



Code Switching and Code Mixing in Mobile Legends Online Game Dialogue (Sociolinguistic Studies)

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Abstract. This study aims to analyze code switching and code mixing as well as the factors that cause code switching and code mixing in the online mobile legends game dialog. This research is a descriptive qualitative research whose data sources come from chat rooms and quick chats in the online mobile legends game. The data of this research are (1) the form of code switching in the online mobile legends game dialogue, (2) the form of code mixing in the mobile legends online game dialogue, and (3) the causes of code switching and code mixing in the mobile legends online game dialogue. Code switching in mobile legends online game dialogue is analyzed based on internal and external forms. Code mixing in mobile legends online game dialogue is analyzed based on the insertion of words and phrases. From the research, five internal code switching data and nine external code switching data were found, while seven data were found from code mixing. The factors that cause code-switching in the online game dialogue of mobile legends are speakers, opponents of speakers, changes in the conversation being discussed, and generating a sense of humor. Factors that cause code mixing include the use of popular words, limitations in using codes, and factors that explain something.

Keywords: Code Switching · Code Mixing · Mobile Legends

1 Introduction

Code switching and code mixing is a phenomenon seen in various print and electronic media. In fact, we often encounter code switching and code mixing in everyday life. According to [1] Code switching and code mixing can occur in all circles of society. People usually communicate using more than one language. The use of bilingual language refers to code switching and code mixing [2]. Interaction using more than one language causes linguistic symptoms, namely code switching and code mixing.

Code switching refers to language changes from Indonesian to other languages, namely regional languages or foreign languages [3]. To adapt to certain situations, variations of language or other languages are used due to the presence of other participants, which is the definition of code switching according to [4]. For example, A speaks

Javanese and Indonesian and understands English, then A can switch codes in these three languages. Many factors influence the choice of language, namely the opponent of the speaker, the topic, and the atmosphere. According to Suwito in [5] There are two types of code switching, namely internal and external code switching.

Code mixing is the use of two or more languages. Code mixing event definition by [6] namely influencing the way of communicating in real life, which functions to optimize and make effective use of vocabulary. Code mixing in a child's environment can become a phenomenon when there is a conversation when playing a game by saying spontaneous words without realizing it [7]. Code mixing definition expressed by [8] reveals that refers to the event of a speaker who combines two languages or a variety of languages without any situation of mixing the languages. Another opinion according to code mixing [9] is a use of one language to another to expand the style of language and the variety of languages. Speakers combine two or more languages in one utterance and elements of other languages into one utterance, so this is in line with opinion [10]. According to the opinion presented by [11] Code mixing can be divided into three types, namely word forms, phrase forms, and clause forms. Based on the opinions of experts, it can be concluded that code mixing is the mixing of two or more languages in one utterance.

In online games, there are many language symptoms in the form of code switching and code mixing. This online game will be one of the entertainment media that has become a habit of people who are aligned with opinions [12]. Online games are very influential on the human mind which is absorbed through the senses of sight and hearing. Along with technological developments, games are growing rapidly in the world, such as the development of online games that are currently rife. Games played in the network according to [13] called online games. Online games have characteristics that can be played by several people in different places. Online games are very easy to access via mobile phones wherever and whenever they are. Online games are generally played by users in different times and spaces, they interact with each other in the virtual world. Online games use a wide internet network and can be connected in large numbers [14].

In Indonesia, online games began to appear in March 2001 [15]. One of the most popular online games today is mobile legends. Mobile legends online game is a form of electronic development that is growing rapidly in the era of globalization [16]. Even according [17] The majority of online game enthusiasts are elementary, middle and high school students. This game can be downloaded on Android and iOS mobile phones. According to [18] Mobile legends online games in their mobility can be played anytime and anywhere, so many people are interested in playing online games on their cellphones.

Mobile legends online games have 49.98 million users out of 170 million active users of mobile legends online games from Indonesia [19]. According to Fendy Tan in [20] This mobile legends online game has been downloaded 35 million times and has eight million daily active users in Indonesia. In the mobile legends online game, there are two teams that enter the battle arena. According to [21] mobile legends online game has two teams competing against each other to destroy and protect the fort. Each team has five members with different avatars and skills. Mobile legends online games have spoken and written communication features called voice chat and chat rooms. Mobile Legends

virtual game communication features are voice chat, chatbox, and quick chat [22]. This game has ranking levels from warrior, elite, master, grand master, epic, legends, mythical, and mythical glory. Mobile legends online game has competitive characteristics. The file size is very small at around 194MB and it takes up very little RAM, which is equivalent to 1GB RAM, which is another reason why MLBB is so popular [23].

