



CODE-MIXING PHENOMENA ON HORROR GAME RESIDENT EVIL 4 BY REGGY PRABOWO YOUTUBE CHANNEL

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Abstract:

This research aimed was to find the code-mixing phenomena on horror game Resident Evil 4 by Reggy Prabowo YouTube channel using a qualitative research with a descriptive approach. Where at recent days the technological advances were developing extremely rapid, one of them through YouTube with horror game contents. In YouTube content presented by Reggy Prabowo as the owner of MiawAug YouTube channel which has more than 10 million subscribers to date, researcher found 107 data of code-mixing types, consisting of: 79 data of intra-lexical; 25 data of intra-sentential; 3 data of Involving a change of pronunciation, as for the most dominating was intra-lexical code-mixing. Then, 110 data of code-mixing level obtained, consisting of: 70 data of CMWL; 15 data of CMPL; 4 data of CMCL; 9 data of CMRL; 12 data of CMBL, as for the most dominating was CMWL. Additionally, Reggy Prabowo also mixed diverse languages other than English and Indonesian, such as Java as the local language and Japan as the foreign language into his horror content. It confirmed that the rapid technology advances of this era have a major influence on the changes in language especially in the phenomenon of code-mixing not only involving two languages but also involving 3 or 4 languages at once.

Keywords: YouTube channel, Resident Evil 4, code-mixing, Reggy Prabowo

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1. Introduction

Fauziah et al. (2019: 79) argues that *“the use of language as a communication tool with other users, obtaining knowledge, and understanding each other. Moreover, Indonesia has a variety of local languages so as it needs a unifying language, Indonesian”*. Language also as a crucial communication tool which also makes it easier for people to express intentions, experiences, feelings and thoughts and so on (Supiani, 2016: 139). Nevertheless, with the rapid technological advances in all fields, it also contributes to influence the language development which is occurring today, as the example from social media, such as YouTube, Facebook, Twitter, Instagram and many more and due to the increasingly widespread the use of foreign language, it's mixed with Indonesian and local language by speakers in their daily lives which causes code-mixing and code-switching. In accordance with the case, according to Itaristanti (2012: 107), *“as long as there are speakers of the language concerned, the language will still exist. However, the language’s speaker often causes phenomena of language variation due to the heterogeneous, not homogeneous speaker’s nature”*. Ambarita, & Mulyadi (2020: 19) claim that language is not only a means of daily communication, but as a tool of attitudes or values and socialization. Moreover, the various uses of language in different languages should be recognized as a manifestation of economic, social, political and religious transformation and even education used by diverse speakers (Timothy & Thembelihle, 2018: 40).

2. Literature Review

2.1 Sociolinguistics in Humans’ Life

Sociolinguistics can’t be separated from human’s life particularly in language aspect. Wardhaugh and Janet (2015: 1) argues that *“sociolinguistics is the study of our everyday language in which there are how languages work and the presence of the societal norms, laws, policies produced by the language itself in both formal and informal speech”*. The existence of sociolinguistics in the life of language in society plays an important role and is vital for further study and research. As for, Fishman (1972) believes that sociolinguistics is the relationship between language and society which deals with the function, structure and understanding of language in society. Hereinafter, he also elaborated there are 3 characteristics in sociolinguistics, namely characteristic of language varieties, characteristics of their functions, and characteristics of their speakers (Fishman, 1972: 29). Thus, the characteristics of speakers of a language affects the style of language issued to the interlocutors. Moreover, Chaer & Agustina (2010: 3) opine that *“as an object of the sociolinguistics, language can’t be seen or approached as a language but as a means and interaction in communicating in the community with that communication between speaker and interlocutor goes well even with bilingualism”*.

As stated above, Holmes (2013: 1) also states that *“sociolinguistics is learning about the relationship between society and language, such as the social function of a language in the delivery of a meaning the difference in the use of language in each situation that is considered*

different". Further, Wardhaugh (2010: 13) emphasizes that *"sociolinguistics regarding the relationship between society and language as the function and structure of language in society"*. Abdurrahman (2011: 21) adds *"sociolinguistics is a study which discusses the relationship between languages in society, especially Indonesian speakers in society. The use of sociolinguistics language has two characteristics, namely linguistics for freedom of people's speech and sociology language"*. Likewise, Pranowo (2014) defines sociolinguistics function in social life for Indonesian people is greatly much due to language as a communication tool verbally for humans, surely having certain rules. In its use, sociolinguistics teaches how to understand and use bilingualism, where Indonesian nation is a society that's generally classified as a bilingual community. Indonesian people use the first language, local language and the second language, Indonesian. (Pranowo, 2014: 103).

Therefore, with various opinions on sociolinguistics above, researcher argues that sociolinguistics is the study of how language and society affect each other both in terms of function and formation so as to produce meaning that can be understood by the user in certain situations.

2.2 Bilingualism and Code Occurring as The Part of a Society

The phenomena of bilingualism occurring in many societies in the world which can be found quite easily today. According to Tugade & Frederickson (2002) bilingualism is a phenomenon that can be found throughout the world. Bilingualism reaches almost all individuals in a society. Furthermore, the phenomena of bilingualism in Indonesia has occurred in many regions and has become a common place in the community. It's highly related to Indonesia which has a wide variety of local languages spread and plus the official national language, Indonesian. As the result, many citizens who have mastered at least 2 languages namely, the local language and Indonesian language and plus some citizens who master foreign languages such as English, Arabic, Mandarin etcetera (as cited in Aalaei, 2018: 57). In accordance with the phenomena, Bahri and Rasyid (2018: 63) state that *"the phenomena of bilingualism is often found in adolescents, adults, and even primary school-level children who are known have mastered. For instance, one of local languages, Madura as a mother tongue and mastered Indonesian as a second language"*. Further, Mustikawati (2016) argues that bilingualism involves two groups of different language users with different cultures, in the fields of economics, religion, science, politics, trade and art. When there is an interaction between the two different groups, it results in the transfer of the code-switching and code-mixing between the two groups' different languages. The difference between the two language users in terms of economy, culture, religion, politics and the like makes something called code-mixing and code-switching occur in bilingualism. Subsequently, Korovina et al. (2020: 3) also argues that the phenomenon of bilingualism is when a person can effectively communicate using 2 languages.

