

An Analysis of Code Switching Used by All Characters in Pixar's *Coco* (2017) Movie

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ABSTRACT

The purpose of this study to explain and analyze the various types of code switching that occur in movies and determine the functions for which each character in Pixar's 2017 movie *Coco* uses code switching. The data was gathered from the utterances of all the characters in the Pixar *Coco* (2017) movie which were analyzed using Wardhaugh's (2006) and Holmes' (2001) theories of code switching. The results of this research indicate that there are two types of code switching used by all the characters in the Pixar *Coco* (2017) movie, which are metaphorical code switching and situational code switching.

Keywords: bilingualism, code switching, movies, sociolinguistics

ABSTRAK

Tujuan dari penelitian ini untuk menjelaskan dan menganalisis berbagai jenis alih kode yang terjadi dalam film dan menentukan fungsi yang digunakan oleh setiap karakter dalam film Pixar tahun 2017 *Coco* menggunakan alih kode. Data dikumpulkan dari ucapan semua karakter dalam film Pixar *Coco* (2017) yang dianalisis menggunakan teori alih kode Wardhaugh (2006) dan Holmes (2001). Hasil penelitian ini menunjukkan bahwa ada dua jenis alih kode yang digunakan oleh semua karakter dalam film Pixar *Coco* (2017), yaitu alih kode metaforis dan alih kode situasional.

Kata kunci: alih kode, bilingualisme, film, sosiolinguistik

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INTRODUCTION

Language is a crucial tool for human interaction, expressing emotions and sharing meaning in daily life. It is essential to show a person's identity and advance their lives. Many people speak multiple languages, often in bilingual and multilingual environments. Bilingualism is the practice of speaking and understanding two languages, with Spolsky defining it as a person who has some functional ability in a second language. Social and individual bilingualism are the two types of bilingualism, with social bilingualism occurring when two or more languages are spoken in a particular society. Bilingual people frequently engage in the practice of code switching. When transitioning from formal to informal language, many people use code switching. Code switching is a linguistic phenomenon that results from dialect contact in a bilingual

community. It occurs when two bilingual people are speaking to help the other person understand what the speaker is attempting to convey. Code switching can take place in spoken and written communication, in-person interactions, and online communication. Code switching also has grown to be a popular subject for analysis, particularly in movies.

One of the movies that the researcher thinks is interesting to analyze and has the phenomenon of code switching is Pixar's *Coco* (2017) movie. The researcher is interested in analyzing code switching in Pixar's *Coco* (2017) movie, which features characters who frequently combine English and Spanish. The majority of the conversation is in English, provided by Mexican characters who speak Spanish as their native language. The movie employs Spanish-English code switching in their daily communication, and the

researcher is interested in examining code switching based on their communication. The focus of this research is on a sociolinguistic topic concerning code switching, focusing on the various types of code switching used in the movie. Code switching is divided into two categories: metaphorical and situational code switching.

METHOD

Due to the fact that all of the data is in the form of words, this research is using qualitative method. According to Sugiyono (2015: 206), qualitative research is descriptive. It indicates that words rather than numbers provide the information that has been obtained. The data for this research is collected from conversations that contain code switching in Pixar's *Coco* (2017) movie. The researcher chooses this movie because all of the characters in the movie are bilingual. The population used in this research is all conversations used by all the characters in Pixar's *Coco* movie. Meanwhile, the sample used is sentence or utterance that clearly demonstrate many types and functions of code switching when doing the research. The researcher transcribes the speaker's utterances from the Pixar's *Coco* (2017) movie, which serves as the data collection in this research.

RESULTS AND DISCUSSION

The researcher analyzes 43 dialogues from Pixar's *Coco* (2017) movie to understand the frequency of code switching among characters. The data aims to understand the types and functions of code switching, which are used to achieve specific aims in English conversations. The 43 dialogues collected will be used to address research questions about the types of code switching according to Wardhaugh's theory and the functions of code switching as stated by Holmes. The results will explain the various types and functions of code switching used by all of the characters in Pixar's *Coco* (2017) movie.

Table 1. The types and subtypes of code switching in Pixar's *Coco* (2017) movie.

No	Types of code		Number	Percentage
1.	Metaphorical code switching	Formal to informal	18	41,86%

	Official to personal	0	0
	Serious to humorous	2	4,65%
	Politeness to solidarity	2	4,65%
Total		22	51,16%
2.	Situational code switching	21	48,84%
Total		43	100%

It can be seen in the table that situational code switching is the most widely used type of code switching all the characters employed in Pixar's *Coco* (2017) movie. It occurs because most of the characters in the movie switch languages spontaneously as a result of a change in situation, for example when a new participant joining the conversation. In this movie, the main character also switches languages when talking to family members and when talking to new people. Then, the second order is followed by the subtype formal to informal of metaphorical code switching. After that, code switching with subtypes of politeness to solidarity and serious to humorous which are only used 2 times. This is due to the absence of conditions and situations that do not support changes from the two subtypes of code switching. However, there is no data containing the subtype of code switching from official to personal found in the Pixar *Coco* (2017) movie. Firstly, it is because the movie is a computer-animated fantasy based on the Mexican holiday Day of the Dead. There are also no conversations that take place inside the context of the company, as organization, or business in the movie. Secondly, this is because there is no context that contains code switching regarding topic changes from officials to personal. As a result, this subtype of code switching is not found.

Table 2. The functions of code switching in Pixar's *Coco* (2017) movie

No	Functions of code switching	Number	Percentage
1.	Expression of solidarity	1	2,32%
2.	Ethnic identity maker	1	2,32%

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3.	Changing of the topic	4	9,30%
4.	To quote someone	0	0
5.	For affective functions	11	25,60 %
6.	To emphasize meaning	26	60,46 %
	Total	43	100 %

It can be seen from the table 2 that the functions of code switching emphasizing meaning is the function of code switching most frequently employed by all of the characters in Pixar's *Coco* (2017) because the speakers in this movie more often highlight a point to convey their message to listeners and repeat what they mean. After that, followed by the function of code switching for affective functions. Then, the function of code switching which changing the topic is used 4 times. In addition, the functions of code switching, expression of solidarity and ethnic identity maker, were used 1 time for each. Meanwhile, the function of code switching to quote someone is not found in this movie since there are no situations in which famous people's quotes involve code switching in the conversation carried out by all the characters in the movie.

CONCLUSION

The researcher found that code switching is used in various types of dialogues in Pixar's *Coco* (2017) movie, with 43 dialogues containing code switching in English and Spanish. Metaphorical code switching, which is divided into subtypes, is common in the movie, as it enriches situations. Situational code switching, on the other hand, is used to follow changing situations. The functions of code switching in the movie are based on Holmes' theory, with emphasizing meaning being the dominant function. However, there are no conversations featuring famous quotes or sentences in the movie, as they are often used in a foreign language. Overall, the movie effectively communicates messages through characters' interactions and the function of code switching.

The researcher recommends future sociolinguistics researchers use this research as an additional source of information on code switching in foreign languages. They should

explore using video blogs or movie series as data and examine the purpose of code switching in future research.

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