

CHAPTER I

INTRODUCTION

1.1 The Background of the Problem

As human beings, people cannot avoid interacting with others. The interaction is basically done through communication with language as its medium. Language is a means by which human beings can express their ideas to one another. Many aspects of human life are carried on by using language. H.A. Gleason in his book entitled *An Introduction to Descriptive Linguistics* states that language has so many interrelationships with various aspects of human life; it can be studied from numerous points of view (1970:2).

The quotation above shows that language and human life have a close relationship. The interaction itself depends on many factors, such as, situation, time, place and people to whom we speak. Moreover it is also influenced by human's ability in using the language. All these are concerned with sociolinguistics. R.A. Hudson in his book *Sociolinguistics* defines sociolinguistics as the study of language in relation to society (1980:1). It means that sociolinguistics is the study about language in relation to people as the users of language.

Those valuable aspects of sociolinguistics above will influence the use of language. So this fact creates variety of language. In communicating with others, sometimes we use more than one language. In this case we switch one language into another. It is called code-switching. Suwito in *Sosiolinguistik* says that code-switch-

ing happens if one code is switched into another code (1996:80). He adds that code-switching is one of the aspects about language dependency in multilingual society (1996:80). It means that in multilingual society nobody uses one language purely without switching to another language.

The fact that there is a great variety of regional language used by Indonesian causes the appearance of code-switching. In this case, someone who uses his/her national language (Indonesian, for example) switches to his/her regional language (Javanese, for example) at the same time, so that there happens a code-switching.

1.2 The Reason of Choosing the Topic

The topic of this thesis is concerned with code-switching. The researcher chooses code-switching involving Indonesian and Javanese used by the players of Ketoprak Humor. The researcher determines Ketoprak Humor as the object of study. Ketoprak is purely Javanese. But Ketoprak Humor which is played on RCTI has been modified so that the language used is not Javanese anymore, but Indonesian. The majority of Javanese players in Ketoprak Humor tend to make Javanese switched into Indonesian. This attracts the researcher to have a further study on the code-switching.

1.3 The Scope of the Problem

In order to get the detailed understanding on the topic of discussion, it is important to limit the scope of the problems. Code-switching viewed from the kinds of language involved in it may be external and internal code-switching. External code-

switching involving native languages and foreign languages. Meanwhile, internal code-switching involves regional language in a national language, dialects in a regional language, or even varieties in a dialect. In Ketoprak Humor, the players usually use various languages, such as Javanese, Madurase, Indonesian, et cetera. Consequently, this study focuses its problem on Indonesian (national language) and Javanese (regional language) only.

1.4 The Statement of the Problem

The problem of the study is as stated below:

1. What are the linguistic forms of code-switching used by the players of Ketoprak Humor of RCTI?
2. What are the types of code-switching used by the players of Ketoprak Humor of RCTI?
3. What is the cause of the use of code-switching in Ketoprak Humor of RCTI ?
4. What is the audience's opinion about code-switching used by the players of Ketoprak Humor of RCTI ?

1.5 The Aim of Study

In line with the statement of the problem above, this study has the purpose to investigate the use of code-switching. Consequently, the aims of the study are as follows :

1. To identify the linguistic forms of code-switching used by the players of Ketoprak Humor of RCTI.
2. To find out the types of code-switching used by the players of Ketoprak Humor of RCTI.
3. To determine the cause of the use of code-switching in Ketoprak Humor of RCTI.
4. To know the audience's opinion about code-switching used by the players of Ketoprak Humor of RCTI.

1.6 The Method of Study

The method is a principle way used to achieve a goal. According to Sutrisno Hadi, research is an attempt to find, develop and test the truth of science by using a scientific method (1986:4). The method applied to analyze the code-switching used by the players of Ketoprak Humor of RCTI is descriptive qualitative. Winarno Surachmad in his book *Dasar dan Teknik Research: Pengantar Metodologi Ilmiah* says that descriptive method is a way used to solve the problem by collecting, classifying and analyzing data (1978:132). Meanwhile, Bogdan and Taylor say that qualitative methodologies refer to research procedures which produce descriptive data: of people's own written or spoken words and observable behaviour (in Moleong, 1998: 3). It means that qualitative analysis usually makes the description of the fact of data and the researcher describes the collected data.

1.7 The Systematization of Writing

This thesis consists of five chapters. The contents of each chapter can be read as follows :

1. Chapter I : Introduction

This chapter contains the background of the problem, the reason of choosing the topic, the scope of the problem, the statement of the problem, the aim of study, the method of study, and the systematization of writing.

2. Chapter II : Review of Related Literature

This chapter discusses the theories which are used to support the analysis. It covers language, variety of language, bilingualism, code-switching, and the linguistic forms of code-switching.

3. Chapter III : The Method of Research

This chapter explains the method which is used to conduct the research. This chapter includes research design, the subject, the instrument, the technique of data collection, and the technique of data analysis.

4. Chapter IV : Data Analysis

This chapter shows the analysis of the data, that is, the code-switching used by the players of Ketoprak Humor of RCTI. Here, the data will be analyzed according to the linguistic forms, the types of code-switching, the factor causing the use of code-switching, and audience's opinion about code-switching in Ketoprak Humor of RCTI.

5. Chapter V : Conclusion

This chapter gives conclusion as the result of the data analysis.