Communication in the mobile legends online game is only limited to the virtual world. According to [24] communication takes place in two directions and is carried out by two or more people. Everyone uses language to communicate. Language can convey information and get information. The existence of language can find, update, and communicate knowledge to others [25]. Humans communicate through speech to convey messages [26]. That is how important language is in human life. In everyday life, language activities are inseparable to communicate with the surrounding community [27]. When communicating in a community, problems often arise in conversation between one speaker and another. [28]. To be able to communicate well and fluently must have language skills [29].

Virtual communication greatly affects the effectiveness of communication and the services provided by mobile legends allow players to communicate without having to meet [30]. The positive impact of mobile legends online games can make teamwork closer. Players can also find new people through this online game. Meanwhile, the negative impact is that it often creates heated conversations between players and often becomes hate speech by players [31]. Interpersonal communication of mobile legend online game players is getting better because mobile legends is played by many people who need communication to win the game [32]. Playing mobile legends online games there are terms that have connotative meanings, meaning that there are other meanings beyond the actual meaning depending on the context [33]. The communication behavior of the mobile legends online game is caused by general factors and emotional factors which means that there are changes in attitude, behavior and communication, especially in the use of slang and offensive language which is often used as a means of communication with the other person [34]. Factors that cause dangerous behavior by online mobile legends game players include: experience, knowledge about the game, player personality, and interaction between players [35].

2 Research Method

The method used in this research is descriptive qualitative. This research is included in library research, so it does not require a special location for research. Data was collected by using observing and note-taking techniques. According to [36] Listening techniques are used to examine the use of language both orally and in writing. Note-taking techniques are used to record the results of data findings in each listening process with the aim of facilitating data grouping. The research data is in the form of code-switching and code-mixing in the online mobile legends game dialog obtained from chat rooms and quick chats. Setelah mengumpulkan data, mengolah dan menganalisis data yang ada. An example of a dialogue in the online mobile legends game which can be

grouped into code switching and code mixing, 23/9/2022 “*Ayo semangat gais kita pasti iso menang*” (Keep the spirit guys we’re sure to be the winner). The dialogue excerpt belongs to the type of code mixing between Indonesian and Javanese in the form of words. The factor causing code mixing in the dialogue excerpt is the speaker himself. In addition, there is information to support this research through books, journals and other information. Researchers use relevant references as supporting data. The data source for this research is dialogue between online mobile legends game players in chat rooms and quick chats. To analyze the data, the writer uses sociolinguistic theory.

Good research is research that is focused, purposeful, and in-depth. Researchers apply the conceptual framework as the foundation of the research problem. This foundation shows that there is a relationship between online mobile legends games and sociolinguistic studies. Therefore, this research only focuses on code switching and code mixing in the mobile legends online game dialog. This study aims to describe code switching and code mixing as well as the factors that cause code switching and code mixing in the online mobile legends game dialog.

3 Result and Discussion

The results of this study are dialogue excerpts from mobile legends players in the form of code switching and code mixing. Data was collected from September 2022 to October 2022. The mobile legends online game is popular among teenagers and adults. Modern games online mobile legends games have become a trend and there is no age limit for enthusiasts. Mobile legends online game is entertainment in nature, so this game is addictive for the players. This type of mobile legends online game is quite easy to play. Through the mobile legends online game dialogue, the researchers found that there was use of Javanese and English in Indonesian.

3.1 Code Switching in Mobile Legends Online Game Dialogues

A sociolinguistic study of code switching is a linguistic symptom in a bilingual society. Code switching is an interacting phenomenon due to social, situational, and cultural factors. Code switching is not a mess in the use of language. There are two types of code switching, namely internal code switching and external code switching. This study found five internal code switching data and nine external code switching data. This proves that mobile legends online game players don’t only use Indonesian and regional languages but also foreign languages. Internal code switching data from Javanese to Indonesian contained in the mobile legends online game dialog is shown in Table 1.

