. Penulis menganalisis jenis code mixing berdasarkan teori Muysken (2000). Berdasarkan teorinya, ada tiga jenis code mixing yaitu Insertion, Alternation, dan Congruent-Lexicalization. Penelitian ini berfokus pada dua tipe pertama Insertion dan Alternation. Penelitian ini menggunakan analisis data dengan metode deskriptif kualitatif, data diperoleh dari dialog film, dan analisis data diambil dari buku, jurnal, dan artikel yang berhubungan dengan topik.

Kata kunci: Analisis, Code mixing, Film Love In Game.

A. INTRODUCTION

Communication is the process of passing a message from one person to another. This includes the use of some form of language, oral or written. Communication takes place between people looking for a partner. They are interested in sharing information with each other. They have different perspectives and opinions on the same topic. This information is necessary for decision making and finding solutions. They communicate because it helps them better understand and come to terms with the things that affect their lives (work, school, family).

Bilingualism is the ability to speak two languages fluently without having any trouble switching between them when speaking with someone else who speaks only one language fluently yourself. The term bilingual comes from the Latin word 'bilinguis,' which means "two tongues." This means that someone is able to speak two languages well enough so they can understand each other when they switch back and forth between them while speaking together with someone else who only knows one language well enough so they can understand each other when they switch. Bilingualism is the ability to speak two different languages. Code-mixing is the act of combining two or more languages into a single statement, and it's a common occurrence among bilingual speakers.

According to Suwandi (Rahmasari, 2022), people mix their utterances when they are having a conversation, and the interlocutor may suddenly respond in another language. Based on the above explanation, we can conclude that people spontaneously mix languages. They do this unconsciously. In particular, use terms and words that cannot be expressed in another

language. Code mixing can occur because people who know multiple languages intentionally use code mixing to disappear their fearfulness. This is why people often mix their language.

To understand code-mixing, we must first understand what language is. Language is a system of communication that allows us to share our thoughts and ideas with others through symbols (words) and rules (grammar). A person who speaks more than one language has learned two or more systems of communication. Bilinguals are able to communicate in both languages because they know that words do not have meaning in isolation they only have meaning when combined with other words around them. This means that bilinguals can understand each other by choosing which words from their different languages best convey their message. When bilinguals code-mix, they use words from their different languages interchangeably within a sentence or phrase. This practice helps them convey information quickly without having to pause for translation or explanation every time they want to say something new.

Mixing code is common between bilinguals and multilinguals when talking to people who share only one language. Code mixing occurs when a speaker mixes words from one language with another. For example, an Indonesian speaker using an English word in an Indonesian sentence. Code mixing is a term used to describe that in a conversation he mixes two or more languages. Code mixing is a common phenomenon that occurs in daily conversation. The use of multiple languages or dialects in a sentence. Code mixing is used to express meaning and emotion in ways that are not always possible with just one language.

Code mixing is a common phenomenon in most daily conversations, and it can be used as a powerful tool to convey different meanings depending on which words are spoken first. One of the most common examples of code mixing is seen in the movie “Love in Game.” In this movie, there are several scenes where the main character, Livy and Phrinca, switches between English and Indonesian language throughout their speech. This example can help us understand how code mixing works and how it can be used to convey different meanings based on the order in which words are spoken.

In movies, we see code mixing all the time: actors are speaking their own lines, but they’re also using the language of their characters. This is particularly true in movies where the characters come from different countries or have different backgrounds. In this article, we’ll take a look at how code mixing works in one specific movie: Love in Game. We’ll examine how code mixing is used by both the characters themselves and by the director of the movie.

B. METHOD RESEARCH

This research uses a qualitative data collection method. Researchers use this approach because this research aims to analyze and describe the studies of code mixing and its applications. The data generated as the object of this research comes from the film *Love In Game* directed by Rendy Herpy. From the object used, the researcher watched, observed the phenomena that occur in the movie, then identified the presence of code mixing used in the movie. Researchers also use note-taking techniques to collect the data.

