

AN ANALYSIS OF CODE MIXING INSIDE OF WEE!!! WEBTOON COMIC

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ABSTRACT

There are many different countries and cultures. The way people communicate will be different according to their mother tongue. People who have an ability to use more than one language are known as bilingual. The phenomenon of bilingual in Indonesia are influential, as time passes by it created a new slang language by combining and mixing two languages to communicate and known as code-mixing. Not only by oral, this phenomenon also occurred in written and drawn which on comic inside of Webtoon platform made by Indonesian comic artist. This research study is focusing on classified the dialogue which consist of a code-mixing. By using qualitative descriptive method this research study took a subject from WEE!! comic and object which from the dialogue that contains words, sentences, and phrase of code-mixing. The result of this research found words, sentences and phrase consist of three types of code mixing; insertion, alternation, and congruent lexicalization inside of WEE!! comic.

Key Words: Code Mixing, Webtoon Comic

INTRODUCTION

In this world, human being in every place and country use more than one language to communicating with others. This is a reason why people are able to interact with others and learn different language despite of their mother tongue. According to *Kamus Linguistik* by Kridalaksana (1982) stated that people are able to speak more than one language which related to two and more languages are known to be a bilingual or multilingual. In some cases, bilingual or multilingual speaker might combine or put some foreign words and then create a new way of communication. This phenomenon in linguistic were known as a code-mixing and code-switching. According to the book *Code-Mixing: Linguistic Form and Socio-Cultural Meaning* by Yee Ho (2007) stated that code-mixing is the change of one language to another within the same utterance or in the same oral conversation or written text. This could be happened due to an educational background of the speaker, culture and social effects.

The social media platform appeared in this era has a various kinds. There are social media that text based, picture based, video based, etc. One of the social media which has text based named Line. This social media allowed people to send messages, picture, voice notes or do a call through the internet. Developed by South Korean company named Naver, Line is such a great and famous messages platform. Following the time changed, Naver did an expansion by create a new platform named Webtoon. Webtoon is physically just a platform where people can enjoy a free and update web comic that come from around the world. The advantage that Webtoon has is it can be access wherever as long as there is an internet connection, free comic updated every day, and it could be downloaded. One thing that unique from Webtoon is, they allowed every comic artist to send their project and not only Korean artist that made the comic. For an example, there are some comics from Indonesian comic artist entitled *Pak Guru Inyong*, *Alice* and *Jamu Gendong Mbok De*. Some comics written were found using code-mixing by another researcher before.

In this study, the data source was taken from a Webtoon comic created by an Indonesian comic artist, not finished yet entitled WEE!! by Amoeba. WEE!! was officially released on Webtoon around July 21, 2021 as known before were on un-official pages section of Webtoon named canvas. The genre from this comic is slice of life which took a set and background as a

senior high school student daily life at school, society and home. The language that used inside of the comic is basically a simple Indonesian daily life language and combine with some English, Javanese, and Sundanese as an addition. For an example in the dialogue, shouted by Sho to his friends, “Oi, siapa tadi yang jatohin *sandwich*?” (Prologue, 12th panel) The sentence belongs to code-mixing (Indonesian-English) since the sentence consist a word or phrased from their second language. In this case, the speaker master language is Indonesian, and then he used English word as a second language inside of his sentence.

Based on the phenomenon above, the researcher decided to choose code-mixing topic that interested to be discussed and analysed. The fact that Webtoon is a worldwide platform will be an advantage to ease the process of code-mixing analysis. As stated before, there are some comics that already researched by another researcher, the first one came from Yashinta Farahsani et al (2019) entitled *Code-mixing in Dialogues as Seen in Alice Comic by Angellina* which classified data of code-mixing and divide them into its type. The next research came from the same researcher Yashinta Farahsani et al (2018) entitled *Javanese Maintenance Through the Webtoon Comic Jamu Gendong Mbok De*. Same as before, code-mixing data consist in the comic were stated with an explanation and classification. In this case the difference is the language that used in those previous comics, the first one analyses Indonesian-English while the second one analyses Javanese-Indonesian language. For a study purpose, this research will be analysed Indonesian-English language inside of WEE!! comics and using Musyken theory. Inside of his books *Bilingual Speech, a Typology of Code-Mixing* by Musyken (2000) stated that there are three different types of code-mixing which are insertion, alternation, and congruent lexicalization that classified through the placement and the form of a mixing sentences. According to the explanation and types stated by Musyken, the researcher focused on classified the code-mixing found in every situation inside of comic by Amoeba into each type.

