

## ANALYSING THE MANIFESTATION OF CODE-SWITCHING AND CODE-MIXING IN THE WATTPAD STORY “NOWHERE” BY PINKISHDELIGHT

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**Abstract:** Modernisation and globalisation bring chances for people to interact with other people from different backgrounds, demographic, cultural, social, and language differences. As a result, more people are considered bilingual. Common occurrences observed from people with two or multi-language capabilities are the production of code-switching and code-mixing during their oral communication act. This phenomenon appears not only in actual everyday speech but has been represented in written literary works. This study examines the production of code-switching and code-mixing in a Wattpad story entitled “Nowhere”. It also tries to determine the possible reasons for the production through the context provided in the Wattpad. The examined data is analysed qualitatively to see the types and the reasons for switching the languages. The result is expected to provide an illustration on the use of code-switching and code-mixing in a literary work and how it may be similar or different from the production of code-switching and code-mixing in a natural setting during oral communication.

**Key Words:** *Code-switching, Code-mixing, Wattpad, bilingualism*

### Introduction

Modernization and globalization allow people to interact with other people from different backgrounds. As a result, more and more people are able to communicate in more than one language. What is accepted as ordinary in this situation is that people are able to speak two languages (Wardough, 1998). It allows people to choose different kinds of languages in accordance with the need of the situations, contexts, and goals (Kuswanto, Rohmadi, & Supriyadi, 2018). Common occurrences observed from people with two or multi-languages capabilities are the production of code-switching and code-mixing during their communication activities. It enables people to combine or switch from one language to the other language within the same utterance. It is considered the language of the globalization era (Meigsuri & Soethama, 2019).

As there is more than one language in contact with one another, the degree of contact they have may differ depending on the situation and context of the communication. Some communication may involve words; some may consist of sentences in different languages. Wardough (1998) named the condition where words from other languages are added in a single sentence during communication as code-

mixing. It is further explained by Muysken (2000) that it does not only involve words but also some grammatical structures to be elaborated in one sentence. Meanwhile, Poplack (1998) stated that code-switching is the exchange between two languages within a single sentence. It is done to ensure that information can be achieved by broader audiences. It is used as a strategy to succeed in communicating among bilingual speakers (Abubakr et al., 2019).

Many attempts to differentiate code-mixing and code-switching have been done previously. Generally, what can be drawn from such an attempt is that code-switching occurs at the sentence level, whereas code-mixing occurrences are limited to words. It means that two or more languages can be seen in one single sentence. Hoffmann (2014) divided code-switching into four categories: inter-sentential switching, intra-sentential switching, tag switching, and establishing continuity with the previous speakers. The first type of switching occurs between sentences. The second one happens within one sentence boundary; tag switching involves the use of exclamation language, a tag, or a remark; and finally, the last type occurs when the language used by the first speaker triggers the other speaker to switch their language. A recent study conducted by Poplack (2000) divided code-switching into inter-sentential, intra-sentential, and tag or extra-sentential code-switching. His ideas of code-switching types are similar to those belonging to Hoffmann, only that he excluded the fourth type of code-switching by Hoffman. Wardaugh (2006) simplified the types of code-switching based on their location and context. Inter-sentential and intra-sentential code-switching are seen from the location of their production in a conversation; situational and metaphorical code-switching types are seen from their context.

Production of code-mixing by speakers is distinctive from one another (Muysken, 2000). Three processes involved in code-mixing are insertion, alteration, and congruent lexicalization. Insertion happens when one word from one language is incorporated into one complete structure of another language. Alteration mixes not only one item of one language but it involves phrases and clauses. This kind of mixing is similar to inter-sentential code-switching in which there will be two languages involved in one single sentence or utterance. Finally, congruent lexicalization is the process in which different lexical items from several languages are used together at the same time in one grammatical structure. The speaker will combine either words, phrases, or clauses in one

single occurrence. Looking at the originality of the language, Suwito (1983, as cited in Kuswanto, Rohmadi, & Supriyadi, 2018) divided code-mixing into inner code-mixing and outer code-mixing. The former happens when there is an interference from regional or national aspects of the speaker's language. Meanwhile, the latter consists of one or more foreign languages in the regional or national language of the speaker.