Table 1. Forms of Code Switching in Mobile Legends Online Game Dialogue

Code	Context	Source
1.	“ <i>Lawan menghilang dari lane</i> ” (The opponent disappears from the lane)	Eppyyy (Miya) 18/9/22
2.	“ <i>Harus win</i> ” (must win)	EXHBION2T (Gushion) 24/9/22
3.	“ <i>Layla start play ml dr season brp?</i> ” (Layla starts play ml from what season?)	EXHBION2T (Gushion) 24/9/22
4.	“ <i>Turu aja sana dek</i> ” (Just sleep there brother)	Psg.toyip (Karina) 2/10/22
5.	“ <i>Nak wani jangan mundur</i> ” (if you dare don’t back down)	Psg.toyip (Saber) 1/10/22
6.	“ <i>Moh, koe tukang troll</i> ” (No, you handyman troll)	Queencroott (Diggie) 2/10/22
7.	“ <i>Ga intuk berkata kasar</i> ” (Forbidden to say harshly)	Eppyyy (Natan) 2/10/22
8.	“ <i>Fokus gaming</i> ” (Gaming focus)	EXHBION2T (Valir) 2/10/22
9.	“ <i>Musuh no damage</i> ” (Enemy no damage)	Better (Balmond) 24/9/22
10.	“ <i>Fokus play skill</i> ” (Focus on playing skill)	EXHBION2T (Gusion) 2/10/22
11.	“ <i>Yok semangat yuk, to be the winner</i> ” (keep the spirit, to be the winner)	Pradit_aji (Sun) 2/10/22
12.	“ <i>Minimal like this</i> ” (Minimum like this)	Pradit_aji (Sun) 2/10/22
13.	“ <i>Wayaha mati yo mati gitu aja</i> ” (it’s time to die it will be die, that’s it)	Pradit_aji (Sun) 2/10/22
14.	“ <i>Musuh no ulti</i> ” (Enemy no ulti)	Dinzz low mechanic 2/10/22

3.1.1 Internal Code Transfer

Internal code switching is code switching from a certain grammar, namely from Indonesian to Javanese or vice versa. Internal code switching according to [37] is a conversation of speakers who switch the Indonesian language code to Javanese or other languages that are still in the same scope.

(1) “*Turu aja sana dek*” (just sleep there brother)

In the quote above there is the use of code switching when the speaker communicates with the interlocutor. Javanese is used to switch the code to Indonesian. The word element in Javanese found is *туру*. In Indonesian, the word *туру* means sleep. The above code switching functions for the speaker to pronounce sleep orders to the interlocutor.

(2) “*Nak wani jangan mundur*” (if you dare do not back down)

In the dialogue quote above, there is the use of code switching when the speaker communicates with the interlocutor. The language used is Javanese to Indonesian. The word element in Javanese found is *nak wani*. In Indonesian, the word *nak wani* means if you dare.

(3) “*Moh, koe tukang troll*” (No, you’re just a troll)

There is the use of code switching in dialogue excerpts when speakers communicate with their interlocutors using Javanese into Indonesian. The word elements found in Javanese are *moh, koe*. In Indonesian, the word *moh, koe* means you don’t want it. The code switching above works for the speaker to utter the taunts of the troll to the interlocutor. The word troll in mobile legends means a player who messes up the game on purpose.

(4) “*Ga intuk berkata kasar*” (do not say in harshly)

In the dialogue excerpt above, there is the use of code switching when the speaker communicates with the interlocutor. The language used is Javanese to Indonesian. The word element in Javanese found is *ga intuk*. In Indonesian, the word *ga intuk* means you can’t. The code switching above functions for the speaker to pronounce the prohibition on harsh words.

(5) “*Wayahe mati yo mati gitu aja*” (it’s time to die it will be die, that’s it)

In the quote above there is the use of code switching when the speaker communicates with the interlocutor. The language used is Javanese to Indonesian. The word elements found in Javanese are *wayahe* and *yo*. In Indonesian, *wayahe* and *yo* mean time and yes.

3.1.2 External Code Switching

External code switching occurs between the languages themselves, namely Indonesian and English. According to [38] External code switching is code switching from the speaker’s own language to a foreign language, for example Indonesian to English or vice versa.

(1) “*Lawan menghilang dari lane*” (The opponent disappears from the lane)

In the quote above, code switching from Indonesian to English is used when the speaker is communicating with the interlocutor. The word element in English found is lane. In Indonesian, the word lane means path. The code switching above functions for the speaker to tell that the opponent has disappeared from the line of play to the interlocutor.

