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## Code Switching Used in Novel “The Player” By Alia Zalea

\*<sup>1</sup>Wayan Denaya Ayudhea Putri

<sup>2</sup>Ni Luh Nyoman Seri Malini

<sup>3</sup>I Made Suastra

<sup>4</sup>Made Detriasmitta Saientisna

<sup>1,2,3,4</sup> English Department, Udayana University, Indonesia

\*Corresponding author, email: [ayudhea1004@gmail.com](mailto:ayudhea1004@gmail.com)

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### ABSTRACT

This study aims at identifying the types and functions of code switching uttered by the characters in the novel “The Player”. The data was taken from the novel “The Player” by an Indonesian female author, Aliazalea published in 2020. This study used a theory proposed by Hoffman (1991) to identify the types of code switching. Furthermore, theory proposed by Gumperz (1982) was used to identify the functions applied in the code switching found in the novel. Content analysis method was used to analyse the data with descriptive presentation. As a result, 35 codes switching were found from the characters in the novel. The types of code switching proposed by Hoffman (1991) are inter-sentential switching occurred 9 times, intra-sentential switching occurred 15 times, and emblematic switching occurred 11 times. There are 3 functions implied in the code switching found from 6 functions proposed by Gumperz (1982). They are interjection, message qualification and personalization. The other 3 functions are quotation, addressee specification, and reiteration that do not appear in the data. From the analysis, it could be concluded intra-sentential switching is the type of code switching most frequently used by the characters. Personalization is the function most frequently implied in the code switching as the characters tend to convey their thoughts by switching the language.

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## Introduction

Indonesia as a country with multiculturalism shapes its people to adapt, learn and produce ways of communicating as a bridge between barrier of different cultures and languages. According to the data from *Suara Pemerintah*, a digital news portal that provides leading government and economic news, Indonesia has an estimated 270 million population with more than 360 distinct ethnic and linguistic groups over 17.508 islands. As the result, people in Indonesia often speak more than one language and it is including influence of international languages. It is proven by a statement from The Jakarta Post that said, “With no less than 700 local languages actively spoken, Indonesia is undoubtedly one of the most multilingual countries in the world, making people at least bilingual at a very young age.” Bilingualism is the term for the phenomenon of speaking two languages. Meanwhile, multilingualism is another term for speaking more than two languages.

Growing children with bilingual or multilingual ability often experience alteration in their languages within a single discourse or speech (Tunaz, M., 2016). It could happen unintentionally or with a specific purpose. It is a common occurrence which known as code switching. Code switching is a phenomenon that occurs when people in conversation use two or more languages. As stated by Bullock & Toribio (2009:2), code switching is defined as “the ability to alternate between languages in an unchanged setting”. Code switching used by the speakers in their speech could take different forms including changes in sentences, narratives that become longer, and the two languages are interconnected. Code switching is not only used as a communication tool, as an exercise in communication, but covers aspects of society, including ethnic identity. Furthermore, MacSwan (2000) as cited from Tunaz, M. (2016), noted that code switching might be perceived as a prestigious indicator of linguistic ability in many cultures.

The use of code switching does not only occur in direct speech but also in written works. As stated by Duah and Marjie (2013) in their research regarding code-switching in written communication, “Code switching is used as an alternative primary communicative platform for people from all walks of life to share their educational, cultural and bilingual experiences in the absence of face-to-face talk”. They stated that many studies have revealed some level of



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consistency in the use of language changes in written communication. In fiction, as stated by Callahan (2004), code-switching most often occurs in dialogue and in stream of consciousness writing.

Aliazalea as one of the Indonesian novelists who has produced many famous works applies code switching in her novel entitled *The Player*. This is an interesting point to analyse in relation to the fact that code switching provides authors the opportunity to use the best appropriate language for what they are trying to convey. The style of language in fiction that tends to be free and does not require formality supports the use of code switching in character utterances. In relation to this phenomenon, this study has two problems to discuss regarding the use of code switching in the novel *The Player* by Aliazalea: (i) to identify the types of code switching used in the novel and (ii) to explain the function of code switching used in the novel.

