Code-Switching on Online Gaming Platform

Submitted as a partial requirement of Sarjana Degree by
Name : John Calvin Kumar
NIM : 392014901

SATYA WACANA CHRISTIAN UNIVERSITY

SALATIGA

2017
Code-Switching on Online Gaming Platform

THESIS
Submitted as Partial Fulfillment of the Requirements for the Degree of Sarjana Sastra

John Calvin Kumar
392014901

Approved by:
Rindang Widiningrum, SS, MA
Dian Toar Y. G. Sumakul, MA

Examiner
Supervisor

- 2 -
PUBLICATION AGREEMENT DECLARATION

As the member of the (SWCU) Satya Wacana Christian University, I:

Name: John Calvin Kumar
Student Number: 392014901
Program: English Department
Faculty: Faculty of Language and Literature
Kind of Work: Undergraduate Thesis

In developing my knowledge, I agree to provide Satya Wacana Christian University with a non exclusive royalty free rights for this intellectual property and the contents there in entitled:

Code Switching on Online Gaming Platform

Along with any pertinent equipment

With this non exclusive royalty free rights, Satya Wacana Christian University maintains the rights to copy, reproduce, copy, print, publish, post, display, incorporate, store in or scan into a retrieval system or database transmit, broadcast, barter or sell my intellectual property in whole or in part without my express written permission, as long as my name is still included as the writer.

This declaration is made according to the best of my knowledge.

Made in: Salatiga
Date:

Approved by:
Rindang Widimnurum, SS, MA
Dian Toar Y. G. Sumakul, MA

Examiner
Supervisor
COPYRIGHT STATEMENT

This thesis contains no such material as has been submitted for examination in any course or accepted for the fulfillment of any degree or diploma in any university. To the best of my knowledge and my belief, this contains no material previously published or written by any other person except where due reference is made in the text.

Copyright @ 2017. John Calvin Kumar and Dian Toar YG Sumakul

All rights reserved. No part of this thesis may be reproduced by any means without the permission of at least one of the copyright owners or the Faculty of Language and Literature, Satya Wacana Christian University, Salatiga

John Calvin Kumar: [Signature]
PERNYATAAN PERSETUJUAN AKSES

Saya yang bertanda tangan di bawah ini:

Nama: John Calvin Kumar
NIM: 332014901
Fakultas: FBS
Program Studi: SAINS SASTRA - FBS
Judul tugas akhir: CODE SWITCHING ONLINE GAMING PLATFORM

Dengan ini saya menyerahkan hak non-eksklusif* kepada Perpustakaan Universitas – Universitas Kristen Satya Wacana untuk menyimpan, mengatur akses serta melakukan pengelolaan terhadap karya saya ini dengan mengacu pada ketentuan akses tugas akhir elektronik sebagai berikut (beri tanda pada kotak yang sesuai):

☐ a. Saya mengijinkan karya tersebut diunggah ke dalam aplikasi Repositori Perpustakaan Universitas, dan/atau portal GARUDA

☐ b. Saya tidak mengijinkan karya tersebut diunggah ke dalam aplikasi Repositori Perpustakaan Universitas, dan/atau portal GARUDA**

* Hak yang tidak terbatas hanya bagi satu pihak saja. Pengguna, penjual, dan mahasiswa yang menyerahkan hak non-eksklusif kepada Repositori Perpustakaan Universitas saat mengumpulkan hasil karya mereka masih memiliki hak copyright atas karya tersebut.

** Hanya akan memenuhi hak penerbitan dengan pengetahuan alasan tersebut dari pemberi bimbingan TA dan disahkan oleh pimpinan fakultas (dekan/capresid) dan petugas pengawas bimbingan praktik.

Demikian pernyataan ini saya buat dengan sebenarnya.

Salatiga, 07 JUNE 2017

John Calvin Kumar

Mengetahui,

Dian Toar Yg. Sumakul M.