RESEARCH METHODOLOGY

The researcher applied qualitative descriptive method which qualitative used as an approach and stated in descriptive format. Data source from this study was taken from Webtoon comic, WEE!!! which the research object is from the dialogues of the character conversations in the comic. According to Creswell (2012) stated that qualitative research method is by exploring and understanding the meaning of individuals or groups, can be a social or human problem. Meanwhile, the data collection technique used in this study is documentation. The documentation method itself was aimed to find data about something that has been determined before. By using this kind of method, the researcher could use and describe with free sentences. As an addition, the researcher also uses study document method, related to the statement from Arikunto (2006) study document is getting the data about case or variable as note, transcripts, book, magazine, etc.

RESULT AND DISCUSSION

As already stated, before by Musyken (2000) that code-mixing was divided into three categories of types. Those categories classified according to the difference processes in word or phrases formation inside of sentences.

The first one is insertion or word phrase which constraints in terms of the structural properties of some base or matrix structure. Here the process of code-mixing is conceived as something akin to borrowing, in Indonesian language there are so many borrowing words from English that used by people nowadays both direct or written conversation. As an example: *pick*

me, red flag, move on, etc. Here are some data founded in WEE!! which classified into insertion:

- Episode 5, Panel 6
Upi : ...bikin konten trus jadi terkenal, dapet *endorse*, banyak duit, banyak *followers*, terus dapet *sugar daddy* ehe. (...make some content then famous, receive an endorse, have so much money, gain much followers, then will get a sugar daddy ehe)
- Episode 14, Panel 5
Amu : Bukan cuma Toro yang berhasil! Aku juga berhasil bikin *cookies* coklat lho. (Not only Toro who succeeded! Me either, finally made my chocolate cookies.)
- Episode 16, Panel 3
Painting club member : Hari ini hawanya emang bikin males sih. Kita butuh *refreshing*. (Today's atmosphere were totally slacking us. We need a refreshing.)
- Episode 17, Panel 13
Upi : Lihat itu, si manusia bucin. Dua tahun bucin ke orang yang sama, tapi malah kena *friendzone*. (Look at him, loverboy. Two years fall into the same girl, but ended up in a friendzone.)
- Episode 38, Panel 8
Canteen staff : Eh buat *couple* kelas dua ada diskon lho, beli dua roti *sandwich* gratis satu cilok, mau gak? (Luckily, there is a discount for a couple from middle class, buy two sandwich free one cilok, you want it?)
Kiki : Wah boleh tuh bu. (Woah, what a good offer, madam.)
Amu : Kita bukan *couple* bu! (We are not a couple, madam.)

As could be seen from some data above, that all of the borrowing words were not influence the meaning and still have the same actual meaning in the sentences. Those borrowed words, followers, cookies, sandwich, couple are able to substituted into Indonesian words which means *pengikut, kue kering, roti lapis, pasangan* it does not change the meaning at all. Nevertheless, the words of endorse, refreshing, friendzone are same, but in Indonesian people used those form more often than its real words in Indonesian which are *sokongan ; dukungan, penyegaran, zona teman* because it will sound so weird and uncommon to used.