However, there are negative impacts arising from bilingualism that need to be watched out as Veysalli (2015: 85) believes *"bilingualism is labeled as a social problem in the modern world today. the increasing intensity of international contacts from an individual requires the use of language that is culturally very different from one's mother tongue"*. Therefore, many

impacts on the community of bilingualism such as loss of social identity where they come from due to frequent interactions with the international world. In each conversation there's a specific accent and dialect issued or spoken by the speaker to the interlocutor where the dialect and accent are based on or influenced by the background of the user. Arikunto (2010: 17) opines *"the code is a unique style of language used in every communication activity between the groups involved with one another"*. On the other hand, the code for each user has its own characteristics in accordance with the background, speaker and relationship description of the speaker and listener.

Hereinafter, in conducting an interaction someone will start to choose how to make it look not so a striking difference between both in other words choose the code that fits in the situation. Harya (2018: 88) views *"the code is the communication system used by its users. If someone intends to interact in a form of communication, it tends to determine a certain code or style which appropriate for expressing what is conveyed"*. It's a symbol for communicating in certain language such as dialects, accents for different communication purposes.

2.3 Code-Mixing

The habits of today's society in interacting through conversation there will be an element of mixing from another language, both foreign and local language mixed together with their mother tongue sentences or known as code-mixing. According to Mujiono et al (2017) said the code-mixing in which a bilingual group applies communicative method where they utilize the use of two languages during the conversation. This view suggests that code-mixing is a combination of two languages in a conversation, he also strengthened the statement that the code-mixing is an activity in speech with the use of two or more languages by distributing linguistic elements from the native language to the wanted language without distorting the context of the conversation. Also, the situation where most of the code-mixing phenomenon takes place is in an informal situation that occurs when the conversants, simultaneously, use both languages which contain grammatical and lexical as an act of language change (Sutrisno & Ariesta, 2019: 144).

Further, if we observe deeply in the use of code-mixing, the user usually says words or phrases or sentences from the other language without any slight hesitation or it can be said that the user already knows well the meaning of the word to be conveyed. This matter is in line with Moradi (2014: 1) views that *"code-mixing is the alternation from one language to another without constraints such as lack of fluency, speed or also doubt in the delivery"*. In other words, code-mixing represents a person's ability to use elements of a language sentence or word precisely and understandable. In addition to the level of education of a person who uses a lot of the right code-mixing in every conversation indicated the education level of a person as a reflection of how much and right the mixed is conveyed, therefore many people use mixed languages to show to be more educated from others. As for, Wulandari (2016: 72) claims that *"the indications of code mixing are as follows: economic, social, cultural, educational etcetera from its users. The most underlying thing*

in this case is the education of a person. The more educated someone is, the more they use code-mixing” (as cited in Farahsani et al, 2019: 2).

In addition, Lestari (2012: 80-81) also explains that *“the code mixing is closely related to the characteristic of speaker, such as: religion, education and also social which causes the use of other languages/supporters interspersed with another languages”*. Specifically, informal conversation. Those arise because of limited or inadequate vocabulary, and the equivalent of word expression. The background of code mixing can be classified into two types: attitude (type of attitude) and background attitude of the speaker. From lots of opinions about code-mixing, researcher deduce that code-mixing is a sociolinguistic society phenomenon caused by the individual's background, the level of education and the influence of outside cultures that often make direct or indirect contact so as it's carried away in conversations that occur in the social environment.

2.4 The Types of Code-Mixing

Hoffman (1991) in explained that there are 3 categories of code-mixing based on the use, namely:

- 1) Intra-sentential code-mixing,
- 2) Code-mixing in the form of a phrase, a clause or a sentence boundary,
- 3) Intra-lexical code-mixing,
- 4) Code-mixing in the form of a word boundary,
- 5) Code-mixing involving change of pronunciation.

Code-mixing occurs in phonology. For instance, when Indonesian say the word 'strawberry' which should be called 'strawberry', so as in this case, there's a phonological structure modification (as cited in Apridhayati, 2019: 2).

2.5 The Levels of Code-Mixing

According to Suwito (1988: 78-80) *“there are 6 different levels in code-mixing namely: words, phrase, baster, repetition, idiom, and clause”*. As will be explained on the below.

a. Word Level

Word is the smallest unit within language that consist of morpheme or more than a morpheme.

Example:

“Mereka sedang mengadakan surprise buat Adi”

“They're making surprise for Adi”

b. Phrase level

Phrase is a group of word that does not have subject or verb.

Example:

“Ada yang bawa red marker gak?”

“Does anyone bring a red marker?”

c. Baster Level

A combination of two elements and creates one meaning. The baster basically from English and get Indonesian affixation.

Example:

"saya sedang me-loading ni guys, sabar ya"
"I'm loading guys, be patient"

d. Repetition word or Reduplication word level

Repetition word is a word form because of reduplication word

Example:

"Ayo hajar terus doggy-doggy tersebut"
"Come on beat up the doggies"

e. Idiom Level

Idiom is a group of word that has the particular or its own meaning and cannot be interpreted as individually.

Example:

"Kalo gini mah, a piece of cake"
"If it's like this, a piece of cake (easy)"

f. Clause Level

Clause is a group of word that has subject and verb but smaller than sentence.