C. RESULTS AND DISCUSSION

a. Results

According to Muysken (2000, p. 1), there are three main types of code-mixing patterns which may be found in bilingual speech communities: insertion, Alternation and congruent lexicalization. A pattern usually dominates, but it does not necessarily exclude other patterns. Insertion is the process of code mixing is conceived as something akin to borrowing and insertion of another lexical or phrasal category into a given structure. In code-mixing, insertion of language elements occurs. The inserted element is called constituent. A constituent is a syntactic unit that can be either lexical or phrase. The insertion of a single element in a sentence is called well-defined insertion. While there are two code-mixed elements are found in a sentence, it is called adjacency principle. In insertion, the switched elements tend to be content words rather than function words, like nouns, adjectives, and verbs. Another diagnostic feature of insertion is morphological integration which particularly strikes in the case of verbs and quantifiers.

Alternation explained by Muysken (2000, p. 96) as the most common code-mixing strategy, which two languages present in clause forms but are relatively separated. The term alternation is used by Muysken to substitute code-switching. In alternation, there are several switches of constituents in one utterance because the speakers simultaneously switch language. The insertion can occur when the constituent is initiated and followed by elements of another language and the element is structurally connected. On the contrary, if alternation is the constraint of mixing in terms of compatibility or equivalence of the languages involved at the mix point, and clause. The alternation can be marked with discourse particles, interjections, adverbs and adverbial modifications. In some cases, the alternation code mix involves adverbial

modification, i.e. the use of foreign adverbs or adverbial phrases. Another feature of alternation is not only to be found at the internal level of the sentence but also embedded in discourse. If in an utterance there is a mixed clause beginning with language A, then language B is used as the following clause.

In congruent lexicalization, Muysken (2000, p. 1) says that the grammatical structure is shared by languages A and B, and words from both languages A and B are inserted more or less randomly. It is also the dialect's influence in language usage. Congruent lexicalization most often takes place in the mixing of dialects and between language that are structurally close to each other.

In this research, the writer used Muysken's theory to analyze the types of code-mixing such as Insertion, Alternation, and Congruent Lexicalization, that seen in the movie titled Love In Game. From the results of the analysis, the writer categorized some utterance from the dialog into the three types of code mixing.

Table I.

The Code-Mixing Utterances in Love In Game Movie

NO	SENTENCES	TYPES OF CODE MIXING
1.	Padahal I'm not a morning person at all.	Alternation, Congruent lexicalization
2.	Cara terbaik buat I lupain semuanya adalah dengan push rank.	Insertion
3.	Pasti semalem kamu ngegame lagi sampai pagi.	Insertion
4.	You tau aja Mih. You know I love game so much	Alternation
5.	Pak Yono, kelas 1 jam 8 nih. A little bit late yah.	Alternation

6.	Jadi cowok kok nggak gentle banget sih. Nggak mau ngalah.	Insertion
7.	Udah manja, nggak punya manners lagi.	Insertion
8.	You're so annoying, tau nggak sih?!	Insertion
9.	Anyway, kamu kenapa mukanya kok ditekuk gitu?	Insertion
10.	Itulah seninya menjadi dewasa you know? People come and go.	Alternation
11.	It's okay. Gapapa.	Insertion
12.	Catlover: Tanknya mana nih?	Insertion
13.	Coba deh, jelasin business plan kayak apa?	Insertion
14.	Jadi, my business concept gini, we need to make a makeup brand.	Alternation
15.	Oke, jadi we have to have a lot of influencers.	Alternation
16.	Terus influencernya tuh harus bener-bener keren banget deh.	Insertion
17.	Rachel, abis ini kan ada economic project, dateng ya ke rumah I.	Insertion
18.	Cie udah kasih feedback aja buat Julian.	Insertion
19.	Kayaknya if I wanna stay here, harus prove deh ke my mom that I bisa mandiri.	Alternation
20.	Ya kan hidup lo privilege.	Insertion
21.	Ini gaming with feelings Rachel.	Alternation
22.	Dari the way we text. Like we text everyday and dia juga namanya keren banget.	Alternation
23.	I juga ngerasa, this is the first time I'm falling	Alternation

	in love with someone yang I nggak tahu mukanya kayak gimana.	
24.	Gue udah ready daritadi Vy.	Insertion
25.	Gimana kalo kita host a party at my house?	Alternation
26.	Please ya, sekali aja.	Insertion

b. Discussion

There are 26 utterances of code mixing from Love In Game Movie, based on the table above. From 26 data of utterances above, each of it categorized into a different type of code-mixing. The following is an analysis of the data from the table above:

A) Insertion

1. Pasti semalem kamu **ngegame** lagi sampai pagi.

“You must have *played the game* last night until morning.”