Tanda tangan di nama terang mahasiswa

F-LIB-081
PERNYATAAN TIDAK PLAGIAT

Saya yang bertanda tangan di bawah ini:

Nama : John Calvin Kumar
NIM : 392014 901
Fakultas : FBS
Judul tugas akhir : CODE SWITCHING ONLINE GAMING APP PLATFORM
Pembimbing : 1. Dian Toar Y G Sumaruk M A

Dengan ini menyatakan bahwa:

1. Hasil karya yang saya serahkan ini adalah asli dan belum pernah diajukan untuk mendapatkan gelar kesarjanaan baik di Universitas Kristen Satya Wacana maupun di institusi pendidikan lainnya.

2. Hasil karya saya ini bukan saduran/terjemahan melainkan merupakan gagasan, rumusan, dan hasil pelaksanaan penelitian/implementasi saya sendiri, tanpa bantuan pihak lain, kecuali arahan pembimbing akademik dan narasumber penelitian.

3. Hasil karya saya ini merupakan hasil revisi terakhir setelah diajukan yang telah diketahui dan disetujui oleh pembimbing.

4. Dalam karya saya ini tidak terdapat karya atau pendapat yang telah ditulis atau dipublikasikan orang lain, kecuali yang digunakan sebagai acuan dalam naskah dengan menyebutkan nama pengarang dan dicantumkan dalam daftar pustaka.

Pernyataan ini saya buat dengan sesungguhnya. Apabila di kemudian hari terbukti ada penyimpangan dan ketidakbenaran dalam pernyataan ini maka saya bersedia menerima sanksi akademik berupa pencabutan gelar yang telah diperoleh karena karya saya ini, serta sanksi lain yang sesuai dengan ketentuan yang berlaku di Universitas Kristen Satya Wacana.

Salatiga, 07 June 2017

John Calvin Kumar

F-LIB-000
ACKNOWLEDGEMENT

Praise God because of his Grace, Love and Knowledge the writer could complete this Thesis/Paper entitled “Code-Switching on Online Gaming Platform”.

During the writing of this Thesis/Paper, the writer got some help and supports from some people. In this occasion, the writer would like to express his gratitude to all people who have supported the writer in many ways to finish the Thesis/Paper. The writer would like to be thankful and show gratitude to:

1. God the Father, YeshuaHaMashiach (Jesus Christ), The Holy Spirit who have always guided the writer through all situation, and have become an inspiration, a friend and a meaning for this life;

2. My Father JospehJayakumar and my family members who have been patient with me all these years.

3. Pak. Dian Toar YG Sumakul, MA., who has been friendly and patient with the writer during the years and has been an amazing advisor.

4. Ibu. Rindang Widiningrum, SS, MA. my academic advisor who has been encouraging and patient through the years.

5. To Ibu Risti, Ibu Deta, Ibu Anna, Ibu Deby, Ibu Airen, Ibu Ervin, Pak Seno, Ibu Esri, Ibu Lisa, who have been friendly and also like a family to me during my academic studies and advising.

6. To the Big Family of SatyaWacana Christen University all the lecturers and staff who helped the writer campus
7. To STiBASatyaWacana all the lecturers and staff who helped the writer in college.


9. A special thanks to FazaelZehra, a very special person who gave the writer the final push and motivation to complete the thesis/paper.

Finally, the writer realizes that this research is still far beyond perfect, so the writer is very open for any critics and suggestion. Thankyou.

Salatiga, Indonesia March 2017

The Writer

John Calvin Kumar
# Table of Contents

- TITLE ................................................................................................................................................. - 1 -
- APPROVAL OF BOARD OF EXAMINER .......................................................................................... - 2 -
- PUBLICATION AGREEMENT DECLARATION .................................................................................. - 3 -
- COPYRIGHT STATEMENT .................................................................................................................... Error! Bookmark not defined.
- ACKNOWLEDGEMENT ...................................................................................................................... - 7 -
- TABLE OF CONTENT ......................................................................................................................... - 7 -
- CHAPTER 1 Introduction ..................................................................................................................... - 10 -
- CHAPTER 2 Literary Review ............................................................................................................... - 13 -
- CHAPTER 3 Analysis ........................................................................................................................... - 17 -
  - Some activities have only been experienced in one of the languages ............................................ - 19 -
  - Some concepts are easier to express in one of the languages ....................................................... - 21 -
  - A misunderstanding has to be clarified .......................................................................................... - 22 -
  - One wishes to create a certain communication effect ................................................................. - 24 -
  - One wants to make a point ............................................................................................................. - 25 -
  - One wishes to express group solidarity ......................................................................................... - 27 -
- CHAPTER 4 Conclusion ....................................................................................................................... - 29 -
- References ........................................................................................................................................... - 31 -
CHAPTER 1

