

THE USE OF CODE-MIXING BY THE CASTER IN PUBG MOBILE TOURNAMENT “PMPL SEA FINALS SEASON 2”

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ABSTRACT

This study aims to determine the types of code mixing and the factors that cause code mixing. The data in this study are the types of code mixing Inter Sentential Code Mixing and Inter Lexical Code Mixing. The source of the data in this study was the PUBG Mobile e-sport tournament video with the title "PMPL SEA FINALS SEASON 2" taken from the research location of the PUBG MOBILE INDONESIA Youtube channel. This research is descriptive qualitative. Data collection techniques in this study used observing (simak) and note-taking (catat) techniques. In addition, the data analysis technique in this study uses theory from Hoffman (1991) and Jendra (2007). The result of this study is that the use of code mixing by the caster found Inter Sentential Code Mixing in the form of phrases and clauses. Then, the type of Inter Lexical Code Mixing code mixing is found in the form of words. The factors found in this study: (1) the language factor, (2) the speech participant factor, and (3) the purpose of the conversation factor.

KEYWORDS

Code-mixing; pubg mobile; sociolinguistic; e-sport



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INTRODUCTION

Today's language dynamics are influenced by various factors that develop in society according to the times. As it is today, digital technology has penetrated every line of life. The emergence and increasing development of technology also has an impact on the use of language in daily activities. According to Sunaryo (2000:6), without language, science and technology cannot grow and develop. The public is now not only active in the real world but there is also the term activity in the virtual world. The virtual world here means through social media which is currently available in society. These media include YouTube, Instagram, Twitter, and others. These various social media are widely used by society, especially by the younger generation. The development of digital technology also affects new jobs that emerge based on digital technology. These jobs include Youtuber,

Gamer, Copywriter, Instagram Celebrity, Content Creator, Online Vlogger, Influencer, and many others.

Looking at the phenomenon mentioned above, one platform that is currently very influential is YouTube. According to Miller (2009:3), YouTube is a video community, which means that YouTube users can upload and view all kinds of online video clips using any web browser. Through YouTube, someone can share their various activities via video or audio. Through video, someone can show their daily activities, hobbies, talents, and so on. Interestingly, if someone gets a lot of subscribers or viewers on their YouTube channel, they will usually get offers from advertisements and then the YouTuber will get AdSense. According to Kurniawan (2020:2), Google AdSense is an online advertising program owned by Google Inc. This program allows everyone who has a website, blog, or YouTube to display AdSense ads. Apart from looking at the benefits of YouTube as a means of online recreation for the world community, YouTube is gradually being able to shift broadcasts on television. This happens because on YouTube you can get a complete range of information and entertainment. Several private television stations have also created YouTube channels to provide snippets of news information that have been broadcast on television channels. Musicians also prefer to upload covers they sing or songs they have written on YouTube, rather than offering them on music labels or television or radio.

The spread of activities in cyberspace has given rise to a new profession that was previously only looked down upon, namely e-sports. According to Prasetio (2017), e-sports or electronic sports is a sports field that uses games as the main competitive field. Gamer, which used to be a term for someone who loves playing games, has now shifted to become a profession. Many gamers today use YouTube as a means to share their activities when playing a game. Apart from that, in terms of language, each gamer has different and unique language variations depending on the type of game they play. Games are now seen as an advantage. One of them is PUBG Mobile, which now has many fans, and tournaments are often held in Indonesia. YouTube is also a vehicle for popularizing the PUBG Mobile tournament event by broadcasting live streaming of matches in each season.

This research conducted based on the results of a review of previous studies. The first research is from Dewi & Nafiah (2021) with the title "Penggunaan Alih Kode Dan Campur Kode Dalam Novel The Corner Of The Stage Karya Lanang Setiawan". The results of research on code-switching in the novel The Coner of the Stage use internal and external code-switching. The code mixing in the novel The Conner of the Stage uses internal and external code-switching in the form of words, phrases, and clauses. The transfer in the novel The Coner of the Stage by Lanang Setiawan uses internal code-switching from the Tegal dialect of Javanese, namely in sentences 'Hasile kayang ngapa?'. Then, use external code-switching with foreign languages, such as English and Arabic, in the words "Okay" and "Insyallah".

