

**A DESCRIPTIVE STUDY ON THE CODE MIXING OF ENGLISH AND  
JAVANESE FOUND IN CHATTING CLAN FEATURE OF SUPERCELL'S  
CLASH OF CLAN**

**THESIS**



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**2017**

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Thank for your attention.

*Wassalamu 'alaikum Wr. Wb*

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## **DEDICATION**

This thesis is dedicated to:

1. My parents Bj. Jatminto and Mudiwati
2. My sister Azizah Putri Utami and my brother Muhamad Kuasa Hadi Tama
3. All my friends
4. IAIN Surakarta
5. AMAZING CLASS
6. TENTACLE
7. My elders Agus Nugroho and Rahmat Samsudin
8. Gamers wherever you are

## **MOTTO**

Menjadi hokage bukan berarti orang orang akan menghormatimu dengan tulus,

Tapi disaat orang orang sudah menghormatimu dengan tulus,

Disitulah kamu berhasil menjadi hokage yang sebenarnya

(Uchiha Itachi, Naruto Episode 299)

I hate imperialism, I detest colonialism

(Soekarno, President Indonesian)

A country as rich as Indonesia has been turned into a country of beggars,

Because the Indonesian elite is spineless

(Pramoediya Ananta Toer, Author & Former Political Prisoner)

Do you really not understand as to who is fighting in Syria?

They are mercenaries, mostly.

Do you understand they are paid money?

Mercenaries fight for whichever side pays more

(Putin, President Russian)

## PRONOUNCEMENT

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I hereby sincerely state that the thesis titled "A Descriptive Study on The Code Mixing of English and Javanese Found in Chatting Clan Feature of Supercell's *Clash of Clan*" is my real masterpiece. The things out of masterpiece in this thesis are signed by citation and referred in bibliography.

If later proven that my thesis has discrepancies, I am willing to take the academic sanctions in the form of repealing my thesis and academic degree

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1. Dr. Mubofir, S. Ag., M. Pd., as the Rector of State Islamic Institute of Surakarta
  2. Dr. H. Geyoto M. Ham., as the Dean of Islamic Education Faculty of State Islamic Institute of Surakarta
  3. Dr. Inuwas Solikhah, M. Pd., as the Head of English Education Study Program of Islamic Education and Teacher Training Faculty of State Islamic Institute of Surakarta
  4. SP. Lutfie Arguby Purpano, S.S., M. Hum as the consultant for his guidance, precious advices, and motivation for the researcher



## ACKNOWLEDGMENT

**Assalamu'alaikum Wr.Wb.**

Alhamdulillah, all praises be to Allah, the single power, the Lord of the universe, master of the Day of Judgment, God all mighty, for all blessings and mercies so the researcher was able to finish this thesis entitled: “A Descriptive Study on Code Mixing of English and Javanese found in Chatting Clan Feature of Supercell’s *Clash of Clan*”. Peace be upon Prophet Muhammad SAW, the great leader and good inspiration of world revolution.

The researcher is sure that this thesis would not be completed without the helps, supports, and suggestions from several sides. Thus, the researcher would like to express his deepest thanks to all of those who had helped, supported, and suggested his during the process of writing this thesis. This goes to:

1. Dr. Mudofir, S. Ag., M. Pd., as the Rector of State Islamic Institute of Surakarta.  
Thanks for giving permission for the researcher’s research.
2. Dr. H. Giyoto M. Hum., as the Dean of Islamic Education and Teacher Training Faculty of State Islamic Institute of Surakarta. Thanks for giving permission for the researcher’s research.
3. Dr. Imroatus Solikhah, M.Pd., as the Head of the English Department of Teacher Training. Thanks for giving permission for the researcher’s research.
4. SF. Luthfie Arguby Purnomo, S.S., M.Hum as the consultant for his guidance, precious advices, and motivation for the researcher

5. All the lecturers and officials employees of the English Department of Teacher Training and English Education Faculty of State Islamic Institute of Surakarta. Thanks for giving the service and time during the researcher's study.
6. To my family, my beloved mother for the pray and motivations.
7. To all my lovely friends Amazing Class, Adi, Bayu, Andrian, Agus, Rocim, Fani, Hasim, Imam, Pujek, Atik and Rere. Especially for Hasim Septianto and Rere who always accompany me
8. Thank you for Atik and Ika for borrowed her laptop.
9. Thank you for Je'LM, Uncle Ujang and Aunt Sum that has gave the writer place to eat.
10. Thank you for the Students of English Education Program IAIN Surakarta and gamers of CLASH OF CLAN, especially TENTACLE.
11. All the researcher's friends in English education department that the researcher cannot mention all. Thanks for their help and their togetherness.

The researcher realizes that this thesis is still far from being perfect. The researcher hopes that this thesis is useful for the researcher in particular and readers in general.

**Wassalamu'alaikum Wr.Wb**

Surakarta, February 22, 2017

The researcher

Anas Abdul Haq



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## ABSTRACT

**Anas Abdul Haq.** A Descriptive Study on the Code Mixing of English and Javanese Found in Chatting Clan Feature of Supercell's *Clash of Clan*

Thesis, English Education Department, Islamic Education and Teacher Training Faculty, IAIN Surakarta.

Advisor : SF. Luthfie Arguby Purnomo, S. S., M. Hum

Key words : Code Mixing, Clash of Clan

This research is a descriptive qualitative focusing on the code mixing of English and Javanese found in chatting clan feature of Supercell's *Clash of Clan*. The objectives of this study are finding out (1) forms of code mixing of English and Javanese found in the chatting clan feature of Supercell's *clash of clan*, and (2) the factors influencing the use of code mixing of English and Indonesian found in the chatting clan feature of Supercell's *clash of clan*.

The researcher applied documentation as the way to collect the data. The data was taken in the chatting clan feature from 18 November – 19 December. The data were analyzed by using Suwito and Weinrich's theory. This research used Al Wasilah's source of data triangulation theory to validate the data namely are NOX, Android, and iOS.

From the result of this study, the researcher finds that there are 60 data on the code mixing consisting of 36 words, 4 phrases, 16 hybrids, 1 reduplication and 4 clauses. The factors influencing the use of code mixing in *Clash of Clan* are synonym (3), social value (10), introduction and development of new culture (2), low frequency (27), pernicious homonymy (1), and oversight (2). The form of code mixing dominantly used by players of *Clash of Clan* is words. The factor of code mixing used by players of *Clash of Clan* is low frequency. It implied that game has specific specific-to-gamer registers from which their usage influences the use of code mixing.

## ABSTRAK

**Anas Abdul Haq.** A Descriptive Study on Code Mixing of English and Javanese Found in Chatting Clan Feature of Supercell's *Clash of Clan*

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Pembimbing : SF. Luthfie Arguby Purnomo, S. S., M. Hum

Kata kunci : Code Mixing, Clash of Clan

Penelitian ini adalah deskriptif kualitatif yang berfokus pada bahasa campuran dari bahasa Inggris dan bahasa Jawa yang ditemukan di fitur obrolan dalam klan *Clash of Clan* di Supercell. Tujuan dari penelitian ini untuk mengetahui (1) bentuk bentuk bahasa campuran dari bahasa Inggris dan bahasa Jawa yang ditemukan di fitur obrolan dalam klan *Clash of Clan* di Supercell, dan (2) faktor faktor yang mempengaruhi penggunaan dari bahasa Inggris dan bahasa Jawa yang ditemukan di fitur obrolan dalam klan *Clash of Clan* di Supercell.

Peneliti menggunakan dokumentasi sebagai cara untuk mengumpulkan data. Data dari penelitian ini diambil dari tanggal 18 November – 19 Desember 2016. Data dianalisis menggunakan teori Suwito dan Weinrich. Penelitian ini juga menggunakan teori Al Wasilah di triangulasi untuk memvalidasi data yang bernama NOX, Android, dan iOS sebagai sumber data yang valid.

Dari hasil penelitian ini, peneliti menemukan ada 60 data bahasa campuran yang terdiri dari 36 kata, 4 frasa, 16 hibrida, 1 reduplikasi, dan 4 klausa. Dan faktor faktor yang mempengaruhi penggunaan pada bahasa campuran dari bahasa Inggris dan bahasa Jawa yang ditemukan di fitur obrolan dalam klan *Clash of Clan* di Supercell terdiri dari 3 sinonim, 10 sosial, 2 pengenalan dan pengembangan budaya baru, 27 frekuensi rendah, 1 perusak homonimi, 2 oversight. Bentuk bentuk bahasa campuran yang paling sering digunakan oleh para gamer di *Clash of Clan* adalah bentuk kata. Dan faktor faktor yang mempengaruhi penggunaan bahasa campurannya adalah karena frekuensi rendah. Kesimpulannya di game ini mempunyai bahasa bahasa yang spesifik ke penggunaannya yang membuat para gamer tertarik untuk menggunakan bahasa campuran.

# CHAPTER I

## INTRODUCTION

### **A. Background of the Study**

Communication cannot be separated from human life. As social beings, human needs to interact each other both in the real world and in cyberspace for particular purpose. Even in this globalization era, where the technology is advancing, many people can share informations and do their hobbies in the internet. The internet as a media which support and interacts each other easily because there are many interaction tools that can connect them with many different people around the world such as social networks like Facebook, Twitter and Yahoo messenger, and they even can do their hobbies just like playing games online.

As one of the interaction tools in the internet media is online gaming. Jesper (2010) states that playing video games for the first time would on closer questioning happily admit to having played much earlier video games like Pac-Man and Tetris, and to having enjoyed them immensely. That why there are many people interacts to play online gaming from kids, teenagers and adults.

As long as technology develops, online gaming develops too. According to Griffiths, Davies and Chappell (2003), the early 1990s console games were replaced with a new generation of machines that had a very

sophisticated degree of processing power. Games that allow users to play together are Stand Alone Games, Local and Wide Network (LAWN) Games, and Massively Multi-player Online Role-Playing Games (MMORPG).

Online gaming allows player to make interaction with other players. Pryor, Singleton, Taneja and Toombs (2002) states that job performance, company performance, product value, and customer satisfaction are improved when people in strategic business units or work teams support each other, and the emphasis is on cooperation and achievement of common goals than competition. So with playing together, players can get what they want easier.

In the games online, there is a log that can make communication for each player. players can share items or chat with others. Not only that, According to the 2010 horizon report, games are a way for students to experience the struggles and successes of collaboratively working towards a solution to complex problem set within an interesting story. Games online that are currently used in this era is Clash of Clan. Clash of Clans is an epic combat strategy game that can be played with Smartphone.

Clash of Clan is not the first, but this time Clash of Clan is the most famous and widely used by people worldwide. It is proved in 2015 there are around 1.500.000 clan in Clash of Clan (source: Dedin in Clash of Clan Nation). Clash of Clan is used as a place to play a game online. Addictive games where players build their own village and train unrealistic troops and let them die when players try to attack another player's village and to chat



with other players. Players can communicate without having to meet face to face or have never even met because it is not likely to be in another hemisphere. This flexibility also facilitate the development of a language as everyone can have a Clash of Clan account, the differences in ethnicity, social chat and even cultural and language differences are actually interesting to study and visit every day. Because of the differences in language and social chat creates an interesting mix of language and it is very often used unconsciously.

One of clan is having a high level and opened by everyone is Gupik Cilik Clan. This clan is built from a small community from Solo. The leader is Andy. He is a student of IAIN Surakarta. He and friends makes a clan castle to gather gamers who had been kicked form other clans. Gupic Cilik is made since 2015. Only a year they can update their clan castle to level 5 from 10 max level. Now the members are 30 from 50 maximal members of clan. Not like the other clan. This clan is royal. When other player requests some items to the clan, they give it. Besides it, the member of clan is active making a duscussion in the clan chat. The language that they uses is unique. They mix language into one language. Even trohough the player does a mixing language, the others can response and understand what the player's means.

Mixing of languages is usually referred to as code mixing. Code mixing is the use of two languages or more, or two variants of a language in a speech community (Chaer and Agustina, 2004:114).Code mixing occurs in

bilingual or generally in multilingual situation. It is found when the speakers mix two language or more to achieve particular purpose. Sometimes, the speaker uses two or more language to state their thought, instruction, message, or experience in order that the readers or the listeners can receive what the speakers expressed. It is caused by the situation that demands language mixing and by the habit of the speakers that become the background of the code mixing.

There are many linguists who make definition about code mixing. They are Wardhaugh (1998: 202), he explains that “code mixing occurs when conversant use both languages together to extend that they change from one language to other in the course of single utterance”. It is possible that code mixing makes confusion because the speakers utter some words that there are no rules for it.

People are faced by choosing an appropriate code when they speak. Trudgil (1992: 16) states that code mixing is the process where speaker indulges in code switching between language of such rapidity and sensitively even within sentence and phrases that are not possible to say of any given time which language they are speaking. The most important matter of code mixing is two languages that are used together in informal situation.

As an illustration, the researcher presents example in a Clash of Clan chatting and some comments which describe the reality of the language

use between them in which afterward the reality of the language use can be categorized as code mixing. The example is as follows:

Ayo gek ndang di **war** (1) bocahe di **kick** ae (2) yang lagi **online** absen dunk (3) Wah gue cuma dapet satu **stars** nieh :D. map yaa (4) Hai, apa kabar? Siap siap jadi **elder** ya(5) Permissi kakak, gue **new member** nieh. Mohon bantuannya yaa(6)

From the examples number (1) until number (6) with the bold words show the example of code mixing, because the word is located between two different language (English – Javanese) but still in one utterance. It indicates the existence of language mixing, because the speaker master two languages, those are English and Javanese. Since they master both languages, they can easily the languages by turns. The researcher wants to analyze code mixing used in game online Clash of Clan.

In this research, the researcher focuses on the code mixing of English and Indonesian found in the game Clash of Clan. Clash of Clan provides different features when compared game online. There are many language variations that are used by players in global chatting. It is not easy to catch the real meaning except players itself. It is quite interesting for the researcher to analyze this game. Considering those factors above, the researcher conducts the study entitled “**A DESCRIPTIVE STUDY ON THE CODE MIXING OF ENGLISH AND JAVANESE FOUND IN CHATTING CLAN FEATURE OF SUPERCCELL’S CLASH OF CLAN**”

## **B. Limitation of the Study**

This research is limited to the code mixing on the game Clash of Clan that is played by players game Clash of Clan in Gupik Cilik Clan. The researcher conducts the study on the code mixing of English and Javanese found in chatting clan features of Supercell's Clash of Clan, because researcher wants to know about the reason gamers use mix language in Clash of Clan. beside it, researcher finds several unique languages in clan chatting. The players use language which distinguishes their communication from the other. Their language has their own characteristics, special language of clan chatting in Clash of Clan.

## **C. Problem Statements**

Based on background of the study above, the researcher has the problem statements as follows:

1. What are the forms of code mixing of English and Javanese found in chatting clan features of Supercell's Clash of Clan?
2. What are the factors influencing the use of code mixing in chatting clan features of Supercell's Clash of Clan?

## **D. Purposes of the Study**

Based on the problem statements above, the researcher has the purposes of study as follows:

1. To find out the form of code mixing of English and Javanese in Chatting Clan features of Supercell's Clash of Clan.
2. To find out the factors influencing the use of code mixing of English and Javanese in Chatting Clan features of Supercell's Clash of Clan.

#### **E. Benefits of the Study**

The researcher wishes that this research would give some benefits for the readers who read it. The user of this research is not only linguist's community, but also the other people, especially Javanese teenagers who use code mixing in their communication.

The result of this study is expected to give two kinds of benefits. The benefits of this study are as follow:

1. Theoretical benefits.

The result of this study can be as a reference for those who are interested in analyzing about code mixing. It can be use as additional reference and information in using better utterances.

2. Practical benefit.

The result of this study can improve student's English vocabulary with expectation they do not only study and use English in the class, but they can also use and practic English in another place such as game online.

## **F. Previous Study**

The researcher reviews some reports of related researches to enrich the data about A Descriptive Study on The Code Mixing of English and Indonesian Found in Log of Game Online Clash Of Clan. He is Laksmi Jagad the student of department of Communication of Georgia State University 2011 entitle online gaming and teamwork. His thesis aims to find out the relationship between playing multi-player online games and developing teamwork qualities. He states that online game is easier to complete missions together with team. The research component of his thesis consists of a survey where respondents answered questions about their online gaming behavior. They also answered questions about their experience working in teams. His thesis uses SPSS 18 quantitative method. After analyzing the data he knows that there was a significant negative association found between autocratic leadership ability and hours spent per week playing game online in teams or groups. Team communication skills and leadership communication skills were significantly related to the degree of involvement in the gaming community.

The second is conducted by Cornelius Ardiantino Setiawan student of faculty of social science and political science of Atma Jaya University of Yogyakarta 2014 entitles *Pola Interaksi Antar Gamers Dalam Game Online*. He analyses about fulfillment of needs for information about game, buying and selling transaction, and boring factor. His thesis uses qualitative description with interview, observation, and documentation as a technique to

collect the data. After analyzing the data he found two kind of interaction that is used by players. The interactions are made though how the players make interaction with each other in game. The first has a private interaction where only two players know their interaction. And the second is the interaction that can be known by a group or members.

From the previous research above, it can be seen the similarity and the differences those research. They are interested to analyses social life in game online. Laksmi Jagad focuses on the teamwork in game online, and Cornelius Ardiantino Setyawan focuses on the interaction between gamers in game online. From those reason, the researcher is interested to study language is used by gamers to make communication, and the researcher chooses Clash Of Clan because the language is used by players is unique because they use code mixing language to share information between other player. The researcher wants to explore more deep about code mixing, and to prove it, the researcher analyzes the code mixing found in game Clash of Clan with the reason, we can find, use and study other language with mixing two or more languages while communicate or share information to others.

## **CHAPTER II**

### **THEORETICAL REVIEW**

#### **A. Sociolinguistics**

There are some sociolinguistics who gives definitions about sociolinguistics that basically have the same view. They are Crystal (1985: 281) states “Sociolinguistics is a branch of linguistics which studies all aspects of the relation between language and society. Sociolinguistics studies such matter as the linguistics identify of social group, social attitude to language, standard and non standard of the language, the pattern and needs of national language use, social varieties and level of language, the social basis of multilingualism, an soon”.

The similar definition is stated by Holmes (2001:1). He states that Sociolinguistics is the concerned with relationship between language and the context in which it is used. In this distinction, sociolinguistics is concerned with investigating the relationship between language and society with the goal being a better understanding of the structure of language and of how language functions in communication. The equivalent goal in the sociology of language is trying to discover how sociology structure can be better understood trough the study of language, e.g., how certain linguistic features serve to characterize particular social arrangement (Wardhough, 1998:13)



Looking at those statements, it can be concluded that sociolinguistics notices that social function of the language in relation to its user. It is also investigates the language varieties in accordance with different social context. This conclusion is in line with the other linguist. He is Fishman (in Abdul Chaer and Leonie Agustina, 1995), He states “Sociolinguistics is the study of the characteristic of the language varieties, the characteristic of the function and the characteristic of their speakers as these three constantly interact, change and change one another within a speech community”.

For that reason, sociolinguistics does not only study linguistic factors but also non linguistic and paralinguistic factors. The linguistic factors are linguistics itself. The non linguistic factors that influence the language usage are the social factors such as who is speaking, to whom, when,, and where and concerning what; social dimension such as social distance, status, formality, and the function; and situational factors. Paralinguistic factors involve intonation and kinesics factor.

## **B. Bilingualism and Multilingualism**

Bilingualism and multilingualism are normal in many parts of the world and people do not feel strange. Most of the nations through the world are bilingual or even multilingual with two or more ethnic groups speaking different languages. According to Mackey and Fishman (1995) in Chaer and Agustina’s book said Bilingualism is the use of language by a speaker in her interaction with

others in turn. Fromkin (2003: 374 in Handita) stated that approximately half of people in the world are native speakers of more than one language. Finally, bilingualism is the ability of using two languages to other people. According to Wardhaugh (2000:96) multilingualism is a norm in a community. Communities are multilingual and no effort is made to suppress the variety of languages that is spoken. Wardhaugh (1986: 100) gives an example of a condition of language in multilingual society exists in Singapore, as follows:

In a multilingual country like Singapore, the ability to shift from one language to another is accepted as quite normal. Singapore has four official languages; English, Mandarin, Tamil, and Malay, which is also the national language. However, the majority of its population is native speakers of Hokier, a variety of Chinese. National policy promotes English as a trade language, Mandarin as the International Chinese“language, Malay as the language of the region, and Tamil as the language of one of the important minor ethnic groups in the republic.

The linguistic situation such as in Singapore offers someone to choose the language to use on a particular occasions. People are usually forced to select a particular language whenever they speak, and they may switch from one language to another or mix languages. Bilingualism is a situation when two different languages are used by conversant.

### **C. Effect of Bilingualism**

Bilingualism is a situation when two different languages are used by conversant. In the use of both languages, some effects of bilingualism are like interference, code switching, code mixing, and transference (Edward, 1994: 76). It means that bilingualism speakers, sometimes, feel hard to find the appropriate words in one language so that they use another language.

The distinction of the bilingualism effect has been offered in bilingual effect like interference. Interference refers to deviation from the norms of both languages (Weinreich in Edwards, 1994: 72). Hauge in Romaine (2000: 52) however, distinguishes between interference, the overlapping of two languages, or application of two systems to the same item and code switching, that alternate us of two languages.

Another linguist such as Wardaugh (2000: 103) stresses the distinction between code mixing and code switching. He sees code mixing occurring when conversant use both languages together that they change from one language to the other in the next utterance. Transference is defined as the adoption of any elements or features from the other languages Clyne in Romaine (2005: 52).

In other word according to the mentioned linguists, bilingualism pre-codes the same effects such as: interference or the use of two systems to the same item and code switching, which occurs when the speaker changes the language that he speaks in the next utterance. Then, other effects are code mixing, which many

happen when two languages are used together in a single utterance, as transference or the adoption of any elements from the other languages.

#### **D. Types of Bilingualism**

According to Romaine (2005), types of bilingualism are:

**1. Early bilingualism** - there are two types: simultaneous early bilingualism and consecutive (or successive) early bilingualism.

a. Simultaneous early bilingualism refers to a child who learns two languages at the same time, from birth. This generally produces a strong bilingualism, called additive bilingualism. This also implies that the child's language development is bilingual.

b. Successive early bilingualism refers to a child who has already partially acquired a first language and then learns a second language early in childhood (for example, when a child moves to an environment where the dominant language is not his native language). This generally produces a strong bilingualism (or additive bilingualism), but the child must be given time to learn the second language, because the second language is learned at the same time as the child learns to speak. This implies that the language development of the child is partly bilingual.