The second one is **alternation** which constraints on mixing in terms of the compatibility or equivalence of the languages involved at the switch point. In this case can be concluded that the usage of mixing language from English to Indonesia is by adding a particle in affixes like suffix, prefix and or infix. Inside of Indonesian form of language, the position of those particles make it sounds like a new kind of slang words in Indonesian, both delivered oral or written version, for example: *passion-mu, nge-publish, di-repost, support-nya*, etc. Here are the data of alternation founded in WEE!! comics dialogue:

- Episode 5, Panel 23
Toro : Mungkin akan lebih mudah kalau kamu tau *passion-mu* apa. (Maybe, it will be easier if you know what is your real passion.)
- Episode 26, Panel 8
Upi : Huft, kalo aku jatuh pasti ga ada yang nangkep. Aku juga mau jadi *favorit-nya* seseorang. (Huft, if i fell on the ground, nobody will catch my body for sure. I want to be someone's favourite too.)
- Episode 35, Panel 3

- Teacher's Eko : Saya kasih waktu satu setengah jam buat persiapan. Kiki tolong bantu saya buat *nge-print* kertas ujiannya. (I will give an hour and half to prepare anything. Kiki, please help me to print out the exercise paper.)
- Kiki : Ya pak. (Yes, sir)
- Episode 59, Panel 3

Toro : Lagi liat apa? Sampe senyum senyum gitu. (What are you looking at? There is a wide smile on your face.)

Kiki : Ooo bukan apa apa, cuma ngeliatin *mood booster*-ku aja. (Nothing, just staring at my mood booster.)
 - Episode 64, Panel 2

Upi : Sekarang malah pura pura gak kenal, nanti ku-*unfriend* nih. (Now you are acting like we do not know each other, i will unfriend you soon then.)

Amu : Oh Upi? Ponimu udah panjang aja. (Ohh Upi? Your ponytail was longer than before)

As stated inside of the data above, alternation can be concluded as a types of code mixing which inserting some mixing words but add with a particle of affixes and then combined into some slang words. For the example, *passion* is an English word added with 'mu' which is a particle of suffix in Indonesian word created slang word, *passion-mu*. This happened on the most of the example above, like *nge-print*, *mood booster-ku*, *ku-unfriend*, and *favorit-nya*.

The third and last types is congruent lexicalization which are situation when the sentences or clause in both languages were share the same grammatical structures. It means that the placement of subject, verb, and object were in same position. For an example is, "Kamu kayanya harus *move on* dari dia deh". (I think, you must have *move on* from him.)

- Episode 39, Panel 6

Amu : Jeleknya ga keliatan Ki, ini disebut dengan *inner ugly*. (It is not visible Ki; it called an inner ugly.)

Statement of phrase *inner ugly* were replaced the meaning of *kejelekan yang tersembunyi* in Indonesian, which have the same grammatical structures in both English and Indonesian.

- Episode 68, Panel 7

Amu : Baiklah, titip Upi ya Lin, aku beli jajanan dulu. *Be right back*. (Alright, take care of Upi while i need to buy some snacks Lin. Be right back.)

The clause *be right back* in this case were replace the meaning of *segera kembali* in Indonesian, which have the same place or position in both grammatical structures of English and Indonesian language. The words structure from the data were totally same, since it is coming from the combination of words and create a new meaning.

- Episode 76, Panel 4

Amu : Sho jadi keliatan kayak *good boy*. (Sho looks like a good boy)

Sho : *Guess i am a good boy today*, senyum juga akhirnya. (Guess i am a good boy today, finally you are smiling.)

The term used in the dialogue were in form of sentences which share the same position, grammatical structures and did not change the meaning from the utterance. The speaker, Sho decided to put an English sentence and combine with Indonesian which are not replace any structures of sentences.

CONCLUSION

Code-mixing phenomenon in Indonesia is the example of the influence of another language that allowed people to speak bilingual in both oral or written conversation which create a new words or slang is known as code-mixing. In this WEE!! from Webtoon comics analysis showed that code-mixing happened due to the speakers that used mix language to express more of their feeling, situation, thought and emotion. Another reason can be a way to avoid an uncommon or unfamiliar words inside of conversation. As a suggestion, for a future research can be stated and describe more about the specific theory of Musyken and completed with much example and clear definition while the field of research is same on the Web Comic.

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