1. INTRODUCTION

1.1 The Background of the Study

Language contact is a sociolinguistic circumstance where two or more languages, elements of different languages, or varieties within a language, used simultaneously or mixed one over the others. The concept has been used to cover a situation where people choose to switch from using a language to another for particular reasons as well as for no obvious reasons.

Contacts between people living in different communities have been progressing more rapidly since the industrial era. And today modern advanced technology (computers, cellular phones, and the internet) is intensifying the contacts. This situation has kept the importance of having a competence in understanding and using more than one language.

In many parts of the world an ability to speak more than one language is not remarkable. In fact, a monolingual individu would be regarded as a misfit, lacking an important skill in society, the skill of being able to interact freely with the speakers of other languages with whom a regular contact is made in the ordinary business of living. It is just a normal requirement of daily living that people speak several languages: perhaps one or more at home, another in the village, still another for purposes of trade, and yet another for contact with the outside world of wider social or political organization. The various languages are usually required naturally an unselfconsciously, and the shifts from one to another language are made without hesitation.
It is possible to refer to a language or a variety of a language as a code. The term is useful because it is neutral. Terms like dialect, language, style, standard language, and pidgin are inclined to arouse emotions. In contrast, the ‘neutral’ term, code can be used to refer to any kind of the system that two or more people employ for a communication.

Code is a term for any variety of language. There are two kinds of codes, those are code-mixing and code-switching. If an utterance is switched from one language to another language supporting a distinctive function, it is called code-switching. Conversely if an utterance, either phrase or clause, consists of a clause or phrase does not support a distinctive function, it is called code mixing. In conclusion, it is clear that code mixing is a mixture of word, phrases, and clauses of several languages while code switching is a switching the use of language from a language to another language.

The concept of code-mixing is used to refer to a more general form of language contact that may include cases of code-switching and the other form of contacts which emphasizes the lexical items.

Muysken (2000) says, “I am using the term code mixing to refer to all case where lexical item and grammatical from two languages appear in one sentence”.

With the scope as found in the quotation above, code-mixing can be used to identify almost any linguistic mixed forms resulted from language contacts.

X-games Indonesia is one of television programs on Net TV in Indonesia. It shows extreme sports. It is hosted by Claude Hutasoit, Yosi Mokalu and Mario Lawalata. In hosting the program, the hosts usually mix English into Indonesian
language. For example: “Heyoo what’s up? Kalian semua pasti sudah ga sabar pengen ngeliat aksi para rider x-games.” That mixed-language is called code mixing. The use of code mixing is caused by many factors such as the setting, the participant in interaction and the topic.

1.2 The Problem of the Study

Based on the background of the study above, there are problems of the study formulated such as:

1) What types of code mixing are used by X-Games Indonesia hosts on television?

2) What type of code mixing is dominantly used by X-games Indonesia hosts?

1.3 The Purpose of the Study

In writing this paper, there are two purposes, they are:

1) To find out the types of code-mixing used by X-Games Indonesia hosts.

2) To find out the type of code mixing dominantly used by X-Games Indonesia hosts.

1.4 Scope of the Study

In writing this paper, the writer limits the analysis of code mixing used by X-Games Indonesia hosts. The writer is focused on describing the types of code mixing used by X-Games Indonesia hosts and also the type of code mixing dominantly used by the hosts on X-Games Indonesia program on Youtube entitled Xgames – Skateboard 5 Riding Legends, Shred The Street X-Games, and XGames Chart – Best Action Skateboard.
1.5 **Significance of the Study**

There are some significance of the study, such as follows:

1) It will provide explanation about code mixing and the use of code mixing to the English students, so the students can understand more about the types of code mixing.

2) To get information and to increase knowledge about types of code-mixing and the use of code-mixing to the reader, so the reader can be able to identify code mixing.

1.6 **Method of the Study**

This study is conducted by using descriptive quantitative design. Descriptive quantitative design is not intended to find a new theory, but to find new evidence to prove the truth of the theory.

Firstly, the writer watched X-games Indonesia program on Youtube and noted the usage of code mixing. After watching the program and taking a note, the data was analyzed according to these steps:

1) Counting occurrences of code-mixing.

2) Identifying the use of code mixing.