**2. Late Bilingualism**– refers to bilingualism when the second language is learned after the age of 6 or 7; especially when it is learned in adolescence or

adulthood. Late bilingualism is a consecutive bilingualism which occurs after the acquisition of the first language (after the childhood language development period). This is what also distinguishes it from early bilingualism. With the first language already acquired, the late bilingual uses their experience to learn the second language.

**3. Additive bilingualism and subtractive bilingualism** - The term additive bilingualism refers to the situation where a person has acquired the two languages in a balanced manner. It is a strong bilingualism. Subtractive bilingualism refers to the situation where a person learns the second language to the detriment of the first language, especially if the first language is a minority language. In this case, mastery of the first language decreases, while mastery of the other language (usually the dominant language) increases. These expressions and their associated concepts were created by Wallace Lambert, the Canadian researcher who has been given the title of “the father of bilingualism research”.

**4. Passive bilingualism** - refers to being able to understand a second language without being able to speak it. Children who respond in a relevant way in English when they are addressed in French could become passive bilinguals, as their mastery of oral expression in French decreases.

## **E. Code**

When someone makes conversation, he or she sends a code to address. Both speakers and addressees must understand this code. If the speakers understand what the addressees' code, he or she will certainly take a conclusion like what he or she does.

Code refers to a variety of language. It can refer to any kind of system that two or more people employ for communication (Wardhaugh, 1986:86). Mesthrie said that code is a term for any variety of language, usually stressing the linguistic rules that underpin the variety (Mesthrie, 2000: 490 in Handita). Wardhaugh (1986: 99) code is the particular dialect or language one chooses to use on any occasion, a system used for communication between two or more parties. Communication itself can make longer the life expectancy of the people. It means that is impossible to live without any communication. A good communication has a key that is understood by speakers and listeners. Therefore, people are usually forced to select a particular code whenever they choose to speak, and they may decide to switch from one code to another or to mix codes.

## **F. Code Mixing**

Code mixing is often used in multilingual communities around the world and it is often used by a speaker who is highly proficient in all the languages being mixed. The main characteristic of code mixing is the use of it in informal situations. Code mixing is a part of language dependency in a bilingual or

multilingual society. It means that in bilingual or multilingual society, it is almost impossible for the speakers to use one code or one language without making use of another language.

Wardhaugh (1986: 103) explains that “code mixing occurs when conversant uses both languages at the same time to show that they change from one language to the other in the course of a single utterance”. Another linguist, Suwito (1996: 96), explains that code mixing is the use of two or more languages by taking element of the first language to the others consistently. The limit of code mixing located in clause-rank. So, the existence of code in every society and the other are very possible to be mixed.

Chaer and Agustina (2004: 114) state that in code mixing there are two codes, one code as the main code which has function and its autonomy. While another codes is only in form or pieces without function and its outonomy as a code. Meanwhile, according Nababan (1984: 32) code mixing happens when people mix two or more languages in such speech act or discourse without any force to do mixing codes.

Trudgill (1974: 10) states that code mixing is process whereby speakers indulge in code switching between language of such rapidity and density, even within sentences and phrases, that it is not really possible to say at any given time which language they are speaking. It seems that the language used in conversation is difficult to detect. The use of two languages or more does not deal with the change of situation, topic, and participant.

From the definition above, it can be seen that almost of those definition have the same limitation understanding or code mixing that is process, where a fluent bilingual uses two or more languages in talking to another by putting elements of one code into another without any change at all in the situation.

Code mixing occurs in bilingual or generally in multilingual situation. It is found when the speakers mix two languages or more to achieve particular purpose. Sometimes, the speaker uses two or more language to state their thought, instruction, message, or experience in order that the readers or the listeners can receive what the speakers expressed. It is caused by the situation that demands language mixing by the habit of the speakers that become the background of the code mixing.

There are many linguists who make definition about code mixing. They are Wardhaugh (1998: 202), he explains that “code mixing occurs when conversant use both languages together to extend that they change from one language to other in the course of single utterance”. It is possible that code mixing makes confusion because the speakers utter some words that there are no rules for it.

The other linguist Fasol in Abdul Chaer and Leonie Agustina (2004: 115) emphasize the term in grammar criteria. He states that “the form of code mixing can be seen by grammar criteria. If someone speaks one word, phrase, or clause in one language, the next words, phrase, or clause change to other language”.



Meanwhile, Nababan (1984: 32) emphasizes the definition to the reasons of using the code mixing. He states that code mixing can occur because the speaker of the language does not find the suitable terms that can be used. So, in informal situation, it is allowed to mix a poet especially terms that can be expressed in other language.

### **G. The Forms of Code Mixing**

Suwito (1983) differentiates the kind of code mixing in the form of words, phrase, hybrid, repetition word, idioms and clauses.

#### 1. Code mixing in the form of word

Word is the smallest unit of language consists of a morpheme or more than a morpheme such as Noun, Verb, Adjective, Adverb, Pronoun, Prepositon, and conjunction.

#### 2. Code mixing in the form of phrase

Phrase is grammatical analysis to refer to a single element of structure typically containing more than one words, and lacking the subject and predicate structure typical of clauses. Phrase insertion here a sequence of words which is semantically and often syntactically restricted, and functioning as a single unit. Such as noun phrase, Adjective phrase, verb phrase, and adverbial phrase

#### 3. Code mixing in the form of hybrid

Hybrid is the result from unification of two different language substances which has meaning.

4. Code mixing in the form of repetition of word

Repetition word is a word formed because of reduplication.

5. Code mixing in the form of idiom

Idiom is group of words with a meaning that is different from the meaning of the individual word. It means that idiom creates new meaning that is different from the real meaning of each word.

6. Code mixing in the form of clause

Clause is a unit of grammatical organization smaller than the sentence, but larger than the phrases, words or morphemes and clause having a subject and predicate. Some clauses are dependent, so they can stand themselves as sentence or may appear within sentence as grammatically complete statements. Other clauses are dependent (subordinate), they cannot stand themselves and therefore the meaning upon the reminder or the sentence in which they appear.

## **H. Factor that Influence of Code Mixing**

The factors that influence code mixing based on Weinrich (1963) can be distinguished into two types, they are attitudinal type and linguistic types.

1. Attitudinal type

- a. Need for synonym. It means that the speaker used another language to soften the aim of the utterance.
- b. Social value. The speaker took the word form other language by considering social factor. In this case, the player mixed code with another language which is English to show that the player was an educated and modern person. People used to judge someone from the language he used especially english, people would think that he was a modern and an educated person because he was capable to speak english. So, the player used to insert a word or a phrase of forein language especially english in his utterance because of social value.
- c. Introduction and development of new culture. There are many terminologies in every field like update, upgrade, request that using foreign language. So, it can be factor that influence code mixing by the speaker. The terminologies are actually not the speaker's mother tongue.

## 2. Linguistic type

- a. Low frequency of word. It means that the word in other language is easier to remember and sense of word is more stable. Example: ayo yang mau *request* siapa? Aku mau buang naga. The word *request* is the insertion of forein language which is EGLISH. If player used the word in bahasa indonesia which is “ meminta” or “minta minta” the meaning unstable because in indonesia the word “meminta” or “minta minta” means the

player is mocking other player who need his item. But if the speaker used word *request*, the other player would feel good.

- b. Pernicious homonymy. If the player used the word from his own language, the word could make a homonymy problem namely ambiguous meaning. Example: ayo aku udah *on fire*. Buruan nyerang

From the example above, the word on fire in Indonesian is terbakar. The word terbakar in Indonesian is used to explain that there is something burned. But, from the utterance above shown that the player uses the word on fire to explore how the player's feeling.

- c. Oversight. The limitation of the word of speaker's language. Many kind of field such as backup. It word has the terminologies from another language that make the speaker difficult to find similar word in speaker's language.

## **I. The Notion of Code Mixing**

Code Mixing is found when a speaker mixes two languages or more to achieve a particular purpose. Code mixing occurs when conversant use both languages together to the extent that they change from one language to the other language in the course of a single utterance (Wardhaugh, 1986:103). Especially, in speaking when a speaker changes from one language to another language or from a certain variety of the same language. It means that the speaker inserts some pieces or element of another language while he is using a certain

language. Code mixing usage depends on what language that the aim of the speakers is. For instance, code mixing used in chatting with other players in game online Clash of Clan. Code mixing in Clash of Clan is found when player mixes two languages to achieve a particular purpose.

Based on the explanation above, the researcher concludes that code mixing is the use two languages or more by transferring one or more of linguistic elements of one language in another in the speech without changing the meaning of sentence, because the elements just support the sentence of another language, which are inserted. The element of one language does not have a distinctive function.

In fact, the occurrence of code mixing is caused by a number of reasons. The speaker forgets the terms of something in the language he is speaking. He uses other language terms or the other language being spoken does not have terms for a particular concept the speaker wants to refer to. Code mixing can also be used to express emotion and close relationship. Moreover, code mixing usually occurs in informal situation. In formal situation, a speaker rarely mixes codes. If there is code mixing, it is due to the suitable expression in the language speaker is using.

## **J. Code Switching**

People in all around the world have many differences, such as in language and culture. Every country has its own mother tongue, because of that they may

have a problem to communicate with people from different areas. Therefore, the language differences will not stop people to interact. They can learn other language to build communication with others who are from different country. This situation creates a lingua franca. Holmas (2001:78) defines that lingua franca is a language serving as regular means of communication between different linguistic group in a multilingual speech community. Lingua franca might call as bridge that connected two or more different speech communities.

This condition will create bilingual or multilingual society. People might use more than one language to build conversation with others, depend on their necessities. Bilingual people often switch their language in a conversation, especially when they know well about both of the language. They can integrate it or separate it based on what they know during the conversations.

When a speaker speaks in the second language, she/he often uses a term of mother tongue. It's because she/he does not know the appropriate vocabulary in his/her second language. Holmes (2001:42) says the switching that the speaker triggered by lack of vocabulary in the second language, so he/she borrows words from another language to express what they thought.

## **K. Forms of Code Switching**

Code switching has several types. There are some types of code-switching which are divided by some experts. Poplack, quoted by Jingxia (page 11), identified three different types of switching tag, each type is explain as follows:

1. Tag-switching is the insertion of a tag phrase from one language into an utterance from another language. It seems that the fixed phrases of greeting or parting are quite often involved in switches. Since tags are subject to minimal syntactic restrictions, they may be inserted easily at a number of points in a monolingual utterance without violating syntactic rules.
2. Inter-sentential switching occurs at a clause or sentence boundary, where each clause or sentence is in one language or another. According to Romaine, inter-sentential switching could be considered as requiring greater fluency in both languages than tag-switching since major portions of the utterance must conform to the rules of both languages.
3. Intra-sentential switching takes place within the clause or sentence and is considered to be the most complex form of switching. It seems most frequently found in the utterances, though it involves the greatest syntactic risk since the switching between languages occurs within the clause or sentence boundaries. According to Poplack, intrasentential switching may be avoided by all but the most fluent bilinguals.

#### **L. The Conclusion of Code Mixing and Code Switching**

According to Suwito and Wardhaugh code switching is the transition from one language code to other language code, such as code A (Indonesian Language) who switched to code B (English Language) the transitional use of such language is called code switching. While the code mixing is the use of

two languages or more by entering each of the elements of language into another language consistently. So, the conclusion code switching is changing one language code to another language code in a conversation, while the code mixing is mixing two language or more in a conversation, but it does not change the overall language of the other languages.

### **M. Forms of Lexical Features of Code Mixing**

Walt wolfman and natalie schalling (2016) categorized the lexical features into some part, they are:

#### 1. Compounding

Two or more existing words are combine to form a new word. Example is satnight means Saturday nights

#### 2. Acronyms

New words are formed by taking the initial sounds or letters form exiting words. The examples are COC means Clash of Clan, TH means Town Hall, CC means Clan Castle.

#### 3. Blending

Part of two words are combined to form a new word. The exaamples are

#### 4. Clipping

Words are formed by shortening existing words. Example is intro from Introduction



From data above it proved that gamer in game clash of clan not only use code mixing on the right rule, but they make variation of language to make communication

## **N. Clash of Clan**

Every player Clash of Clan knows about SUPERCELL. Although SUPERCELL is still the new one, but they can compete in global market just with their three games. The first is Hayday, Clash of Clan, and Boom Beach. The gameplay is developed by SUPERCELL is a strategy game with a battle quickly. SEPERCELL itself places at Helnski Finlandia. SUPERCELL starts glory when they release Hay Day and Clash Of Clan on march 2013. Clash of Clan is a freemiummobileMMO (Massively Multiplayer Online) strategy video game developed and published by Supercell. The game was released for iOS platforms on 2 August, 2012, and on Google Play for Android on 7 October, 2013 (source: Dedin, Clash of Clan Nation).

The players of game Clash of Clan are asked to build a community, train troops, and attack other players to earn gold and elixir, and Dark Elixir, which can be used to build defenses that protect the player from other players' attacks, and to train and upgrade troops. The game also features a pseudo-single player campaign in which the player must attack a series of fortified goblin villages. Moreover, the players of Clash of Clan can share their information or expression in chatting column and the others can feedback it.

## **O. Gupik Cilik Clan**

One of clan is having a high level and opened by everyone is Gupik Cilik Clan. This clan is built from a small community from Solo, Central Java. This clan has 1 leader, 11 co leader, 6 elder. The leader is Andy. He is a student of IAIN Surakarta. He and friends make their own clan castle to gather gamers who had been kicked form other clans. Because of the competition of clash of clan online gaming is very hard and who doesnt competitive in the clan would be kicked, so they made their own clan catsle. The purpose is just simple, just for protecting and shering information each other. Gupik Cilik is made since 2015. Only a year they can update their clan castle to level 5 from 10 max level. Now the members are 30 from 50 maximum members of clan. Not like the other clan. This clan is royal. When other player requests some items to the clan, they gvie it. Besides it, the member of clan is active making a duscussion in the clan chat. The language that they uses is unique. They mix language into one language. Even trhough the player does a mixing language, the others can respone and understand what the player's means.

## **CHAPTER III**

### **RESEARCH METHODOLOGY**

#### **A. Research Design**

Qualitative methodology refers to the research procedure which brings about descriptive data both written and spoken forms to be examined (Bodgan and Tailor in Moelong, 2004: 3). Meanwhile Moelong (2004: 6) states that qualitative research is a type of research, which does not include any calculation or numeration. Because the data is in the form of word, phrase, hybrid, clause, reduplication and idiom.

It is done with a consideration that the purpose of this research is to describe the code mixing found in chat for each player in the game Clash of Clan. Nasir (1998) says that descriptive method is a method of research that makes the description of the situation of event of occurrence; this method has an intention to accumulate the basic data. They are sociolinguistics areas that are described here consisting of sociolinguistics, bilingualism, code and code mixing.

This research is a descriptive qualitative research. It means the design of the research uses descriptive and qualitative method analysis. The research of descriptive qualitative is a research intended to comprehend the phenomenon of what is experienced by the research subject, for instance the behavior, perception, motivation, action, etc.

## **B. Data and Source of Data**

In research, the source of data explains the subject from which the data are obtained (Arikunto, 1996:162). The data themselves may appear in the form of discourse, sentences, clauses, phrases or words which can be obtained from magazines, newspaper, books, films etc (Subroto, 1992).

In this research, the data in this researcher is taken from chatting that is made by players of Gupik Cilik Clan of Clash of Clan online gaming. It is data that is consider as the material of research (Sudaryanto, 1998: 25). And the data source is the basic information. The data form is documant and picture. According to Riska Kusumawati (2015), the researcher uses the data source to support the research, because the data source is the key that is used to explore more about the research. In this research, the data source of the research is in chatting Clan of Supercell's Clash of Clan. The object of this research is chatting is written by players of Gupik Cilik Clan of Clash of Clan.

## **C. Research Instruments**

In this research, the researcher himself acts as the instrument. In qualitative research, the researcher is functioned as the researcher and data collector. The most important research instrument is the researcher himself with or without help of other person. Moelong (2004) states as the main instrument, the researcher plans the research, collects the data, analyzes the data, makes the

interpretation and finally reports the result of the research. The researcher's knowledge about code mixing becomes the most important subject in this research that help the researcher in analyzing the data.

In identifying the research, the researcher needs some supporting instruments. Instruments are tools or facilities to collect the data in order to make easy in doing research and to get a good result (Suharsimi in Hasa 2002 :77). The researcher took the data for a month from 19 November 2016 – 18 Desember 2016. Tools of instruments are pen, paper, laptop, mobile Smartphone, and internet.

#### **D. The Technique of Collecting Data**

According to Sutopo (2002), the required data and information are taken from interview, and document.

##### **1. Interview**

Interview is asking the respondent orally to gain detailed information. H.B. Sutopo (2002: 59) stated that interview in the descriptive qualitative research is generally done by giving the open-ended questions which purposed to gain the deep information and it is done by using the non-structural formally things in order to get the views of the subject observed about many things that bring advantages for gaining the detailed information. The interview are done through:

##### **a. Leader**

- How long play game clash of clan
- What makes interesting to play clash of clan
- How history clan
- How to hold the member?
- Why often use mix language?
- Does member of clan understand about mix language?

b. Elder

- How long play game clash of clan
- What makes interesting to play clash of clan
- Why do you choose this Clan?
- How to hold the member?
- Why often use mix language?
- does member of clan understand about mix language?

## 2. Document

Documentation is a process of obtaining information from printed or recorded materials related to the research topic. The documentations data are found from the chatting on game Clash of Clan. In this research, the researcher observes non- verbal action, so the researcher collected the data by using document and interview. The document is collected from the chatting posted by

the players in the game Clash of Clan. However, the ways of collect the documents are:

- a. Playing the game Clash of Clan by mobile Smartphone.
- b. Reading dialogue on the game chatting. The researcher reads the whole conversation of the players in the game chatting and focuses on the code mixing which are written by the players of game Clash of Clan.
- c. Choosing the dialogue of chatting in game Clash of Clan that provides the use of code mixing, the researcher chooses the dialogues that are used by players of game Clash of Clan.
- d. When it finds a dialog that include code mixing, researcher takes as an example, using screen capture, and paint. The first push button on- volume of mobile Smartphone and button power of mobile Smartphone together, then copy and paste in paint. After paste in paint then circle the example of code mixing usage and crop unnecessary. The last is copy and paste in Ms. Word.
  - a. Reducing data from the data that have been chosen. There are many data that have to be disregarded because the data are same. The example of the datum that is reduced is the using of the word “**war**”. Example: ayo gek ndang war
  - b. Transcribing the dialogue which presents the use of code mixing on the data sheet. After finding the data, researcher bolds the code mixing and then the data were written on the data coding. There are many coding in this research. They are as follow:

1. FC : Form of Code Mixing
2. W : Word
3. N : Noun
4. V : Verb
5. Adj : Adjective
6. Adv: : Adverb
7. P : Phrase
8. NP : Noun Phrase
9. Adj P : Adjective Phrase
10. Adv P : Adverb Phrase
11. C : Clause
12. IC : Independent Clause
13. DC : Dependent Clause
14. M : M
15. H : Hybrid
16. SH : Suffix of Hybrid
17. PH : Prefix of Hybrid
18. HP : Hybrid of Phrase
19. FI : Factor Influencing Code Mixing
20. A : Attitudinal
21. S : Synonym



- 22. SV : Social Value
- 23. IDC : Introduction Development of New Culture
- 24. L : Language Type
- 25. LF : Low Frequency
- 26. O : Oversight
- 27. Per H : Pernicious Homonymy

This is an example of coding data:

01/Andi as Pake/Leader/24/FC/W/N/FI/A/S/18-11-16

Ayo gek ndang **war**

02/Pujex as Puji K/Elder/24/FC/H/PH/FI/A/SV/20-11-16

Bocahe **di kick** ae

### **E. The Technique of Analyzing the Data**

According to Sudaryanto (1993: 9) technique is the way of how to realize the method of analyzing the data. In this technique, the researcher determines the systematic factors and then observes their categories. To analyze the data, the researcher uses content analysis. Holsti (in Moleong, 2004: 220) states that “content analysis is using any technique that is used to draw a conclusion by discovering message characteristics objectively and systematically”

In analyzing the data, the researcher analyzes them based on the following procedure:

1. The researcher identifies the data by coding that they explain in the research design points, which is based on the forms of the language complexity.
2. The researcher describes the kinds of the code mixing in the game Clash of Clan. The third, the researcher identifies the factors that include of code mixing in game Clash of Clan.
3. The researcher determines the frequency of the occurrence of each varieties of the code mixing.

#### **F. Ttrustworthiness**

Researcher uses the triangulation method to valid the data. It is combination of methods is used to phenomenon (Al-Wasilah, 2003 – 150). Source in quality research, this triangulation refers to collecting of information (data) as much as possible from some sources (man, setting, and event) by using some methods. Patton (in Sutopo, 2002: 78) states that there are four triangulation technique, they are; source or data triangulation, investigator triangulation, theoretical triangulation, and methodological triangulation. Kind of triangulation that is used in this research is source or data triangulation. It means that the researcher uses various data sources by observation, to prove triangulation is the valid data, researcher use three different (iOS, Android and NOX) media to know the data is valid. It means that the data from those media are same.

## CHAPTER IV

### RESEARCH FINDING AND DISCUSSION

#### A. Research Finding

##### 1. Forms of Code Mixing

Here researcher found 60 code mixing form that used by players to chat in clash of clan online gaming. Reseacher classifie the forms of code mixing into:

1) Word

a. Noun

Fuad Mas'ud states that the class of nouns includes words that typically refer to entities that have clear boundaries and are easily distinguished from their environments. There are subclasses of English nouns, such as countable and uncountable nouns, proper names and common nouns, concrete and abstract nouns, and collective nouns. For plural nouns in English, the countable nouns added by 's or es' whereas in Javanese, it can be showed by duplicating its noun. Here the examples:

**Led** aku libur war dulu, baru upgrade babarian king

Iya. Baiklah kita mulai war lagi menunggu **member** lain siap

Gawe o **troop** dewe ngan, seng kirone cocok go war

**Wizard** e gur sitik jo

Woconen **chat** na duwur

Lha kok lab e nge up hog to cah. **Spell** sek wae jane

Sesuk aku melu **war** neh kang. Nek engko di start langsung yo gak popo

**Weather** e coc pie cah ngaramu?

Cha wis due **bowler**?