Example:

"Gak nyangka aja he bought the new house seperti itu ya"
"I never thought he bought the new house like that huh"

2.6 YouTube Used as a Medium for Good Language Acquisition and One of the Most Important Parts of the 4.0 Era

Chaer (2009: 5-6) claims that Psycholinguistics is a scientific discipline that explains the nature of the structure of language, its geology, its acquisition, and its practical expression. One of the topics in Psycholinguistics is language acquisition. In accordance with the definition, with a variety of YouTube users around the world, it also affects the language acquisition of its users in terms of culture and language knowledge contained in these YouTube videos (Frandscha, 2020: 4). YouTube seems to have become a part of people's lives in modern times. YouTube is widely used as a platform for sharing information in the form of hobbies, entertainment, sports, education and so forth. In accordance with Ilyas and Putri (2020: 80) declare that *"YouTube was created in 2005 which functions as a platform to share videos through an online system located in San Bruno, California. As for Chad Hurley, Steve Chen, and Jawed Karim, the creator of YouTube"*. Then, an article from Wikipedia (2005) adds one year after 2005, YouTube was bought by Google for US \$ 1.65 billion and it currently operates as Google's subsidiary. To date, there have been

many videos circulating on YouTube that cover various topics, one of which is about games, such as: game tutorials, types of games, how to make games etcetera.

Subsequently reported by Alexa website (Alexa, 2011), the most visited websites are Google, Facebook and YouTube. From Alexa's data, YouTube ranks 3rd for the most frequently accessed sites throughout the world. The same thing also revealed by ComScore in its website (2006) since the first launched YouTube in February 2005, 1 year and 4 months afterwards there have been 100 million video clips reviewed and viewed per day (as cited in Cayari, 2011: 2).

2.7 Reggy Parabowo as One of The Most Popular Gaming YouTuber in Indonesia

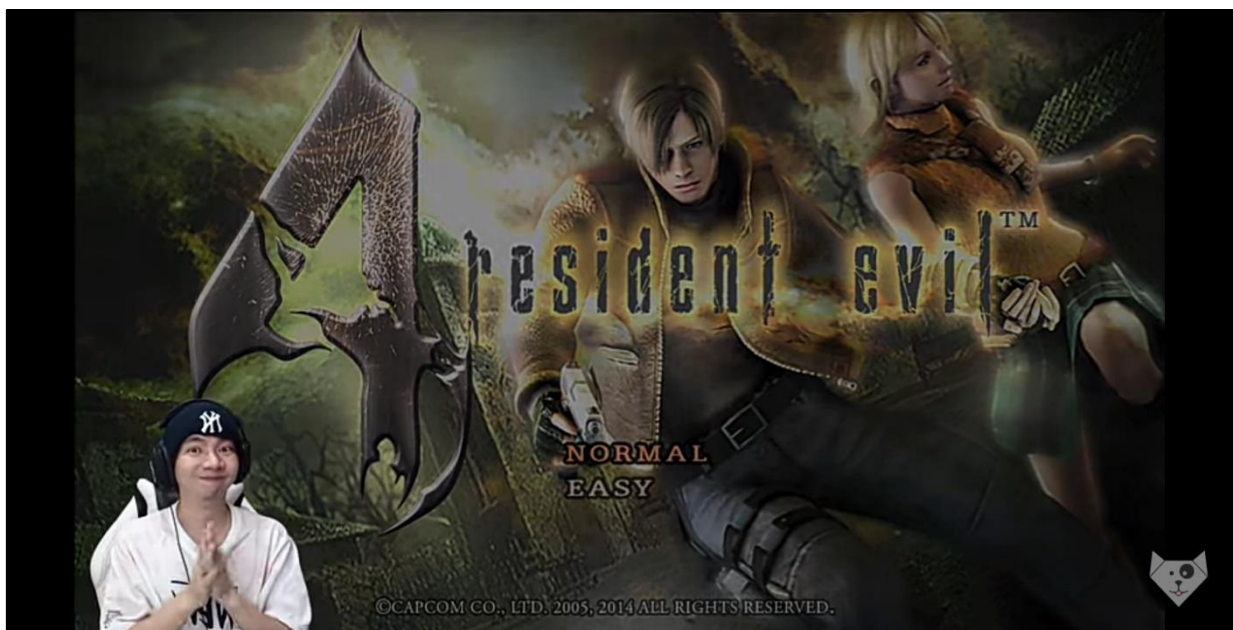


Figure 1: Reggy Parabowo while doing the opening the horror game Resident Evil 4-part 1

So far in 2020, when researcher last conducted code-mixing phenomena research on his channel, the number of his subscribers has reached 10.5 million and was awarded a Diamond Button Award from YouTube.

Reggy Parabowo was a graduate of IT in 2010 from Bina Nusantara University who had worked in several companies until 2014, he was interested in creating a YouTube channel under the name "MiawAug". A year later, Reggy decided to resign from the company where he worked so that he could focus more on becoming a gaming youtuber even though the salary he earned has been fulfilled at that time. Then, in 2019 MiawAug's subscribers have reached 7.14 million.



Figure 2: Reggy Prabowo when playing the horror game Resident Evil 4-part 1

The name MiawAug was derived from the sound of cats and barking dogs and has become an icon as a greeter for his viewers and his uniqueness. He has his own formula in delivering videos uploaded to his YouTube channel, that is a reluctance to say impolite words and become more friendly with his subscribers. He's also consistent in making content of video game every day and can even produce 2 videos per day. Not just playing games and showing his reactions when playing games, he also often gives powerful tips and tricks about the game he's playing coupled with interactions such as asking questions to subscribers when doesn't know and inviting cooperation when difficulties in solving puzzles available. Then in 2017, Reggie received an award from YouTube in the form of a Gold Button Award with a total of 1 million subscribers.