The second research did by Rahim et al (2020) entitled "Analisis Alih Kode Dan Campur Kode Dalam Interaksi Jual Beli Di Pasar Pabbaeng Baeng Kota Makassar". This research aims to describe linguistic phenomena, namely code switching and code mixing of sellers and buyers at the Pabbaeng Baeng Traditional Market. The research results show that code-switching and code-mixing events that occur between sellers and buyers at the Pabbaeng Baeng Traditional Market are caused by several factors, including age, gender, and ethnicity. First, almost all sellers and buyers who trade at the Pabbaeng Baeng Traditional Market are native Bugis and Makassarese, so they automatically use the Bugis and Makassar languages. Second, almost all sellers and buyers at Pabbaeng Baeng Market master two or three languages, so mastering these languages also influences code switching and code mixing.

Furthermore, the third research was carried out by Muzdalifah & Rosalina (2021) with the title “Penggunaan Alih Kode Dan Campur Kode Dalam Interaksi Masyarakat Di Kecamatan Cabangbungin Kabupaten Bekasi”. This research aims to determine the use of code-switching and code-mixing in community interactions in Branchbungin District, Bekasi Regency. There are 4 forms of code-switching, all of which are internal code-switching and 6 forms of code mixing, with 2 internal code-mixing and 4 external code-mixing. Then, the fourth research was conducted by Lestari & Rosalina (2021) entitled “Alih Kode dan Campur Kode dalam Interaksi Sosial antara Penjual dan Pembeli”. This research aims to determine the forms and factors that cause code switching and code mixing between sellers and buyers in Kampung Kandang Bekasi. The form of code-switching in conversation is internal code-switching, while the form of code-mixing is inner code-mixing and hybrid code-mixing. The factors causing code-switching in this research are the speaker's factor and the third person's factor. Meanwhile, the factors that cause code-mixing are the limitations of the speaker's code, the use of popular terms, presenting a third person, and the speaker's personality.

Based on the review of previous research above, research has not been discussed that examines the phenomenon of code-mixing by casters in PUBG Mobile e-sport matches. Caster is a commentator who comments on the progress of e-sports matches. The code-mixing that will be studied in this research uses the theory of Hoffman (1991). Hoffman (1991) states that code-mixing is divided into 3 categories: (1) Intra-sentential code-mixing, (2) Intra-lexical code-mixing, and (3) Code mixing involving change of pronunciation. In intra-sentential code-mixing, it is a form of code-mixing that originates from phrases, clauses, or sentences. Furthermore, intra-lexical code-mixing is a mixture of codes formed through words. Then thirdly, pronunciation change of code mixing is formed from the modified phonological structure. Apart from identifying types of code mixing, this research also reveals the factors that cause code-mixing. According to Jendra (2007:171), these factors include the participants speaking, language factors, and the purpose of the conversation.

RESEARCH METHOD

This research is a qualitative descriptive study. The data source in this research is the YouTube channel 'PUBG MOBILE INDONESIA' with the video title "BIGETRON RA JUARA! - D3R-5 PMPL SEA Finals Season 2". The data taken in this research are phrases, clauses, and words contained in the code-mixing of the casters' speech. Data collection techniques in this research used listening and note-taking techniques. According to Mahsun (2007), listening techniques are used to pay attention to language use. Researchers listened to conversations between casters while commenting on ongoing e-sports matches. Then, note-taking techniques were used to record the transcription of the video broadcast on the YouTube channel 'PUBG MOBILE INDONESIA' with the video title "BIGETRON RA JUARA! - D3R-5 PMPL SEA Finals Season 2". After that, classification was carried out by looking at Hoffman's (1991) theory related to types of code mixing, and Jendra's (2007) theory related to the factors that cause code-mixing. After classification, researchers carried out descriptive analysis.