The use of code-switching and code-mixing by bilingual speakers are triggered by many factors. These factors influence the speakers' decision to use specific codes in their communication activities. This decision-making procedure done by bilingual speakers is necessary to facilitate communication. Fishman (1965) found that to whom we communicate, the situation or context of the communication and topics to be discussed will determine the speakers' decision in switching or mixing their language. Fakeye (2012) mentioned social and psychological factors influence the speakers' choice of language codes. Holmes (2013) further elaborated on four factors that speakers consider when they decide to communicate in code-switching or code-mixing. These four factors are the participants, the setting or social context of the interaction, the topic of discussion, and the function of the communication. Additionally, Hoffman (as cited in Cakrawati, 2011) proposed more specific reasons for the occurrences. These reasons are to talk about a particular topic, quote somebody else, to be empathic about something, interjection, repetition used for clarification, the intention to clarify the speech content for the interlocutor, and express group identity.

The exchange of languages in the form of code-mixing and code-switching is commonly found in the oral communication between bilingual and multilingual speakers. However, its occurrences have extended to the written form of communication. Pratama et al. (2017) highlighted the idea that socio-cultural backgrounds of written works, such as novels allow the authors to use more varieties of languages, which encourages the use of code-switching and code-mixing. Kuswanto, Rohmadi, & Supriyadi (2018) argued that the main reason for this is that the language used in the novel or fiction is considered the reflection of the language used in the real situation. It is believed that written conversation is similar to or at least quite close to the daily spoken communication (Pandiangan & Setyawan, n.d.). This idea is similar to one study conducted earlier in 2007 by Torres. He suggested that literary languages are the actualization of language used by bilingual speakers or bilingual communities

In this research, a Wattpad story entitled *Nowhere* is analyzed to find out the employment of code-switching and code-mixing in the story. It contains many English-Indonesian conversations. In addition, the story has been read by nearly 5 million readers; it has recently been published as a novel in 2019 by Bukune. The story revolved around a teenage girl named Alice Kim. She was a fan of her schoolmate, Jaemin, who was at the same time an idol liked by millions of people. It was about her adventure to find Jamin, who suddenly disappeared from the entertainment industry. The focus of the study is to examine the occurrences of code-switching and code-mixing in the conversation done by several characters in the Wattpad story entitled “*Nowhere*” by Pinkishdelight. Furthermore, it also tries to illustrate possible reasons for the production of code-switching and code-mixing by the characters in the story.

### **Methodology**

A qualitative descriptive approach to data collection and analysis was used in this research. The data was taken from a Wattpad story entitled “*Nowhere*” by Pinkishdelight. The story was originally published on Wattpad, and it has recently been republished as a printed book due to its popularity among teenagers and young adults. The story consisted of conversations between characters that employed the use of code-switching and code-mixing for various reasons. The initial process of the study started by getting familiarised with the content of the story. Then, any utterances that consisted of code-switching and code-mixing were noted as the primary data of this study.

In the analysis process, the data collected were classified and categorized into code-switching and code-mixing before they were further classified into a more specific classification. Utterances that consisted of code-switching were divided into three categories of switching based on Poplack (2000): intra-sentential, inter-sentential, and tag switching. Meanwhile, Hoffman’s categorization of code-mixing was used to identify the occurrences of code-mixing in the story. As an attempt to illustrate the reasons behind the production of code-switching and code-mixing by the characters in the story, code-switching and code-mixing motivational items provided by Hoffman (1991, as cited in Cakrawati, 2011) were used. Finally, a simple percentage calculation was conducted to

show the dominant and the least dominant types of code-switching and code-mixing used in the story.

