

CHAPTER 1

INTRODUCTION

1.1. Background of the Study

Humans are social creatures; we need to express our feelings, thoughts, and ideas by communicating. Communication is closely related to meaning because it is the means of conveying messages and information to others. Today, the ability to speak English is necessary because English is used in every book, video, game, and so on. On the other hand, the use of English remains an obstacle for those who do not master it; therefore, translation is needed. Nowadays, knowledge of foreign languages is needed to interact with other people, work, do business, study, and others. One of the languages often used is English because it is an international language. English is also used today in every book, video, game, film, magazine, and so on.

The ability to use two or more languages is called bilingualism or multilingualism. For example, a person can speak Batak as the mother tongue, Indonesian as the national language, and English as the international language. Bilinguals are closely associated with code-mixing because they can switch between languages while speaking. Muysken (in Hutriani, 2019) defines code-mixing as all cases in which lexical items and grammatical features from two languages appear in a single sentence. Someone usually inserts words from different languages into everyday conversations, whether written or spoken.

The phenomenon of code-mixing is evident in everyday life, including parenting, educational settings, and entertainment. The phenomenon of Code-mixing can be found not only in daily interactions but also on social media such as YouTube, Instagram, Facebook, Twitter, etc. Code-mixing is also used in several forms of mass media, such as newspapers and magazines.

In Indonesia, code-mixing is also common; one trend in its use is the *bahasa anak Jaksel trend*. Bahasa anak Jaksel is currently being widely discussed and used. They mix two different languages (Indonesian and English) when speaking with their interlocutors, both spoken and written. According to Wardhaugh (in Fatnasanty, 2021), code-mixing occurs when a speaker uses two languages simultaneously,

indicating a shift between languages.

Not only is the phenomenon of Bahasa Anak *Jaksel*, but many actresses in Indonesia also use code-mixing. They mix languages in daily conversations.

The use of code-mixing is becoming increasingly popular, and it also has an impact on film in Indonesia. Previously, films in Indonesia used only Indonesian in their dialogue, but now many Indonesian films use code-mixing. Nowadays, film is not only entertainment but also a means of conveying information. Therefore, films now function as a means of conveying information, including about code-mixing. Usually, in their conversation, they choose different codes according to the situation when using code-mixing.

The following is an example of the use of code-mixing in the dialogue below, taken from episode 1 of *Gossip Girl*:

Serena : *Mama umpetin Eric demi **image** mama. Gila!*

Chico : *Asli, Serena makin **hot, bro!***

Serena : ***As long you come back** sebelum maghrib.*

The words in bold are code-mixed because the actor uses English while speaking Indonesian. This happened spontaneously because the cast were unaware of code-mixing in their conversation.

Based on the above phenomenon, the researcher is ultimately interested in understanding code-mixing better. In this research, the researcher focuses on code-mixing in the Indonesian version of *Gossip Girl* because the cast mix Indonesian and English in their conversations. Therefore, the title of this research is "Code Mixing in *Gossip Girl* Series Indonesia Version".

There have been many studies that discuss code-mixing in Indonesia. For example, the research conducted by Diana Kartini (year) titled "Code Mixing Used by Sheryl Sheinafia's Followers (Case Study of Anak Jaksel Language)." Diana found that there are 11 data points for nouns, 4 for verbs, 2 for adjectives, and 2 for phrases, using Bhatia and Ritchie's theory. The research was also conducted by Mauliza Fiftin (2019) with the title "Indonesian- English Code Mixing Used By The

Presenters Of Break Out Music Program". She found three types of code-mixing: insertion, alternation, and congruent lexicalization. The researcher identified 28 data containing mixed codes using Muysken's (2002) theory.

In this research, the researcher focuses on code-mixing in the Indonesian version of Gossip Girl. According to Wikipedia, Gossip Girl Indonesia is an Indonesian teen drama streaming television series developed by Nia Dinata for GoPlay. It is adapted from the American television series Gossip Girl (2007–2012), which is based on a series of books of the same name by Cecily von Ziegesar. Amanda Rawles plays Gossip Girl Indonesia as Serena Darsono, Jihane Almira as Blair Hadiningrat, Rayssa Dynta as Jenny Hakim, Bagus Jordy Rizkyanda as Erik Darsono, Baskara Mahendra as Danny Hakim, Jerome Kurnia as Chicco Salim, and Arya Vasco as Nathan Siregar. The series premiered on February 14, 2020.

1.2. Statement of the Problem

1. What types of code-mixing are used by the actors in the Gossip Girl Indonesia version? What are the reasons for the code-mixing used by the actors in the Gossip Girl Indonesia version?
2. What are the reasons for the code-mixing used by the actors in the Gossip Girl Indonesia version?

1.3. Purpose of the Study

1. To find out the types of code-mixing used by the actors in the Gossip Girl Indonesia version.
2. To find out the reasons for the code-mixing used by the actors of the Gossip Girl Indonesia version.

1.4. Significance of the Study

1. Theoretical

This research is expected to serve as an additional reference for discussions of sociolinguistic studies, especially in code-mixing, as it contains many theories related to code-mixing. The researcher hopes this research can provide many

benefits for us.

2. Practical

Can provide readers who want to learn about code-mixing with an understanding of its types and reasons for use.