Iyo wan, wagu og, tapi pekka ne **speed** e ditambahi

Baseku enek **snow** ne lur

Ki coc ne **update** ki. Mungkin do rung download

Kang aku war ssk yo. Soale **signal** e elek. Ki na pinggir ndeso.

Kademen aku

**Event** e kurang ngajar. Kat mau ngeloot full hog ae

**Spell** e gempu opo **haste** ndra?

Invite uwong. Yam dadekno **elder** aku

Full army bro gak masak naga. **Wizard** mau?

Mau netep apa cuman **holiday** om?

Bar update an kok mlebu coc kon **login** terus yoo?

Pye ngan. Aku sik ae. Yen gabluk **backup** yo

Based on the data above researcher found 19 words of noun. the forms of code mixing in forms of noun are Leader, Member, troop, wizard, chat, spell, war, weather, boiler, speed, snow, update, signal, event, spell, haste, elder, wizard, holiday, login and Backup.

Beside it, reseacher found one variation language in form of code mixing that was used by player to comunicate to other player. It is clipping. Words are formed by shortening existing words. The example just like the data above. “**Led** aku libur war dulu, baru upgrade babarian king”. The word “Led” here means leader.

b. Adjective

Faud Mas’ud states that an adjective is a word which refers to an attribute such as size, color, condition, characteristics or temperament and other property concepts. Japanese adjectives can be produced from affixes. Then, adjectives can modify nouns. The examples are:

Oye. Teko tenang. Teko **cool** ae

**Full** balon gelem ra nas?

Meh ijol musuh. Valkrieku rung **up** masalahe

From the data above it can be seen that the usage of adjective words are 3. They are cool, full and up. The word cool from the utterance above included an andjective because of temperament.

c. Verb

Faud Mas'ud states that verbs are words describe visible events that produce changes in the world. There are forms of English verbs with a representative set of example verbs such as:

The bare form: walk, go, give, sing

The *-s* form: walks, goes, gives, sings

The past tense: walked, went, gave, sang

The past participle: walked, gone, given, sung

The present participle: walking, going, giving, singing

In Javanese, many verbs created from affixation process. Yet, Japanese verbs do not occur the change of verbs as in English like present and past participle. There are also transitive and intransitive verbs, active and passive verbs. As English, Japanese has modal verbs that called auxiliary verbs, refer to such concepts as possibility, ability and necessity. Here the forms of code mixing found:

Led, aku libur war dulu. Baru **upgrade** babarian king

Asem, aku seng gabluk. **Sorry** yo cah

Tak **demote** dadi leader pie pak?

**Req** lah sebelum saya off

Sabarina **intro** dulu

Sorry cah nek ke **accept**. Mata mata opo udu kui?

**Save** ayam pokok e

Dia **join** dari awal clan berdiri

Oye jo. Sesuk aku **loot** nggo pasukan war

Mas ajari **attack**

Cah infernomu lebokno base war. Lumayan go **defence**

Susahnya **push** trofi

The verb words found here are 10 words. They are upgrade, demote, req, intro, accept, save, join, attack, loot, defence, push. Beside reseacher found verb words, he found some the usage of variaton language that were made by players. They are req and intro. Based Walt Wolfman and Natalie Schalling in chapter II. The forms of variation language above were included clipping categorizes.

d. Adverb

Faud Mas'ud states that an adverb is a word that modifies a verb, adjective, another adverb, determiner, noun, prhase, and etc. Adverbs typically express manner, place or time, frequency and etc. The examples are:

Wah aku **Satnight** di rumah nih

Req lah sebelum saya **off**

There were 2 adverb words found in the data. They were Saturday night and off. They were called adverb because it was shown time something happened. Saturday on the data above means player used clipping form of variation language with meaning was Saturday night. The word Saturday night from the utterance above included in adverb because the word Saturday night express the place or time.

e. Conjunction

Fuad Mas'ud states that conjunction is a part of speech that is used to connect words, phrase, clauses, or sentences. Conjunction. There are 2 types of conjunction. First is coordinating conjunction. It is words which connect two sentences or words which has relationship. the second is cumulative conjunction. It is words connection group that has function or meaning collect or improve words or sentences.

Ki qiply **and** najwa bali clan kapan? Meh war barang og

Researcher found 1 conjunction word here. It is "and". Its categorize is coordinating conjunction because the sentences has relationship.

2) Phrase

a. Adverb Phrase



Fuad Mas'ud states that adverb phrase is a phrase with adverb as a head word. Example is always on. The components are:

(Adverb) modifier + head (Adverb) = Always on

In this research, the researcher only found 1 forms of adverb phrase. It is:

Nek aku rasah di tekok i **always on**

b. Noun phrase

Fuad Mas'ud states that noun phrase is a group that has a noun as a head. The noun head is modified by adjective, adverb, noun, etc. Those modifiers can be combined to make more complex noun phrase. The modifiers can be in front of the head or behind the head.

Ono **freeze trap** nok

**Full army** bro gak masak naga. Wizard mau?

Cah sepurane **my account** inyong ambil alih

Here the researcher found 3 noun phrases. They were freeze trap, full army, and my account. They were called noun phrase because the component are:

(Adjective) modifier + head (noun) = Freeze trap

(Adjective) modifier + head (noun) = Full army

(pronoun) modifier + head (Noun) = My account

### 3) Hybrid

#### a. Hybrid of Affixation

Not all the words are independent. Frequently, base words need to be attached by affixes so that can be used in a language. Affixes can be called as bound morphemes. While morpheme is a set of signs, where morph is an elementary segmental sign. Harley simplifies morpheme as word-pieces (2006) and Finegan (2008) adds morpheme as word parts that carry meaning. According to this view, Finegan classifies morpheme like in his statements: *“Some morpheme can stand alone as words: true, mother, orange are called free morpheme. Whereas the other function only as a word part: un-, tele-, -ness, and -er can not stand alone are called bound morpheme. Affixes are divided into suffixes and prefixes. Suffixes always follow the stems they attach to, such as ‘plural’ in girls and –ment in commitment. Prefixes attach to the front of stem, such as un in untrue, dis in disappear, and re in repaint. There are also suffixes and prefixes that attach to one similar stem and they are affixes.”* The term ‘stem’ refers to the unit that added by an affix. So, the researcher concludes affixes are word parts which cannot stand alone and attach to the stem.

This type is formed from two component, they are Japanese affixes and English word. This kind of hybrid must contain English and

Japanese elements in order to form transformational word. Next the researcher classifies the affixation in to two: English word + Japanese suffixes, and Japanese prefixes + English word + non-standard Japanese suffixes. For example:

1) Japanese prefixes + English word

2) English word + Japanese suffixes

Lha kok malah lab e **ngge up** hog to cah. Spell e sek wae jane

Suk aku melu war neh kang. Nek engko **di start** langsung yo gak popo

Th ne di lighting kro di gempal lak pecah. Hahaha

**Visiten** armyku

Event e kurang ajar kat mau **ngeloot** full hog ae

Seng ra roto war **di training** sek

**Ngegame** ae penak

Bar **update an** kok mlebu coc kon login terus yoo?

**Demoten** aku dadi member jo. Ben oleh pencerahan

Saya kayaknya **di kick**

Tiati lo **di phising** uwung

Untung ra **di reject** bika

Based on the data above, researcher found 5 prefixes of Hybrid of Affixation words. They are nge up, di start, di training, Ngegame, di kick, di phising, di reject. They are called prefixes because the components are:

<b>Prefix</b>	<b>Word</b>	<b>Hybrid</b>
Nge	Game (noun)	Ngegame
Di	Kick (verb)	Di kick
Di	Phising (verb + ing)	DI phising
Di	Training (verb + ing)	Di training
Di	Reject (verb)	Di reject

And for suffixes, researcher found 3 words. They are update an, visiten, and demoten. The components are:

<b>Word</b>	<b>Suffixes</b>	<b>Hybrid</b>
Update (noun)	An	Update an
Army (noun)	Ku	Armyku
Demote (verb)	En	Demoten

b. Hybrid of Phrase

Hybrid of phrase is a phrase which contains English and Japanese words. Both the two words can function as head or modifier or phrase. Usually, this kind of hybrid still uses Japanese grammatical rule.

**Archermu** dadine kapan?

Sek yam rung rampung **armyku**

**Connectionmu** apek ra wan?

Cah **infernomu** lebokno base war. Lumayan go defence

Here researcher found 4 hybrid of Prhase. They are archermu, armyku, connectionmu, infernomu. They are called hybrid of phrase because the componant are:

Head	determiner	Hybrid of Phrase
Archer (noun)	Mu	Archermu
Army (noun)	Ku	Armyku
Connection (noun)	Mu	Connectionmu
Inferno (noun)	Mu	Infernomu

#### 4) Reduplication

Word reduplication is the repetition of some parts of base (which may be the entire base) that are more than one in the word. The researcher finds

that the word classes being reduplicated could be the base or the words + affixes.

Further, the word being reduplicated that is found in the data is verb-verb. Then the words will be still the same before and after being reduplicated. In other words, this process (word reduplication) does not change the class of words. The example is:

Di **prepare prepare** sek sebelum war. Usahakan dapat 3 bintang

The researcher only found 1 reduplication that was found in chatting. It is the word prepare prepare.

#### 5) Clause

Clause is a sentence without object. There are two kinds of clause. They are main clause and subordinate clause. Main clause is a group of words which has subject and predicate with clear meaning. And subordinate clause is a group of words which has subject and predicate but the meaning is not clear yet.

Pada **up heroes** om

Led, aku libur war dulu, baru **upgrade barbarian king**

**Giant level 7**enek ndi

Enek seng bukak akunku gak yo ki kok enek **another device**

Based on the data above, there are 4 Independent clauses found in clash of clan online gaming. They were giant level 7, upgrade barbarian king, another device and up heroes. The categorize of clause based data above is independent clause because the meaning is perfectly clear.

## **2. Factors Influencing Code Mixing**

There are factors why the players of clash of clan online gaming use code mixing. Reseacher categorizes them into two factors: attitudial and langugae. Here the reseacher analyzes their dialogs one by one based on the Weinrich theory in chapter II.

### **1) Attitudinal**

#### **a. Synonym**

It means that the speaker used another language to soften the aim of the utterance. In this reaserch, researcher found 3 data that influencing of code mixing. They are:

58/ Putra as An Najwa 21/Co Leader/27/FC/H/PH/FI/A/S/17-12-16

Untung ra **di reject** bika

The word di reject above is a prefix of hybrid. If in Japanese, the word reject means the word di tolak. The player uses the word reject than the word di tolak because the word reject has more deep meaning. So the player needs to synonym the word di tolak into the word reject because he wants to express his feeling. That is the reason the researcher put this utterance into Synonym.

53/ Reca as Octaviia Andy/Co Leader/24/FC/C/FI/A/S/15-12-16

Enek sing bukak akunku gak yo ki kok enek **another device**

The factor of the word another device from the utterance is synonym. The meaning of the word another device is perangkat lain. the word another device is shown when there is someone else login the player account. So the word another device is a notice to the player or user that there is someone else plays or login into his account. The player chooses the word another device than the word perangkat lain because he wants to prove his feeling. The word another device has more stable meaning than the word in Japanese.

06/Ahmad as Creey Woell/Co Leader/FC/W/Adv/A/S/21-11-16

Meh ijol musuh. Valkrieku rung **up** masalahe

Based the utterance above word of code mixing is up as an adverb. The player uses the word up because if the player uses the word menaikkan



or naik in Japanese it will take more time to write. So the researcher conclude it word into synonym because the player want to make it simple to write.

#### **b. Social Value**

The speaker took the word form other language by considering social factor. In this case, the player mixed code with aother language which is English to show that the player was an educated and modern person. People used to judge someone from the language he used especially English, people would think tat he was a modern and educated person because he was capable to speak language especially English in his utterance because of social value. The researcher found 10 social value of factor influencing code mixing. They are:

03/Adam as Adam/Member/24/FC/W/Adv/FI/A/SV/19-11-16

Wah aku **satnight** di rumah nih

In the utterance player only used one code mixing. It is word satnight which is a adveb. Its forms of language variation is clipping which means Saturday nights. If in Japanese the word Saturday night is malam minggu. The player uses it because of social value. Actually the word malam minggu is more familiar in japanese. But, the player uses the word satnight to show people that he had good competence in English.

30/Ahmad as Qiply/Co Leader/24/FC/P/AdvP/FI/A/SV/1-12-16

Nek aku rasah ditekok i **always on** lah

The word of code mixing from the utterance above is always on as an adverb phrase. It is called adverb because the word on above as an adverb or head and the word always as a determiner. The factor influencing code mixing from the utterance above is social value. The word always on in Japanese is the word selalu aktif. The player chooses the word always on than the word selalu aktif because the player has familiar with the word always on.

38/Hapsari as Subay Hap/Member/W/V/FI/A/SV/7-12-16

Sesuk nek menang **swimming** yo?

The researcher categorizes the factor influencing code mixing of the word swimming from the utterance above is social value. The reason is because the word swimming in this modern era has already familiar. The examples are the word touring and shopping. In Japanese people are more like to use code mixing when they want to invite someone to somewhere. The example is the word touring. As the guide lines, he asks someone to follow him with the word touring than the word berkeliling in Japanese because the word training has more stable meaning than the word berkeliling in Japanese although the meaning is same. So, although

the word swimming from the utterance above is berenang and it word has stable meaning. The player is more like to use the word swimming.

08/Andi as Pake/Leader/24/FC/W/Adj/FI/A/SV/22-11-16

Asem aku seng gabluk. **Sorry** yo cah

The word sorry from the utterance above is a code mixing in form of adjective. In Japanese the word sorry means maaf. Actually the word maaf is familiar, but because of factor of era modern the word sorry is more familiar than the word maaf. So, because of factor era modern researcher categorizes the word sorry into social value. It means that the player chooses the word sorry than maaf in Japanese because the player is modern.

19/Tarjo as Tarjo/Elder/24/FC/W/V/FC/FI/A/SV/27-11-16

Sabarina **intro** dulu

From the utterance above the word intro is a form of code mixing of verb. The player uses clipping to write the word introduce into intro to make it simple. The word introduce in Japanese is perkenalan or memperkenalkan diri. The player choose the word introduce in English than the word in Japanese because social value. It is proved that player is competent in English. The player wants to tell the other that he can do English conversation. Beside it, the word into is easy to write and the

meaning become stable than if the player use the word in Japanese to make conversation.

25/Andi as Pake/Leader/24/FC/W/Conj/FI/A/SV/30-11-16

Ki qiply **and** najwa bali clan kapan? Meh war barang og

The factor influencing code mixing from the utterance above is social value. The word and in Japanese means the word dan. The player choose the word and than the word dan in Japanese because the player mixed code with another language which is English to show that the player was an educated and modern person. People used to judge someone from the language he used especially english, people would think that he was a modern and an educated person because he was capable to speak english. So, the player used to insert a word or a phrase of forein language especially english in his utterance because of social value.

44/Rizqo as Rizqo/Co Leader/24/FC/C/IC/FI/A/SV/12-12-16

Jak en **singsong** ben seneng

The usage of the word singsong from the utterance above is because social value. The player may use the word singsong because the word singsong is more modern word than the word bernyanyi or menyanyikan lagu in Japanese. So, the player uses the word singsong because he wants to like modern man.

59/ Ahmad as Qiply/Co Leader/24/FC/W/N/FI/A/SV/18-12-16

Mau netep apa cuman **holiday** om?

The word holiday from the utterance above means the word liburan in Japanese. The player chooses the word holiday than the word liburan in Japanese because the player wants to show his English skill. So it is proved that the player is competent in English. So the researcher categorize this word into social value.

28/Andi as Pake/Leader/24/FC/W/N/FI/A/SV/30-11-16

Iyo wan. Wagu og tapi pekka ne **speed** e ditambahi

From the utterance above the word speed as a noun is a code mixing. In Japanese the word speed means kecepatan. The word kecepatan in Japanese has stable meaning but because of social factor the player must use the word speed. The researcher's mean with social factor here is a gamer. In clash of clan the quality of the player can be seen from their level and convertasion. If the player uses the formal language, it is proved that the player is amateur. So, to be like a pro, the player choose the word speed than the word kecepatan in Japanese.

### c. Introduction and Development of New Culture

It means there are many terminologies in every field like shopping, and jogging that using foreign language. So it can be factor that influencing code mixing by the speaker. There are 2 factors of introduction and development of new culture found by researcher. They are:

26/Ahmad as Qiply/Co Leader/24/FC/W/N/FI/A/IDC/30-11-16

**Weather** e coc pie cah ngaramu?

The word weather from the utterance above is noun. The word weather in Japanese is musim. The player chooses the word weather than musim in Japanese because the player wants to introduce the other word of season. The word season is a word that can be found in clash of clan. In the winter season of clash of clan the players need to upgrade their games and the players can know the word season when they are login. So the researcher categories the word weather into introduction and development of new culture.

23/ Bara as Lidan/Elder/22/FC/W/V/FI/A/IDC/30-11-16

Susahnya **push** trofi

From the utterance above the word push as verb is the form of code mixing. The player uses it because of Introduction and Development of new culture of Attitude factor. Actually in clash of clan if the player

wants to improve his status he needs to climb the level. The word climb can be shown in trophy of clash of clan. So the researcher put in introduction and development of new culture because the player has another word to introduce the other players.

## 2) Language Types

### a. Low Frequency

It means that the word that the word in other language is easier to remember and sense of word is more stable. There are 27 factors influencing code mixing in this categorize. They are:

01/Ahmad as Creey Woell/Co Leader/24/FC/W/N/V/FI/L/LF/19-11-16

**Led**, aku libur **war** dulu, baru **upgrade barbarian king**

The utterance above contains forms of code mixing into words, and clause. The forms of words here are Led as a noun, and war as a verb. Upgrade babrian king here includes independent clause. The word led here means leader. It is clipping of language variation. The player may write Led word to make ti simple.

The words led, war and upgrade barbarian king here include in low frequency. Because in game online those words are easy to remember. The words are more familiar to gamers rather than its meaning in Japanese.

50/Ahmad as Qiply/Co Leader/24/FC/W/V/FI/L/LF/14-12-16

Dia **join** dari awal clan berdiri

The word join from the utterance above is a verb of code mixing. The meaning of the word join in Japanese is bergabung. The researcher categorizes the word join which is used by the player into low frequency because the player has already familiar with the word join in clash of clan online gaming than the word bergabung in Japanese although both words meaning are same.

47/Tarjo as Tarjo/Co Leader/FC/W/N/FI/L/LF/14-12-16

**Save** ayam pokok e

From the utterance above the word save a verb is code mixing. The player uses it because of low frequency. The meaning of the word save in Japanese is menyelamatkan, selamatkan or menyimpan. The reason the player choose the word save than the word in Japanese is because the word save has more stable meaning. If the player uses the word in Japanese it may make more time to write, but if the player uses the word save it more makes the player easy to write.



48/Putra as An Najwa 21/Co Leader/27/FC/W/PH/FI/L/LF/14-12-16

Saya kayaknya **di kick**

The word kick from the utterance above is a verb inform of code mixing. The player uses the word kick than the word ditendang in Japanese because of low frequency. The reason is the word kick is in clash of clan. It will be shown if the player kicked someone in his clan as an instruction from clash of clan system in chatting.

51/ Putra as An Najwa 21/Co Leader/27/FC/W/N/FI/L/LF/15-12-16

Ganti **password** berkala

The word password from the utterance above is noun. The meaning of the word password in Japanese is the word sandi. The reason player chooses the word password than the word sandi in Japanese is because the word password is familiar from him. The word password is used by many kinds such as facebook or when the player first time login a website. So the researcher categorizes the factor influencing code mixing from the utterance above into low frequency.

45/Ahmad as Qiply/Co Leader/24/FC/W/V/N/FI/L/LF/13-12-16

**Invite** uwong. Yam dadekno **elder** aku

The usage of the words invite as verb and elder as noun from the utterance above is because factor low frequency of language. The word

invite in Japanese means undang or mengundang and the word elder means senior. The player may choose those words because he has already with those words than he must change it into Indonesian word

39/Rizqo as Rizqo/ Co Leader/24/FC/H/PH/FI/L/LF/8-12-16

**Ngegame** ae penak

The form of code mixing from the utterance above is ngegame as a prefix of hybrid. The player uses the word game because of low frequency. The word game in Japanese is permainan. The gamers usually more like to call their playing name with the word game although the word permainan has same stable meaning.

07/Andi as Pake/Leader/24/FC/W/N/FI/L/LF/22-11-16

Piye ngan. Aku sik ae seng nyerang. Yen gabluk **backup** yo

The word of code mixing from the utterance above is backup as noun. Here the researcher categorizes this word into low frequency because the word backup is familiar. The meaning is when someone wants to copy file to protecting the file.

41/Andi as Pake/Leader/24/FC/W/N/FI/L/LF/9-12-16

**Spell** e gempu po **haste** ndra

There are two forms of code mixing from the utterance above. They are spell as noun and haste as noun. Both words spell and haste are categorized as Low frequency because in clash of clan the players can read the item when they want to make troop. So, this word is easy to use than has to translate into Japanese.

04/Andi as Pake/Leader/24/FC/HP/P/NP/W/N/FI/L/LF/20-11-16

Cah **infernomu** lebokno **base war**. Lumayan go **defence**

Based utterance above forms of code mixing are infernomu as hybrid of phrase, base war as noun phrase, and defence as defence as noun. Three words infernomu, base war, and defence here are low frequency because in the clash of clan online gaming Supercell gave the characters by those names. So, the player has to use it to make communication rather than player has to search the meaning of those words, it is more easy to use and remember the original words from clash of clan online gaming.

55/Anugrah as Kadal Binal/Co Leader/24/FC/P/NP/W/N/FI/L/LF/17-12-16

**Full army** bro gak masuk naga. **Wizard** mau?

The words full as determiner or an adjective and army as a head or noun from the utterance above is a noun phrase. The factor influencing of code mixing from the utterance above is low frequency. The player chooses the word full army than the word pasukan penuh in Japanese because the meaning of the word full army is more stable than the word pasukan penuh. Beside it, in clash of clan online gaming if the player uses the word pasukan penuh it will be strange to read by the other player. So the researcher categorizes it into synonym factor.