## Result And Discussion

No	Types	Types of Code Switching			Types of Code Mixing		
		Intra-sentential	Inter-sentential	Tag Switching	Intra-sentential	Inter-lexical	Involving Change of Pronunciation
1	Frequencies	50	26	5	160	3	0
2	Percentage	61,7%	32,1 %	5%	98,1%	1,8%	0
3	Total	81			163		

Table 1. Code Switching and Code Mixing in the “Nowhere” Wattpad Story

The table above shows that the use of code-mixing is more than code-switching. Out of 220 data, 163 data used code-mixing in their utterances, and only 81 data consisted of code-switching. The findings also illustrate the production of the three types of switching by Poplack (2000). Although code-mixing data was more dominant, only two types of code-mixings were found. There was no data found related to the change of pronunciation code-mixing in the story.

### Inter-Sentential Code-Switching

Inter-sentential code-switching is a process of language switch when a speaker employs one language in one sentence and a different language in the other sentence. There is a clear distinction between the language used in these two sentences. This switching was identified in direct conversations between the characters and when the characters narrated the story. This finding supports an earlier research conducted by Yusuf, Fata, & Chyntia (2018).

Exp 1: Aku menimbang – nimbang di dalam hati apa sebaiknya aku bertanya lagi soal Jaemin atau tidak. *Part of me knows he won't answer another part of me wanna try him*

Exp 2: Bagaimana mungkin aku bisa lupa? Bodoh. *It was so heart-throbbing, I almost lost my mind.*

Exp 3: "Kamu yakin nggak mau ke rumah sakit? **Are you sure?**"

Exp 4: "**I have to go, sorry.** Ini *take* terakhir, semoga nggak lama,"

Exp 5: “Jadi gimana sekarang?” tanya Mark putus asa. *“Are we totally stuck?”*

In exp 1 and exp 2, we can see that the conversation happened in the character's head. The switching showed the conflict that the character faced within herself. Different conditions can be seen in the other three examples. Exp 3 and exp 5 clearly show that the

speaker wanted to have reassurance from the opposite speaker during the time the conversation took place. Meanwhile, in exp 4, the speaker showed urgency in the choice of language he used.

### Intra-Sentential Code-Switching

The second dominant type of code-switching found in the story is intra-sentential code-switching. It is used when a speaker switches between languages in the middle of one sentence or occurrence. Some of the examples found in the story are given below:

Exp 6: “Denger ya, kalian berdua. *For your information*, kalian pikir anggota badan yang udah setahun nggak dipake bisa langsung berfungsi normal?”

Exp 7: “*Let’s just get this straight* –maksudnya apa sih sebenarnya?”

Exp 8: *Hi, just in case you still want to know the truth, come to S hotel room 721*, Jam 5, sore ini.

From the examples above, we can see that the two languages are presented in one single sentence. The use of English, in this case, can be in the form of phrases (in exp 6), expressions (in exp 7), or it can be as complete as one sentence (in exp 8).

### Tag Switching

Tag switching appears to be the least found in the story. Even so, the use of tag switching shows variation in its forms. The data shows that it can be in the form of tag sentences, and some appear to be in the form of remarks given to the situation.

Exp 9: Kalau membahas perasaan sebagai seorang fangirl tidak akan ada habisnya, *right?*

Exp 10: “*Well... yes*. Tapi itu nggak masalah buatku

Exp 11: “Walaupun kamu sering ganggu, tapi aku melakukan ini semua demi kebaikan kamu. Soalnya kamu kasian juga,” sambung Jeni. *Yeah, how pathetic!*

Exp 12: Aku menatap Ten yang tampak sudah menunggu jawaban rasional dariku. *As if he’d believe it!*

From exp 9 and exp 10, some phrases were used as sentence fillers that can be considered tag switching. In exp 9, a sentence filler ‘right’ was used to pose a question, but it was not directed to any particular people. No specific response was expected from this type of question. On the other hand, in exp 10, the sentence filler was used to give an agreement to the previous statement given by the other speaker. Different contexts and forms can be observed in exp 11 and exp 12. These two examples showed that the forms

of the sentence fillers were not only words, but they can be complete phrases. In exp 11, we can see that it was used as an exclamation. Meanwhile, in exp 12, it was used to illustrate an imaginary situation. These different occurrences are in line with the idea that tag switching is beyond the constraint of syntax, is flexible, and can be inserted anywhere without violating any grammar rules (Poplack, 2000).