1.5. Methodology of the Study

1. Design of the study

In this research, the researcher uses descriptive qualitative methods, which are suitable for the research aim. According to Nassaji (2015), the descriptive qualitative method is used to describe a phenomenon and its characteristics. The selection of the qualitative descriptive method in this study aims to describe the phenomenon of code mixing and the reasons for its use in the Indonesian version of Gossip Girl.

2. Location and time of the study

Observations were made for one month in Jakarta. The research focuses on code-mixing in the Indonesian version of Gossip Girl.

3. Source of data

In this research, the data were collected from episodes 1 and 2 of the Gossip Girl Indonesia Series on GoPlay. GoPlay is a content delivery platform that offers a variety of live-streaming content, movies, and series.

4. Instrument of the study

To analyze this research, the researcher uses Muysken's theory to analyze the types of code-mixing. On the other hand, the researcher uses Hoffman's theory to identify the reasons for code-mixing in the Indonesian version of Gossip Girl.

5. Data technique of the study

The collected data were analyzed in several steps. In the first step, after the researcher observes and obtains a sentence containing code-mixing, the researcher immediately classifies and analyzes the type of code-mixing based on Muysken's theory. Then, in the next step, after classifying and analyzing the types of code-mixing, the researcher immediately analyzes the reasons for code-mixing used by the casts using Hoffman's theory. In the last step, the researcher presents a description of the analysis to show the types and functions of code-mixing used by the cast in the Indonesian version of Gossip Girl.

6. Procedure of the study

In conducting this research, the researcher includes the following steps: watching the film, collecting data, classifying data, analyzing data, and presenting the results of the analysis.

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1.6. Scope and Limitations

In this research, the researcher focuses on code-mixing in the Gossip Girl Indonesia series, as spoken by the cast in their conversations. The source data are taken from the Gossip Girl Indonesia Series. On the other hand, Gossip Girl is a remake of an American teen drama series; therefore, the researcher selected only 2 episodes, as episodes 1 and 2 had the same storyline as the original version. *Berdasarkan episode yang telah tayang, episode pertama dan kedua Gossip Girl Indonesia secara persis mengikuti alur cerita versi aslinya. Momen-momen utama pada tiap episode tidak berbeda dari materi Gossip Girl versi aslinya. Gossip Girl Indonesia sekadar mengganti pemain-pemainnya dengan aktor Indonesia dan memindahkan latar tempat ke Indonesia* (Adinda, 2020).

There are many theories of code mixing, but in this research, the researcher uses Muysken's theory to analyze code mixing and Hoffman's theory to identify the reasons for code mixing used by the cast in the Gossip Girl Indonesia version.

1.7. Status of the Study

In this research, the researcher believes that analyzing code-mixing is not the first time researchers at the Indonesian Christian University have done so. There has been much research on code-mixing, but so far no one has discussed English code-mixing in the Indonesian version of Gossip Girl. There is prior research on code-mixing.

First, the research conducted by Diana Kartini in 2019, titled "Code Mixing Used by Sheryl Sheinafia's Followers (Case Study of Anak Jaksel Language)." Diana found that there are 11 data points for nouns, 4 for verbs, 2 for adjectives, and 2 for phrases. The research was also conducted by Mauliza Fiftin (2019) with the title "Indonesian- English Code Mixing Used By The Presenters Of Break Out Music Program". She found three types of code-mixing: insertion, alternation, and congruent lexicalization. The researcher found 28 data containing mixed codes using Muysken's (2002) theory. Third, the research was conducted by Muhammad Ricky, Bukhari Daud, and Kismullah (2019) at Universitas Syiah Kuala, Banda Aceh, and was titled "An Analysis of Code Mixing in Indonesia Movie Cek Toko Sebelah". They found

51 data points containing mixed codes according to Muysken's (2000) theory. 32 data points were categorized as insertions, 19 as alternations, and none as congruent lexicalizations. Lastly, the research titled "Code-mixing in Pretty Little Liars in Indonesian TV Series". Angela Febriandita conducted this research from the Faculty of Letters, Christian University of Indonesia in 2021. She analyzed code-mixing in English conversations in Indonesian spoken by the cast of the Pretty Little Liars Indonesia TV Series and the functions it serves. As a result of the analysis, she found 35 instances of code-mixing in the Pretty Little Liars Indonesia TV series in episodes 1 and 2. There are 18 instances of insertion data, 12 instances of alternation data, and 5 instances of congruent lexicalization data, as defined by Muysken (2002).

1.8. Organization of the Study

Chapter I – Introduction

This chapter presents the background of the study, the statement of the problem, the purpose of the study, the Significance of the study, the Methodology of the Study, the Scope and limitations of the study, the Status of the study, and the Organization of the study.

Chapter II – Theoretical Review

This chapter presents theories and related research studies in the same field that address Pragmatics, Bilingualism, Code-mixing, Types of Code-mixing, and Reasons for Code-mixing.

Chapter III - Findings and Discussion

This section displays all the results of the data analysis. All the findings will be discussed and analyzed in this chapter.

Chapter IV - Conclusion and Suggestions

In this chapter, the researcher presents conclusions and suggestions based on the previous chapter's research findings to address the statement of the problem in the Gossip Girl Series. This chapter presents the conclusions drawn from the previous discussion and offers suggestions for this research.