Introduction

A person is said to be bilingual or multilingual if he or she is competent in more than one language. Multilingualism is usually the result of many factors, such as colonization, intercultural marriage, cultural interaction, education, etc. In many situations, a speaker may shift from one code to another, intentionally or unintentionally, usually bilinguals and multilingual tend to switch languages within the same utterance. This phenomenon is referred to as code-switching (Rihane W.M).

The process of human communication has evolved over the years, with many path-breaking inventions and discoveries heralding revolutions or a lift from one level to another. Throughout history, developments in technology and communications have gone hand-in-hand, and the latest technological developments such as the Internet and mobile devices have resulted in the
advancement of the science of communication to a new level. The huge amount of knowledge accessible by a click of the mouse has helped improve the quality of communication. Translating a text from an unfamiliar language to a familiar language, seeking out the meaning of an unknown word, and getting follow up information on an unfamiliar concept are all possible thanks to the internet, because of the improvement in our communications and technology, we can see bilingual people all over the internet because now this has opened a way for them to speak and write in more than one language on social websites. The significance of English language globally has influenced many non-native English speakers to study and learn the language. The switching of language is used by speakers for many different reasons. According to Myers (2014: 331-335), recent trends in game studies have included game-centric study of the unique functions of video games, study of video game players and video game contexts, such as studies on virtual worlds and the culture of video gaming.

The present study demonstrates that English is part of the language repertoire of the gamers. They interact with each other and the game characters frequently either in English or any Native Language. Since communication and technology has increased to an extent where linguistics are trying to analyze the expanding impact of code switching on the internet is also fact that will add to my theory, this paper will narrow down to a specific domain in code-switching ‘on an online gaming community (DOTA2).

The research question of this paper is, what are the functions of Code-Switching? The focus of this study is to determine the impact student have being a bilingual, by Switching from English to Indonesia, vice-versa, in the linguistics this is called Code-Switching. The objective of my study is to
understand what the functions are and why gamers code switch in game, also to portray accurately the characteristics of a particular individual, situation or a group and through application of scientific procedures.

Code-Switching is common factor among people especially multi-lingual societies. The students from SatyaWacana Christian University not all speak English, especially students who don’t belong to the language department; since our generation is more into internet we can see a lot of code-switching in social media, but these days in the gaming community it is common to switch between languages like it is a way of communication. In this paper I would like to expand on the code-switching of UKSW students who game online and what are the functions of code switching, because I want this paper to help the future language student/ future linguists to understand and create awareness that even gamers have knowledge on different language and it could grow vast into a unique multilingual community.
A. Defining Computer Mediated Communication

In this era of internet, the use of computer has elevated faster in the past decade. Computer-mediated communication (CMC) has opened opportunities for organizations and educators alike. Organizations can use CMC to save money and time when collaborating with team members throughout the country, or even the world. Educators can prepare their students for the global society by connecting them with students and experts in the field from around the world. According to Handley (2010), CMC is the broad term for technologies which allow language learners to communicate with other learners or native speakers through text or audio. Through CMC people are easier to make communication and learning the language without feeling afraid if the words even the statement is true or false, because mostly they do not directly communicate face to face.

Communication has been defined, re-defined, modelled, and re-modelled as theorists attempt to understand and improve human communication.
Schramm’s (1954) emphasized feedback between two communicators showing communication is more than just a sender, a message, and a receiver, but a cyclical process in which feedback can be given and interpreted at various speeds, in our era of internet communication leads to learning of new languages and the society is getting multilingual, the computer oriented students of our generation have the means of learning through MMORPG online games such as Dota2, LOL, Smite, etc. The game is designed so that players are in world together, but on different computers. Players can be sitting right next to each other or across the globe, either way they will need to work as a team to be successful. The strength of relations is an important characteristic of the interaction between people because it can be used to understand what type of exchange is going on between the participants.