54/ Recca as Octaviia Andy/Co Leader/24/FC/P/NP/FI/L/LF/16-12-16

Ono **freeze trap** nok

The words freeze as determiner and trap as head on the utterance above is a noun phrase. The meaning of the word freeze trap in Japanese is jebakan salju. The freeze trap in clash of clan online gaming only shown when the charismas begin. The reason the player chooses the word freeze trap because it is appeared in clash of clan online gaming. The player doesn't have time to change the word freeze trap into the word jebakan salju because it will be take more time to write a dialog. So the researcher

categorizes the factor influencing of code mixing into low frequency because it is easy to remember.

37/Tarjo as Tarjo/Elder/24/FC/H/PH/FI/L/LF/7-12-16

Seng ra roto war **di training** sek

The form of the word training from the utterance above is verb. The reason the player chooses the word training in English than the word latian in Japanese because of low frequency. In clash of clan online gaming the word training is more familiar than the word latian. Actually the word latian has same stable meaning with the word training. But, the player is more like to use the word training because the player want to emphasize his feeling to the other players when they read it.

35/ Bara as Lidan/Elder/22/FC/W/Adj/V/FI/A/SV/L/LF/5-12-16

Sorry kang nek ke **accept**. Mata mata opo udu kui

The form of the word accept from the utterance above is a verb of code mixing. The player uses the word accept because the word is familiar in clash of clan. In clash of clan online gaming the player that has status min elder in a clan can accept new or reject new member. This word is only shown when someone wants to join a clan. So the researcher put it into low frequency because the word is familiar for the player.

31/Andi as Pake/Leader/24/FC/W/N/V/FI/L/LF2-12-16

Ki coc ne **update** ki. Mungkin do rung **download**

The factor influencing of the word update and download above is low frequency. The reason is because the word is simple to remember and always shown their self in clash of clan. They can be seen when the player is loading clash of clan.

24/Iwan as Iwan'O/Elder/18/FC/W/N/H/PH/FI/L/LF/30-11-16

Th ne **di lighting** karo di gempak lak pecah. Hahaha

Based the utterance above there is one word of code mixing. It is di lighting as a prefix of hybrid. The player uses the word lighting here because the word lighting is a name of spell in clash of clan online gaming. The word lighting in Indonesian is the word petir. The player is more like to choose the word lightning because the player has often read the word lighting in clash of clan. So, the player is more familiar with the word lighting than the word petir in Japanese. Because of this reason, the researcher categorizes the factor influencing code mixing into low frequency.

09/Andi as Pake/Leader/FC/H/SH/W/N/FI/L/LF/22-11-16

**Demoten** aku dadi **member** jo. Ben oleh pencerahan

The word demoten above is a suffix of hybrid, and the word member is a noun. The researcher used the words demoten and member because of low frequency. Because of those words is easy to remember and Clash of Clan English system uses those words. So the player uses those words because he uses English language in Clash of Clan.

10/Anugrah as Kadal Binal/Co Leader/24/FC/W.V/N/FI/L/LF

Tak **demote** dadi **leader** pie pak

From the utterance above there are two words of code mixing. They are demote as a verb and leader as a noun. In clash of clan online gaming those words is familiar if the player uses English language in clash of clan. So the categorizes of those two words is low frequency because those word is easy to remember and write if the player use English language in his clash of clan

11/Ahmad as Qiply/Co Leader/24/FC/W/N/FI/L/LF/23-11-16

Gawe o **troop** dewe ngan seng kirono cocok go **war**

Based on the utterance above there are two forms of code mixing. They are troop and war. Here the researcher indicates the dialog above into one factor. It is low frequency. The words that were used by player to

write in form of low frequency were troop, and war. The researcher categorize the word troop, and war into low frequency because the words in English mode of clash of clan were there.

13/Andi as Pake/Co Leader/24/FC/HP/FC/L/LF/24-11-16

**Archer**mu dadine kapan?.

The word archer from the utterance above is a hybrid of phrase. Because of the word archer in English mode of clash of clan is the name of army, the researcher concludes the factor influencing of code mixing used by player above is low frequency, because the player is more interesting and has been familiar with the word archer than pemanah in Japanese.

14/Rizqo as Rizqo/Co Leader/24/FC/W/N/FI/L/LF/24-11-16

**Wiz**ard e gur sitik jo

The word wizard from the utterance above is a noun. Because of the word wizard in English mode of clash of clan is the name of army. The researcher concludes the factor influencing of code mixing used by player above is low frequency, because the player is more interesting and has been familiar with the word wizard than penyihir in Japanese.



22/Bara as Lidan/Elder/22/FC/W/N/H/PH/FI/L/LF/29-11-16

Suk aku melu **war** neh kang. Nek engko **di start** langsung yo gak popo

Based the utterance above, the researcher found two forms of code mixing. They are war as a noun and di start as a prefix of hybrid. Based the code mixing above the researcher categorizes the factor influencing code mixing into low frequency because those words are familiar in clash of clan.

15/ Rizqo as Rizqo/Co Leader/24/FC/H/PH/PH//FI/L/LF/25-11-16

**Visiten armyku**

From the utterance above there is two words of code mixing. They are visiten and armyku. Both words are as suffixes of hybrid. The word visit and army above are a low frequency because these words are easy to remember and in clash of clan online gaming English mode there is the word visit when the player wants to visit the other player's based.

29/Reca as Octaviia Andy/Co Leader/24/FC/HP/W/N/FI/L/LF/1/12/16

**Baseku** enek **snow** ne lur

From the utterance above there are two forms of code mixing. They are baseku as suffix of hybrid and snow as noun. The word base and the word snow here include into low frequency. The reason is those words that already exist in instructions of clash of clan. It is proved that if the

player wants to see or change his base. Beside it, they are more easy to use than the player must search the meaning in Japanese.

16/Andi as Pake/Leader/24/FCW/Adj/FI/L/LF/26-11-16

**Full** balon gelem ra nas

The word full from the utterance above is an adjective word. The player uses the word full in English than the word penuh in Japanese because the player is a gamer and in Clash of Clan online gaming the gamers often mix English word in their utterance. So, the researcher indicates the factor influencing of code mixing into low frequency.

17/Ahmad as Qiply/Co Leader/24/FC/WN/FI/L/LF

Woconen **chat** na duwur

From the utterance above there is one word form of code mixing. It is chat as a noun. The meaning of the word chat in Japanese is obrolan or percakapan. The player is more like to choose English word because as a gamer usually mix English word into their utterance. Beside it, the word chat is easy to remember and to write. So the researcher categorize the factor influencing code mixing into low frequency.

18/Bara as Lidan/Elder/22/FC/W/N/Adv/FI/L/LF/27-11-16

**Reg** lah sebelum saya **off**. Naga nih

From the utterance above researcher found 2 words of code mixing. They are req and off. The word req here means request. The player used the word req because it is easier to write. So, the player used clipping to make the word request is simpler to write.

The factor influencing that researcher found is one which is low frequency. The reason is because those words: request and off are easy to remember and because in English mode of Clash of Clan online gaming use those words as instruction in gaming. So the player chooses those words than choosing Japanese word because the player had often read those words.

60/ Andi as Hanandy/Co Leader/24/FC/W/V/FI/L/LF

Mas ajari **attack**

The word attack from the utterance above is verb. The factor influencing of code mixing is low frequency of language because the word attack is already familiar by the player in clash of clan online gaming. The word attack in clash of clan online gaming is an instruction if the player wants to get in war or playing game.

## b. Pernicious homonymy

It means that the meaning of word is ambiguous. Here researcher only gets 1 pernicious factor influencing of code mixing. It is

05/Ahmad as Creey Woell/ Co Leader/24/FC/W/Adj/FI/L/PeH/21-11-16  
Oye. Teko tenang. Teko **cool** ae

From the utterance above the word cool is an adjective. The player uses the word cool because he wants to make the other player to clam down from their situation. If in japanese the word cool here means sejuk or dingin. It will be ambiguous if the researcher chooses the word sejuk or dingin. So, the reseacher categorize the factor into Pernicious homonymy.

## c. Oversight

It word has the terminologies from another language that make the speaker difficult to find similar word. The researcher found 2 Oversight factor that used by players. They are:

04/Andi as Pake/Leader/24/FC/HP/P/NP/W/N/FI/L/O/LF/20-11-16

Cah **infernomu** lebokno base war. Lumayan go defence

The word infernomu from the data above is a suffix of hybrid. The player uses the word inferno because the player could not find any correct

word in Japanese. The meaning of the word inferno is a tower that can blow the fire. So the researcher puts in oversight factor because the word is more flexible meaning than the player has to translate into Japanese word.

32/Ahmad as Qiply/Co Leader/24/FC/HP/FI/L/O/3-12-16

**Connectionmu** apek ra wan?

The factor influencing of code mixing of the word connection from the utterance above is Oversight. The meaning of the word connection in Japanese is the word koneksi. The player may chooses the word connection than the word koneksi in Japanese because the player has familiar with the word connection. Beside it the word koneksi in Japanese is actually taken from forein language then change it into Japanese mother tongue became koneksi. So the researcher put into Oversight.

## **B. Discussion**

From the finding above, it can be formulated that the using of code mixing in chatting Gupik Cilik Clan of Clash of Clan online gaming as follows:

1. Forms of code mixing

<b>Forms of Code Mixing</b>			
<b>NO</b>	<b>Forms</b>	<b>Amount</b>	<b>Total</b>

1	Words	Noun	19	36
		Adjective	4	
		Adverb	2	
		Verb	10	
		Conjunction	1	
		Preposition	0	
2	Phrases	Noun Phrase	3	4
		Adverb Phrase	1	
		Adjective Phrase	0	
		Preposition Phrase	0	
3	Hybrids	Hybrid of Affixation	12	16
		Hybrid of Phrase	4	
4	Reduplication		1	1
5	Clause	Independent Clause	4	4
		Dependent Clause	0	
6	Idiom		0	0

From the data above, the forms of code mixing that often used by the players in chatting Gupik Cilik Clan of Clash of Clan is words by 36 data. A word may be defined as the smallest portions of a sentence which can be pronounced alone and still retain meaning. Some words may contain more than one such element, each adding a measure of meaning to completed word. The players age that uses code mixing informs of word is around 24 years old. They often used forms of word of code mixing because the word is easy to use and find in Clash of Clan such as War, request, and full. So, the forms of code mixing that is like to use by players especially for 24 years old is word.

The forms of code mixing that most pity that players rare used is Reduplication. Word reduplication is the repetition of some parts of base (which may be the entire base) that are more than one in the word. The word is di prepare prepare written by tarjo as co leader 24 years old. The reduplication is pity to be used by players because the players are not interested to replay the words. It may cause with replaying the word will take more time to write. Beside it, the other player may will understand only with one word.

The useless forms of code mixing based on the data above is Idiom. Idiom as a phrase or sentence whose meaning is not clear. Thus, the meaning of its individual words are different when it is combined. From the definition above, it is clear that idiom creates new meaning that is different from the real meaning of each word. The example ae: by the way, and on air. The players didnt use this idiom because the players only use code mixing with the data has appeared in clash of clan.

## 2. Factors Influencing Code Mixing

<b>Factor Influencing Code Mixing</b>				
<b>No</b>	<b>Factor Influncing</b>		<b>Amount</b>	<b>Total</b>
1	Attitudinal	Synonym	3	15
		Social Value	10	
		Introduction and Development of New Culture	2	
2	Language	Low Frequency	27	30

		Pernicious homonymy	1	
		Oversight	2	

The factors influencing of code mixing that are often used by the players are low frequency. Low frequency is a word that easy to remember and used by the players. The examples are war, start, and upgrade. The ages players that often uses this factor are around 24 years old. The reason they often use this factor is because the word is easy to write or has familiar by the players.

The most pity factor that the player used is Pernicious homonymy. It is ambigious word. The example is datum no 05. The ages of the player that uses pernicious homonymy is around 24 years old namely Ahmad as Creey Woel. The reason this factor is pity because the players are not interested to make an ambigious word to make a communication in the clan.



## **CHAPTER V**

### **CONCLUSION AND SUGGESTION**

#### **A. CONCLUSION**

Based on the analysis of the data, the researcher would like to draw conclusion of the study concerning the use of Javanese – English code mixing in chatting Clash of Clan. From the analysis and discussion above, the researcher concludes that code mixing is the use of two languages or more by transferring from one language into others and vice versa; for example, from Javanese into English in the user of Clash of Clan without changing the meaning of sentence. It means that players of clash of clan have specific social background tend to choose specific code mixing to show their social status or personal identity in their society; to show their solidarity, to make the conversation more interesting; and to share. Furthermore, the elements that are uttered in their conversation are called outer code mixing because those elements come from foreign language.

Based on the result of the study, the researcher finds:

1. Form of code mixing; the use of code mixing in the forms of words, phrases, hybrids, reduplication, and clauses. The researcher also find there are some words are often used by player of clash of clan, such as “war” (word), and “nge up” (hybrid).

The language forms used by players of Clash of Clan can be classified as non-standard languages. It is due to the consequences of using casual style. The forms are marked with the ignorance of players of Clash of Clan to the choice of vocabulary and sentence structure.

2. The researcher also finds out some relevant factors

Influencing the use of code mixing; they are attitudinal, and language. It factors will be appeared if there are (1) speakers and personal speakers, (2) partner speech, (3) Presence of three speakers, (4) Time and place the conversation lasts, (5) The purpose of conversation, (6) Topic being spoken.

## **B. SUGGESTION**

After knowing the results of the study, the researcher would like to give some suggestions:

1. For the teachers

The result of this study can be used as additional information for teaching in the class.

## 2. For the Students

Learning code mixing is very useful for students to improve knowledge of vocabulary especially for teenagers.

## 3. The other researcher

For other researcher who are interested in sociolinguistics and would like to observe this kind of language phenomenon, there are still many aspects that can be analyzed and explored from different point view. Therefore, other researcher could conduct a further research dealing with other aspects formal and non formal activities.

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# APPENDICES

## INTERVIEWS

### First Interview

Place: JeLM

Time: December 20, 2016

To: Andi as Lader of Gupik Cilik Clan

Researcher: Assalamualaikum mas, mas Andi leader clan gupik cilik kan?

Leader: Walaikum'salam. Iya mas saya leadernya.

Researcher: Gini mas, saya mau Tanya Tanya tentang coc. Boleh kan?

Leader: iya mas, Tanya aja.

Researcher: kalau boleh tau, sudah main coc berapa lama mas?

Leader: kalau saya itu sekitar satu tahunan.

Researcher: sekarang sudah th berapa mas?

Leader: sudah th 9

Researcher: alasanya apa sih mask ok main coc?

Leader: karena yag pertama gamenya android. Gamenya kuotanya gak nyedot banyak. Dan ini juga untuk teman teman kok. Kan di coc ada chattingannya jadi sekalian ngobrol ngobrol juga di coc.

Researcher: gini mas. Disini itu anda mendirikan clan sendiri og ya ini? Lha kok namanya gupik cilik itu kenapa mas?

Leader: naa itu kan karena kesepakatan dengan teman teman gitu mas. Kan sebelum terbentuknya clan gupik cilik kan temen temen itu sering sekali di kick dari group group yang mereka ikuti. Jadi itu kita sepakat kalau kita buat clan namanya gupik cilik.

Researcher: lha kok bias namanya gupik cilik mas?

Leader: kembali lagi ya mas. Itu kan karna kesepakatan. Kalau filosofinya kan bias dipikir sendiri. Jadi kita buat clan inis u karna kita orang jawa. Jadi namanya juga harus jawa. Kalau menurut saya nama itu gak masalah kok. Yang penting kan kerjasama teamnya.

Researcher: ngomong ngomong mas andi ini semester berapa ya?

Leader: baru semester 11 mas.

Researcher: ohh baru sebelas.. gini mas, kan kalau di coc itu kalau saya lihat lihat itu temen temen pada nyampur kata kata bahasa inggris di chatingannya. Itu kenapa mas?

Leader: karna di coc itu kan menggunakan bahasa inggris. Jadi saya lebih mudah nggunain kata itu dari pada harus mencari terjemahannya di Indonesia. Contohnya aja kayak war, upgrade gitu mas.

Researcher: terus gini mas. Kalau ada temen temen ada nulis kayak gitu it uterus responnya gimana mas kalau menurutmu?

Leader: karena kan kebanyakan kuliah kita kan ngambilnya jurusan bahasa inggris mas. Kurang lebih tau lah mas.



Researcher: ohhh jadi karena udah dasarnya bias bahasa inggris dulu gitu yam as.  
Yaudaah mas nanti calling callangan lagi. Makasih ya mas.

## **Second Interview**

Place: WTS

Time: December 23, 2016

To: Bara as Elder of Gupik Cilik Clan

Researcher: mas bara. Saya mau Tanya Tanya tentang coc mas. Boleh yaa

Elder: iya mas. silahkan

Researcher: sudah berapa lama mas main coc?

Elder: sudah dari semester 5 atau 6 mas.

Researcher: sudah lama ya mas berarti. Sudah dua taunan yaa mas. Gini mas. Anda itu lebih suka main sendiri atau gimana mas?

Elder: lebih enakan main di group mas. Kan kalau main di group kita bias Tanya Tanya tentang coc gitu mas

Researcher: kalau begitu, sudah berapa lama mas anda join di group gupik cilik?

Elder: sudah sekitar 3 bulanan mas

Researcher: kok milih di group ini thu kenapa mas?

Elder: yang pasti karena dosananya lancar mas. Selain itu aku juga temen temen ku juga join di group mas.

Researcher: gini mas. Kan kalau di coc saya liat liat itu kan pada gunain bahasa campuran ya mas. Contohnya aja kayak “ayo gek war” gitu. Itu anda keganggu gak mas?

Elder: kalau menurutku itu kan sudah wajar ya mas ya. Kan sebennya kan bahasa di coc itu sendiri kan juga bahasa inggris. Jadi kita lebih mudah gunainnya di obrolan gitu mas.

Researcher: oh gitu ya mas. Jadi gak masalah gitu kan. Yaudah mas gitu aja yam as. Makasih banget atas bantuannya.

## DATA CHAT

Data are taken from 19 November 2016 – 18 December 2016

NO	CODING	CHAT
1	01/Ahmad as creey Woell/Co Leader/24/FC/W/N/C/I C/FI/L/LF/19-11-16	<i>Led</i> , aku libur <i>war</i> dulu, baru <i>upgrade barbarian king</i> soalnya
2	02/Anugrah as Kadal Binal/Co Leader/24/FC/W/N/FI/L /LF/19-11-16	Iya. Baiklah kita mulai <i>war</i> lagi menunggu <i>member</i> lain siap
3	03/Adam as Adam/Member/24/FC/ W/Adv/FI/A/SV/19-11- 16	Wah, aku <i>satnight</i> di rumah nih
4	04/Andi as Pake/Leader/24/FC/HP/ P/NP/W/N/FI/L/O/LF/2 0-11-16	Cah, <i>infernomu</i> lebokno neng <i>base war</i> . Lumayan nggo <i>defence</i>
5	05/Ahmad as Creey Woell/Co Leader/24/FC/W/Adj/FI /L/PeH/21/11/16	Oye. Teko tenang. Teko <i>cool</i> ae
6	06/Ahmad as Creey Woell/Co Leader/24/FC/W/Adv/F I/A/S/21-11-16	Meh ijol musuh. Valkrieku rung <i>up</i> masalahe
7	07/Andi as Pake/Leader/24/FC/W/ N/FI/L/LF/22-11-16	Pye ngan. Akusikae. Yen gabluk <i>backup</i> yo
8	08/Andi as Pake/Leader/24/FC/W/ Adj/FI/A/SV/22-11-16	Asem, aku seng gabluk. <i>Sorry</i> yo cah
9	09/Andi as Pake/Leader/FC/H/SH/ W/N/FI/L/LF/22-11-16	<i>Demoten</i> aku dadi <i>member</i> jo. Ben oleh pencerahan
10	10/Anugrah as Kadal Binal/Co Leader/24/FC/W.V/N/FI /L/LF/22-11-16	Tak <i>demote</i> dadi <i>leader</i> pie pak?
11	11/Ahmad as Qiply/Co	Gawe o <i>troop</i> dwe ngan, seng kirone cocok go

	Leader/24/FC/W/N/FI/L /LF/23-11-16	<i>war</i>
12	12/Anugrah as Kadal Binal/Co Leader/24/FC/W/V/FI/L /LF/23-11-16	Oye jo. Sesuk aku <i>loot</i> nggo pasukan <i>war</i>
13	13/Andi as Pake/Co Leader/24/FC/HP/FC/L/ LF/24-11-16	<i>Archer</i> mu dadine kapan?
14	14/Rizqo as Rizqo/Co Leader/24/FC/W/N/FI/L /LF/24-11-16	<i>Wizard</i> e gur sitik jo
15	15/ Rizqo as Rizqo/Co Leader/24/FC/H/PH/PH //FI/L/LF/25-11-16	<i>Visiten</i> armyku
16	16/Andi as Pake/Leader/24/FCW/A dj/FI/L/LF/26-11-16	<i>Full</i> balon gelem ra nas?
17	17/Ahmad as Qiply/Co Leader/24/FC/WN/FI/L/ LF/26-11-16	Woconen <i>chat</i> na duwur
18	18/Bara as Lidan/Elder/22/FC/W/N /Adv/FI/L/LF/27-11-16	<i>Req</i> lah sebelum saya <i>off</i> . Naga nih
19	19/Tarjo as Tarjo/Elder/24/FC/W/V/ FC/FI/A/SV/27-11-16	Sabarina <i>intro</i> dulu
20	20/Andi as Hanandy/Co Leader/24/FC/H/PH/W/ N/FC/L/LF/27-11-16	Lha kok malah lab e <i>nge up</i> hog to cah. <i>Spell</i> sek wae jane
21	21/Anugrah as Kadal Binal/Co Leader/24/FC/H/PH/28- 11-16	Sek yam rung rampung <i>army</i> ku
22	22/Bara as Lidan/Elder/22/FC/W/N /H/PH/FI/L/LF/	Suk aku melu <i>war</i> neh kang. Nek engko <i>di start</i> langsung yo gak popo
23	23/ Bara as Lidan/Elder/22/FC/W/V /FI/L/LF/A/IDC/30-11- 16	Susahnya <i>push</i> trofi
24	24/Iwan as Iwan's	<i>Th ne di lighting</i> kro di gempa lak pecah. Hahaha

	O/Elder/18/FC/W/N/H/ PH/FI/L/LF/30-11-16	
25	25/Andi as Pake/Leader/24/FC/W/ Conj/FI/A/SV/30-11-16	Ki qiply <i>and</i> najwa bali clan kapan? Meh war barang og
26	26/Ahmad as Qiply/Co Leader/24/FC/W/N/FI/ A/IDC/30-11-16	<i>Weather</i> e coc pie cah ngaramu?
27	27/Andi as Pake/Leader/24/FC/W/ N/FI/L/LF/30-11-16	Cha koe wis due <i>bowler</i> ?
28	28/Andi as Pake/Leader/24/FC/W/ N/FI/A/SV/30-11-16	Iyo wan, wagu og. Tapi peka ne <i>speed</i> e ditambahi
29	29/Reca as Octaviia Andy/Co Leader/24/FC/HP/W/N/ FI/L/LF/1/12/16	<i>Baseku</i> enek <i>snow</i> ne lur
30	30/Ahmad as Qiply/Co Leader/24/FC/P/AdvP/F I/A/SV/1-12-16	Nek aku rasah ditekok i <i>always on</i> lah :v
31	31/Andi as Pake/Leader/24/FC/W/ N/V/FI/L/LF2-12-16	Ki coc ne <i>update</i> ki. Mungkin do rung <i>download</i>
32	32/Ahmad as Qiply/Co Leader/24/FC/HP/FI/L/ O/3-12-16	<i>Connectionmu</i> apek ra wan?
33	33/Bara as Lidan/Elder/22/FC/W/N /FI/L/LF/4-12-16	Kang aku war e ssk ae. Soale <i>signal</i> e elek. Ki na pinggir deso. Kademen aku
34	34/Bara as Lidan/Elder/22/FC/W/N /C/IC/FI/L/LF/5-12-16	<i>Event</i> e kurang ajar. Kat mau ngeloot <i>full hog</i> ae
35	35/ Bara as Lidan/Elder/22/FC/W/A dj/V/FI/A/SV/L/LF/5- 12-16	<i>Sorry</i> kang nek ke <i>accept</i> . Mata mata opo udu iki?
36	36/Tarjo as Tarjo/Elder/24/FC/W/N/ FI/L/LF/6-12-16	Seng rung <i>battle</i> ndang <i>battle</i>
37	37/Tarjo as Tarjo/Elder/24/FC/H/P	Seng ra roto war <i>di training</i> sek.