3. Method

This research used qualitative with a descriptive approach. According to Dörnyei (2007: 24) says that "qualitative research is a research that applies open-ended, non-numerical data processed by non-statistical methods" (as cited in Handayani, 2015: 103). In accordance with the definition, Moleong (1983: 3) affirms "qualitative research is a research of which data in the form of a series of oral and written word that are managed with descriptive" (as cited in Nurrohmah, 2008: 131). Further, Salim (2019: 45-47) adds "qualitative research is a type of research whose research procedures are carried out without using statistical or quantitative procedures". In qualitative research researchers use procedures that produce descriptive

data about a person or a theme of discussion as a whole through writing of observable behavior.

Furthermore, Raco (2010) speculates the qualitative research method is an approaching and searching of a research to describe or understand the problems that are the subject of research. In the research process, researcher collects the information by analyzing in the form of interview or text data which are then analyzed. The results of this analysis can be in the form of problem depiction which has deep meaning. (Raco, 2010: 7). Hastuti (2015) also opines *“the qualitative research is also called naturalistic research, where this research is conducted in observing scientific research subjects, which means that this research is conducted without any subject manipulation whereas qualitative descriptive is a type of research that describes a particular event”* (Hastuti, 2015: 65). In the research, researcher reviewed the types of code-mixing and code-mixing levels expressed by the owner of YouTube channel MiawAug, Reggy Prabowo in a Episode of Game RE Terfavorit: Resident Evil 4 Indonesia-Part 1. The Data obtained from the results of using the note taking technique to identify the code-mixing element in the video.

Afterwards, the data population was the entire code-mixing conducted by the owner of YouTube channel MiawAug, Reggy Prabowo in in the Favorite Episode of Game RE: Resident Evil 4 Indonesia-Part 1. The researcher took a sample of the data using purposive sampling technique. Researcher saw that Reggy Prabowo is fluent in Indonesian and is quite proficient in using English. As evidenced by the large amount of text and English conversation in previous video games contained in his YouTube channel which has been translated and interpreted to the audience to make it easy to understand. In obtaining samples, researcher only chose English and a bit of Japanese and a local language (Java) which can be in the form of words, phrase, clause or sentences.

In collecting data, there were several steps that have been carried out by researcher, as follows:

- 1) Firstly, researcher analyzed the video by watching it many times.
- 2) Secondly, the researcher written a transcript of the utterance in the video
- 3) Thirdly, researchers analyzed in depth and carefully identified code-mixing of the transcript results.
- 4) Fourthly, researchers formed data in the form of group that have been determined; and,
- 5) Fifthly, researcher classified the code-mixing data based on the type and level of code-mixing.

The Researcher made a code for levels of code mixing. The following are the data coding:

- 1) CMWL : Code Mixing Word Level,
- 2) CMPL : Code Mixing Phrase Level,
- 3) CMBL : Code Mixing Baster Level,
- 4) CMRW : Code Mixing Repetition word or Reduplication Word Level ,
- 5) CMIL : Code Mixing Idiom Level.

4. Result and Discussion

Researcher found 107 code-mixing data occurred in the video Game RE Terfavorit- Resident Evil 4 Indonesia- Part 1 by MiawAug YouTube channel with a duration of 46 minutes 11 seconds consisting of 79 data of Intra-Lexical; 25 data of Intra-Sentential; 3 data of Involving a Change of Pronunciation. Thus, the highest number that's frequently used in this study was Intra-Lexical, which amount to 79. As presented in table 1 below.

Table 1: The data finding of code-mixing phenomena in horror game Resident Evil 4 by Reggy Prabowo YouTube channel

No	Time	Utterances	Code-Mixing Categories
1.	0:37-0:40	Dan buat kalian yang mau liat gameplay-gameplay gua silahkan kalian check di deskripsi dibawah!	<ul style="list-style-type: none"> Intra-Sentential: gameplay-gameplay (CMRL) Intra-Lexical: Check (CMWL)
2.	0:48-0:53	Dan kalau gak salah ada, eh... spoiler dimana Resident Evil ke-4 ini akan diremake di tahun 2022	<ul style="list-style-type: none"> Intra-Lexical: Spoiler (CMWL)
3.	2:15-2:17	Really? Kayaknya gak deh	<ul style="list-style-type: none"> Intra-Lexical: Really (CMWL)
4.	4:45-4:48	Habis ini gua akan cari subtitle-nya terlebih dahulu ya temen-temen!	<ul style="list-style-type: none"> Intra-Lexical: Subtitle-nya (CMBL)
5.	6:16-6:19	Oh my god! Terakhir kali gua bermain game ini, itu di Playstation 2	<ul style="list-style-type: none"> Intra-Sentential: Oh my god! (CMPL) Intra-Lexical: Playstation 2 (CMWL)
6.	6:39-6:41	Agak susah guys aimingnya ya ampun kaku betul ini game!	<ul style="list-style-type: none"> Intra-Sentential: Guys aimingnya (CMCL), (CMBL) Intra-Lexical: Game (CMWL)
7.	7:27-7:30	Sebisa mungkin gua gak spoiler terlebih dahulu deh!	<ul style="list-style-type: none"> Intra-Lexical : Spoiler (CMWL)
8.	8:43-8:45	Nah! Habis tuh gua juga bisa kick , ya ampun, dikick Miauwaug!	<ul style="list-style-type: none"> Intra-Lexical : Kick (CMWL) Intra-Lexical : Di-kick (CMBL)
9.	9:14	Nooo!	<ul style="list-style-type: none"> Intra-Lexical : No (CMWL)
10.	10:20-10:22	Berarti gua harus dari sini nih, nice!	<ul style="list-style-type: none"> Intra-Lexical : Nice (CMWL)
11.	10:36-10:38	What, what, what, what, what!	<ul style="list-style-type: none"> Intra-Lexical : What (CMRL)
12.	12:00-12:10	Trus, character movement-nya juga kaku banget hehehe!	<ul style="list-style-type: none"> Intra-Sentential : Character movement-nya (CMBL)
13.	12:08-12:10	Kalau misalnya ada item atau tidak mari kita kelilingin terlebih dahulu!	<ul style="list-style-type: none"> Intra-Lexical : Item (CMWL)
14.	12:21-12:23	Diatas juga gak ada item , so yuk!	<ul style="list-style-type: none"> Intra-Lexical : Item (CMWL) Intra-Lexical : so (CMWL)
15.	12:33-12:35	Ada tempat save , ini adalah save-savean pertama!	<ul style="list-style-type: none"> Intra-Lexical : Save (CMWL) Intra-Lexical : Save-save-an (CMBL)
16.	12:48-12:50	Suara apa itu? ah, suara doggy guys!	<ul style="list-style-type: none"> Intra-Sentential : Doggy guys (CMPL)
17.	13:28-13:30	Reload dulu, ada lagi? Ada lagi? Ada lagi?	<ul style="list-style-type: none"> Intra-Lexical : Reload (CMWL)
18.	13:35-13:37	Alright! Sepertinya sudah tidak ada ya?	<ul style="list-style-type: none"> Intra-Lexical: Alright (CMWL)
19.	13:42-13:45	Huh! Handoguraneto...	<ul style="list-style-type: none"> Intra-Lexical: Handoguraneto (Japanese Language) (CMWL)
20.	13:51-13:58	Sini-sini aku bantu, udah tuh pergi! Oh, good boy , da da...!	<ul style="list-style-type: none"> Intra-Sentential: Good boy (CMPL)

