

# Code Switching of Council Commands in Rising Force Games

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**Abstract**—Code switching is a popular study under sociolinguistics. It deals with both spoken and written context. The interaction among people happens in both virtual and real world. This research focuses on the interaction happened in virtual world, or gaming world as its aims to unveil types of code-switching and functions of code switching in council commands in Rising Force game. The data was collected through method “simak”. The data then was analyzed by using method “agih” and “padan”. The result showed that the intersentential code switching is more common than intersentential code switching. Another finding is that code switching is mainly used for referential and directive language use.

**Keywords**—code switching, council, games

## I. INTRODUCTION

Nowadays, the development and the advancement of technology can not be separated from human needs. Many technology are developed in order to fulfill the needs of human beings. This leads the conditions where the technology heavily affects some aspects of humans. One of them is the development of virtual entertainment also known as gaming. The development of gaming environment is fast-paced. Dozen games are released by their respective developers each years. In general, game can be classified into two polars; offline games and online games. Both share the same characteristics. However, the online game prominent aspect is that the game allows people to interact in-game. This interaction may lead into real world interaction. There are some types of online games, such as first person shooter, real time strategy, role-playing, and others. Among them, role-playing online games also known as massively multiplayer online role-playing games (MMORPGs) are the most popular one. Within MMORPG, the interaction among players are heavily emphasized on.

Language has been the human means of communication. Its existence comes since the dawn of human civilization. Because the language is a system, it is possible for people to learn it. Through the use of technology, people find out that they can learn a language easier. This condition leads people be bilinguals or even multilinguals. Indonesian are the example of bilingual community. Indonesian tend to master more than one language. This comes from the fact that Indonesian have their own respective mothertongue, i.e. Sundanese, Javanese, and others and their national language, Bahasa Indonesia. The globalization era also makes

Indonesia need to master English as one of international languages.

In bilingual or multilingual society, code-switching are widely used by the speakers in order to achieve their purposes when speaking with listeners or audience. Code-switching happens when the speaker “switch” one code to another code. The phenomenon of code-switching may happen in both real world and virtual world, i.e. MMORPG.

This research aims to unveil: (1) the types of code-switching in the race leader and the council commands, (2) the functions of code-switching in the race leader and the council commands.

The rest of this paper is organized as follow: Section II presents literature review. Section III describes the method of this research. Section IV presents the obtained results and following by discussion. Finally, Section V concludes this work.

## II. LITERATURE REVIEW

### A. Bilingualism

Indonesian people are usually regarded as bilinguals as they are able to speak two or more languages; their respective regional language and the national language, Bahasa Indonesia. Related to what is meant by bilingualism, some experts present their own definition and further explanation. Richard and Schmidt [1] states that bilingualism is individual or a group ability to use at least two languages. Individual bilingualism is usually indicated through the use of two language by an individual, and societal bilingualism is defined as the use of two languages by members of a whole community. Another expert, Bloomfield in [2] states that bilingualism as a native-like control of two languages. Lado in [3] also states that bilingualism refers to individual ability to use two languages in the same levels and competences. Myers-Scotton in [4] point out that bilingualism is the ability to use two or more languages to carry a limited casual conversation.

It can be concluded that bilingualism is ability possessed by an individual or members of a whole to use two or more languages in the same levels of competence.

### B. Code and Code Switching

In communication, people are basically exchanging codes. The code itself is beyond the language. Some experts try to define what code is. According to Wardhaugh in [5], code is like a system used by two or more persons to communicate with each other. Another expert, Ayeomoni

[1] states that code can be defined as a verbal component which is in the form of as small as a morpheme and as complex and comprehensive as the entire system of language. It can be concluded that code is a system which covers from small part of language, morpheme, to complex part, the language itself. The use of code is to conveying one's idea to others.

Code switching as the name suggests is dealing with phenomenon of switching two different codes in one utterance. To get better understanding, some experts present their own views. Hymes in [6] also point out that code switching is the alternate use of two or more languages, or even speech styles. Indonesian expert, Nababan in [7] states that occurrence of code switching is when an individual switch two or more languages or speech styles in the discourse. Romaine in [2] states that code switching is the use of more than two language, variety, or style by a speaker within an utterance, or discourse or between different interlocutors or situations. Suek in [8] states that code switching as a linguistic behavior of speakers or users which are heavily affected by psycholinguistics and sociolinguistics factors. Bhatti et al in [9] states that code switching is a tool for teaching learning purposes. It helps both teacher and students to communicate and to increase students understanding toward a particular subject. It can be concluded that code switching is the ability of a person to use two or more different language variety, speech styles within an utterance, or a discourse in a particular situation to achieve a particular goal.