	H/FI/L/LF/7-12-16	
38	38/Hapsari as Subay Hap/Member/W/V/FI/A/SV/7-12-16	Sesuk nek menang <i>swimming</i> yo?
39	39/Rizqo as Rizqo/ Co Leader/24/FC/H/PH/FI/L/LF/8-12-16	<i>Ngegame</i> ae penak
40	40/Indro as Indro/Member/24/FC/C/DC/FI/L/LF/9-12-16	<i>Giant level</i> 7enek ndi
41	41/Andi as Pake/Leader/24/FC/W/N/FI/L/LF/9-12-16	<i>Spell</i> e gempu po <i>haste</i> dra?
42	42/ Ahmad as Qiply/Co Leader/24/FC/W/N/FI/L/LF10-12-16	Dan kwe <i>number</i> sepuluhyaa
43	43/Putra as An Najwa 21/Co Leader/27/FC/H/SH/W/N/FI/L/LF/11-12-16	Bar <i>update an</i> kok nek mlbu coc kon <i>login</i> terus yoo?
44	44/Rizqo as Rizqo/Co Leader/24/FC/C/IC/FI/A/SV/12-12-16	Jak en <i>singsong</i> ben seneng
45	45/Ahmad as Qiply/Co Leader/24/FC/W/V/N/FI/L/LF/13-12-16	<i>Invite</i> uwong. Yam dadekno <i>elder</i> aku
46	46/Frian as Frian Jea/Member/25/FC/W/V/FI/L/LF/13-12-16	Siap <i>train</i> kan balon ply
47	47/Tarjo as Tarjo/Co Leader/FC/W/N/FI/L/LF/14-12-16	<i>Save</i> ayam pokok e
48	48/Putra as An Najwa 21/Co Leader/27/FC/W/V/FI/L/LF/14-12-16	Indro boros sue sue <i>kick</i> lho
49	49/Adit as Adit Sang Legen/member/22/FI/H/PH/FI/L/LF/14-12-16	Saya kayaknya <i>di kick</i>
50	50/Ahmad as Qiply/Co Leader/24/FC/W/V/FI/L/LF/14-12-16	Dia <i>join</i> dariawal clan berdiri

51	51/ Putra as An Najwa 21/Co Leader/27/FC/W/N/FI/L /LF/15-12-16	Ganti <i>password</i> berkala
52	52/ Tarjo as Tarjo/Co Leader/FC/R/FI/A/SV/1 5-12-16	Di <i>prepare prepare</i> sek sebelum war. Usahakan dapat 3 bintang
53	53/ Reca as Octaviaa Andy/Co Leader/24/FC/C/IC/FI/L /LF/15-12-16	Enek seng bukak akunku gak yo ki kok enek <i>another device</i>
54	54/ Reca as Octaviaa Andy/Co Leader/24/FC/P/NP/FI/ L/LF/16-12-16	Ono <i>freeze trap</i> nok
55	55/Anugrah as Kadal Binal/Co Leader/24/FC/P/NP/W/ N/FI/L/LF/17-12-16	<i>Full army</i> bro gak masak naga. <i>Wizard</i> mau?
56	56/Ahmad as Qiply/Co Leader/24/FC/W/Adv/1 7/12/16	Pada <i>up</i> heroes om
57	57/ Andi as Hanandy/Co Leader/24/FC/P/NP/FI/ L/LF/17-12-16	Cah sepurane <i>my account</i> inyong ambil alih
58	58/ Putra as An Najwa 21/Co Leader/27/FC/H/PH/FI/ A/S/17-12-16	Untungra <i>di reject</i> bika
59	59/ Ahmad as Qiply/Co Leader/24/FC/W/N/FI/ A/SV/18-12-16	Mau netep apa cuman <i>holiday</i> om?
60	60/ Andi as Hanandy/Co Leader/24/FC/W/V/FI/L /LF/18-12-16	Mas ajari <i>attack</i>

## SCREENSHOT

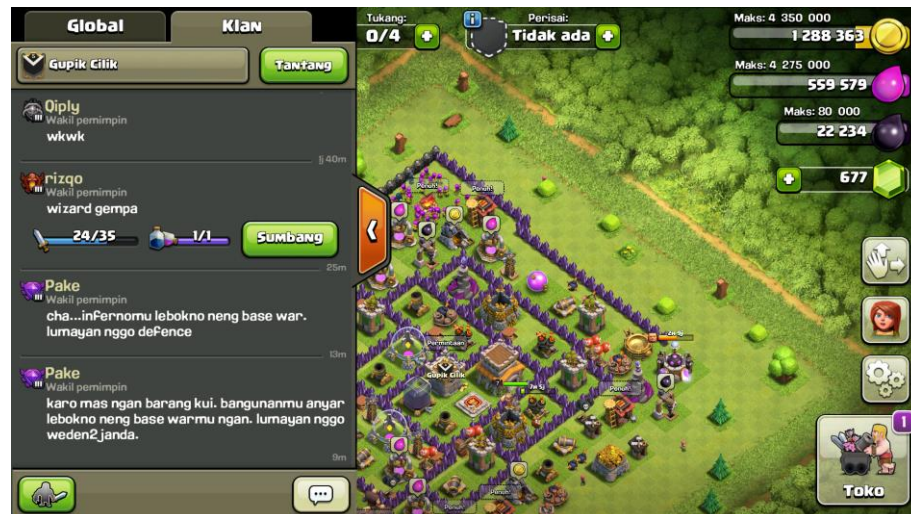
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02/Anugrah as Kadal Binal/Co Leader/24/FC/W/FI/L/LF/19-11-16

03/Adam as Adam/Member/24/FC/W/Adv/FI/A/SV/19-11-16



04/Andi as Pake/Leader/24/FC/HP/P/NP/W/N/FI/L/LF/20-11-16

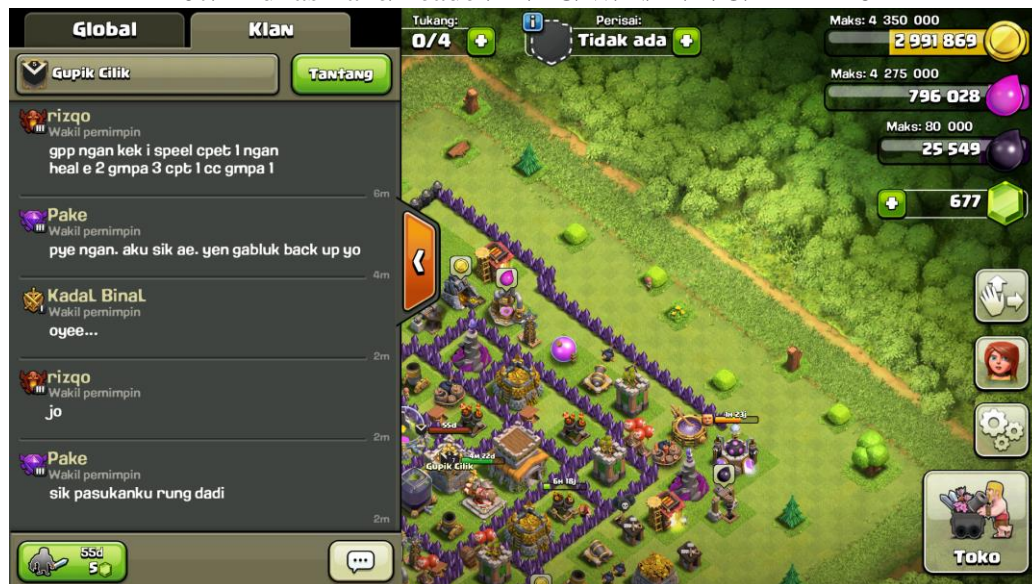


05/Ahmad as Creey Woell/Co Leader/24/FC/W/Adj/FI/L/PeH/21/11/16

06/Ahmad as Creey Woell/Co Leader/24/FC/W/Adv/FI/L/LF/21-11-16

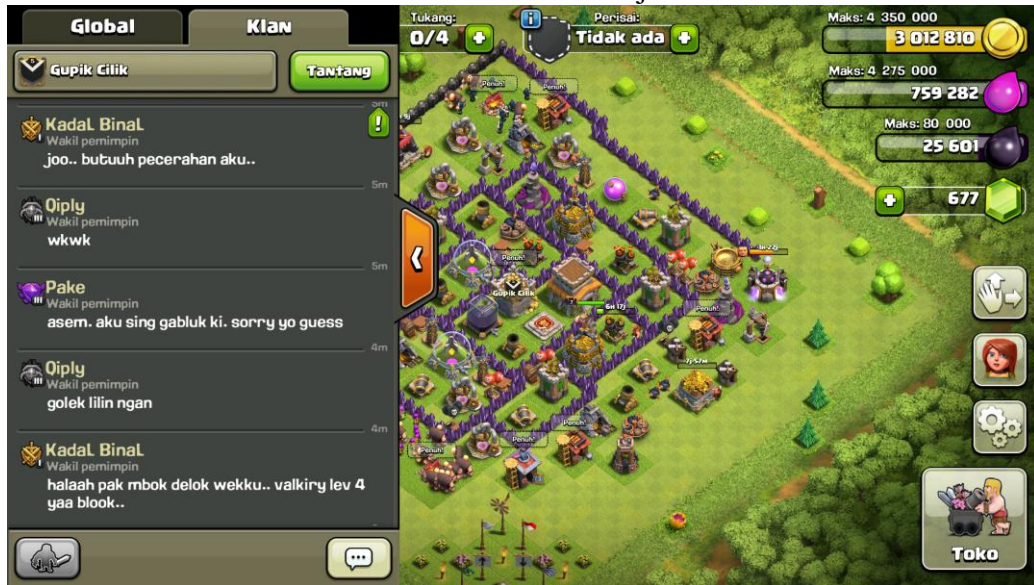


07/Andi as Pake/Leader/24/FC/W/N/FI/L/O/22-11-16



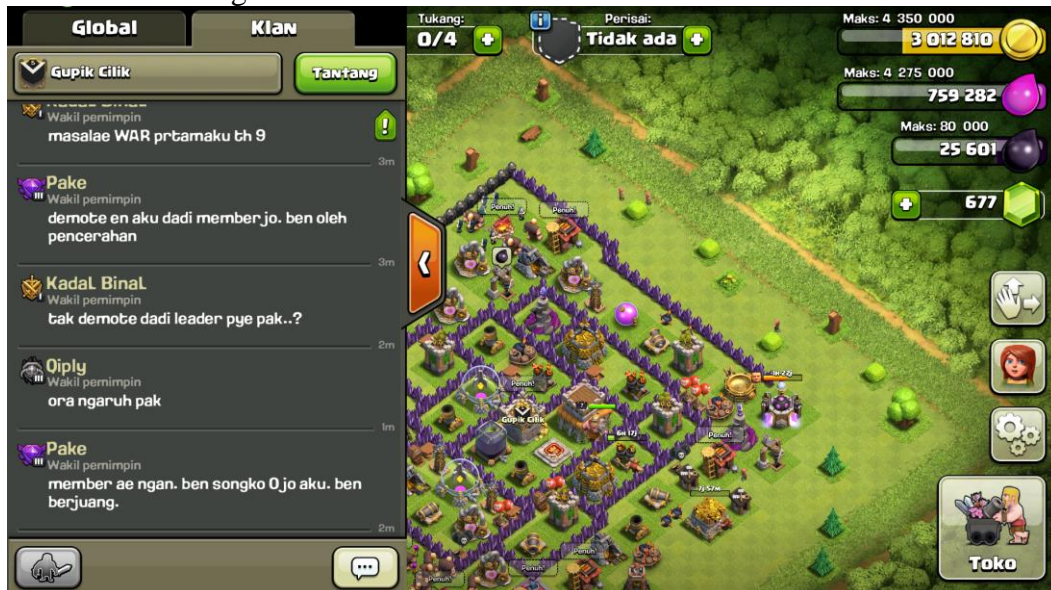


08/Andi as Pake/Leader/24/FC/W/Adj/FI/A/SV/22-11-16



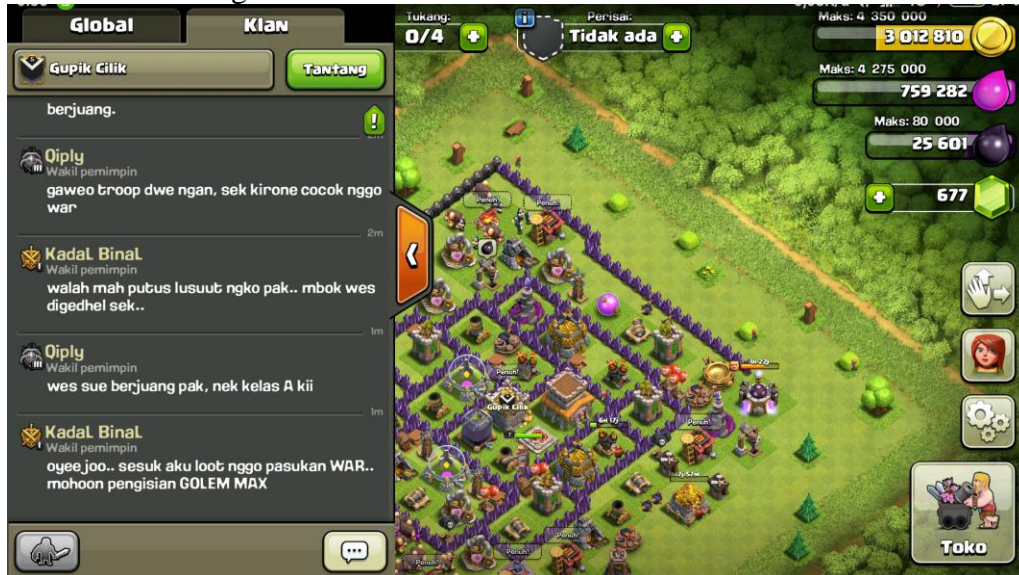
09/Andi as Pake/Leader/FC/H/SH/W/N/FI/L/LF/22-11-16

10/Anugrah as Kadal Binal/Co Leader/24/FC/W.V/N/FI/L/LF

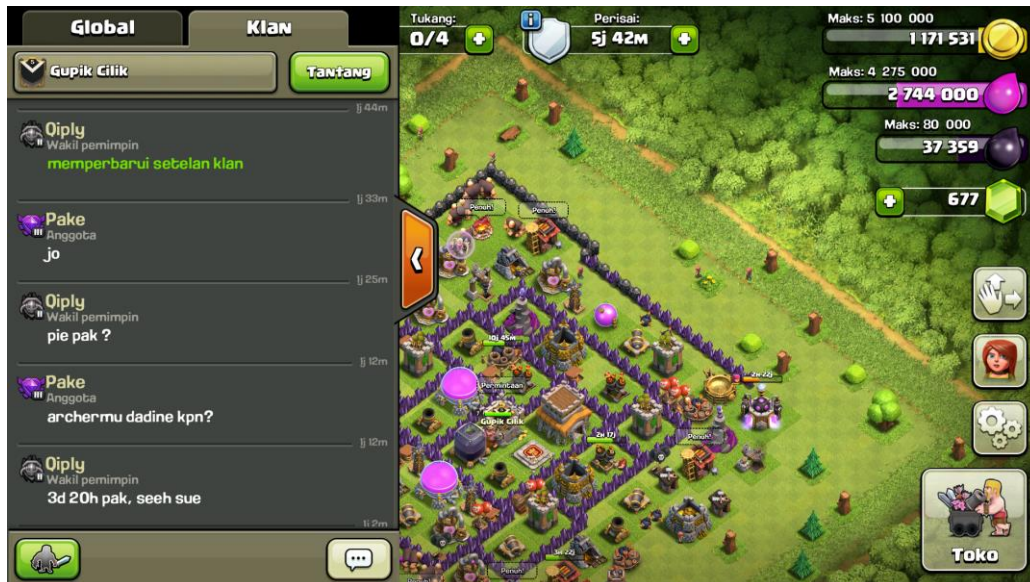


11/Ahmad as Qiply/Co Leader/24/FC/W/N/FI/L/LF/23-11-16

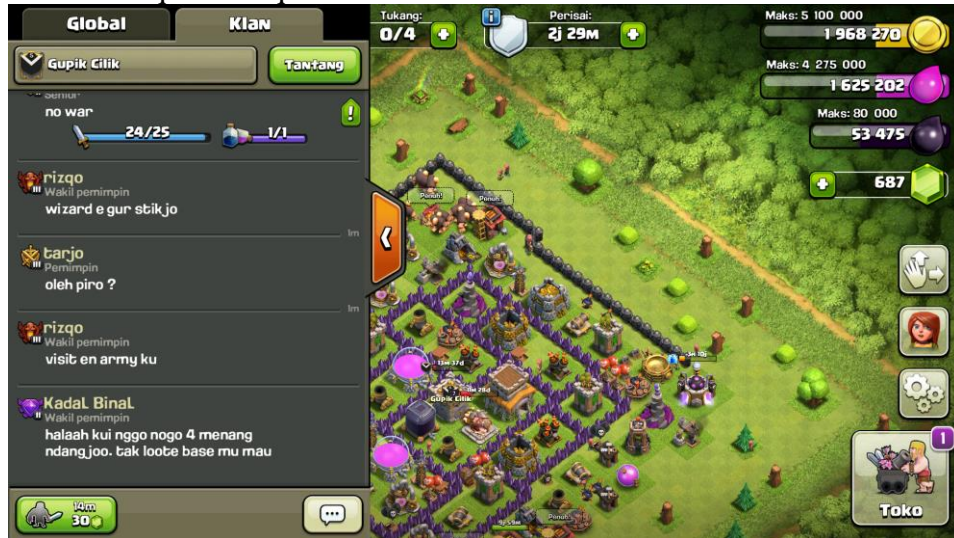
12/Anugrah as Kadal Binal/Co Leader/24/FC/W/V/FI/L/LF



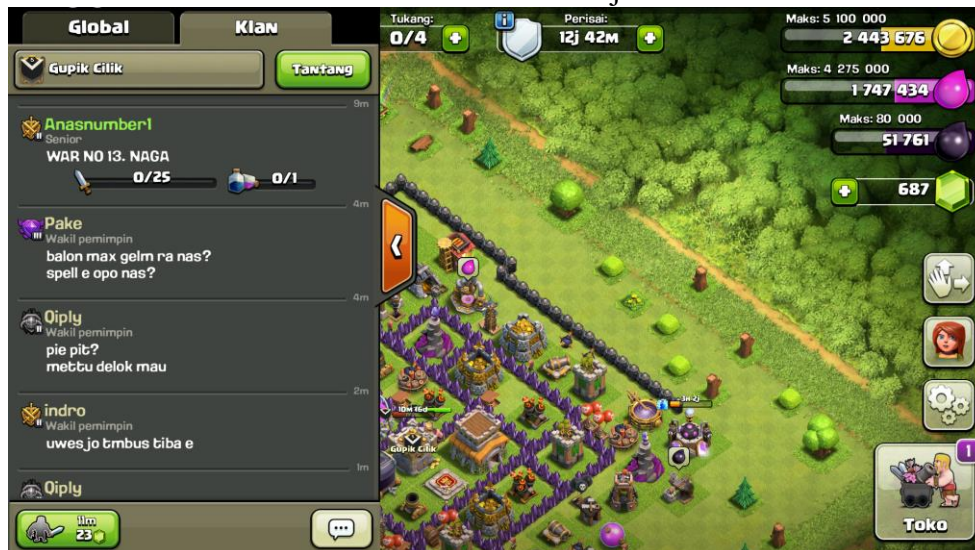
13/Andi as Pake/Co Leader/24/FC/HP/FC/L/LF/24-11-16



14/Rizqo as Rizqo/Co Leader/24/FC/W/N/FI/L/LF/24-11-16  
 15/ Rizqo as Rizqo/Co Leader/24/FC/H/PH/PH//FI/L/LF/25-11-16

