CHAPTER V

CONCLUSION

Ketoprak Humor is one of traditional programmes. The players sometimes apply code-switching. Code-switching happens when someone changes one code to another. It may involve regional languages in a national language, dialects in a regional language, varieties in a dialect, even native language and foreign languages. The play-

ers of Ketoprak Humor sometimes switch between Indonesian and Javanese.

After analyzing all data, there are some conclusions can be drawn. There are three kinds of linguistic forms used by the players of Ketoprak Humor. They are word, phrase, and sentence form. The analysis shows the data in the word form reach the highest level with twenty-seven data. The lower is the data in the sentence form with fourteen data. And the lowest is the data in the phrase form with thirteen data.

The type of code-switching used by the players of Ketoprak Humor is conversational code-switching. It appears when the code-switching occurs in the same situation and in the same topic and also used by the same person.

There are some reasons concerning the use of code-switching in Ketoprak Humor of RCTI. The highest from the commercial side, Ketoprak Humor need some money for the activities. Next, they do not find the similar word of Javanese in Indo-

nesian. Then, it is impossible if the players still follow the rules of ketoprak. The lower reason is the players hope that the language used will make the play funny or familiar to the audience. The lowest reason is that the people all over Indonesia will understand the language used in Ketoprak Humor.

Considering to the audience's opinion about code-switching used by the players of Ketoprak Humor whether their enjoyments are disturb or not. Their opinions are various, only a few of the audiences are disturbed while most of them are not. The audiences who are disturbed usually come from outside of Java, for example: from Medan.