RESULT AND DISCUSSION

Based on the results of classification and analysis of data obtained in the PUBG Mobile tournament live streaming YouTube broadcast, code mixing can be found in the table as follows:

Table 1. Jenis Code Mixing

| DATA | JENIS CODE MIXING |
|---|---|
| Jangan lupa <i>spam</i> hastag nya indopride gasspoll terus terus sudah mulai turun semua tim ke <i>drop zone</i> mereka masing-masing | - Intra Sentential: <i>drop zone</i> - Intra Lexical: <i>spam</i> |
| Akankah akan ada <i>suicide squad</i> yang nabrak tim tim lain | - Intra Sentential: <i>suicide squad</i> |
| Kita bakal lihat kali ini juga dari permainannya, dapatkah mereka mengubah keadaan kali ini dari tim VGM dan tim ASTP yang saling <i>nge-lock</i> , saling <i>nge-flank</i> , dan <i>counter flank</i> juga kali ini. | - Intra lexical: <i>nge-lock</i> , <i>nge-flank</i> - Intra Sentential: <i>counter flank</i> |
| Legit nih kalau udah kaya gini nih, hmmm terjebak di tengah-tengah danau, Dan apakah akan ada <i>set up push</i> atau hanya sekedar pengamatan dari bagian <i>high ground</i> | - Intra sentential: <i>set up push</i> , <i>high gorund</i> |
| Ini <i>Battle</i> terakhir, ibaratnya <i>last battle</i> kita dah | - Intra Lexical: <i>battle</i> - Intra Sentential: <i>last battle</i> |
| Dua <i>confirm kill</i> berhasil diamankan oleh Gee | - Intra Sentential: <i>Confirm kill</i> |
| <i>Landing-nya</i> kurang mulus | - Intra lexical: <i>landing-nya</i> |
| Cari yang di <i>over all teams scroll</i> ke bawah bisa kelihatan tuh | - Intra Sentential: <i>over all teams</i> - Intra Lexical: <i>scroll</i> |
| Karena kita masih harus memandu <i>match</i> ini sampai selesai | - Intra Lexical: <i>match</i> |
| Huuu kakinya kelihatan dia naik <i>free shoot</i> .. tidak ditembak ternyata | - Intra Sentential: <i>free shoot</i> |
| Gua kira tadi <i>sniper</i> kokang gitu | - Intra Lexical: <i>sniper</i> |
| Wow aura <i>thank you</i> banget aura, <i>appreciate</i> dengan yang dilakukan tim aura, gokil banget tadi pertahanan aura | - Intra Sentential: <i>thank you</i> - Intra Lexical: <i>appreciate</i> |
| Dan akhirnya <i>di-tapping</i> satu <i>damage</i> masuk tidak terlalu dalam tapi | - Intra Lexical: <i>di-tapping</i> , <i>damage</i> |
| Tamiyo masih coba untuk <i>tapping-tapping</i> | - Intra Sentential: <i>tapping-tapping</i> |
| Gamenya jadi <i>passive</i> banget lho | - Intra Lexical: <i>passive</i> |
| Memang jodoh aura dan TSJ untuk di <i>last minute</i> nya | - Intra Sentential: <i>last minute-nya</i> |
| Tiga <i>player</i> lainnya belum melakukan <i>follow up</i> | - Intra lexical: <i>player</i> - Intra Sentential: <i>follow up</i> |
| Wahh <i>jumping nice shoot</i> Zuxsi | - Intra lexical: <i>jumping</i> - Intra Sentential: <i>nice shoot</i> |
| Di <i>counter</i> langsung ya | - Intra Lexical: <i>di-counter</i> |
| Ah elah udah di <i>revive knock</i> lagi | - Intra Sentential: <i>revive knock</i> |
| Jangan sampai lengah pada saat melakukan <i>push</i> | - Intra Lexical: <i>push</i> |
| Yang gua takutin kalau misalkan eyeshot nya tergoda untuk ikut <i>join flight</i> karena ada bunyi tembakan di sekitar mereka | - Intra Sentential: <i>join flight</i> |
| <i>Bleedingnya</i> udah deres banget sih | - Intra Lexical: <i>bleeding-nya</i> |
| Eyes tidak bergeming dari <i>broken wall</i> | - Intra Sentential: <i>broken wall</i> |
| Dari BTR kali ini tampaknya sudah ada yang <i>nge-flank</i> tampaknya seorang Luxi pindah ke sisi belakang memastikan tidak ada yang menabrak mereka secara <i>free</i> dari belakangnya | - Intra Lexical: <i>nge-flank</i> , <i>free</i> |
| Merupakan suatu <i>headshot</i> yang sangat baik ke arah seorang rubbish | - Intra Sentential: <i>headshot</i> |
| Xavier sudah mulai ke <i>gap</i> juga | - Intra Lexical: <i>gap</i> |
| Dan kali ini akan ada confirm kill ke arah pw88 | - Intra Sentential: <i>confirm kill</i> |
| X kena deh keknya, dia biasanya main galak tiba2 pas udah game terakhir perebutan tempat 5 <i>ga fight ga fight</i> dan <i>smile</i> lagi. | - Intra Lexical: <i>ga fight ga fight</i> , <i>smile</i> |
| Gua pingin nginget apa yang pernah kita bahas. Ketika loe <i>underpressure</i> loe ngubah strategi loe itu ngubah <i>gameplay</i> dan ngrusak <i>gameplay</i> loe sendiri. | - Intra Sentential: <i>under pressure</i> , <i>game play</i> |
| Ada orang <i>psy-war</i> mau tabrakin pindah posisi ke tempat yang mau nabrakin kita karena kosong. | - Intra Sentential: <i>psy-war</i> . |
| Haduh haduh haduhh ga sabar gua <i>circle</i> kecil ni kalau gini ceritanya. | - Intra Lexical: <i>circle</i> |