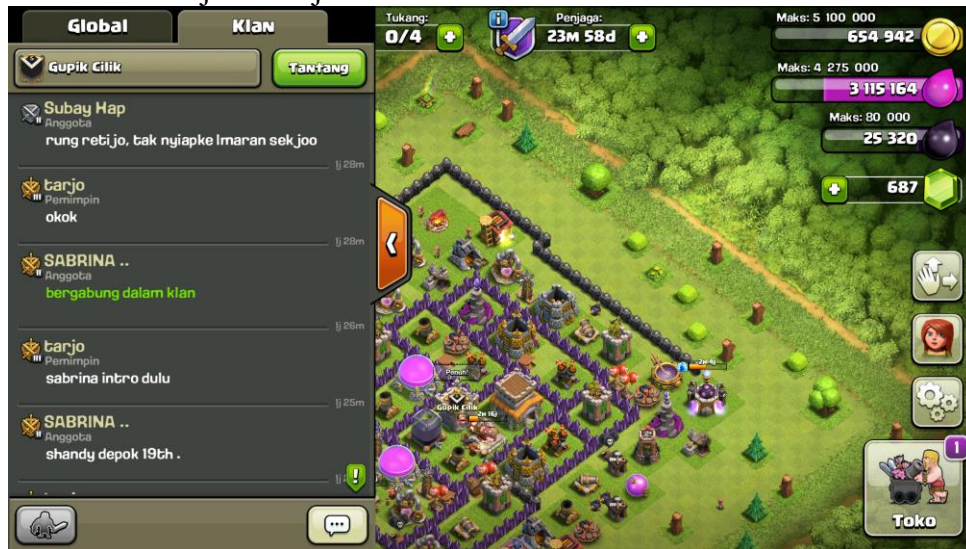


16/Andi as Pake/Leader/24/FCW/Adj/FI/L/LF/26-11-16

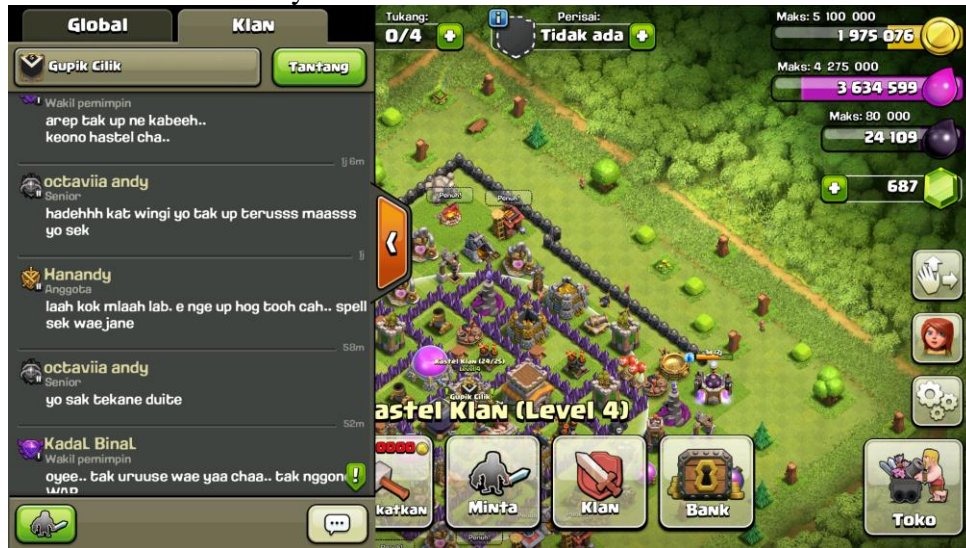




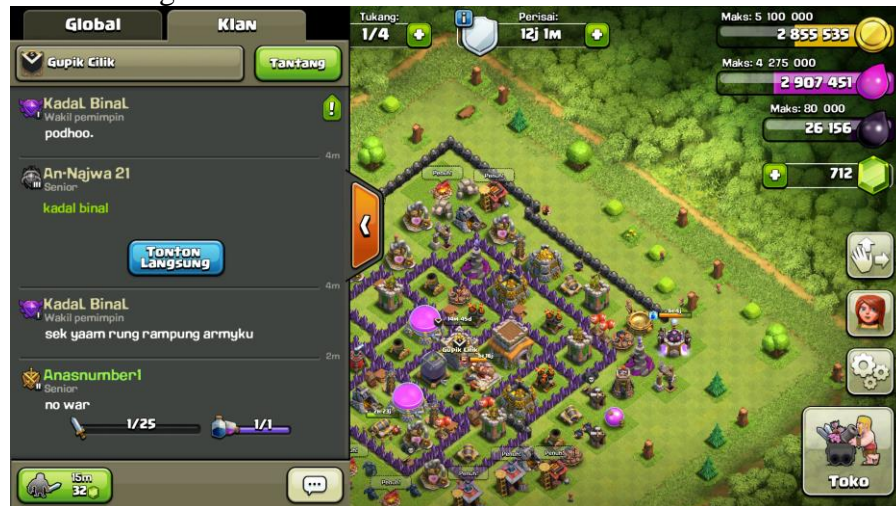
19/Tarjo as Tarjo/Elder/24/FC/W/V/FC/Fl/A/SV/27-11-16



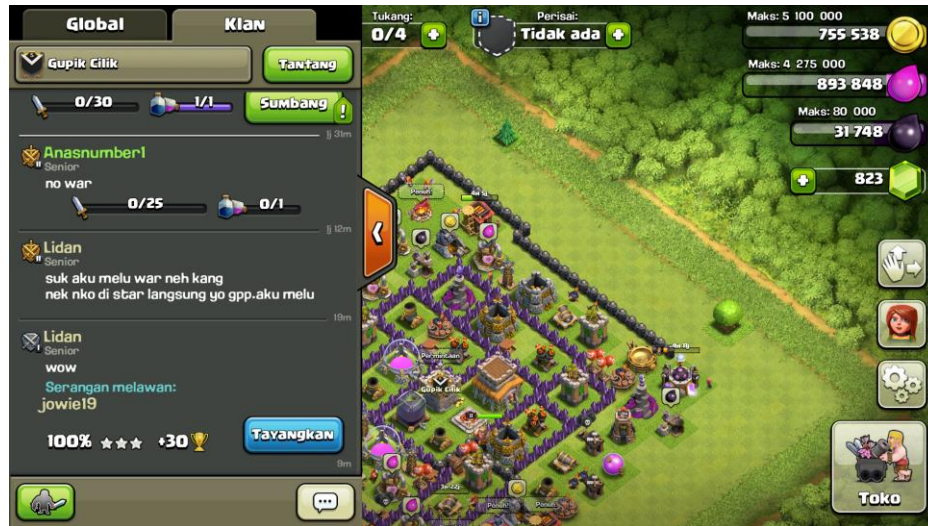
20/Andi as Hanandy/Co Leader/24/FC/H/PH/W/N/FC/L/LF/27-11-16



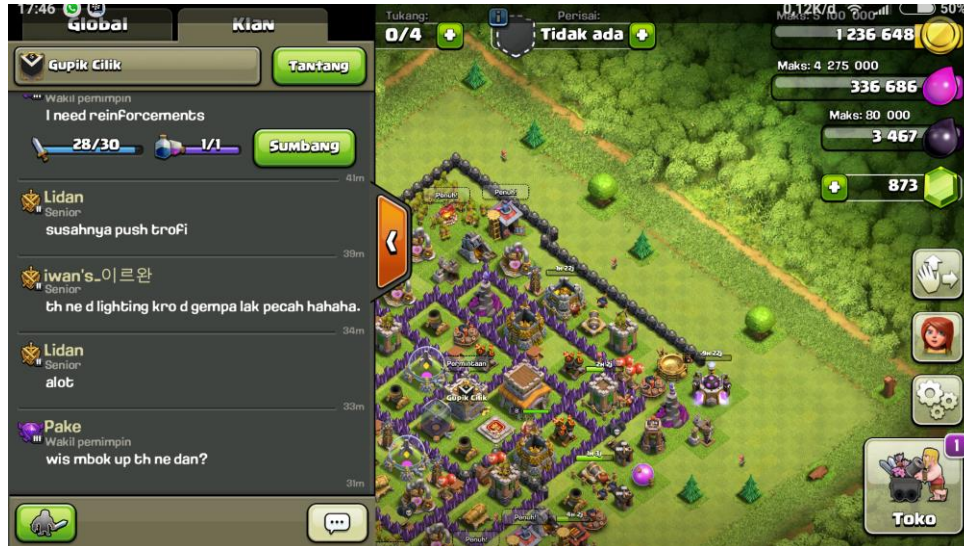
21/Anugrah as Kadal Binal/Co Leader/24/FC/H/PH/28-11-16



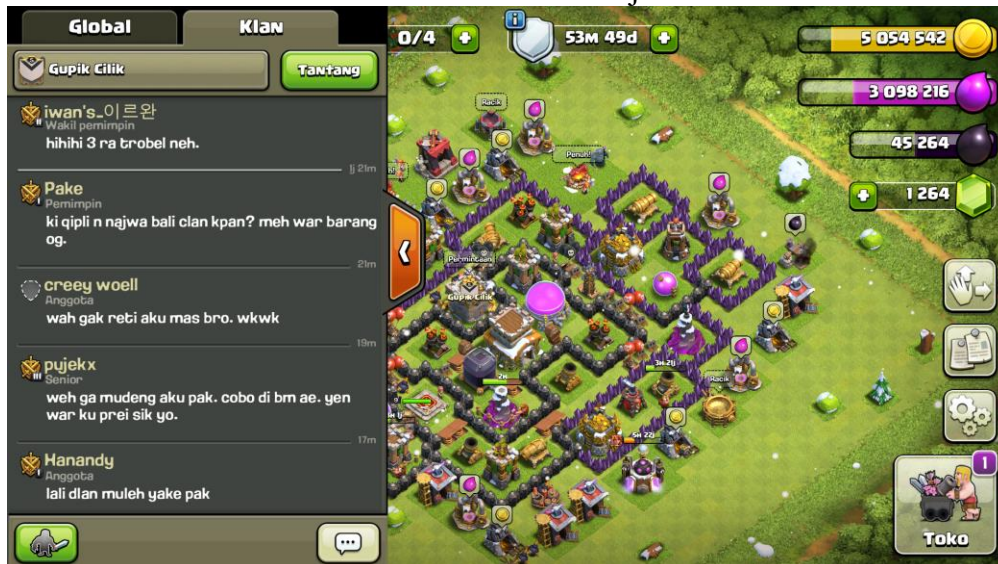
22/Bara as Lidan/Elder/22/FC/W/N/H/PH/FI/L/LF/29-11-16



23/ Bara as Lidan/Elder/22/FC/W/V/FI/L/LF/A/DC/30-11-16  
 24/Iwan as Iwan's O/Elder/18/FC/W/N/H/PH/FI/L/LF/30-11-16

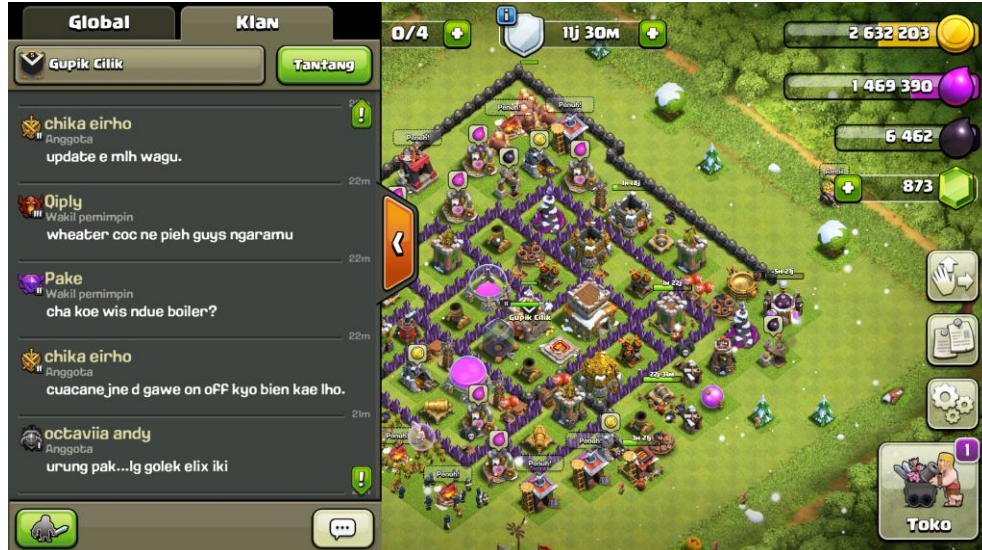


25/Andi as Pake/Leader/24/FC/W/Conj/FI/A/SV/30-11-16

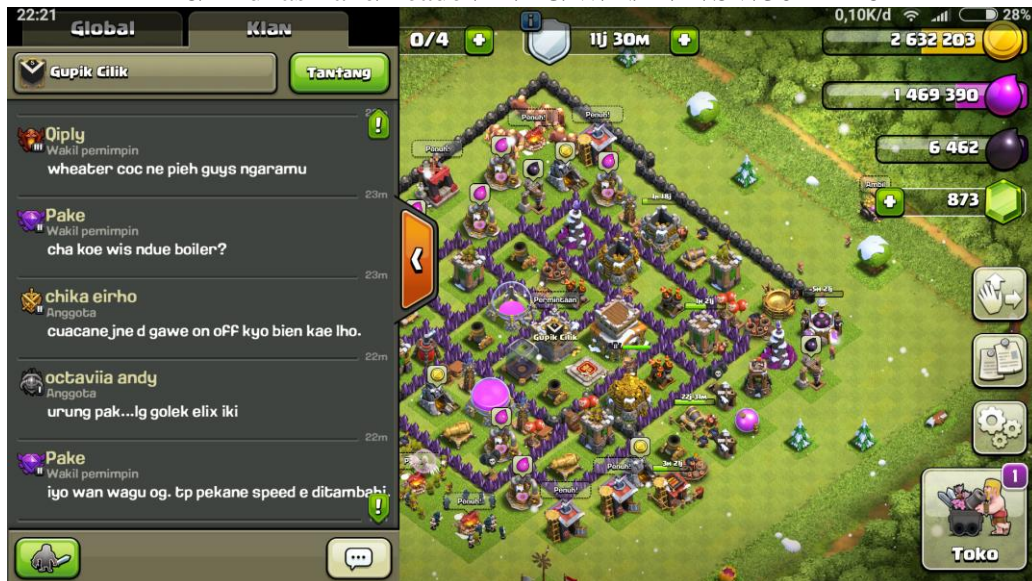


26/Ahmad as Qiply/Co Leader/24/FC/W/N/FI/A/SV/30-11-16

27/Andi as Pake/Leader/24/FC/W/N/FI/L/LF/30-11-16

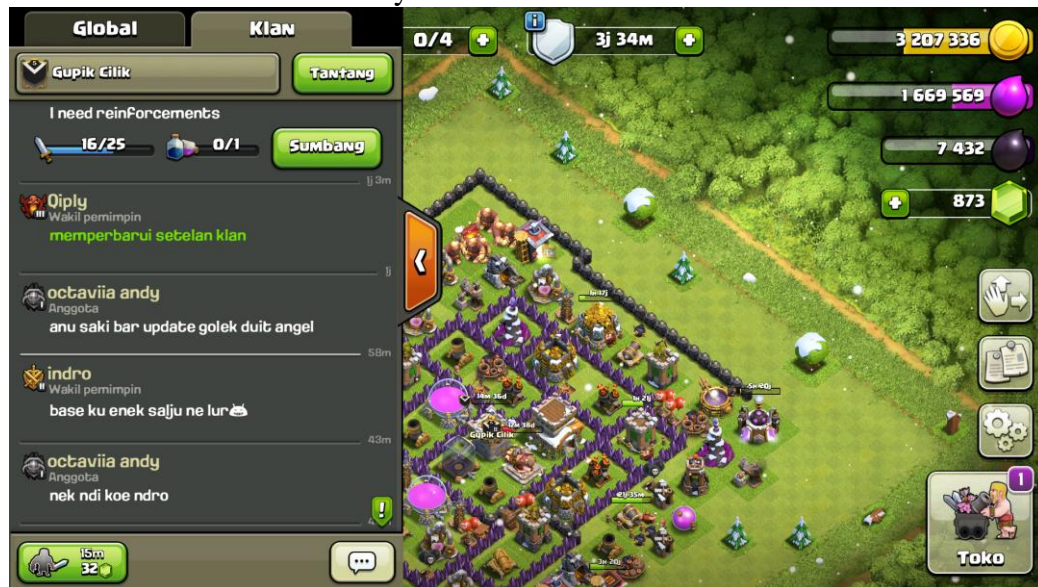


28/Andi as Pake/Leader/24/FC/W/N/FI/A/SV/30-11-16





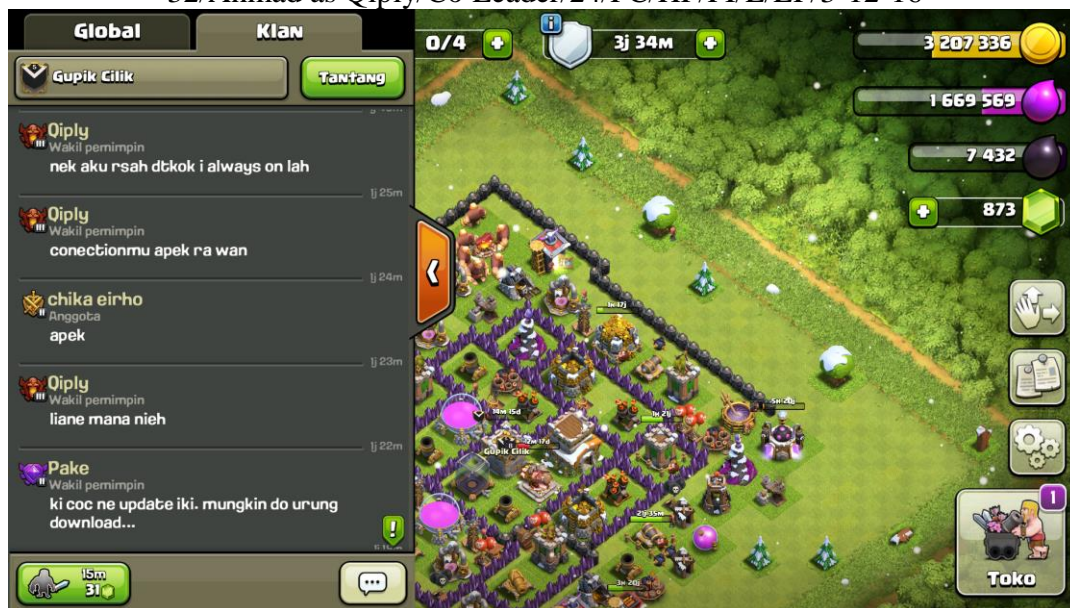
29/Reca as Octaviia Andy/Co Leader/24/FC/HP/W/N/FI/L/LF/1/12/16



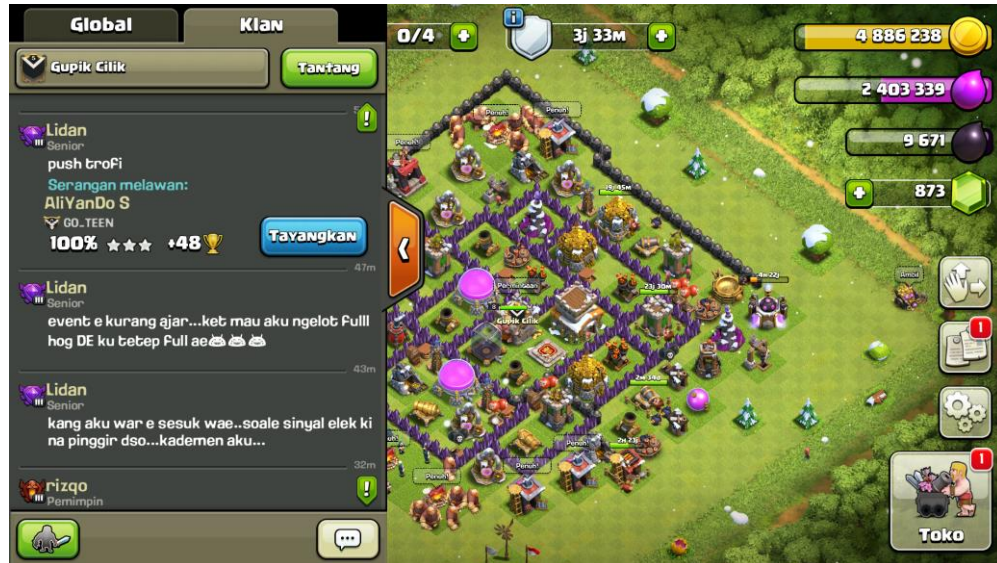
30/Ahmad as Qiply/Co Leader/24/FC/P/AdvP/FI/A/SV/1-12-16

31/Andi as Pake/Leader/24/FC/W/N/V/FI/L/LF2-12-16

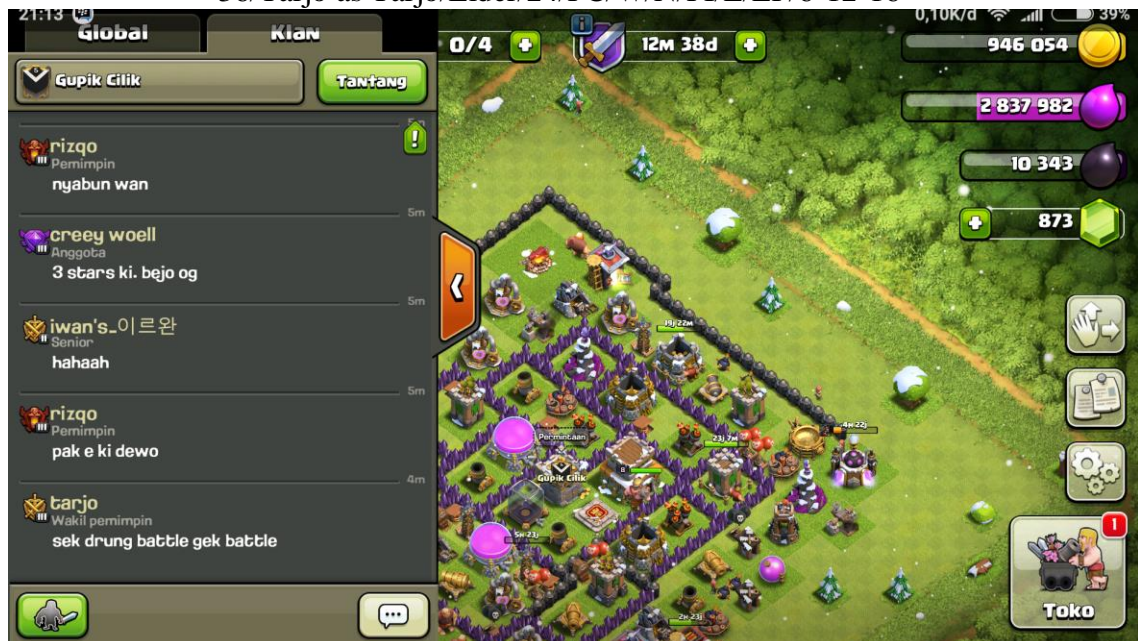
32/Ahmad as Qiply/Co Leader/24/FC/HP/FI/L/LF/3-12-16