### Intra-sentential Code-Mixing

The occurrence of intra-sentential types of mixing can be seen in the majority of the data found in the story. Similar to code-switching, the production of code-mixing can be observed in the dialogue between characters, and in the narration of the story.

Exp 1: Aku memiringkan kepalaku, *jawdrop*, tak percaya responnya akan secepat ini.

Exp 2: Jadi aku sering memberikan *privilege* kepadanya.

Exp 3: Pertanyaan Ten mmebuatku tertawa sarkastik alih – alih *blushing*.

Exp 4: Tapi sejujurnya aku masih terlalu *shock* untuk merasa senang.

Several examples above illustrate the use of code-mixing when the main character, Alice, had her own monolog to narrate the story. On the other hand, below are some examples of direct conversations that involve code-mixing in their utterances.

Exp 5: “*Stupid bitch*,” dia menyeringai pada Livia. “Beraninya kamu!”

Exp 6: “Kamu yakin nggak mau ke rumah sakit? *Are you sure?*”

Exp 7: “Aku udah bilang dari awal kan kalau semua ini bakal nggak masuk akal?” Ucap Ten. “*Deal with it.*”

From the data, it can also be notified that the intra-sentential code-mixing appeared in many forms, such as in the form of words (exp 1, exp 2, exp 3, exp 4) and phrases (exp 5, exp 6, exp 7).

### Inter-Lexical Code-mixing

Inter-lexical code-mixing happens when a speaker combines words from two languages in one grammatical structure. It seems to be less used by the characters in the story. The three occurrences noted in the story are as follows:

Exp 8: Mumpung masih muda –begitu tanggapanmu setiap ada yang menegur kehidupan *fangirling-ku* yang indah.

Exp 9: “Kamu ga mau di-*bully netizen* gara-gara muncul foto kita di dispatch?”

Exp 10: Rasanya seperti bukan bicara dengan ten yang biasa kulihat dengan *image innocent-nya*, ini berbeda 360 derajat.

The characters combined the English words with the suffix and prefix in Bahasa Indonesia in the examples above. At this point, we can assume that the characters had high command and understanding of both languages to be able to insert or combine foreign words without violating the grammar of the words in both languages.

### Reasons for the occurrences of code-switching and code-mixing in the story

Based on the results of this study, why the characters applied code-switching and code-mixing in the “Nowhere” Wattpad Story were identified based on the Hoffman’s theory. Based on the findings, we can conclude that there are six reasons why the characters switched or mixed their languages. These are: (1) to talk about a particular topic, (2) to be empathic about something, (3) interjection, (4) repetition used for clarification, (5) intention to clarify the speech content for the interlocutor, (6) to express a group identity. Another reason mentioned by Hoffman is to quote somebody else, yet it appeared to be none in the story.

No	Types of Code Mixing	Frequencies	Percentages
1.	Intention to clarify the Speech Content for Interlocutor	147	70%
2.	Being Empathic About Something	27	12,86%
3.	Repetition Used for Clarification	13	6,19%
4.	Interjection	11	5,24%
5.	Talking Particular Topic	9	4,28%
6.	Expressing Group Identity	2	0,95%

Table 3. The Reason of use Code Mixing and Code Switching applied the characters from “Nowhere” Wattpad Story

### Intention to clarify the Speech Content for Interlocutor

The essence of communication is to make sure that both participants are clear with the information given. During monolingual communication, clarification of information between speakers is considered important, and it is more apparent in bilingual communication. There will be a case where it is more acceptable to add an explanation in another language that both speakers understand to ensure the information is delivered well. Duah and Marjie (2013) described it as a way to emphasize the focus of the information. The example below illustrates how the character tried to make her



information clearer using English to emphasize what had been explained in Bahasa Indonesia.