| DATA | JENIS CODE MIXING |
|---|---|
| <i>Last game</i> juga nih harus ditabrak mau ga mau, daripada <i>bonyok</i> disini | - Intra Sentential: last game - Intra Lexical: bonyok |
| Tapi sepertinya mereka dari yangon ingin <i>step by step</i> | - Intra Sentential: step by step |
| Tidak ada satu pun <i>player</i> aura yang terkena efek dari <i>damage</i> yangon galacticos. | - Intra lexical: player, damage |
| Ini dua tim yang <i>gontok-gontokan</i> buat berebut posisi terakhir | - Intra Lexical: gontok-gontokan |
| Secret ninggalin temannya yang <i>knock</i> | - Intra lexical: knock |
| Udah naik dari jumlah <i>kill</i> yang dia miliki | - Intra lexical: kill |
| Wow steve tertangkap ternyata ada <i>treat knock</i> antara yangon dan aura, namun steve di <i>confirm</i> menjadi sebuah <i>kill</i> di arah lain. | - Intra Sentential: treat knock - Intra Lexical: kill |
| Ini bakal ada <i>wasting time fight</i> antara yangon galacticos dengan aura | - Intra Sentential: wasting time fight |
| <i>Confirm</i> menjadi sebuah <i>kill</i> jg | - Intra lexical: confirm, kill |
| <i>Bye bye</i> bro | - Intra lexical: bye bye |
| Tidak ada <i>back up</i> yang terlalu cepat dari seorang keysha | - Intra Sentential: back up |
| <i>Hastag respect for aura, hastag aura fire</i> | - Intra Sentential: hastag respect for aura, hastag aura fire |
| Ehh bukan bunyinya tapi kayak <i>splash</i> gitu lho | - Intra Lexical: splash |
| Bisa di <i>steal kill</i> bisa di <i>steal kill</i> | - Intra Sentential: steal kill |
| <i>Let's go</i> aerowolf <i>top two</i> buat Indonesia | - Intra Sentential: let's go, top two |
| Itu artinya <i>top two nya</i> adalah Indonesia | - Intra Sentential: top two nya |
| <i>Jump shoot</i> dari seorang fredo | - Intra Sentential: jump shoot |
| Yang nonton jangan lupa tanda seru <i>notify</i> | - Intra Lexical: notify |
| Betul ini <i>bonyok</i> pun ga masalah <i>bro</i> , tapi <i>chicken</i> harga mati | - Intra lexical: bonyok, bro, chicken |
| Empoat punggawa Indonesia masih bertahan, kali ini satu <i>pick</i> tipis dua tim tersisa | - Intra lexical: pick |
| <i>Nice counter shoot</i> dari Luxxy. | - Intra sentential: Nice counter shoot |