## Literature Review

There are some related writings that have been reviewed for this study as a means of comparison. First, the study titled *An Analysis of Code Switching in the Novel "9 Summers 10 Autumns"* written by Wenny Yuliani. The aim of this study is to describe the types and the functions of code switching uttered by the characters. The researcher applied a non-participatory observational method by Sudaryanto (1993) to collect the data. Furthermore, Hoffman's theory (1996) was used to analyse the types of code switching and the second one is Gumperz's theory (1982) was used to analyse the functions of code switching. The result found that the novel consists of inter-sentential switching (15 times), intra-sentential switching (4 times), and emblematic switching (2 times). The functions found are message qualification, addressee specification, interjection, and personalization. This study analysed very detailed according to the theories. However, the researcher did not provide enough evidence from the data to prove her conclusion of the study. In relevance to this study, both writings analysed types of code switching in a novel with Hoffman's theory.

The second study is the work by Ary Iswanto Wibowo, Idah Yuniasih, and Fera Nelfianti entitled *Analysis of Types Code Switching and Code Mixing by The Sixth President of Republic Indonesia's Speech at The National of Independence Day*. This study aims to describe the use of code switching and code mixing in the



speech of the spoken language. Qualitative research was used by the researcher with several steps to collect the data such as observing and reviewing the speech, and choosing sentences containing code switching and code mixing. The data is obtained from script documented and grounded theories were used to analyse it. There are three types of code switching (tag, inter-sentential, and intra-sentential) and three types of code mixing (insertion, alternation, and congruent lexicalization) were found in this study as the result. They used tables to describe the code mixing and code switching found but also included sentences that contained those phrases. At the end of the discussion, they included a conclusion on the use of code switching and code mixing in the form of a table that is easy for readers to understand. However, they did not include a more detailed description of the analysis results.

The last study is the research by Yunita Sari entitled The Analysis of Code Switching Found in Music Program “Breakout” Net. Tv. This study describes the types of code switching and explains the functions of code switching used by the presenters in Breakout NET TV. The writer watched a video of Breakout NET.TV on platform Youtube in order to collect the data and made transcriptions of the conversation by the presenters. Descriptive qualitative method was used to analysed the data by the researcher. She used theory proposed by Poplack (1995) to analyse the types of code switching and the theory proposed by Appel and Muysken (1987) for functions of code switching. The analysis resulted that there are 3 types of switching that occur in the data (tag switching, intra-sentential switching, and inter-sentential switching) and only 4 out of 6 functions appeared (referential function, directive function, phatic function, and metalinguistic function). The interesting part of this study is the author included her opinion on the reasons for the presenters of the music program Breakout NET. TV used code switching. She stated the possible reason was because of the topics discussed and the ability of the two presenters to master two languages which then influenced the code switching to occur.

In this study, there are two theories used in order to help analysed the use of code switching in the novel The Player by Aliazalea. The main theory is types of code switching proposed by Hoffman (1991). The supporting theory is a function of code switching proposed by Gumperz (1982).

According to Hoffman (1991), there are three types of code switching:



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1) Inter-sentential switching

This type of code switching occurs between sentence boundaries, where two different sentences are uttered in two different languages. For example, when an Indonesian-English bilingual student says, "*Tugasnya sulit sekali. Now, I feel my head will explode*". This utterance started in Indonesian then switched to English in the next sentence. This is classified into inter-sentential switching.

2) Intra-sentential switching

This type of code switching occurs within one sentence. This switching applies when lexical items in one code are inserted in a sentence which in another code. For example, an Indonesian-English adult says, "I swear to God *kalau kamu tidak pergi sekarang*, I will hit your head *dengan kamus ini*."