### C. Types of Code Switching

Types of code switching can be divided into some classification according to experts. The first, types of code switching according the reason it occurs. Wardhaugh [5] states that code switching is divided into two; metaphoric and situational. Metaphoric code switching occurs when the topics of conversations change. Situational CS occurs when speakers decide to use a language in a particular situation and use another language in another occasion. The second, Types of code switching are based on the source of language used in Code Switching. Suwito in [3] divides code switching into two: internal and external. Internal code switching is code switching occurs within regional languages within a national language or dialectal languages within a regional language. External code switching means that code switching occurs within two languages in speakers and hearers verbal repertoire. The last, types of code switching is based on the grammatical rules. Poplack [10] point out that (1) intersentential switching happens when a sentence of foreign language is found within the discourse of a local language. (2) Tag switching occurs when a bilingual insert short expressions (tag) from different language at the end of the utterances. (3) Intra sentential switching is found when a word, a phrase, or a clause of a foreign language is found within the sentence in a base language. Koban [11] findings indicates that intrasentential code switching is common occurrence in comparison to intersentential code switching. Based on research conducted by Yusuf et al in [12], their findings reveal intersentential code switching is a type of code switching which is mostly found in Indonesian novel *Anatologi Rasa*, rather than other types of code switching.

### D. Functions of Code Switching

Because code switching is happened when people communicate with others, its function is closely related to language function itself. Appel and Muysken in [13] note that the function of code switching is related to the language functions presented by Jacobson and Halliday. According to Appel and Muysken in [13], there are six code switching functions. The first one is referential. This function refers to code switching to address problem of the lack of second language proficiency. The second, directive function refers to code switching to involve or not to involve another participant in communication. The third, expressive function means that code switching is used to express one's ability in using two languages in an utterance. The fourth, phatic function refers to code switching as a tool to bridge interpersonal relationships. The fifth, the metalinguistics function is used to attract the others to participate in communication. The last, the poetic function is to amuse the participant. In her research, Amorim in [14] states that code switching serves as a bridge to accomodate lacks of grammatical and lexical in the target language. Based on Halim & Maros in [15] findings, they reveal that the function of code switching in online interaction such as clarification, emphasis, checking, emotion indications and many others

### E. Rising Force Online Game

Rising Force Indonesia or RF in short, is a massively multiplayer online role-playing game developed by South Korean game developer "CCR". In Indonesia, this game is officially hosted by PT. Lyto and is illegally hosted by some private entities. The interesting features of this game are 1). Players can choose which faction they want to play, 2). Each faction has its own faction leader and councils. 3) There are scheduled wars among factions/races. The prize for winning the war is that race is given right to mining in the Crag Mine. It is common for race leader and council of each faction to command and to communicate the other players. The role of the race leader and the council are not limited during war, but before war as well as after war.

## III. PROPOSED METHOD

This research belongs to qualitative research. This study was taken place in RF Online, on December 19-21, 2017. The research focus is the utterance in the form of chatting by the council members RF Online. To collect the data, this research is employing simak method [16]. The basic technique used is *sadap* technique, and the advanced technique is *simak libat bebas cakap* (SLBC) technique. In this research, the data was analyzed using two methods: *agih* and *padan*. *Agih* method is to classify the types of code switching, while *padan* method is to analyze the function of code switching within RF Indonesia.

## IV. RESULTS AND DISCUSSIONS

### A. Results

From 15 data obtained, there are fourteen data that belongs to intra sentential code-switching, while only one data is classified as inter sentential data. The function of code switching also varies on two main functions:

referential and directive functions. Four data belongs to referential function while others belong to directive functions.

**B. Discussion**

**a) Types of Code Switching**

To classify the types of code switching, Gardner-Chloros in [17] stated that classification is used as the main references. In this research, types of code switching found can be divided into two types: intra sentential in Table I and inter sentential code switching in Table II.