B. CMC in Online Gaming Community

The development of CMC has facilitated social interaction over long distances over very short periods of time in a larger extent than previous forms of communication between people. The increased ease at which people can communicate has made affiliation to different communities mediated using CMC a growing matter of choice. The psychological drives described above characterize the process, Yee N. (2007) in which relations between people form and develop communities, because all human interaction must be mediated, and that communities are an aggregate of this interaction. MMO communities will fall into the latter category because the nature of CMC allows MMO users to interact from very different geographical locations Yee N. & Moore R. J. (2004). This makes it easier for people to choose to enter a MMO community based mainly on their interest. Therefore referring to MMO communities as
communities of interest; entering an interaction with another person becomes less dependent on a person’s geographical proximity, class or biological characteristics and more dependent on what resources the interaction will provide. MMO users meet online because they share a common interest in MMO programs (Siitonen 2007). Online communities are in conclusion communities of choice that are primarily mediated through CMC interaction.

C. Code-Switching

In different circumstances, a speaker may change one code then onto the next, deliberately or inadvertently. This move might be starting with one dialect then onto the next, starting with one tongue then onto the next, or starting with one style then onto the next for a wide range of reasons. When discussing communicative functions, mentions the discourse function of code switching, also called the personalization function of language. A speaker plays upon the connotation of the we-code to create a conversational effect. Thus, code switching is seen as fulfilling the relational and referential function of language that amounts to effective communication and interlingual unity. Code switching is also seen as the medium to convey both social and linguistic meanings (Muthusamy 2007). Several researchers have studied the functions, characteristics, determining factors and effects of code-switching in a wide range of linguistics domains. For example in a seminal work by Gumperz (1982) he identifies six functions of code switching which are: Quotation, Addressee specification, Repetition, Interjection, Message qualification and Personification, so communicative functions of code switching can also be listed according to the functions that they try to accomplish. Among these, the
following nine functions have been described by professional linguist (Karen Kow).

Karen Kow (2003) listed in her article a few possible functions for code switching. Some of the conditions given are:

1. Lack of one word in either language
2. Some activities have only been experienced in one of the languages
3. Some concepts are easier to express in one of the languages
4. A misunderstanding has to be clarified
5. One wishes to create a certain communication effect
6. One continues to speak the language latest used because of the trigger effect
7. One wants to make a point
8. One wishes to express group solidarity
9. One wishes to exclude another person from the dialogue.

Kow suggests that from the list above, it may be possible to predict which conditions act on a particular sociolinguistic context for code switching, for example, when a person who lacks a word in English due to limited vocabulary code switches by using the lexical component from his/her first language instead of English. Another reason, perhaps they are influenced by the interlocutors, situation, message, or mood. Grosjean (1982) also proposes other aspects that could influence code switching such as, to quote somebody statement. In line with Lipski, (1985) it is characterized by fluent intrasentential shifts, transferring focus from one language to another. It is motivated by situational and stylistic factors and the switch between two
languages is conscious and intentional is another type of code switching called “code changing”.

CHAPTER 3

Analysis

The data was taken through interviewing the participants’ on Facebook Chat. There were 6 participants, not all multilingual students but most bilingual and they are all online gamers, involved in this study. The gameplay video was recorded and based on that code switching found in the recording each of them was questioned individually to maintain a detail and steady analysis.

The participants’ gameplay recordings data was observed, of the 6 participants, online gamers multilingual/bilingual students, who were involved in this study. These videos were then analysed to see the forms and were used to build question to interview the participant.

The interviews were also conducted on Facebook Chat. Not the whole interview transcriptions are given, only the excerpts related to the analysis. However, for academic reason, the whole transcription can be provided upon request. The sections used in the analysis are in italics, black colour, while the other sections in the analysis are in normal font.
The analysis were done based on Functions of Code Switching by Karen Kow (2003) to see the forms and to find out the functions of code mixing based on the interviews;

Lack of one word in either language

When the speaker or respondent lacks a particular term or word to explain a situation or a particular concept in game, they switch languages to make sense, explain or connect.