3) Emblematic switching

This type of code switching occurs as tags, exclamation, and certain set phrases in one language inserted into another language in an utterance. For example, a woman in shock says, "Really?! *Aku kira dia sudah memiliki kekasih?*"

Gumperz (1982) stated that alternation of languages has an expressive function and pragmatic purpose. He then proposed a number of functions of code switching as follow:

a) Quotation

This function applies in the switching when the speaker quoted other people's speech, mostly the famous one. It could be identified with the use of direct quotation or reported speech.

b) Addressee specification

This function occurs in the switching used to attract the attention of the addressee to participate in the conversation. This switching could be directed to more than one addressee.

c) Interjection

The switching occurs to mark an interjection or sentence filler in the form of words or particular expressions. The function of this switching is to gain attention from the addressee, show strong emotion, and express surprise.



d) Reiteration

This function works as repetition. The switch used to emphasize the message by repeating or modifying it in another form of language. It could also work as clarification.

e) Message qualification

This switching is used as a qualification message to the main message conveyed in another language. It occurs as the main topic introduced in one language and the commented part switched into another language.

f) Personalization versus Objectivization

This function occurs in the switching related to the distinction between the talk about action and talk as the action. It could show the degree of speaker involvement in the conversation they do, the distance between the speaker and the addressee whether it conveys speaker's personal opinion or knowledge in the utterance, or refers to specific instances or has the authority of general known fact.

## Method

This study used data from a fiction story. It is a novel entitled *The Player* written by a famous Indonesian female author, Aliazalea. It was first published in 2020 as the fourth novel in the Pentagon Series. This novel was chosen because it provided data related to code switching usage in Indonesian fiction. The characters in the novel often use code-switching. Furthermore, the background of the main male character that is told comes from two different cultures, causing him to master 3 different languages, making him multilingual. The characters depiction as multilingual allows the author to look for the right word among the repertoires available across languages (Hassan, D., 2018)

Documentation and observation were used as the methods to collect the data supported by the note-taking technique. The data collected through several steps. The first step, the novel was read intensively and repeatedly in order to comprehend the content of the story. The second step was to read sources such as journals and analysis by browsing the internet to obtain further knowledge in regard to analyse the data. The next step, note down part of the novel which provides information that is relevant to the topic of the study.



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The data was analysed used content analysis method with descriptive presentation. All the data collected was analysed based on the theoretical framework. The data were read to find important details and then analysed according to the code-switching theories as the topic discussion.

## Discussion

Here are the analysis regarding the types and functions of code switching found in the dialog of the characters in the novel *The Player*.

### A. Types of Code Switching

#### 1. Inter-sentential switching

From the analysis, inter-sentential switching was found occurs 9 times in the novel *The Player* by Aliazalea. According to Hoffman (1991), this is a type of switching in which alternation of language occurs between two or more sentences. The sentences are delivered in different languages. Here is a data as example:

Hanna: "What are you, four years old?"  
Pierre: "I'm twenty-four"  
Hanna: **"Then act like it. *Sakit sedikit aja, udah teriak-teriak.*"**  
Pierre: *"Apa lo pernah jatuh dan kena tulang ekor lo?"* (p.76)

Translation:

Hanna: "What are you, four years old?"  
Pierre: "I'm twenty-four"  
Hanna: "Then act like it. It just hurt a little, and you already screaming."  
Pierre: "Have you fall and hurt your tailbone?"

This conversation occurs between Hanna and Pierre after Pierre's accident. Pierre fell from the chair and caused a bruise on his tailbone. Hanna, who came after hearing the commotion, wanted to check on Pierre's bruises. She deliberately pressed Pierre's bruises and caused him to scream in pain. Hanna grumbled saying Pierre was like a four-year old which he refuted by mentioning his real age. Hanna then responded by saying "Then act like it. *Sakit sedikit aja, udah teriak-teriak.*"



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In the utterance delivered by Hanna, there is a language switch from English to Indonesian. Hanna and Pierre used English during the conversation, including when she scolded him to acting according to his age, then continued with the sentence in Indonesian "*Sakit sedikit aja, udah teriak-teriak*" as an expression of Hanna's complaint over Pierre's reaction which was considered overreacting. This kind of switching could be categorized as inter-sentential switching as the switch occurs between the sentences. In the first sentence, Hanna used English as the conversation started in English. In the second sentence, Hanna switched her language from English to Indonesian to expressed her annoyance.