Based on this table, the dominant code mixing was found, namely Intra Sentential Code Mixing and Intra Lexical Code Mixing. These two types of code mixing can be explained respectively in the explanation below: Intra-Sentential Code Mixing can be formed through phrases, clauses, even sentences. In the analysis carried out in the video transcription, it was found that the most Intra-Sentential Code Mixing was at the phrase level. The following is an explanation regarding the data obtained from the video transcription: (1) Akankah akan ada *suicide squad* yang nabrak tim tim lain (2) Dan apakah akan ada *set up push* atau hanya sekedar pengamatan dari bagian *high ground* (3) *Nice counter shoot* dari Luxxy.(4) *Jump shoot* dari seorang fredo (5) Dua *confirm kill* berhasil diamankan oleh Gee (6) *Last game* juga nih harus ditabrak mau ga mau, daripada *bonyok* disini (7) Ah elah udah di *revive knock* lagi (8) Wow aura *thank you* banget aura

Data (1) is Intra-Sentential Code Mixing which is composed of the noun phrase 'suicide squad' which means suicide squad. The use of code mixing is to provide an imaginary picture and prediction from the caster to the audience regarding the situation that will occur on the field, that there may be a suicide squad in the match. In data (2), Intra-Sentential Code Mixing was found, each of which consists of a phrase. The first phrase is 'set up push' and the second phrase is 'high ground'. The first use of the phrase is to describe what might happen next, as one of the teams gets stuck in the lake. Next, the second phrase is the name of a place in the game. 'high ground' is a high place on a hill that is used for observation.

Next there is the phrase 'nice counter shoot' in data (3). There is praise in this series of phrases, namely the word 'nice'. Then you can find an explanatory statement with the phrase 'counter shoot'. The use of this code mixing is to give praise to one of the participants

for his good return shot. In the fourth data, there is the phrase 'jump shoot' which is included in code mixing. This code mixing is used to explain to the audience what the player is doing in the battle arena. The action is spoken by the caster so that the audience marks what the player does in the game.

Then, data (5) shows code mixing in the form of phrases. The phrase 'confirm kill' is said by the caster to explain to the audience that one of the teams has confirmed a 'kill' or the other team has been killed and received points. Data in (6) contains code mixing in the form of the phrase 'last game'. Caster said the phrase as a code mix to explain to the audience that the match had entered full time. In data (7) above you can find the phrase 'revive knock' which is code mixing. Caster said the code mixing was to explain to the audience the situation that occurred in the battle arena. Furthermore, in data (8) you can find the phrase 'thank you' which is code mixed. Caster said the phrase with the aim of adding prestige. English greetings such as 'thank you' are often said by Indonesian people to add 'prestige' or privilege when speaking.

This code mixing analyzes at the word class level. In the data obtained and analyzed, code mixing can be found that contains Intra-Lexical Code Mixing in it. The following is a further discussion and analysis of Intra Lexical Code Mixing: (1) **Landingnya** kurang mulus (2) Karena kita masih harus memandu **match** ini sampai selesai (3) Di **counter** langsung ya (4) Ehh bukan bunyinya tapi kayak **splash** gitu lho (5) Tidak ada satu pun **player** aura yang terkena efek dari **damage** yangon galacticos.