(2) “*Harus win*” (must win)

In the quote above there is the use of code switching when the speaker communicates with the interlocutor. Indonesian is used when switching the code to English. The English word element found is win. In Indonesian, win means victory.

(3) “*Layla start play ml dr season brp?*” (Layla start play ml from what season?)

The above quote contains the use of code switching when speakers communicate with their opponents. The language spoken is English to Indonesian. The English word elements found are *start play* and *season*. In Indonesian *start play* means start playing while *season* means season. The above code redirect works for the speaker to ask his or her speech opponent.

(4) “*Fokus gaming*” (Gaming focus)

In the excerpt of the dialogue above, there is a use of code switching when speakers communicate with their opponents. The language spoken is Indonesian to English. The English word element found is gaming. In Indonesian the word gaming means to play games.

(5) “*Musuh no damage*” (Enemy no damage)

In the excerpt of the dialogue above, there is a use of code switching when speakers communicate with their opponents. The language spoken is Indonesian to English. The element of the English word found is *no damage*. In Indonesian *no damage* means no damage. The code redirect above serves for the speaker to utter mockery to his or her speech opponent.

(6) “*Fokus play skill*” (Focus on playing skill)

In the quote above there is the use of code switching when the speaker communicates with the interlocutor. The language used is Indonesian to English. Elements of the word in English found is play skill. In Indonesian, play skill means playing skills.

(7) “*Yok semangat yuk, to be the winner*” (keep the spirit, to be the winner)

In the quote above, there is a use of code switching when speakers communicate with their opponents. The language spoken is Indonesian to English. The element of the English word found is to be the winner. In Indonesian the word to be the winner means to be a winner.

(8) “*Minimal like this*” (Minimum like this)

In the quote above, there is a use of code switching when speakers communicate with their opponents. The language spoken is Indonesian to English. The English word element found is like this. In Indonesian like this means something like this.

(9) “*Musuh no ulti*” (Enemy no ulti)

In the quote above, there is a use of code switching when speakers communicate with their opponents. The language spoken is Indonesian to English. The English word element found is no ulti. In Indonesian no ulti means that nothing ends. Ulti stands for ultimate. In the ultimate game means the ability to finish off opponents.

3.2 Codes Mixing in Mobile Legends Online Game Dialogs

Code mixing is a blending of other languages in the main language. Researchers analyzed a mix of codes based on the form of words and phrases. There is a mix of codes from Indonesian to Javanese and Indonesian to English or vice versa. The data on mixing codes based on the forms that the researchers have collected are found in Table 2.

3.2.1 Codes Mixing in Word Form

A word is a morpheme usually by linguists the word is considered the smallest unit that can be pronounced in a free form.

Table 2. Forms of Mixed Codes in Dialong Online Mobile Legends Games

Code	Context	Source
1.	“ <i>Nganggone langsung sing skin legend ik</i> ” (He uses Legend Skin directly)	Better (Balmond) 24/9/22
2.	“ <i>Golek musuh sing rodok angel</i> ” (Looking for a rather difficult enemy)	Better (Balmond) 24/9/22
3.	“ <i>Beliau ini harus turu agar bisa diam</i> ” (he had to sleep to be quiet)	Roqil Nganjuk (Zilong) 1/10/22
4.	“ <i>Agak disuikke sedikit</i> ” (later a bit longer in time)	EXHBION2T (Valir) 2/10/22
5.	“ <i>Mme ijolke minion luweh ndamage</i> ” (Mm its exchange with minions will be more damaging)	EXHBION2T (Valir) 2/10/22
6.	“ <i>Fokus push aja bang</i> ” (just focus on pushing brother)	Dinzz low mechanic (Belerrick) 2/10/22
7.	“ <i>Aldous ga fear yaks</i> ” (Aldous is not afraid)	Evos.tzShark (Moskov) 5/10/22

(1) “*Nganggone langsung sing skin legend ik*” (He uses Legend Skin directly)

Dialogue quotes in the online game mobile legends can be said to mix codes because there are elements of Javanese in it. Speakers insert Javanese words *nganggone*, *sing*, and *ik*. The insertion of the word *nganggone* in Indonesian means to wear, *sing* means yang, and *ik* is an affix commonly used at the end of sentences by Semarang residents for affirmation. Meanwhile, the legend skin in the online mobile legend game is a category that occupies the top caste in mobile legends. Mixing languages is often found in speakers communicating with their speech opponents.