Exp 11: “Kami... memperebutkan laki-laki? Orang ini **bisexual!** Puas?”

### Being Empathic About Something

This reason is used when someone who speaks a language other than their native language suddenly wants to be firm about something. Based on Hoffmann’s model (1991), one of the reasons people do not use their first language because they feel that it is easier to express their feeling in a different language. In the utterance below, Jaemin expressed his emphatic feelings by saying “*sorry*” to Alice. It was to show that he regretted his action.

Exp 12: “**Sorry**, aku juga mau semuanya berjalan lancar. Tapi kalo misalnya enggak, ya udah – aku siap.”

### Repetition Used for Clarification

Repetition is used when a speaker wants to clarify their utterance to make it easier for the listeners to understand. The speaker is fluent in the two languages as they will need to say the information in one language and switches it to another language within the same act. In this example, the speaker first asked the question in Bahasa Indonesia and repeated it in English to ensure what the other speaker wanted to do.

Exp 13: “Kamu yakin nggak mau ke rumah sakit? **Are you sure?**”

### Interjection

Based on the Cambridge dictionary, an interjection is a spontaneous action done by the speaker, which is usually short to show the emotion of the speaker. In the story, several occurrences were found where the characters switched their languages to English when they wanted to express their emotion either towards themselves or other people. Here are some of the examples from the data source:

Exp 14: **Fuck fuck fuck! You dumb ass!** Alice. Aku mengertakkan gigi dengan kesal sambil berlari sekuat tenaga.

Exp 15: “**What?! Seriously?!**” Mark membelalakkan matanya. “Kamu yakin?”

The two examples illustrate the emotion felt by the characters. In exp 14, the character, Alice was angry at herself for what she had done. Instead of using Bahasa, she used English to express herself. Strong emotion can be identified from her interjection

which can be seen from the choice of words she used and repetition of the same word. On the other hand, a sense of disbelief can be felt from the utterance said by the other character, Mark, in exp 15.

### Talking Particular Topic

People sometimes prefer to talk about certain topics in one language over another. Sometimes, a speaker feels free and more comfortable expressing their emotions, joy, or even anger in a language that is not their native language.

Exp 16: *Common K-pop trash*, yang membuang – buang waktu memuja *idol*. Mau bagaimana lagi, ini sumber kesenangan seorang *fangirl* kan?

In this narration, Alice talked about a certain topic that was related to Korean popular culture. K-Pop trash, idol, and fangirl are closely associated with the culture of K-pop. Instead of translating them into Bahasa Indonesia, the character, Alice, kept the words as they were to show that she talked about a distinctive topic.

### Expressing Group Identity

When we are in contact with other people, directly or indirectly, we are entitled to represent and have a choice to show certain identities. It is more apparent in code-switching and code-mixing as the language used to express that identity will be different from the first language.

Exp 17: Oke –agak konyol mungkin karena memilih sekolah penghasil idola untuk pendidikan formalku, padahal *I'm not really into idols*.

In this narration, Alice showed that she was just an ordinary girl, but she decided to go to a specific school which produced idols. In this utterance, Alice made a clear distinction between ordinary students and idol students, who represented two different group identities.

### Conclusion

Based upon the results presented and discussed, it can be concluded that all three types of code-switching based on Poplack (2000) were found in the 'Nowhere' story by pinkishdelight, namely inter-sentential, intra-sentential, and tag switching. Out of the three types, intra-sentential code-switching appeared to be the most dominant used in the

story. Meanwhile, out of three types of code-mixing proposed by Hoffmann (1991), only two types can be observed in the story, namely intra-sentential and intra-lexical code-mixing, in which intra-sentential was used far more than intra-lexical code-mixing. As for why the characters decide to code-switch/mix their dialogue, six reasons are found: to talk about a particular topic, to be empathic about something, interjection, repetition used for clarification, intention to clarify the speech content for the interlocutor, and to express a group identity.

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