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21.	14:39-14:41	<i>Oh, oh dari mana itu? Yoo what's up my friend?</i>	<ul style="list-style-type: none"> Intra-Sentential: Yoo what's up my friend? (CMPL)
22.	14:52-14:56	<i>Apakah kamu nge-drop item? sebentar gua check terlebih dahulu</i>	<ul style="list-style-type: none"> Intra-Lexical: Nge-drop (CMBL) Intra-Lexical: Item (CMWL) Intra-Lexical: Check (CMWL)
23.	16:35-16:40	<i>Kalo gak ngerti bahasa Inggris, gua pake bahasa Jawa nih, punten! He he he...</i>	<ul style="list-style-type: none"> Intra-Lexical: Punten (Javanese Language) (CMWL)
24.	16:42-16:44	<i>Gua ingat banget soalnya gua kena jump scare waktu kecil disini!</i>	<ul style="list-style-type: none"> Intra-Sentential: Jump Scare (CMPL)
25.	17:09-17:10	<i>Ada tempat save gak sih? Oke!</i>	<ul style="list-style-type: none"> Intra-Lexical: Save (CMWL)
26.	17:25-17:28	<i>Wih! Loadingnya udah cepet, mantep!</i>	<ul style="list-style-type: none"> Intra-Lexical: Loading-nya (CMBL)
27.	18:06-18:08	<i>Oh ini? alright! Terus pencet mana?</i>	<ul style="list-style-type: none"> Intra-Lexical: Alright (CMWL)
28.	18:15-18:18	<i>Oke-oke yang penting gua udah tau, so apalagi ini?</i>	<ul style="list-style-type: none"> Intra-Lexical: So (CMWL)
29.	18:21-18:23	<i>Ngeheal gak perlu karena baru satu bar..</i>	<ul style="list-style-type: none"> Intra-Lexical: Nge-heal (CMBL) Involving a Change of Pronunciation: → bar bär (CMWL)
30.	19:12-19:14	<i>Eh gua bisa gini gak yah? Sneaky-sneaky dari belakang!</i>	<ul style="list-style-type: none"> Intra-Sentential: Sneaky-sneaky (CMRL)
31.	20:01-20:03	<i>Oke ada yang mati, wah reload!</i>	<ul style="list-style-type: none"> Intra-Lexical: Reload (CMWL)
32.	20:08-20:16	<i>Aw, aw, aw, aw, aw, aw, aw...! sebentar-sebentar, heal, heal, heal, heal, heal, heal, heal..! combine dulu..sip! heal, heal! Nice sekali!</i>	<ul style="list-style-type: none"> Intra-Lexical: heal, heal, heal, heal, heal, heal (CMRL) Intra-Lexical: Combine (CMWL) Intra-Lexical: Heal, heal (CMRL) Intra-Lexical: Nice (CMWL)
33.	20:27-20:30	<i>Permisi, permisi, permisi, permisi! My friend!</i>	<ul style="list-style-type: none"> Intra-Sentential: My friend (CMPL)
34.	20:35-20:40	<i>Nah kita check lagi! Oh,oh,oh..mereka kesini!</i>	<ul style="list-style-type: none"> Intra-Lexical: Check (CMWL)
35.	20:51-20:54	<i>Chottomatte, waduh makin banyak yang datang bung!hu,hu,hu,hu!</i>	<ul style="list-style-type: none"> Intra-Lexical: Chottomatte (Japanese Language) (CMWL)
36.	21:22-21:26	<i>Mau gak mau kepala nih! Reload, reload, reload, reload....lari!</i>	<ul style="list-style-type: none"> Intra-Lexical: Reload, reload, reload, reload (CMRL)
37.	21:37-21:40	<i>Guys kita ganti stategi kita ya, yang ditembak ke kepala!</i>	<ul style="list-style-type: none"> Intra-Lexical: Guys (CMWL) Involving a Change of Pronunciation: →Strategi Strategy "'stratəjē" (CMWL)
38.	22:10-22:15	<i>Sebel banget! Ini aja nih! First aid kali yah? Gak papa, ammo juga masih banyak guys!</i>	<ul style="list-style-type: none"> Intra-Sentential: First aid (CMPL) Intra-Lexical: Ammo (CMWL) Intra-Lexical: Guys (CMWL)
39.	24:26-24:33	<i>Tapi nanti saja, karena kalo gua ngomong sekarang spoiler! Dan disini kesempatan gua untuk explore ya guys!</i>	<ul style="list-style-type: none"> Intra-Lexical: Spoiler (CMWL) Intra-Lexical: Explore (CMWL) Intra-Lexical: Guys (CMWL)
40.	25:06-25:08	<i>Enaknya di game yang satu ini, inventory kita banyak banget!</i>	<ul style="list-style-type: none"> Intra-Lexical: Game (CMWL) Intra-Lexical: Inventory (CMWL)
41.	25:45-25:49	<i>Gue harus bener-bener menggunakan combonya si Leon sih!</i>	<ul style="list-style-type: none"> Intra-Lexical: Combo-nya (CMBL)