“.......I ask my teammate to "bottle me"...I give him tango, but he fails mid and feeds, so I use slang words like "fuck you noob" "fail mid" or "reported" ...because it's to communicate with player who don't understand...”

Example: The situation below is as the participant and the teammate are preparing before they start the laning phase, where each player will choose a lane to farm gold.

Teammate – “mintu 2 tangelogward please? I will solomid”

Participant D – “ya, but if you fail mid, I report you...ok?”

In the above excerpt, Participant D used the English words because there is no equivalent word in the Bahasa Indonesia. Another example is from Participant B.

Below is the interview analysis of Participant B;

“.......I feel like this is a part of Dota culture....these words are not only used by me, but also by millions of players around the world... when a new player joins the Dota community he/she just follows what already exist in the community and to me this is like culture
that is followed by people around the world...I can use the word as it is and others will understand me...”

Example: The situation here is the participant answers a teammate while playing

Teammate – “guys...ayorosh and push mid…”

Participant B –“wait forwardsand smoke...baruotw”

The evidence above shows that when a player in game wants to communicate to other players in already on a common base language English where they can both pick words that each other understand and make up for the lack of missing terms using English. This is in line with Karen Kow (2003) who says that when a person who lacks a word due to limited vocabulary code switches by using the lexical component form a more common language i.e. in this case English words are used instead of Indonesian. According to Ronald Wardhaugh in his book for sociolinguists says “Code-switching allows a speaker to meet someone else half-way, establish common ground, and show flexibility and openness. Such qualities are extremely important in the particular social environment...” in this scenario it is really important to establish likeminded common ground because players on the same team need to communicate in sync to win the game also, the utilization of the correct wording or vocabulary is critical in this setting when the phrasing assumes an essential part and has the probability to have a noteworthy effect for the players in game (Muthusamy 2007).

Some activities have only been experienced in one of the languages

In some languages there are no substitutes for a certain term which explain particular actions or experiences, in the gameDotathere are words, terms and
phrases that can only be understood in the context of the game, which are usually only in English;

“......in the context of Dota, I have learnt many words the most common one is "noob" ....I knew the words but I did not know that the words or phrases could be used in the context of Dota. For example; Farming, stacking, smoke, pull, nuker, killsteal, ggwp (good game, well played), jungle, dunk, chicken, caster, buff, durable, etc.”

Example: The situation here is before the game starts, during the duration of picking heroes (game characters), participant B talks to his teammates.

Participant B – “I will buy wards and stack the jungle, tolongbelikurir”

In the above answer from the interview participant ‘B’ says he was taught English from elementary school but didn’t know he could use the words in relation to Dota, therefore giving the participant a new experience during the activity of gaming.

Below is the interview analysis of participant D

“......these words are not only used by me, but also by millions of players around the world.........when a new player joins the Dota community he/she just follows what already exist in the community......this is like culture that is followed by people around the world so......there is no need to translate....use the word as it is and others will understand me.”

Example: The situation here is a new player makes a mistake of not bringing a crucial item, so the participant argues for not being prepared in game

Participant D – “noob support...kenapagakbawadus?”

The answer from participant ‘D’, as the evidence above shows that players in game cannot use another substitute word in their native language to explain, comment or convey something but rather a word that exists in the English
language and can be utilized only in the context of Dota which has become a culture now that it has been practiced by the gaming society around the world. This is in line with what Grosjean (1982) says about one of the reasons for people to code switch, that is when there is no correct translation in the language one is using.

**Some concepts are easier to express in one of the languages**

A general notion or ideas which are easy to express through a particular language, in the case of Dota certain acronyms or words, which are easier to express in English.

“.....Ada berapayaitu ‘GG’ (good game) WP(well played)Aoe(area of effect) Bb (buy back)Wtf(what the fuck)Stfu(shut the fuck up) SS(superskill), Stun, Silent, Farming, Agro, First blood, Rampage, True sight, dan lain lain”

Example: Here the participant is chatting with a teammate in game by suggesting something.