Data (1) shows Intra Lexical code mixing which is formed from the verb 'landing'. The purpose of using this code-mixing is to inform the situation that is occurring in the match. Furthermore, there is data (2) that shows Intra Lexical code-mixing with the word 'match'. The use of this code-mixing is to give prestige to the audience that the match being held is luxurious. Then, in data (3), intra-lexical code-mixing with the verb 'counter' was also found. This code-mixing is used to provide an overview of the situation in the match. Apart from that, the use of code-mixing is used to show the activity carried out by the player, namely 'counter'. The data (5) also shows Intra Lexical code-mixing. There are two Intra Lexical code mixes in data (5), namely 'player' and 'damage'. The use of code-mixing in the word 'player' aims to appreciate game players, which has now become a positive and promising profession. Apart from that, the word 'damage' aims to describe a situation that occurs in a match. 'Damage' in the PUBG mobile game means the enemy team gets a deadly attack and causes serious injuries.

The background to the emergence of code mixing in the PUBG Mobile tournament is due to factors that are divided into the participant speaking factor, the language factor, and the purpose of the conversation factor. The following is a description to clarify some of these factors:

Conversation participants are people who are involved in a conversation or conversation. The language abilities of each speaking participant are different. Casters in the PUBG Mobile Tournament can master more than one language. In their use, they often mix elements of other languages to create an interesting or varied impression. However, sometimes, the mixing of languages is not by general linguistic rules. Examples of this phenomenon can be described as follows: (1) **Let's go** aerewolf **top two** buat Indonesia

Based on data (1) above, it can be seen that there is a phenomenon of intra-sentential code-mixing with English in the form of phrases. The influence of the language used is a factor in the participants speaking, seen from the background of the game tournament casters who must be able to know the terms in the game which must be in English. Apart from that, the caster must also be able to speak English well.

In the PUBG Mobile tournament, casters will mix codes, both with elements of foreign languages and regional languages into Indonesian. However, in this research, no

regional languages were found in the code-mixing. English elements are used to add the impression of 'prestige' or 'special' in the situation of taking turns speaking between casters. The following is an example of data from this phenomenon (1) Gua pingin nginget apa yang pernah kita bahas. Ketika loe ***underpressure*** loe ngubah strategi loe itu ngubah ***gameplay*** dan ngrusak gameplay loe sendiri.

From data (2) above, it can be seen the phenomenon of speech with English code-mixing in the form of phrases (Intra Sentimental Code Mixing). In this speech, the English phrases used by the caster give a prestigious impression.

A conversation between people has a goal to be achieved to convey certain information. The use of language originating from outside the language is usually used by someone when providing information. The event of code mixing in a communication aims to ensure that the information conveyed is clearer and the purpose of the conversation is conveyed more quickly. Example data can be described as follows: (1) Ada orang ***psy-war*** mau tabrakin pindah posisi ke tempat yang mau nabrakin kita karena kosong.

Based on the data excerpt above, it can be seen that code-mixing occurs with elements of English in the form of phrases. The phrase 'psy-war' means provoking the opponent's emotions in the match. This phrase is used by the caster to explain what actions a team takes in the match. The purpose of this code-mixing is so that the meaning can be understood as expected because the phrase 'psywar' is often used in the world of sports, even e-sports. Another purpose of using these phrases is also to achieve fast and precise communication.

CONCLUSION

In e-sports events such as the PUBG Mobile tournament, Intra Sentential and Intra Lexical code mixing types were found, each of which was used by the caster. Based on these types, the code mixing found in e-sports tournaments is code mixing in English. The code mixing found includes phrases, clauses and words. The use of code mixing has several purposes. This purpose can be revealed due to the following factors: language factors, speaking participant factors, and conversational purpose factors. The participant speaking factor is more about looking at the background behind the two speakers. The two speakers in the tournament are casters or commentators in e-sports. Casters are required to be able to speak English. This is because in the game, there are many terms, mostly in English. Then, the language factors found in this research contain the intention of adding to the impression of 'prestige' and prestige. English is the international language most widely used by people in the world to communicate. Therefore, if you use English it will add a special impression. Next, the factor found was the purpose of the conversation. The purpose of the conversation in the e-sports tournament is to convey game terms and situations in the match. When these terms are combined with the nasal 'ng' they mean an activity. Examples include *nge-flank*, *nge-counter*, and so on. These words are used in the code mixing phenomenon to provide clearer information to the audience during the tournament.

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