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 CODE-MIXING PHENOMENA ON HORROR GAME RESIDENT EVIL 4
 BY REGGY PRABOWO YOUTUBE CHANNEL

41.	26:45-26:51	Come on Leon cari lagi udah kehabisan ammo nih! Kita harus restock lagi ammonya!	<ul style="list-style-type: none"> • Intra-Sentential: Come on (CMPL) • Intra-Lexical: Ammo (CMWL) • Intra-Lexical: Restock (CMWL) • Intra-Lexical: Ammo-nya (CMBL)
42.	27:05-27:17	Oh ini bisa gua push ah! Gua tau nih pushnya itu untuk menutup pintu yang ada disini nih! Ah... I see	<ul style="list-style-type: none"> • Intra-Lexical: Push (CMWL) • Intra-Sentential: I see (CMCL)
43.	27:35-27:41	Siapa tau aja kalian maen yakan...terus dapatkan item yang penting seperti shottoganto!	<ul style="list-style-type: none"> • Intra-Lexical: Item (CMWL) • Intra-Lexical: Shottoganto (Japanese Language) (CMWL)
44.	29:57-29:58	Bisa kategori-nya maling gak sih guys!	<ul style="list-style-type: none"> • Involving a Change of Pronunciation: →Kategori Category “ katə.gôrē” (CMWL) • Intra-Lexical: Guys (CMWL)
45.	31:39-31:44	Kan gua dah bilang gak semua binatang itu bisa dibunuh untuk dapetin item MiawAug	<ul style="list-style-type: none"> • Intra-Lexical: Item (CMWL)
46.	31:54-32:01	Gua kan punya handgranade nih guys , kalo misalnya gua buka hehehe...terus gua lempar handgranade mati semua tu yang di dalam.	<ul style="list-style-type: none"> • Intra-Lexical: Handgranade (CMWL) • Intra-Lexical: Handgranade (CMWL)
47.	32:05-32:14	Oke kita katanya dsuruh cari high tower . Ini dia, habis itu kita disuruh untuk ngikutin jalan setapaknya...ya itu, kesan tuh kesana..!	<ul style="list-style-type: none"> • Intra-Sentential: High tower (CMPL)
48.	33:26-33:32	Ada selebaran, selebaran apa ini? Ah.. alert order!	<ul style="list-style-type: none"> • Intra-Sentential: Alert order (CMPL)
49.	34:09-34:13	Gua juga lupa guys , set upnya itu lagi di desa atau di negara bagian mana?	<ul style="list-style-type: none"> • Intra-Lexical: Guys (CMWL) • Intra-Sentential: Set up-nya (CMBL)
50.	35:08-35:12	Oke guys! Huu.. ada tempat save! Sebentar, sebentar, sebentar..!	<ul style="list-style-type: none"> • Intra-Lexical: Guys (CMWL) • Intra-lexical: Save (CMWL)
51.	36:20-36:22	Kalau gak salah udah 3 ya? Atau 2? Hai bro!	<ul style="list-style-type: none"> • Intra-Lexical: Bro (CMWL)
52.	37:22-37:29	Kalau gak salah item-item disini itu ada warna-warnanya, jadi klaw biru itu duit, kalau ijo itu heal-healan seperti yang ada disini guys!	<ul style="list-style-type: none"> • Intra-lexical: Item-item (CMRL) • Intra-Sentential: Heal-heal-an (CMRL), (CMBL) • Intra-lexical: Guys (CMWL)
53.	37:33-37:39	Atau dah gua ambil itu tadi? belum ya? tadi ada ijo-ijo perasaan! Take it!	<ul style="list-style-type: none"> • Intra-Sentential: Take it (CMCL)
54.	37:41-37:47	Nah ini dia nih, Ha...ada 15! 7 di farm , 8 di cemetery!	<ul style="list-style-type: none"> • Intra-Lexical: Farm (CMWL) • Intra-Lexical: Cemetery (CMWL)
55.	38:06-38:08	Pkoknya ada 7 disini, di farm itu ada 7!	<ul style="list-style-type: none"> • Intra-Lexical: Farm (CMWL)
56.	38:11-38:17	Bentar ya guys! Sambil keliling-keliling mencari item dan juga mencari blue medallion	<ul style="list-style-type: none"> • Intra-Lexical: Guys (CMWL) • Intra-Lexical: Item (CMWL) • Intra-Sentential: Blue medallion (CMPL)
57.	38:48-38:50	Ada apakah disini? Punten..!	<ul style="list-style-type: none"> • Intra-Lexical: Punten (Javanese language) (CMWL)
58.	38:53-38:56	Open huu..peluru ammo! mantap!	<ul style="list-style-type: none"> • Intra-Lexical: Open (CMWL) • Intra-Lexical: Ammo (CMWL)
59.	39:45-39:53	Alright! Kita akan jatuhi diri kesini terlebih dahulu, jump down!	<ul style="list-style-type: none"> • Intra-Lexical: Alright (CMWL) • Intra-Sentential: Jump down (CMPL)