Participant A – “*carry save gold buat e…*”

“*bb*”…. (buyback)

In the quotation above participants ‘A’ states a few acronyms and a words, these words convey a different concept in Dota, for example “Farming” in a normal conversation would be farmers growing crops, vegetables, fruits, etc. Here in Dota the concepts is similar but it’s not growing something but actually collecting gold and experience for the purpose of levelling up and buying items in game, Crystal (1987: 52)says that this change or language or code occurs when an individual who is a bilingual alternates between languages during her or his speech with another bilingual person.
Below is the interview analysis of participant B

“....when I ask one my team player to purchase in game items like "wards, courier, smoke, dust" or when I ask "gimme tango" for regen or when I ask him to stun, use "skill 1", "skill 3" or "ULTI... are all Indonesians I don't use English but....”

Example: Here the situation is chatting with a friend/teammate asking the team to buy a certain item so they can go fight roshan(rs) a type of creature in game

Participant B – “Ursadaulti... 20detiklg, belismoke...kitars”

The interview answered above by participant B can show that it is usually easy to express certain concepts in English, the particular word or phrase does not exist in the speakers’ native language, i.e. Bahasa Indonesia, so to find a common ground where both parties can understand and communicate in sync the switch happens here. Grosjean (1982) also proposes switching in particular in one group can show that the code will address one particular person.

A misunderstanding has to be clarified

To clear failed conversation by making a statement or explaining the idea of the concept, in detail.

“....kondisisepertituada player ygjugamengertibhs Indonesia sehingga sayamanegunakanbhs Indonesia sajauntukmemudahkan komunikasi dengan orang yang mengertibhs Indonesia ....dalam kondisi dimana player yg lain tidak/takpahamenganbhsindonesia.”

Example: In the chat below the participant is addressing two different players in the game.
Participant A – “alch push mid…fast go”

“broayo mid sama2 dengalch”

From the above quotation by participant A, can be noticed that he prefers to switch between languages to have a clear and easy communication between players in game with no misunderstandings in the communication which would make playing smoother. Olstain and Kulka (1989) say reason to code switch could also be to clarify, to differentiate between the addressees, to quote and viewpoints that allow the speaker to comment.

“…..if there is a player who speaks Indonesian in game I use Indonesian to communicate with him but if the player doesn’t speak Indonesian I will English to have a better communication.”

Example: In the situation below participant communicates with the teammates before the game starts, to find out what language he will be using.

Participant B – “ada orang indo? I’m from Indonesia”

Participant B answers as quoted in the portion above to have a better communication during the gameplay the speaker switches between languages so there will be no misunderstanding among the players or even if there is are miscommunications it can be rectified by switching languages to clarify the issue. This is in line with (Cook, 2003), Code switching is used for clarification, emphasis, to separate facts from feelings and to achieve a certain dramatic effect, also different languages may have different concepts and it is the contrasted use of these languages that may allow multilingual speaker to more clearly make his or her point.
One wishes to create a certain communication effect

The desire in creating a conversation which brings out a pattern of response, in game or by communicating to develop a certain outcome.

“…. if my team mates are more of Indonesians and just one foreigner I choose to use Indonesia as the most common language but if my team has more foreigners I use English but sometimes when I use Indonesia with Indonesians and when my teammate asks me to use English because he cannot understand English I use English to him and Indonesia with the others so for me it always depends on the situation, what kind of teammates I get”

Example: This is a situation where the participant is talking/chatting with players from Indonesia and a Foreigner during the hero picks (character selection period).

Participant A – “Siapa yang mid? Kalaugakada yang mauambil mid, akuaja.”
Teammate – “What are you saying? English please!!!”
Participant A – “I was asking, if anyone wants mid? If no one does I will mid”

As the passage above answered by participant ‘E’ chooses which language he prefers depending on the players he is interacting with, if it is Indonesian the speaker prefers to use Bahasa Indonesia to create a familiar and close communication pattern because it is easier to communicate with his own native language, but also the player switches to English when it is required when there are foreigners on the team and cannot understand Bahasa Indonesia, this show that the speaker wants to include everyone in the conversation, the speaker who can code-switch implies that he is competent of creating a certain communication effect within the team. Thus, code-switching can be looked upon as a way to distinguish oneself, Yasir Suleiman says that, ‘the phenomenon of CS is very
common and is looked upon as something prestigious and a sign of education and competence in more than one language’ (Suleiman, 1999).