## 2. Intra-sentential switching

This type of switching was found to be the most frequently used in this novel, it occurs 15 times. Hoffman (1991) stated that this switching occurs within the sentence, where the lexical item in one language is inserted together with lexical item with another language in one sentence. Here is a data as example:

- Hanna: "*Sorbet mangga? Anak kecil mana yang suka sorbet mangga?*"  
Pierre: "*Gue suka sorbet mangga. Itu es krim favorit gue dari kecil sampai sekarang.*"  
Hanna: "*Kamu tahu kan itu nggak لازم?*"  
Pierre: "**I'm half French, kami dilahirkan menjadi sedikit tidak لازم.**" (p.62)

Translation:

- Hanna: "Mango sorbet? Which little kid likes mango sorbet?"  
Pierre: "I like mango sorbet. That's my favorite ice cream since I was little until now."  
Hanna: "You know it's unusual, right?"  
Pierre: "I'm half French, we were born to be a little unusual."

This conversation happened when Hanna forbade Pierre to lower the display of swords hanging above the room's door. Pierre with annoyance said that it was impossible, the same as putting mango sorbet in front of a child and forbidding them to eat it. He also stated that it is his favorite ice cream. Hanna





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responded to this fact by saying that it was unusual. Pierre responded by saying "I'm half French, *kami dilahirkan menjadi sedikit tidak lazim.*"

In this conversation, the code switching occurred in Pierre's utterance when Pierre and Hanna were talking about his unusual taste. He said the first clause in English, "I'm half French," then continued in Indonesian, "*kami dilahirkan menjadi sedikit tidak lazim.*" The alteration happened within one sentence. Therefore, it classified as intra-sentential switching. Pierre conveyed his utterance in English in the first clause to emphasize what he said that he is half French, then continued in Indonesian within one sentence to conveyed his opinion saying that French was born to be a little unusual.

### 3. Emblematic switching

This type of switching was found 11 times. This switching occurs as tags, exclamation, or certain set phrases in one language inserted in a sentence with different language as stated by Hoffman (1991). In particular, various expressions of exclamation were found in this novel. Here is a data as example:

Andrei: "So, *lo dipasangin sama Hanna ya?*"

Pierre: "Pasangin?"

Andrei: "Iya, di wedding party ini kan semuanya berpasangan." (p.47)

Translation:

Andrei: "So, you are paired with Hana?"

Pierre: "Paired?"

Andrei: "Yes, at this party everyone is in pairs."

This conversation occurred on the plane that takes Pierre and the other characters to the city where Adam and Zi's wedding is located. On the plane, Pierre sat next to Andrei. They had small talk before Andrei asked Pierre, "So, *lo dipasangin sama Hanna ya?*"

Andrei was asking in Indonesian. The switching was found from the tag "So", followed by the utterance conveyed in Indonesian "*lo dipasangin sama Hanna ya?*". This switch could be categorized as emblematic switching since he used interjection in one language and continued the sentence in another language. In the conversation, Andrei tried to attract and get Pierre's attention



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by using exclamation “So” in his utterance and continued his sentence in Indonesian.

## **B. Function of Code Switching**

### **1. Interjection**

From the analysis, 4 codes switching that could be categorized as interjection was found. According to Gumperz (1982), the switching that has this function is aimed to gain attention from the addressee, show strong emotion, and express surprise’s emotion. Here is a data as an example:

- Hanna: “*Bukan... bukan suka yang seperti itu, Dre. Aku betul-betul suka kamu.*”  
Andrei: “*Wow*”  
Hanna: “*Kamu kedengaran syok*”  
Andrei: “*Agak.*”  
Hanna: “*Really? Setelah bagaimana kamu memperlakukan aku, kamu bingung bahwa aku suka kamu?*” (p.20)

Translation:

- Hanna: “No... it’s not that kind of like, Dre. I really like you.”  
Andrei: “Wow”  
Hanna: “You sound shock.”  
Andrei: “A little”  
Hanna: “Really? After how you treated me, you are confused that I like you?”