60.	40:53-40:54	Kita harus mencari medallion blue lagi!	<ul style="list-style-type: none"> • Intra-Sentential: Medallion blue (CMPL)
61.	42:38-42:42	Samapai gua dapat medallion yang terakhir baru kita akan save , baru gua akan closing !	<ul style="list-style-type: none"> • Intra-Lexical: Medallion (CMWL) • Intra-Lexical: Save (CMWL) • Intra-Lexical: Closing (CMWL)
62.	43:37-43:38	Iya,iya... maaf,maaf... take it !	<ul style="list-style-type: none"> • Intra-Sentential: Take it (CMCL)
63.	44:40-44:47	Kita akan save terlebih dahulu dan kita akan terusin untuk game Resident Evil ke-4 ini di next video ya teman-temanku sekalian!	<ul style="list-style-type: none"> • Intra-Lexical: Save (CMWL) • Intra-Lexical: Game (CMWL) • Intra-Sentential: Next video (CMPL)
64.	45:17-45:19	Tidak ya? Tidak ada item yang mereka drop !	<ul style="list-style-type: none"> • Intra-Lexical: Item (CMWL) • Intra-Lexical: Drop (CMWL)
65.	45:33-46:11	Sudah, berarti di next episode yang kita tambah itu adalah crow oke, burung gagak...ada doggy-doggy !	<ul style="list-style-type: none"> • Intra-Lexical: Crow (CMWL) • Intra-Sentential: Next episode (CMPL) • Intra-Sentential: Doggy-doggy (CMRL)

4.1 Intra-Lexical

- Level: CMWL

- Time : 0:48-0:53

- Utterance: *Dan kalau gak salah ada, eh..spoiler* dimana Resident Evil ke-4 ini akan **di-remake** di tahun 2022.

- English Subtitle: "And if not mistaken, there is a spoiler where the 4th Resident Evil will be remake in 2022"

The above utterances have one of two available English words, "spoiler", which is inserted together with the Indonesian sentence by the owner of YouTube channel MiawAug, Reggy Prabowo. The word "spoiler" has the meaning of exposing or describing any information from a story that still tends to be confidential or briefly expose, as for in Indonesian is "bocoran/beberan". Thus, in his video, Reggy told the viewers there was a spoiler of Resident Evil 4 will be remade in 2022. While "remake" isn't included in CMWL category but included into CMBL category.

- Time: 2:15-2:17

- Utterance: **Really?** *Kayaknya gak deh*

- English Subtitle: "Really? I don't think so"

The utterance above has an English word insertion, that is "really" which has meaning in Indonesian is "benarkah" expressed by the owner of YouTube channel of MiawAug, Reggy Prabowo. The word is usually used to emphasize or question the truth of something being discussed. For example:

A: Aku tadi baru siap nyapu kamar kita,huh...capek juga! (I was just ready to sweep our room, huh ... very tired!)

B: Really, sulit dipercaya, kayak bukan lo aja, hahaha...! (Really? hard to believe, it's not like you, hahaha ...!)

The dialog above emphasizes that B does not believe that A has swept their room, perhaps it's because A rarely sweeps their room, consequently, B doubting the truth of A's action.

- Level: CMBL

- Time: 4:45-4:48

- Utterance: *Habis ini gua akan cari subtitle-nya terlebih dahulu ya temen-temen!*

- English Subtitle: *"Afterwards, I'll find the subtitles first, ya friends!"*

In the utterance there's an English word among other Indonesian languages, "subtitles". the word was spoken by Reggy Prabowo because when he was playing the game, it's usually equipped with "subtitles" which in Indonesian refers to "anak judul / teks bawah pada sebuah film" it's usually used as a direct translation of a film. In this word, Reggy Prabowo as the owner of the MiawAug YouTube used a suffix "nya" which refers to the possession of someone or something of Game Resident Evil 4.

4.2 Intra-Sentential

- Level: CMPL

- Time: 13:51-13:58

- Utterance: *Sini-sini aku bantu, udah tuh pergi! Oh, good boy, da da...!*

- English Subtitle: *"Come here I'll help! finished, oke just go away! Oh, good boy, bye bye ...!"*

In the above utterance there's a phrase among other Indonesian languages, namely "good boy" where "good" is "modifier" and "boy" is "Head", precisely it's a Noun Phrase in English. The utterance was expressed by Reggy Prabowo as the owner of the MiawAug YouTube channel when he found a dog trapped in a iron snare, then he helped the dog and used the phrase "good boy" due to it immediately left and didn't bite Leon as the main character in the 4th Resident Evil game played by Reggy Prabowo.

- Level: CMCL

- Time: 43:37-43:38

- Utterance: *Iya, iya...maaf,maaf...take it!*

- English Subtitle : *Yes yes... sorry, sorry...take it!*

In the above utterance was expressed by Reggy Prabowo as the owner of MiawAug YouTube channel there is a clause "take it" which in Indonesian is

"mengambil". It refers to Reggy Prabowo when he took a Spinel (precious stone) in a cupboard inside the zombie resident's home.

- Level: CMRL
- Time : 19:12-19:14
- Utterance: *Eh gua bisa gini gak yah? Sneaky-sneaky dari belakang!*
- English Subtitle: *"Can I do this or not? Sneaky-sneaky from behind!"*

The utterance there're adjectives said repeatedly by Reggy Prabowo as the owner of MiawAugYouTube channel "sneaky-sneaky" if interpreted into Indonesian will be "*mengendap-endap*". It was stated in his video because at that time there were many residents affected by the Las Plagas parasite gathering and doing activities outside the home such as livestock raising, hoeing and many more. Afterwards, Leon didn't get caught as the main actor in the Resident Evil 4 played by Reggy Prabowo must sneak around and say the word "sneaky-sneaky" repeatedly.