(2) “*Beliau ini harus turu agar bisa diam*” (he had to sleep to be quiet)

Dialogue quotes in the online game mobile legends can be said to mix codes because there are elements of Javanese in it. Speakers insert a Javanese word that is *turu*. The insertion of the word *turu* in Indonesian means sleep. Mixing languages is often found in speakers communicating with their speech opponents.

(3) “*Agak disuikke sedikit*” (later a bit longer in time)

Dialogue quotes in the online game mobile legends can be said to mix codes because there are elements of Javanese in it. Speakers insert words in Javanese *disuikke*. The insertion of the word *disuikke* in Indonesian means made long (in time). Mixing languages is often found in speakers communicating with their speech opponents.

(4) “*Mme ijolke minion luweh ndamage*” (Mm its exchange with minions will be more damaging)

Dialogue quotes in online mobile legends games can be said to mix codes because there are elements of Javanese in it. Speakers insert the Javanese word *ijolke* and *luweh*.

The insertion of the word *ijolke* in Indonesian means exchange, while *luweh* means more.

(5) “*Fokus push aja bang*” (just focus on pushing brother)

Dialogue quotes in the online game mobile legends can be said to mix codes because there are English elements in it. Speakers insert the English word “push”. The insert of the word “push” in Indonesian means push.

(6) “*Aldous ga fear yaks*” (Aldous is not afraid)

Dialogue quotes in the online game mobile legends can be said to mix codes because there are English elements in it. Speakers insert the English word “fear”. The insertion of the word “fear” in Indonesian means fear.

3.2.2 Codes Mixing in Phrase Form

A phrase is a sentence consisting of two or more words and fulfilling one of the syntactic functions. According to [39] a phrase is a construction consisting of two or more constituents that allows being able to fill in certain syntactic functions, but not going beyond the phrase and the phrase is said to be non-predictative.

(1) “*Golek musuh sing rodok angel*” (Looking for a rather difficult enemy)

Dialogue quotes in the online game mobile legends can be said to mix codes because there are elements of Javanese in it. Speakers insert phrases in Javanese, namely *golek* enemy and *sing rodok angel*. The insert of the word *golek* in Indonesian means to seek, while *sing rodok angel* means the more difficult one.

3.3 Factors Causing Code Switching and Code Mixing in Mobile Legends Online Game Dialog

Based on the results of code switching and code interference analysis, it was found that the factors causing code switching to mix codes in the online game dialog of mobile legends. The factor of code switching and code mixing is usually caused by social status or the use of different languages in each speaker. According to Suwito in [40] There are several factors that cause code switching, namely speakers, speech opponents, third speakers, talks discussed, generating a sense of humor, and simply prestigious. Some of the factors that influence the transfer of code in the dialogue of mobile legends online games include (1) speakers, (2) opponents of speakers, (3) changes in the conversations discussed, and (4) the generation of a sense of humor (Table 3).

Table 3. Factors Causing Code Switching in Mobile Legends Online Game Dialog

Code	Factors	Context
1.	Speakers	“ <i>Lawan menghilang dari lane</i> ” (The opponent disappears from the lane)
		“ <i>Harus win</i> ” (must win)
		“ <i>Fokus gaming</i> ” (Gaming focus)
		“ <i>Layla start play ml dr season brp?</i> ” (Layla starts play ml from what season?)
		“ <i>Turu aja sana dek</i> ” (just sleep there brother)
		“ <i>Fokus play skill</i> ” (Focus on playing skill)
2.	Counter Speakers	“ <i>Moh, koe tukang troll</i> ” (No, you’re just a troll)
		“ <i>Ga intuk berkata kasar</i> ” (do not say in harshly)
3.	Changes in the conversation discussed	“ <i>Musuh no damage</i> ” (Enemy no damage)
		“ <i>Musuh no ulti</i> ” (Enemy no ulti)
		“ <i>Nak wani jangan mundur</i> ” (if you dare do not back down)
		“ <i>Wayah mati yo mati gitu aja</i> ” (if you dare do not back down)
4.	Sense of humor generator	“ <i>Yok semangat yuk, to be the winner</i> ” (keep the spirit, to be the winner)
		“ <i>Minimal like this</i> ” (Minimum like this)

(1) Speaker factors

As a cause of code switching in question is the speaker telling the team that the opponent disappeared from the lane. Dialogue excerpts “*Harus win*” (must win) Encouraging the team to win the game. Utterances on dialogue excerpts “*Fokus gaming*” (Gaming focus) Remind the team to focus on the game. Quotes of the inquiring dialogue “*Layla start play ml dr season brp?*” (Layla start play ml from what season?) Ask the opponent using the hero Layla. In addition, excerpts of dialogue “*Turu aja sana dek*” (just sleep there brother) is a joke for opposing teams whose points are far away. Phrase warning the team on the excerpt of the dialogue “*Fokus play skill*” (Focus on playing skill) to focus on utilizing their hero skills.