Below is the interview analysis of participant D

“When I play solo... have teammates who don't speak bhs indo... prefer to use English..... but when i am in a party i can use indo...... play with my friends from campus and they are all Indonesian”

Example: This the same participant playing in two different match. While playing solo and party, similar situations but in two matches.

Participant D (solo) – “can someone ward the runes? I don’t have vision”

Participant D (party) – “tolong ward hutan dong…mapgelap”

In the excerpt above participant ‘D’ says when he prefers to use English when he plays ‘solo’ which is finding a match alone to be paired with other random players online, and in ‘party’ which is when five players find a game together to play against random stranger online as we can see the speaker is trying to bring out an outcome using certain tactics of communication which would benefit the team and himself. This is in line with Janet Holmes book Introduction to Sociolinguistics she mentions that ‘a speaker may... switch to another language as a signal of group membership and shared ethnicity within an addressee’ (Holmes, 2000).

One wants to make a point

When you want to point out something or someone’s mistakes or a situation to explain a view or give an opinion on the situation.

“...a few times around my friends who are not gamers, I have used the word "noob" to make fun of my friend who did not know the information
that I knew and I have used "ggwp" sarcastically when I saw my friend make a mistake."

Example: In the game, when a relevantly new player is trying to learn and adapt to the new mechanics of the game, the participants teases him.

Participant D – “noob!! LOL..kenapagakulti? Haha..GGWP man!”

In the above paragraph participant D says that sometimes he uses the word from the context of Dota to make fun of his friends, this show that he’s actually using sarcasm and joke to a make point, also he does it with a group of people who are not familiar with the terms to show that he know something that they don’t know, perhaps he was influenced by the interlocutors, situation, message, or mood, in line to Grosjean (1982) also proposes other aspects that could influence code mixing such as, to quote a statement.

Below is the interview analysis of participant E

“...yes and sometimes no, because it depends on my friends too if they play Dota I sometimes use words like "noob" or gg (good game) when we are having a conversation but if I am around people who don’t know anything about Dota. I don’t use them”.

Example: A participant teasing a friend because the friend does not understand the game mechanics.

Participant E – “jagandekat tower, don’t be a noobbro..LOL”

From the above quotation participant E answers that when around a certain group of friends he uses words like “noob” and “gg”, noob which is derived from ‘newbie’ a person who is new to something and doesn’t completely understand what to do in the context of Dota.GG means good game which here is used in a sarcastic sense to make fun of someone, to point out some mistakes
or to point out that what the listener is doing is wrong or not right. In line with Cook who says humor is an effect often created by code switching (Cook, 2003) because plays on words can become even richer or contrasting concepts of two languages can be highlighted.

**One wishes to express group solidarity**

When a speaker wants to build a strong alliance to state that he is close or compact with the group also to express that they are a team and can work together.

“When I... have teammates who don't speak bhs indo...I prefer to use English...I use indo...I usually play with my friends from campus and they are all Indonesian”

Example: Participant B in 2 different situations, difference while playing with friends and playing with strangers in order.

Participant B — “bromintatangosama 1 ward, akumid”

Participant B — “mid do you want tango? I have one ward for you, please don’t feed”

In the excerpt above participant B says that depending on the group/team of people that he is paired with online he chooses to use a certain language to communicate, in such a condition where the respondent wants to express group solidarity, code-switching may be employed. (Kow 2000) says that the function of the switch in this case is to establish good will and rapport.

Below is the interview analysis of participant E

“...if my team mates are more of Indonesians and just one foreigner I choose to use Indonesia as the most common language but if my team has more foreigners I use English... I use Indonesia with Indonesians and... use English to him and Indonesia with the others so for me it always depends on the situation, what kind of teammates I get”
Example: Participant here is chatting with two groups of teammates, one a friend and other just a teammate, in the same conversation.

Participant E – “rubicktolongpasang ward di rune…midrubick will ward the rune for you”

In the interview answer above participant E says his situation depends just like participant B, that depending on whom he meets on online whether the teammates be Indonesians or from other nationality to create a group/team connection and to build a common ground of understanding between them the participants choose explicitly what language he chooses to speak, this is in line to (Holmes, 2000) code-switching can be used to express solidarity between people from different or the same ethnic groups.