There is an english word “**gaming**” which mean “ngegame” inserted into Indonesian construction patterns with the addition of **nge** in front of it. It used to make the utterance clearer.

2. Jadi cowok kok nggak gentle banget sih. Nggak mau ngalah.

“So how come guys aren't gentle? I don't want to give up.”

In the utterance above there is the word “gentle” which is a foreign word and then inserted into Indonesian language to get a sentence.

3. Anyway, kamu kenapa mukanya kok ditekuk gitu?

“Anyway, why your face are like that?”

The word “anyway” is a lexical item included as an adverb mean “ngomong-ngomong” inserted into Indonesian construction for a sentence.

B) Alternation

1. I juga ngerasa, **this is the first time I'm falling in love with someone** yang I nggak tahu mukanya kayak gimana.

"I also feel, this is the first time I'm falling in love with someone who I don't know what their face looks like."

From the utterance above, the used of foreign clauses from english language dominates the utterance which makes the linguistics pattern of the sentence changed.

2. Oke, jadi we have to have a lot of influencers.

"Okay, so we have to have a lot of influencers."

The data shows the Alternation flagging indicated by the conjunction "**jadi**" which means "*so*" in English and continued with the rest of the sentence.

3. Padahal I'm not a morning person at all.

"Even though I'm not a morning person at all."

The utterances above characterized by discourse particles in the form of conjunction. The conjunction "padahal" marks the Alternation means "even though" in English.

C) Congruent Lexicalization

1. Padahal I'm not a **morning person** at all.

" Even though I'm not a morning person at all"

The data above is a congruent lexicalization utterance marked by a english slang which means a person who always start their activity in the morning. This term of word shows in the middle of the sentence.

D. CONCLUSION

This study of code-mixing used the theory based on Muysken (2000) three types occur, which are insertion, alternation, and congruent lexicalization. This study uses Muysken's theory as the basis of the research. Most of the characters in the Love

In Game movie use code-mixing. This phenomenon shows that foreign languages, especially English language have been quite common among second-language users. Even dominating and easy to find in the environment around us. In this research, in which Movie Love In Game is the main object, the use of code-mixing by Muysken's theory can be prove through the categorization of 3 types of code mixing includes Alternation, Insertion, and congruent lexicalization.

E. REFERENCES

Muysken, P., 2000, *Bilingual Speech: A Typology of Code-Mixing*, UK: Cambridge University Press.

Adrean M. R., Daud B., and Kismullah., 2019, An Analysis of Code Mixing in Indonesian Movie Cek Toko Sebelah, *Journal of Research in English and Education (READ)*, Vol.4 no. 4 pp. 147-154.

Yuliana N., Luziana A. R., and Sarwendah P., 2015, Code-Mixing and Code Switching of Indonesian Celebrities: A Comparative Study, *Journal LINGUA CULTURA*, Vol. 9 No. 1.

Mulyajati, E., 2017, The Indonesian-English Code-Mixing in Just Alvin Show at Metro TV, *Journal of English Language and Culture*, Vol. 7 No. 2.

Harya T. D., 2018, Sociolinguistics (Code: Code Switching and Code Mixing), *LENTERA: Journal Ilmiah Kependidikan*, Vol. 11 pp. 87-89.

Agustina N., Samad I. A., and Silviyanti T. M., 2022, An Analysis of Code-Mixing in Indonesian Movie 'Imperfect', *Journal of Research in English and Education (READ)*, Vol.7 No.3, pp. 94-104.

Rahmasari A., and Rosita N., 2022, An Analysis of Code-Mixing Used by The Characters in Beni Setyawan's Hanum & Rangga: Faith & The City 2018 Movie, *E-Journal of English Language & Literature*, Vol. 11 No. 3.