In this conversation, Hanna confessed her feelings that had been hidden for years to Andrei. Andrei responded that he also likes Hanna. However, Hanna knew they had different perceptions of liking so she emphasized her intentions once again. The reaction she got from Andrei was not something she had predicted. Andrei gave a reaction that showed he was surprised by Hanna's confession. Hanna then responded by saying “Really? *Setelah bagaimana kamu memperlakukan aku, kamu bingung bahwa aku suka kamu?*”

The function of the code switching in this utterance is called interjection. The exclamation “Really” used by Hanna in her utterance was intended to attract or



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get Andrei's attention. Andrei was shocked before and Hanna expressed her reaction in order to make Andrei focus on what she wanted to convey.

## 2. Message qualification

This type of function appeared in 3 codes switching. This function implied the switching as a qualification message to the main message. The main message is delivered in one language and then switches the next utterance to another language in order to qualify the main message. Here is a data as an example:

Pierre: *"Bisa gak lo bantu gue berdiri dulu baru ngomel lagi?"*

Hanna: *"Kamu yang bikin diri kamu jatuh, jadi kamu bisa berdiri sendiri juga."*

Pierre: *"Aku perlu bantuan, I think I broke something."* (p.76)

Translation:

Pierre: "Can you help me stand up before nagging again?"

Hanna: "You make yourself fell, so you can stand up alone too."

Pierre: "I need help, I think I broke something."

The situation that occurred in this conversation was Pierre lying on the floor after falling from the chair trying to pick up the sword display above the bedroom door. Hanna, who had stopped Pierre, refused to help Pierre to his feet. Pierre who was having a hard time then asked for help by saying *"Aku perlu bantuan, I think I broke something."*

The function of this code switching uttered by Pierre is message qualification since he conveyed the main message in Indonesian by saying *"Aku perlu bantuan"* then continued the commented part, "I think I broke something", in other language that is English.

## 3. Personalization

This type of function became the most frequently implied in the code switching that occurred in the novel. It implies in 5 codes switching. Personalization showed the function of code switching as the degree of involvement by the speaker, whether it reflected personal opinion or knowledge and whether it referred to a specific instance. Here is a data as an example:



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- Lu: "How are you holding up so far?"  
Hanna: "Holding up?"  
Lu: "Dengan Pierre. He's treating you okay?"  
Hanna: "Um... yeah, I guess."  
Lu: **"Dia anak baik. Super nice and easy to get along with. Dia mungkin personel Pentagon favoritku setelah Nico."** (p.192)

Translation

- Lu: "How are you holding up so far?"  
Hanna: "Holding up?"  
Lu: "With Pierre. He's treating you okay?"  
Hanna: "Um... yeah, I guess."  
Lu: "He is a good boy. Super nice and easy to get along with. He probably my favorite Pentagon member after Nico."

The conversation happened when family and friend of Adam and Zi had lunch after fitting session. Lu as Nico's girlfriend sat next to Hanna and they had small talk before she asked her about Pierre, then she told Hanna what she was thinking about Pierre by saying "Dia anak baik. Super nice and easy to get along with. Dia mungkin personel Pentagon favoritku setelah Nico."

The code switching in Lu's utterance has a function as personalization since Lu conveyed her personal opinion. She uttered in Indonesian in the first sentence, then changed the language into English in the second sentence, and used Indonesian again in the end of the sentence. The whole sentence conveyed by Lu expressed her thought about Pierre.

## Conclusion

After analysing the types and function of code switching found in the novel The Player by Aliazalea, it could be concluded that three types of code switching proposed by Hoffman (1991) are applied in the novel. The dominant type of code switching is intra-sentential switching occurred 15 times from 35 codes switching found. Here, the characters from the novel frequently spoke their thoughts with two languages in one sentence, adopted only by bilingual people with high levels



of fluency. They frequently used intra-sentential switching because they required the best appropriate language to express their thought. In addition, the writer found 3 functions of code switching are applied in the novel from 6 functions proposed by Gumperz (1982). Personalization is the most frequent function implied in the code switching. The characters frequently used code switching in expressing their thought, feeling, and personal opinion.

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