In light of the perceptions exhibited in various reviews by the participants, which were analyzed and discussed above the code switching among gamers esp. online (Dota) players are every situational based, while gaming they incorporate the utilization of English in for instance additions of gaming-related vocabulary and as a gadget for contextualizing the occasion. The gamers utilize diverse codes for establishing the amusement of playing the game online and impersonate the in-game exchange to demonstrate their tribute, for e.g. in the interview responses above by the participants we can see that they tend to use acronyms and phrases which can be related only in the context of Dota or sometimes they tend to use the words sarcastically to tease friends. Notice that also each player reads the situation before they use a certain code to communicate with other players, teammates, etc. whom they meet during the gaming sessions and choose how to respond. That is a sign of
high intellectual decision choosing how to react in each situation, based on the criteria they are facing.

CHAPTER 4

Conclusion

This study was aimed to find the use of code switching among online gamers focused mainly based on the gameplay in “Dota2”. Observing videos and interviewing 6 students from UKSW who play “Dota2” online every day, this study found several forms of code switching that the students used while playing online and what are the functions that cause them to switch codes from English to Indonesian, vice versa. English is picked and preferable because it is an international language, used to communicate, flexible and more intellectual. To have a clear communication is the main form for the participants to code switch, the reason is the participants want to have an easy to understand conversation because according to them English is a standard language which is used as a tool to communicate without misunderstanding in the world of gaming.

In brief, this study found that there were 7 forms of function used by the participants out of 9 during code switching from English to Indonesia and vice versa. They can be seen from the previous chapters, there are 9 types of functions out of which 7 were
applicable to study: lack of a word, activities experienced in one language, clarifying a misunderstanding, creating a communication effect, to make a point and to express solidarity, this is the answer for the first research question, also the players in game of Dota2 code switch: to talk about a topic, to avoid misunderstanding, persuasion, to have a smooth conversation, to differentiate between addresses, and to establish goodwill and teamwork.

However this study is still superficial of the issue, because it only uses Dota2 as one of the online gaming means, and the analysis is only based on the 6 participant form UKSW. Thus this study is far from perfect, because there are very few papers or researches on code switching on online gaming platform, about the MMO community. Even though there is so much data available very few have had an interest in researching it also the lack of theories make it a hard topic to study.

For further research, the next researchers involve more participants and wider perspectives, also it is suggested that the researcher look for more participants outside the box of limitation of this study because the opportunities of finding exclusive and amazing data about the MMORPG community always possible because it a vast ocean with endless information and new discoveries. Therefore, the understanding of the use of code switching could be explained on a better ground with deeper analysis. This could lead to our better understanding on how online gamers are multilingual who use English and other languages in their communication.
References

- Claire E. Hughes, *Code Switching Among Bilingual and Limited English Proficient Students: Possible Indicators of Giftedness*, University of Rhode Island, Elizabeth S. Shaunessy, University of South Florida, Alejandro R. Brice, University of Central Florida, Mary Anne Ratliff, Hillsborough County, Tampa, FL, Patricia Alvarez McHatton, University of South Florida (2006)


- Einar Stensson, *The Social Structure of Massive Multiplayer Online Game Communities - Investigating the social network of a World of Warcraft guild*

- Engku Haliza Engku Ibrahim, Mohamed Ismail Ahamad Shah & Najwa Tgk. Armia (2013), *Code-Switching in English as a Foreign Language Classroom: Teachers’ Attitudes*, International Islamic University Malaysia, Malaysia


- Krishna Bista (2010), *Factors of Code Switching among Bilingual English Students in the University Classroom: A Survey*

- Maya Khemlani David, *Reasons for language shift in peninsular Malaysia*, Faculty of Languages and Linguistics, University of Malaya


- Paramasivam Muthusamy PhD, *Communicative functions and reasons for code switching: A Malaysian perspective*, University Putra Malaysia

- Ronald Wardhaugh (1992, 2006), *An Introduction to Sociolinguistics*

- Stacy L. Keller (2012) *Computer-mediated communication and educational games*