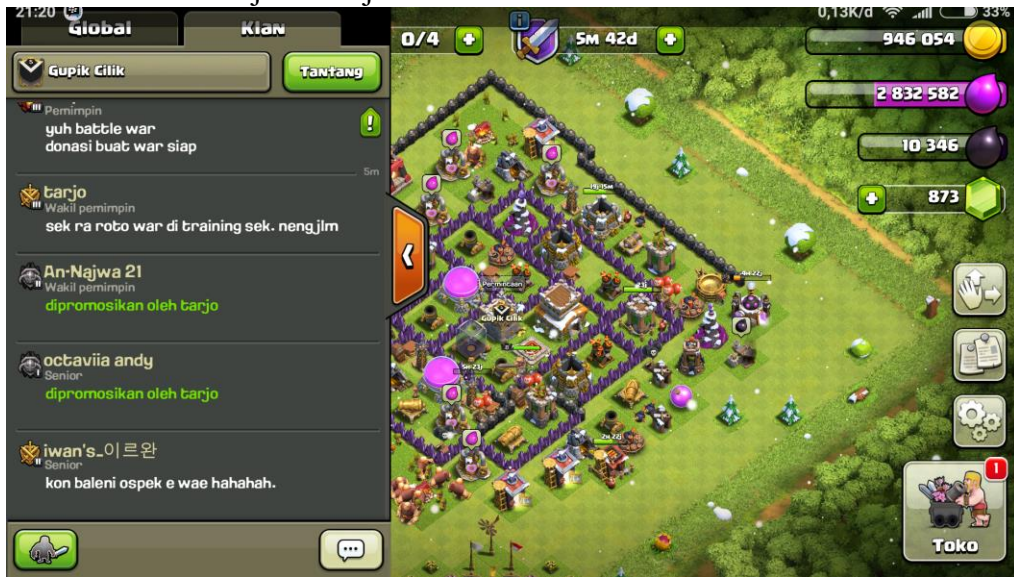
33/Bara as Lidan/Elder/22/FC/W/N/FI/L/LF/4-12-16  
 34/Bara as Lidan/Elder/22/FC/W/N/C/IC/FI/L/LF/5-12-16



35/Bara as Lidan/Elder/22/FC/W/Adj/V/FI/A/SV/L/LF/5-12-16  
 36/Tarjo as Tarjo/Elder/24/FC/W/N/FI/L/LF/6-12-16

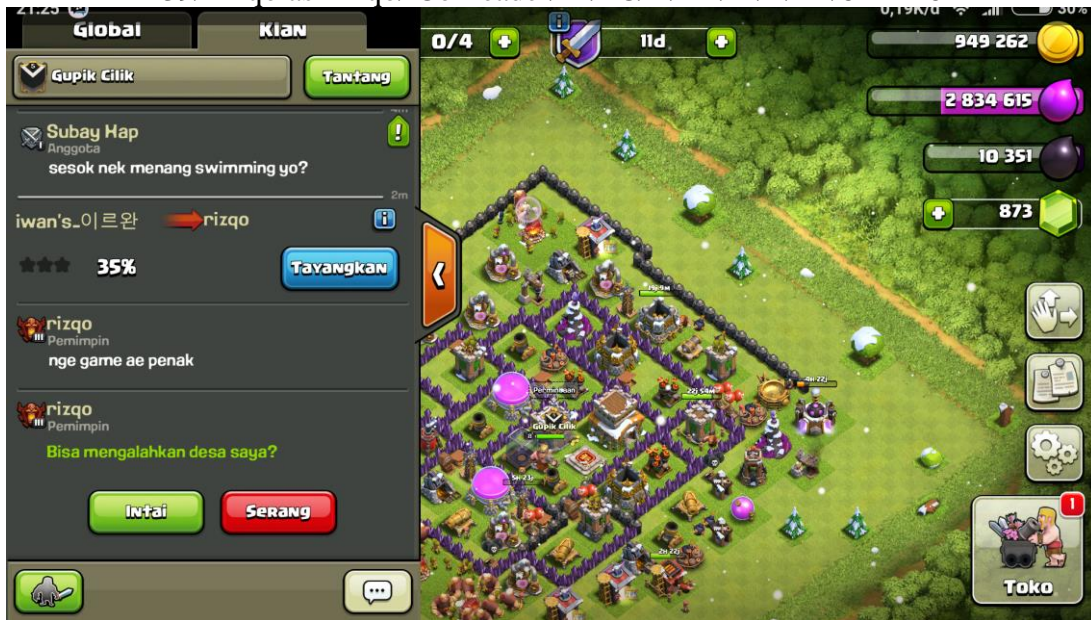


37/Tarjo as Tarjo/Elder/24/FC/H/PH/FI/L/LF/7-12-16

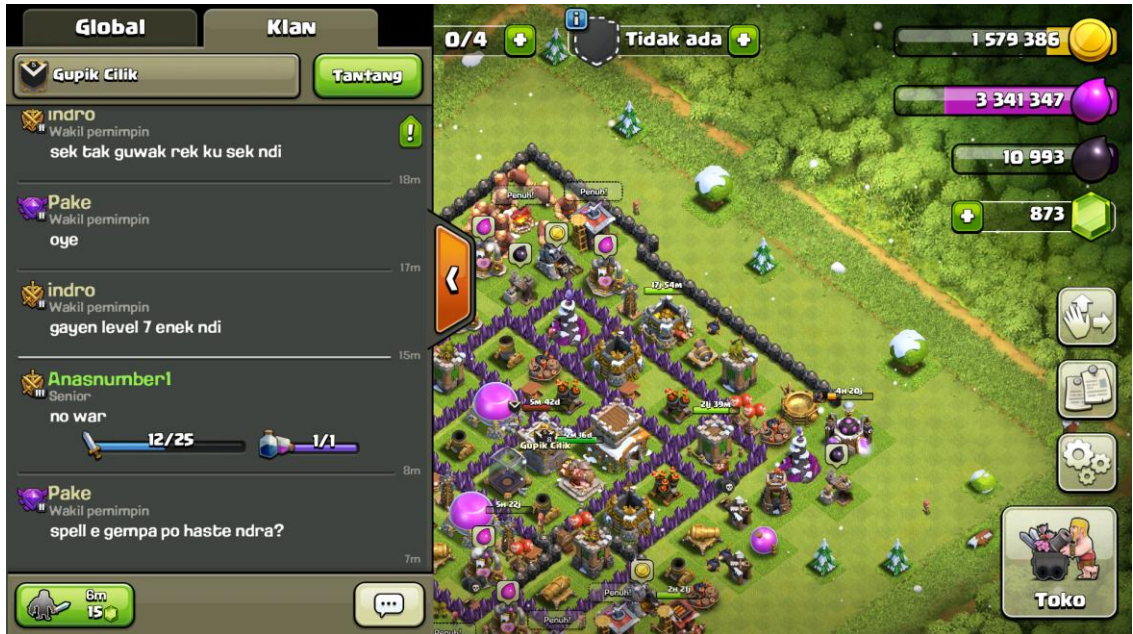


38/Hapsari as Subay Hap/Member/W/V/FI/A/SV/7-12-16

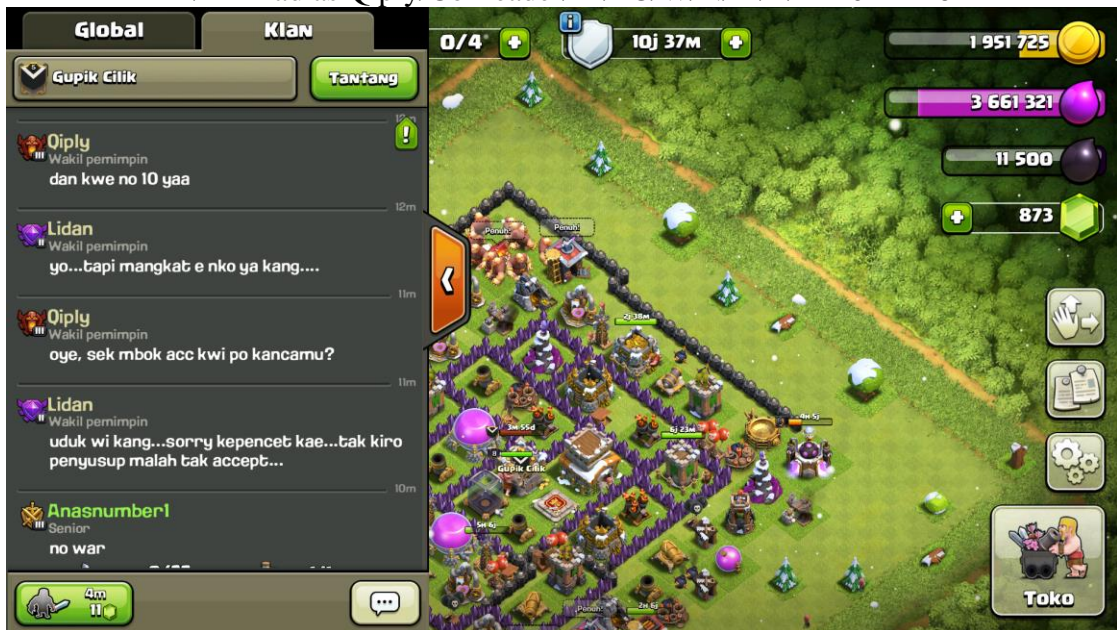
39/Rizgo as Rizgo/ Co Leader/24/FC/H/PH/FI/L/LF/8-12-16



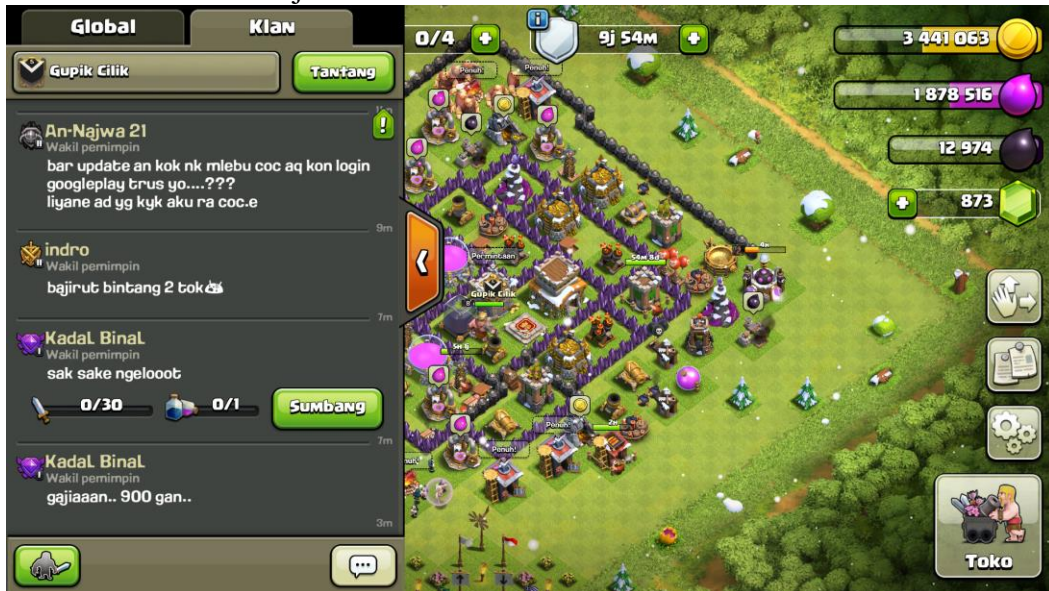
40/Indro as Indro/Member/24/FC/C/DC/FI/L/LF/9-12-16  
 41/Andi as Pake/Leader/24/FC/W/N/FI/L/LF/9-12-16



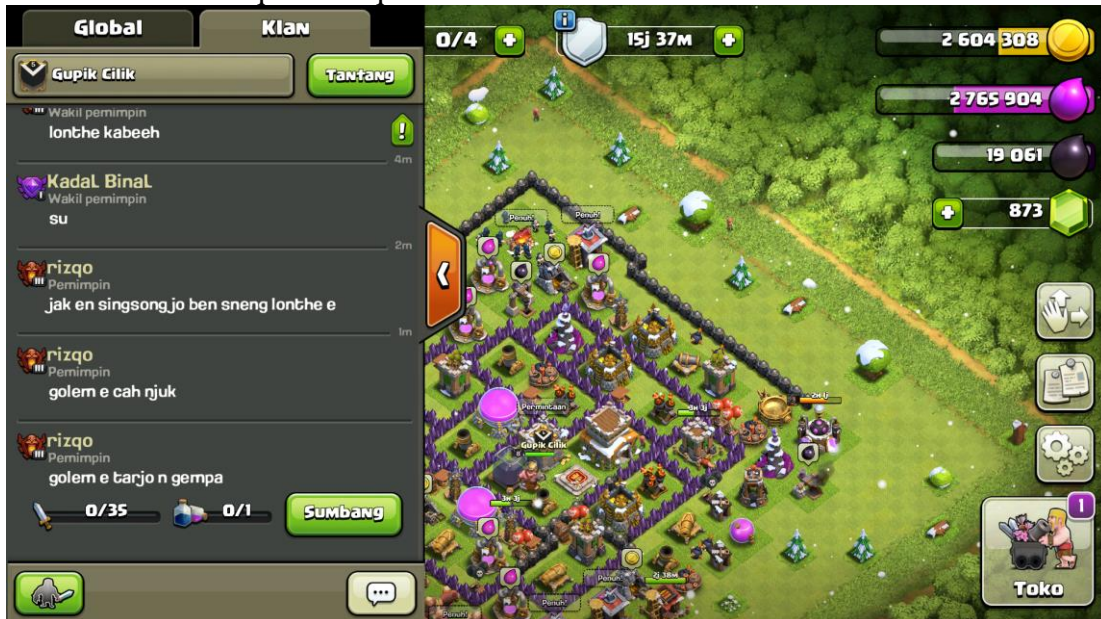
42/ Ahmad as Qiply/Co Leader/24/FC/W/N/FI/L/LF10-12-16



43/Putra as An Najwa 21/Co Leader/27/FC/H/SH/W/N/FI/L/LF/11-12-16



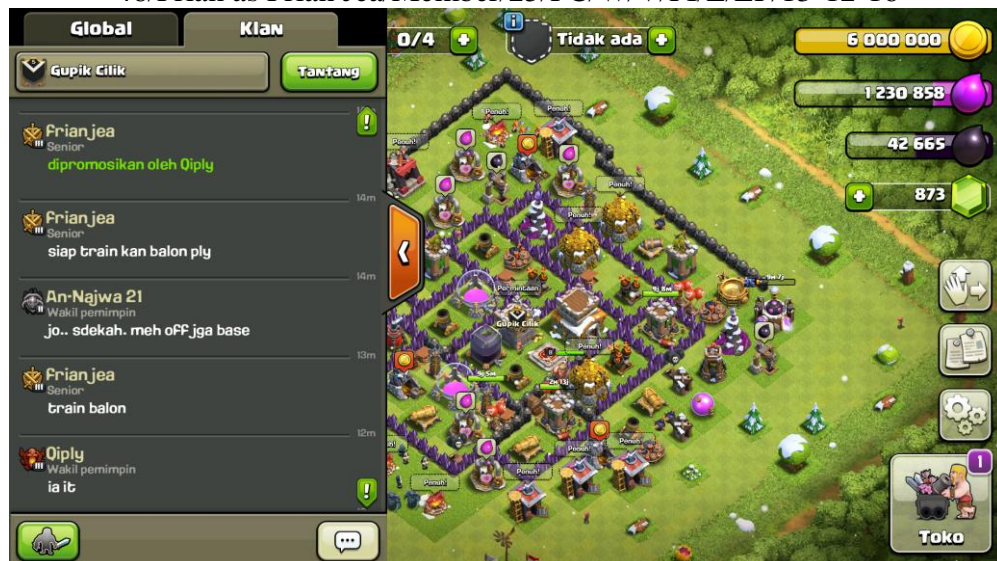
44/Rizqo as Rizqo/Co Leader/24/FC/C/IC/FI/A/SV/12-12-16



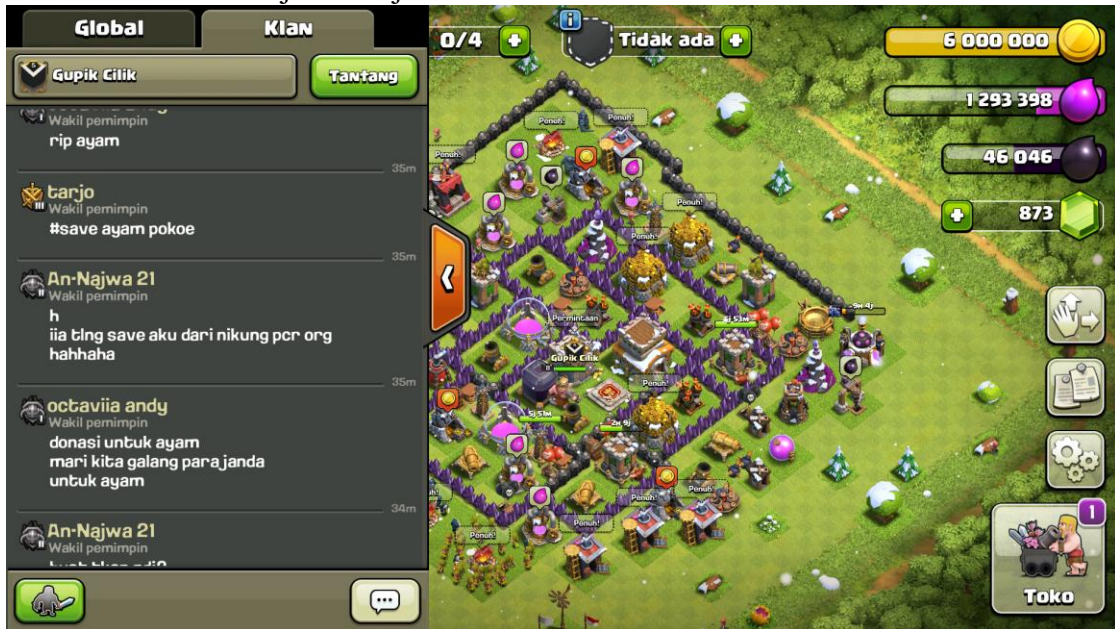
45/Ahmad as Qiply/Co Leader/24/FC/W/N/FI/L/LF/13-12-16



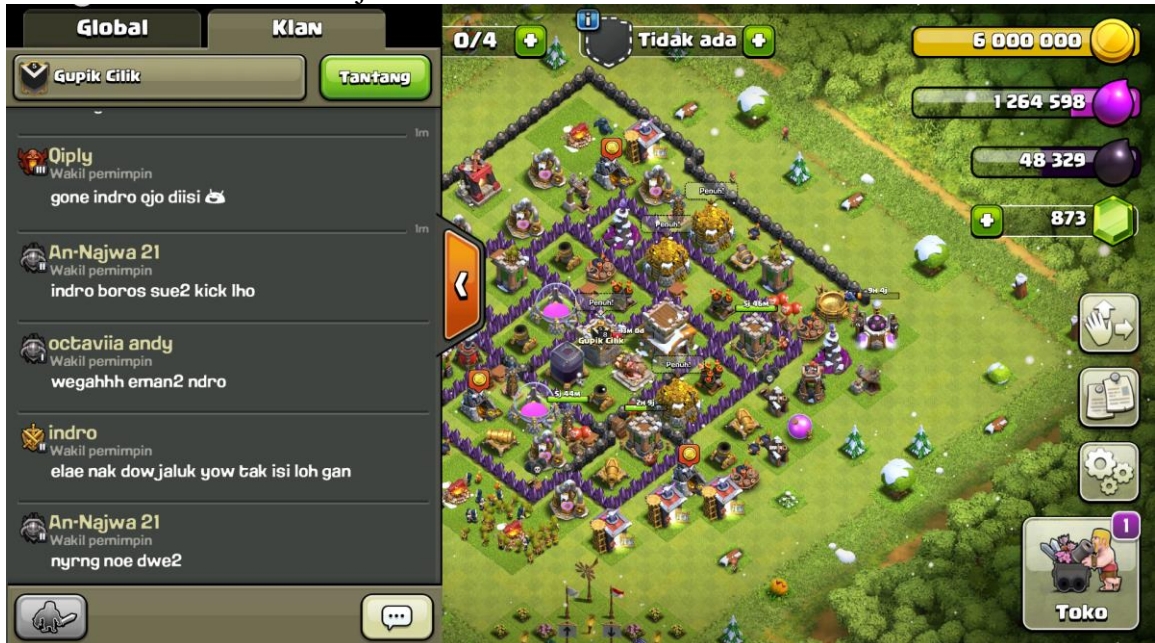
46/Frian as Frian Jea/Member/25/FC/W/V/FI/L/LF/13-12-16



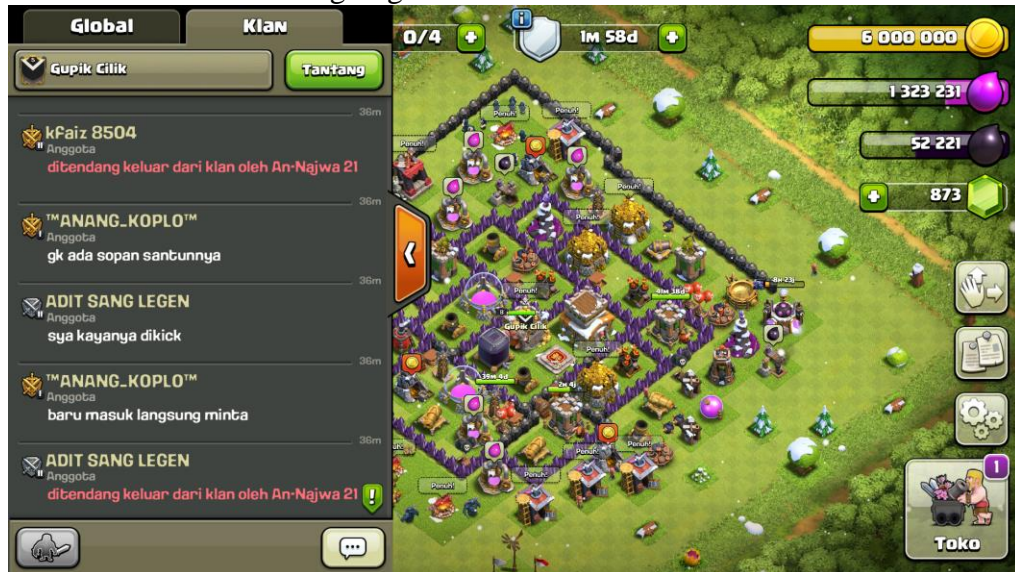
47/Tarjo as Tarjo/Co Leader/FC/W/N/FI/L/LF/14-12-16