- Level: CMBL
- Tme : 12:00-12:10
- Utterance: *Trus, character movement-nya juga kaku banget hehehe!*
- English Subtitle: *"Then, the character movement is also very stiff hehehe!"*

In the utterance of the video there's a word inserted between Indonesian used by Reggy Prabowo as the owner of MiawAug YouTube channel "character movement" which then is combined with the suffix "nya" from Indonesian language which means to show the possession. It was revealed by Reggy Prabowo because when he was playing Resident Evil 4 after so long as a child. Then, he stated that of so many Resident Evil horror games and beside its advantages, this game is one of the games that has character movements that are still rather stiff.

4.3 Involving a change of pronunciation

- Level: CMWL
- Time: 29:57-29:58
- Utterance: *Bisa kategori-nya maling gak sih guys!*
- English Subtitle: *"Can the category be a thief or not guys!"*

In the above utterance of the video there's one of two foreign English word, namely "Category" which has a meaning in Indonesian, namely "*golongan, jenis*". The category is taken from the English "category" but here the owner of the YouTube channel MiawAug, Reggy Prabowo red it in the Indonesian style "kategori" which should be read with "*katə.gôrē*". In the video Reggy asked his subscribers if stealing gold from the

zombie inhabitants' homes affected by Las Plagas belongs to the category of stealing or not.

Table 2: The comparison of code-mixing types

Intra-Lexical	Intra-Sentential	Involving a change of pronunciation
79	25	3

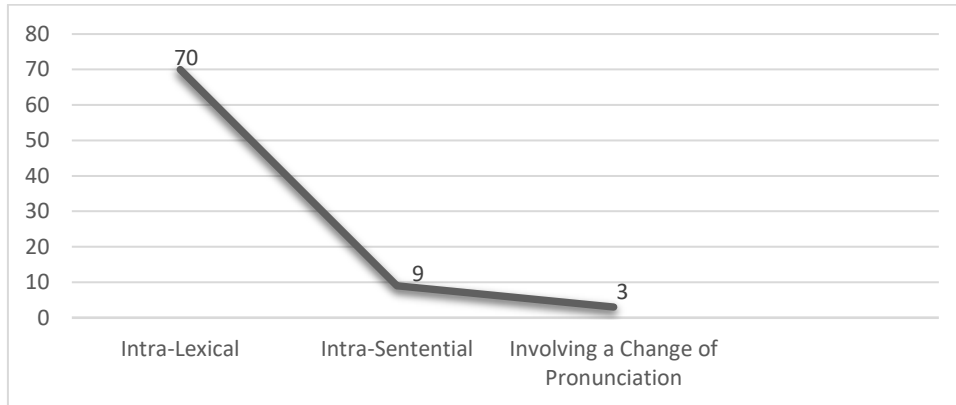


Figure 3: The data comparison of code-mixing types

As the previous explanation, from 107 available code-mixing types data, consisting of: 79 data of intra-lexical; 25 data of intra-sentential; 3 data of Involving a change of pronunciation. Where the most dominating was intra-Lexical code-mixing because Reggy Prabowo tended said this type in the Episode of Game RE video: Resident Evil 4 Indonesia-Part 1 which has been played by him.

Furthermore, the data was then divided into some levels of code-mixing each of which amount to 110 data, which will be presented below.

Table 3: The comparison of code-mixing levels

CMWL	CMPL	CMCL	CMRL	CMBL
70	15	4	9	12

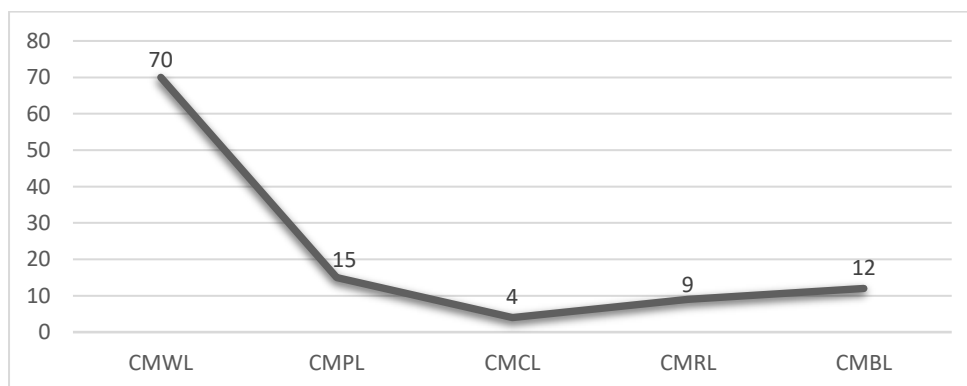


Figure 4: The data comparison of code-mixing levels

The table and graph explained, 110 code-mixing level data have been obtained, consisting of: 70 data of CMWL; 15 data of CMPL; 4 data of CMCL; 9 data of CMRL; 12

data of CMBL. Thus, the code-mixing level that often appears in the video was CMWL (Code Mixing of Word Level), due to Reggy Prabowo being more inclined to use code-mixing in the form of words compared to other forms throughout the video in the Episode of Game RE video: Resident Evil 4 Indonesia-Part 1 which has been played by him.

5. Conclusion

Code-mixing phenomenon which occurred on MiawAug Youtube Channel by Reggy Prabowo in a Resident Evil 4 Horror Game which has been researched involved several types of code-mixing and code-mixing levels that have been previously presented, it's found that the highest code-mixing type was intra-lexical amounting to 79 and the highest code-mixing level was CMWL (code-mixing word level) amounting to 70. In addition, researcher also found that Reggy Prabowo in the video didn't only mixed English with Indonesian, but also involved other languages such as Japanese "shottoganto" which means in English is "Shotgun", then the local language, Javanese "Punten" which in English is "sorry / please", accordingly, there were involving several languages in it. Technological advances are currently contributing to the code-mixing phenomenon that has been occurring until now, so as it's feared that the native language will also be intervened by mixing with other languages.

Conflict of Interest Statement

The authors declare no conflicts of interests.

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