TABLE I. INTRA SENTENTIAL CODE SWITCHING

No	Utterances
DX1	<i>Kompak terus &amp; Tetep Solid &amp; Stay Strong Boscu!</i>
DX2	<i>Restock keperluan perang kalian</i>
DX3	<i>Trap; awas; bersihin.</i>
DX4	<i>Spec party sama saya sini</i>
DX5	<i>Hold dulu.</i>
DX6	<i>WAR WAR Ayuk Ramaikan WAR ini.</i>
DX7	<i>Bakar Chip Tempel Aura Full skill.</i>
DX8	<i>Yang baru on move BCC</i>
DX9	<i>Resser aktif, cover WR</i>
DX10	<i>Trapper tolong bersihin jalan</i>
DX11	<i>Rebuff dong</i>
DX12	<i>Striker DPS, WR tahan tanjakan</i>
DX13	<i>Cora ngenuke itu</i>
DX14	<i>Trapnya kondisikan</i>

TABLE II. INTERSENTENTIAL CODE SWITCHING

No	Utterances
DX15	<i>VC Aman! Under 50 Hunt! 50 bantu jaga depan. Ally Cora</i>

**b) Functions of Code Switching**

Appel and Muysken in [13] classification is used to classify the functions of code switching. In this research, there are two main function; referential and directive functions of language.

The function of code switching which has referential function can be seen from the following data.

*Kompak terus & Tetep Solid & Stay Strong Boscu!*

The race leader (RL) use this expression to motivate the players

*WAR WAR Ayuk Ramaikan WAR ini.*

A council member encourages players to take a part in this scheduled war

*Cora ngenuke itu*

The race leader ensures that the nuclear bomb is not used to clean up his own race.

*VC Aman! Under 50 hunt! 50 bantu jaga depan. Ally Cora.*

Race leader presents info to his civilian/ his race.

The directive function of code switching can be seen from the following data.

*Restock keperluan perang kalian*

A council member asks players to restock their supplies  
*Trap; awas; bersihin.*

The race leader warns his own race to avoid traps and asks the trapper to clean up the enemies traps.

*Spec party sama saya sini*

The race leader wants to have the same party with player whose job is a specialist.

*Hold dulu.*

Race leader asks players to gather in a particular spot.

*Bakar Chip Tempel Aura Full skill.*

A council asks the players to increase their damage toward a particular building.

*Yang baru on move BCC*

A council asks players who are recently on to go to the battlefield.

*Resser aktif, cover WR*

Race leader asks the resser whose job is to resurrect the death players to follow the players who play as warriors.

*Trapper tolong bersihin jalan*

Race leader asks the trapper to clean up the enemy's traps.

*Rebuff dong*

Race leader asks specialists to give him a buff "good supporting skill".

*Striker DPS, WR tahan tanjakan*

A council asks to strikers' job to hit the chip and warriors to protect those strikers from enemies.

*Trapnya kondisikan*

Race leader asks the trapper to not plant their traps on that area since they are an ally with another race.

Online game in Indonesia has been one of largest community where many people with various background meet. The players have different background including languages. Many of them can use English, Indonesia, and their respective local languages. It is understandable for people when playing online games to use more than one language to communicate. In RF online game, people tend to use code-switching, where players use more than one code in an utterance. As shown in result of types of code switching, it is rarely for players to use inter sentential code switching. They prefer to use intra sentential. The reason is closely related to function of language itself. Within online game, communication needs to be simple, precise, and able to deliver intended meaning.

Rising Force is a game which combine action, adventure, and politics. The political aspect here is the council. In three race war, the role of council is mainly to direct the mass. Results above showed that 73,33% data are directive function. How well the council performs in directing the mass contributes to the development of the race itself.

**V. CONCLUSION**

The use of code switching in the council commands is happening in many occasions. However, some of them are repetitive. Here, there are fifteen data obtained from December 19 to 21, 2017. The data can be divided into two categories: intra sentential code-switching amounting to fourteen data, and inter sentential code-switching amounting

to one data. Intra sentential code switching is heavily used by the council because it is easier and results that the council expect is reachable. The inter sentential data appears to be coincident.

There are two main functions of code switching used by the council. The first one is the directive function. This is because the council serves to lead the normal players in every battle against another race and another occasion like in peaceful conditions, although this peaceful condition is hardly achieved. The second one is the referential function. The council or Race leader use code switching to give information toward his own race or to other race leaders.

#### ACKNOWLEDGMENT

The researcher acknowledge the mentor who provided a guide in this article writing and players of online games who provide the research materials.

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