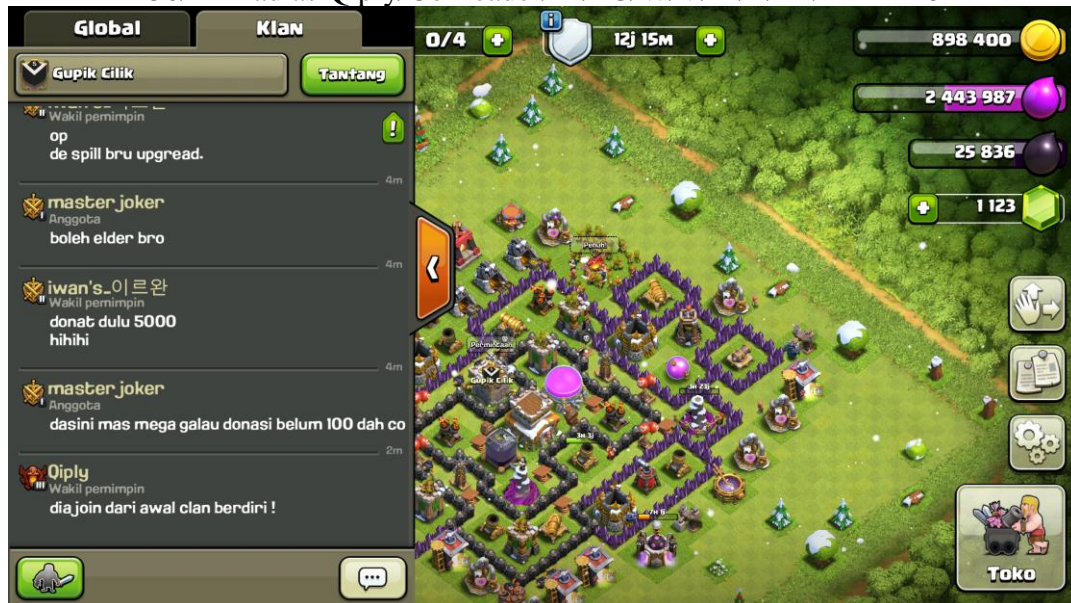
48/Putra as An Najwa 21/Co Leader/27/FC/W/V/FI/A/SV/14-12-16



49/Adit as Adit Sang Legen/member/22/FI/H/PH/FI/A/SV/14-12-16



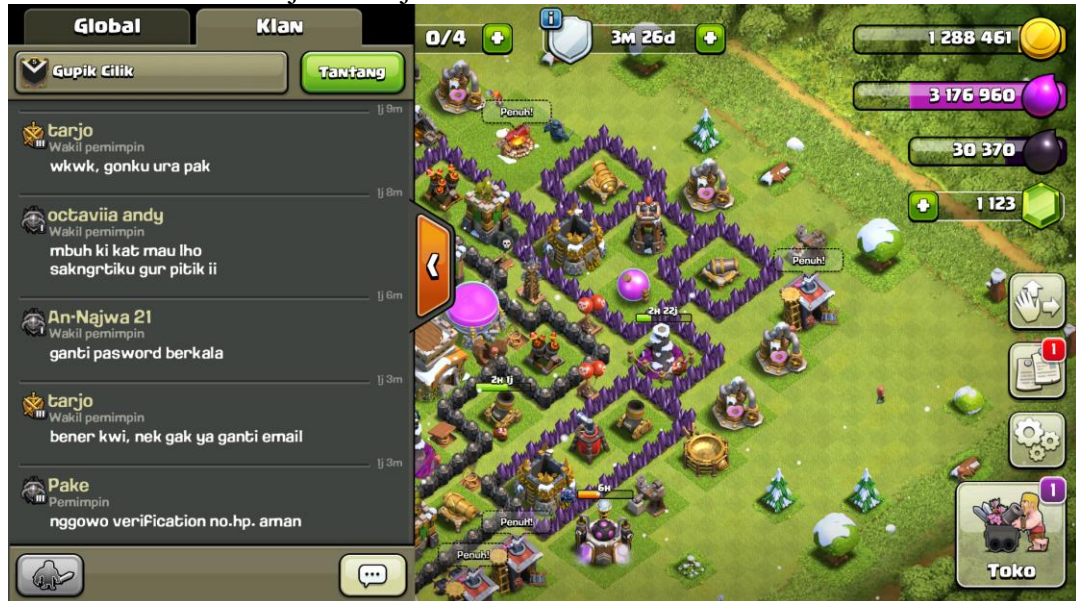
50/Ahmad as Qiply/Co Leader/24/FC/W/V/FI/L/LF/14-12-16



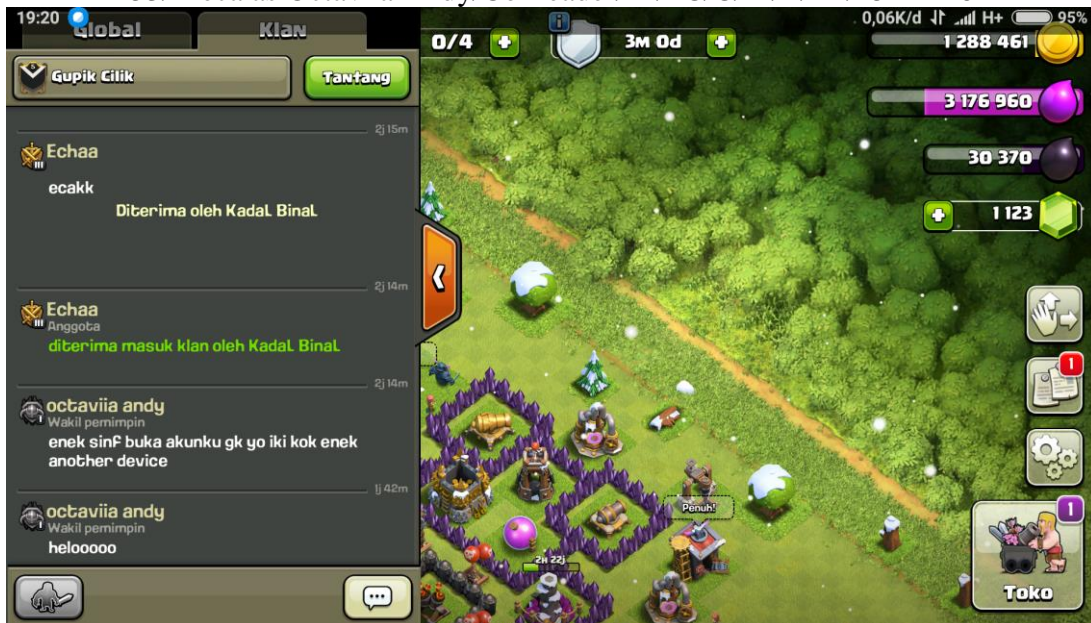


51/ Putra as An Najwa 21/Co Leader/27/FC/W/N/FI/L/LF/15-12-16

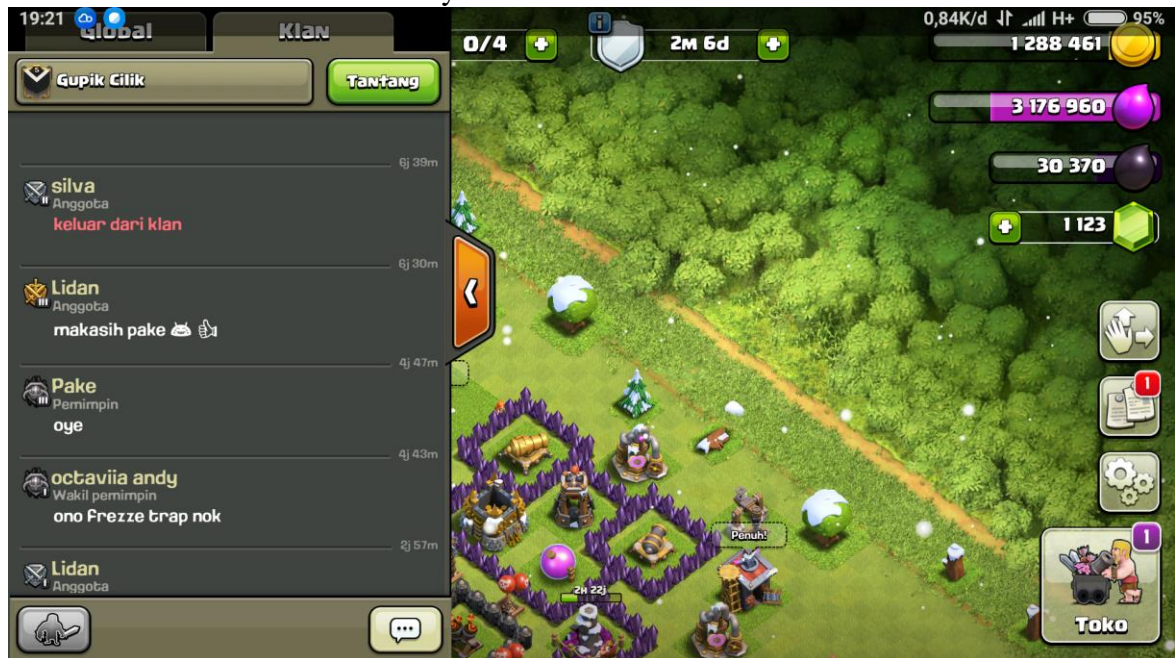
52/ Tarjo as Tarjo/Co Leader/FC/R/FI/A/SV/15-12-16



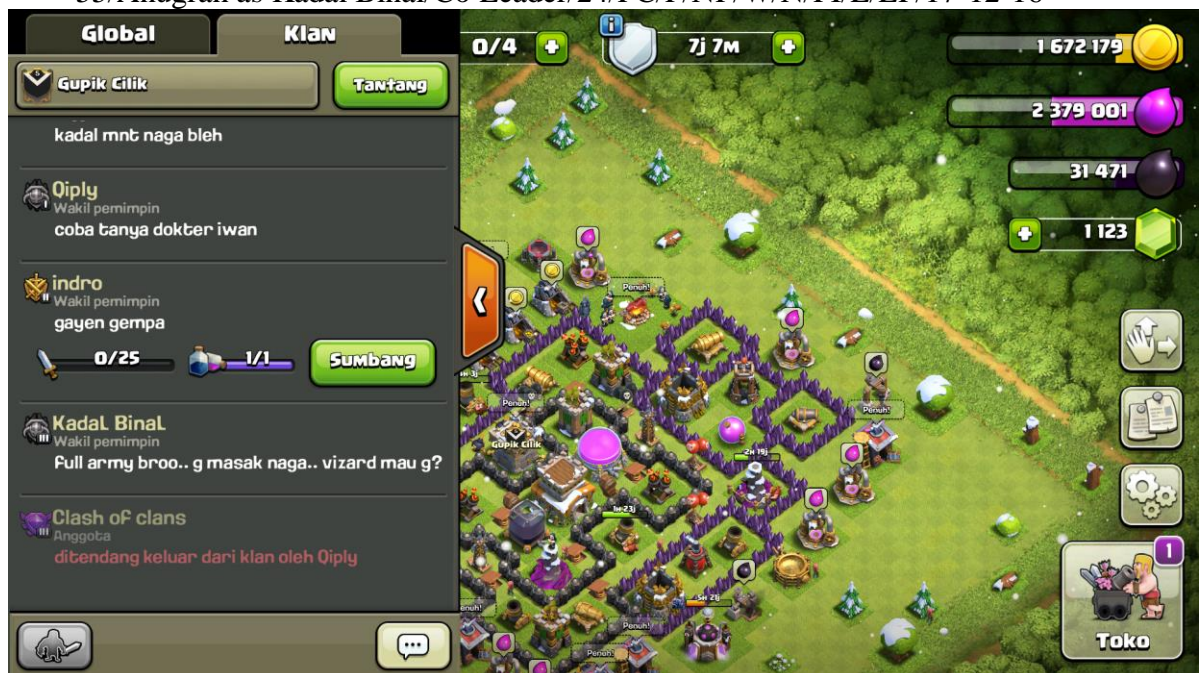
53/ Recca as Octaviia Andy/Co Leader/24/FC/C/FI/L/LF/15-12-16



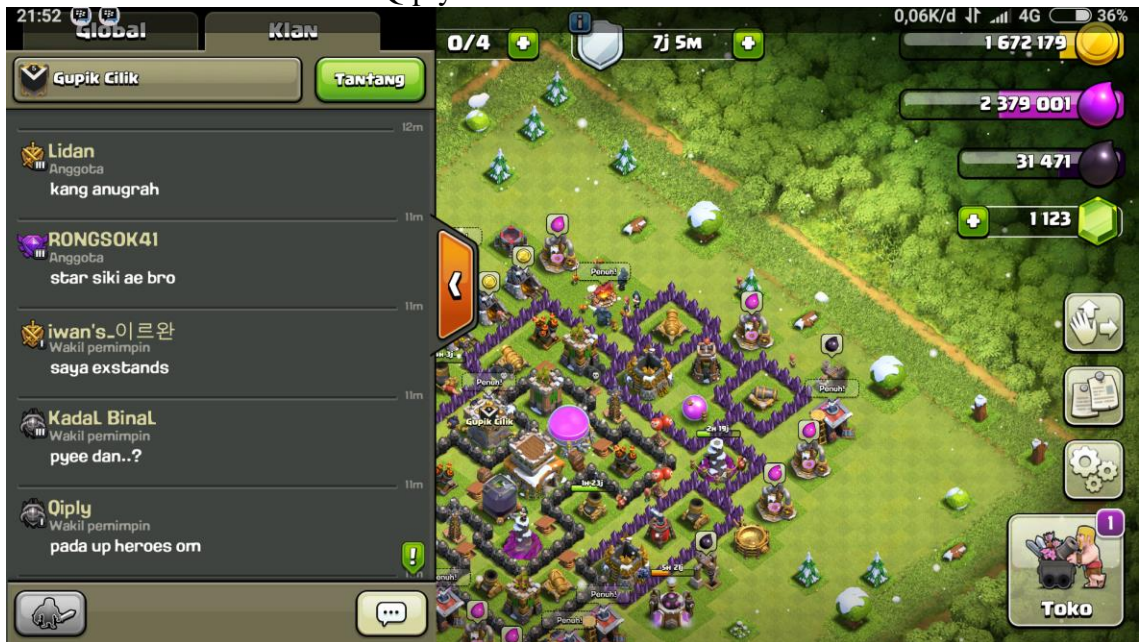
54/ Reza as Octaviia Andy/Co Leader/24/FC/P/NP/FI/L/LF/16-12-16



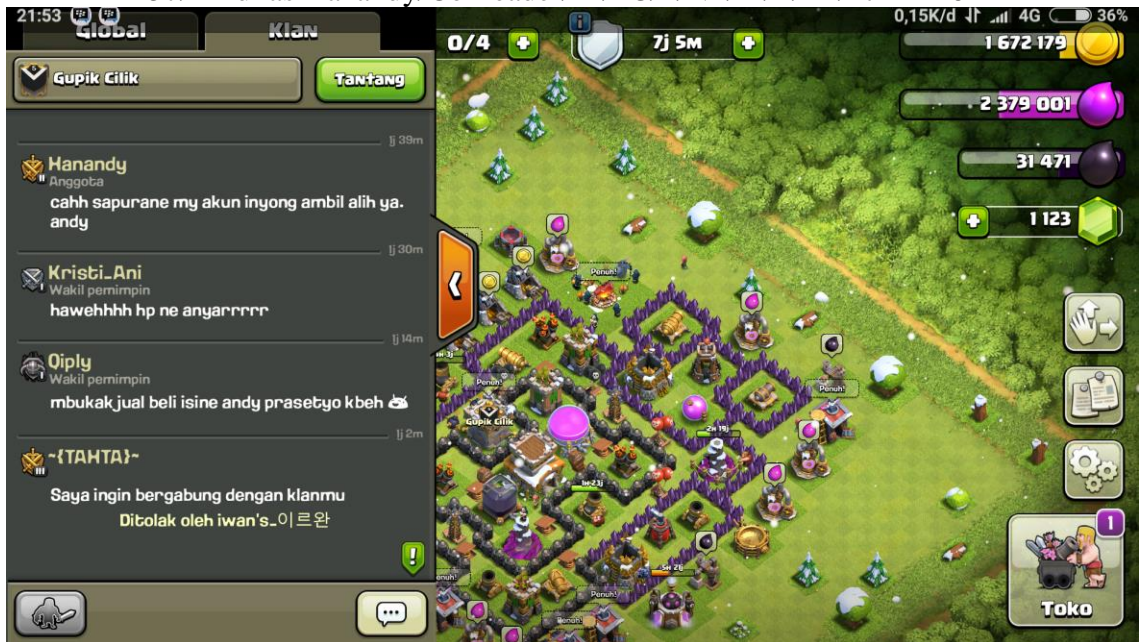
55/Anugrah as Kadal Binal/Co Leader/24/FC/P/NP/W/N/FI/L/LF/17-12-16



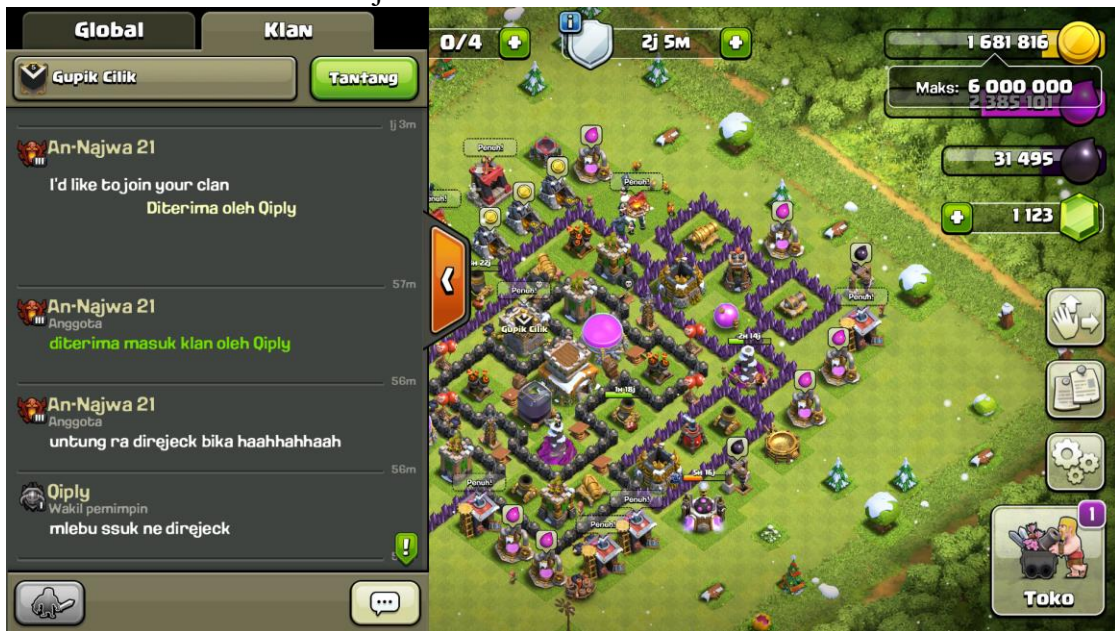
56/Ahmad as Qiply/Co Leader/24/FC/W/Adv/17/12/16



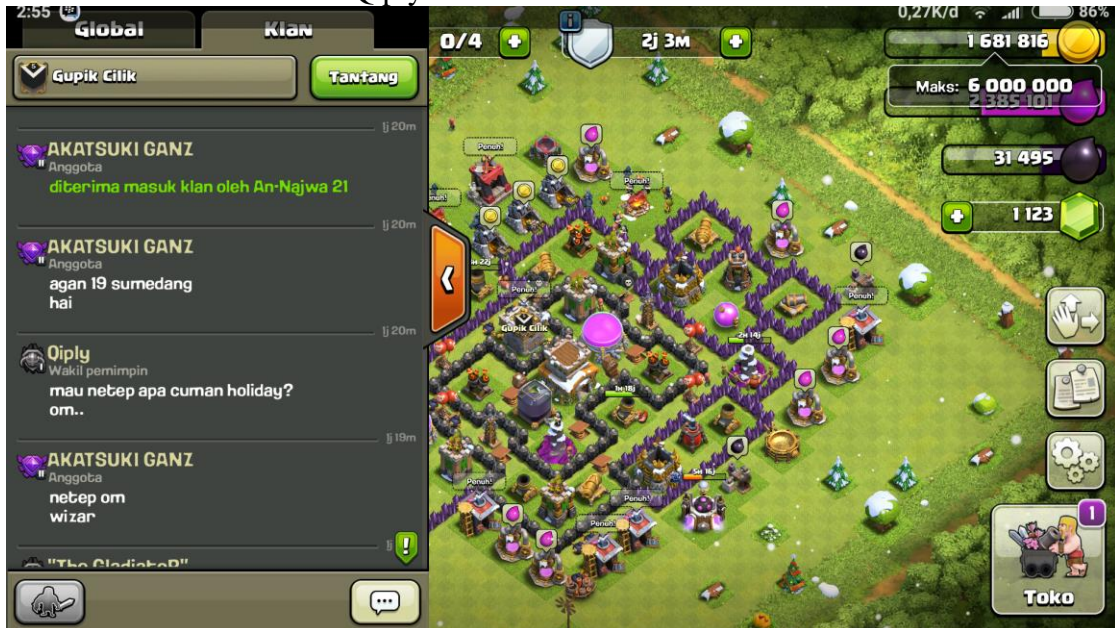
57/ Andi as Hanandy/Co Leader/24/FC/P/NP/FI/L/LF/17-12-16



58/ Putra as An Najwa 21/Co Leader/27/FC/W/V/FI/A/S/17-12-16



59/ Ahmad as Qiply/Co Leader/24/FC/W/N/FI/A/S/18-12-16



60/ Andi as Hanandy/Co Leader/24/FC/W/V/FI/L/LF