(2) Opposing speakers

The code switching factor in question is the response to the speaker’s speech. Dialogue excerpts “*Moh, koe tukang troll*” (No, you’re just a troll) rejecting requests from speech opponents who ask for help when attacked by an opponent. Meanwhile, excerpts

of dialogue “*Ga intuk berkata kasar*” (do not say in harshly) warn speech opponents against using harsh words.

(3) Factor changing the conversation discussed

As a cause of relevant code switching is a change of language from speaker to speaker that does not correspond to the original subject matter.

(4) Factor generating a sense of humor

As the cause of the code switch, what is meant is to encourage the team to become a winner. Dialogue excerpts “*Minimal like this*” (Minimum like this) explains that a sentence from a speaker expresses the pleasure of having defeated his opponent.

Thus, there are four factors behind the mixing of codes according to [41] namely the use of the more popular term, the educated, to explain something, and the limitations of the code. Factors that cause code mixing in the dialogue of mobile legends online games include (1) the use of popular words, (2) the limitation of using codes, and (3) explaining something (Table 4).

Table 4. Factors Causing Code Mixing in Mobile Legends Online Game Dialogues.

Code	Factors	Context
1.	Popular use of the word	“ <i>Fokus push aja bang</i> ” (just focus on pushing brother)
2.	Limitations of code usage	“ <i>Beliau ini harus turu agar bisa diam</i> ” (he had to sleep to be quiet)
		“ <i>Agak disuikke sedikit</i> ” (later a bit longer in time)
		“ <i>Aldous ga fear yaks</i> ” (Aldous is not afraid)
3.	Explaining something	“ <i>Nganggone langsung sing skin legend ik</i> ” (He uses Legend Skin directly)
		“ <i>Golek musuh sing rodok angel</i> ” (Looking for a rather difficult enemy)
		“ <i>Mme ijolke minion luweh ndamage</i> ” (Mm its exchange with minions will be more damaging)

(1) Popular word usage factors

The factor of using the popular word becomes the cause of the mixing of codes. Because the word “push” is popular on mobile legends online game players. In Indonesian push means encouragement.

(2) Factor in the limitations of code usage

The factor of the mixing of codes in question is the limited use of terms in Javanese and English, so that speakers can only use the mother tongue, namely Indonesian.

(3) Factor explain something

The factor explaining something in question is the insertion in Javanese terms as the use of colloquial codes in the speech of Indonesian. Dialogue excerpts “*Nganggone langsung sing skin legend ik*” (He uses Legend Skin directly) The speaker explains a situation that the opponent directly uses the Legend skin. On the excerpt of the dialogue “*Golek musuh sing rodok angel*” (Looking for a rather difficult enemy) explain the incident to find a more difficult opponent because the situation in the game is easy to defeat. In addition, quotes in the dialogue “*Mme ijolke minion luweh ndamage*” (Mm its exchange with minions will be more damaging) explains that the speaker ordered the speech opponent to exchange hiro Mm (Marksman) in exchange for minions.

4 Conclusion

The research of code switching and code mixing in the online game dialogue of mobile legends as a whole analyzed 21 data. Based on the results and discussion, conclusions can be drawn that code switching in the online mobile legend game dialogue is analyzed based on internal and external forms. Mix codes in mobile legends online games analyzed based on word forms and phrases. From the study, five internal code switching data and nine external code switching data were found. Five internal code-switching data from Javanese to Indonesian and nine external data from Indonesian to English. Mix the code found seven data. There is an inclusion of four data on Javanese language elements in the form of words, two data on the inclusion of English elements in the form of words, and the inclusion of one element of Java language in the form of phrases. The causes of code switching in the dialogue of the online game mobile legends are the factors of speakers, speaker opponents, changes in the conversation discussed, and generating a sense of humor. The causes of code mixing are popular word usage factors, limitations in code use, and factors explaining something.

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