Code-switching and code-mixing used by an Indonesian VTuber on YouTube

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ABSTRACT

This research aims to identify the types of code-switching and code-mixing used by an Indonesian VTuber and the functions behind them. The data are taken from a live-streamed video of an Indonesian VTuber, Kobo Kanaeru, on YouTube. Descriptive qualitative method is employed in conducting this research. Several theories are used in the analyzing process of this research, such as Hoffmann (2017), Wardhaugh (2005), and Crystal (2008) to identify and analyze the code-switching and code-mixing types. Hoffman (2017) is also used to analyze the functions of the code-switching and code-mixing. The findings of this research discover that intra-sentential switching and intra-sentential mixing are the dominant types of code-switching and code-mixing. This shows that Kobo preferred to do code-switching and code-mixing for shorter English clauses and words only, and it indicates that Kobo is not very fluent in speaking English. It is also found that Kobo used code-switching and code-mixing mostly to talk about a particular topic. It is because in her live-streamed video, she only talks about the game she is playing in her live-streaming or other topics that comes from her viewers in the comment section.

Keywords: Code-mixing; code-switching; functions; VTuber.

INTRODUCTION

One of the aspects in our lives that is changing because of globalization is the way we communicate with each other. We can interact with people inside and outside the country we live in. It is even easier for them who know different languages other than their mother tongue. They can easily switch and mix between two or more languages, or usually known as code-switching and code-mixing. These phenomena are inevitable due to various factors behind it. Despite the common occurrence, they are still often considered the same though these two terms have slight differences to one another.

Code-switching, as defined by Hoffmann (2017), is the use of two languages alternatively within the same conversation. Hoffmann (2017) also adds that there are four types of switching. They are: (1) intra-sentential switching is when the switch happens within the boundary of a sentence or clause, where the sentence includes another language (e.g., Ok you ready? *Pakai bahasa Indonesia ya?*); (2) inter-sentential switching is when the switch happens between a sentence or clause boundary, in which each sentence or clause includes another language (e.g., *Kalau yang manis-manis suka nggak?* Do you know what is this?); (3) establishing continuity occurs when one responds to an utterance of the previous speaker then switches to another language (e.g., one person asks something in English, and the other one responds using Indonesian); and (4) emblematic switching involves the insertion of tags, exclamations, and specific phrases in a different language into a clause or sentence (e.g., **Stop it**, *aww kok ngomong gitu sih*).

Code-mixing is defined as the use of two or more languages by the speaker in a single sentence (Wardhaugh, 2005). The occurrence of code-mixing is claimed to be informal and purely speaker habitual (Nababan, 1993). According to Crystal (2008), code-mixing is divided into three types: (1) intra-sentential mixing, which occurs within a clause, phrase, or sentence (e.g., *Tiap hari senin selalu ada* **challenge** *untuk pembawa acara.*); (2) intra-lexical mixing

happens when there is an insertion of affixes of one language into a word of another language (e.g., *Aku nge***fans** *sama dia.*); and (3) pronunciation changes occuring at phonological level (e.g., the English word 'battery' in Indonesian is 'baterai').

People do not use code-switching and code-mixing because they simply want to do it. There are various functions that make people switch and mix the language that they use. Hoffmann (2017) proposes that the functions of code-switching and code-mixing are:

1. Talking about a particular topic
   Occasionally, people prefer to talk about a certain topic in a specific language. For example, some people are more comfortable talking about their feelings in English rather than in Indonesian.
2. Quoting someone
   In order to quote someone's utterance, people sometimes switch and mix the language to convey the message to their own liking even though it is not exactly the same as the original utterance.
3. Emphasizing something (expressing solidarity)
   Code-switching and code-mixing are used to emphasize the speaker's utterance. For example, as quoted in Novedo & Linuwih (2018), "*menikah* **is no***! Orang orang muda seperti kami menikah* **is so no way**.")
4. Making an interjection
   Code-switching and code-mixing are used for interjection or inserting fillers or connectors into a sentence to show emotions. For example, as quoted in Novedo & Linuwih (2018), "**Oh my gosh** *semoga aku juga diterima di* Columbia University.")
5. Clarifying by using repetition
   People tend to clarify their utterance by repeating it. Sometimes they also change the language to further clarify it. For example, as quoted in Novedo & Linuwih (2018), "*aku nggak pernah* **bargaining** *soalnya. pernah kecuali* **nawar** *pete.*"
6. Showing intention of clarifying speech content for interlocutor
   There will be possibly many occurrences of code-switching and code-mixing in a conversation between bilinguals or multilinguals. To make it understandable to other listeners, they will clarify their previous utterances in another language.
7. Expressing group identity
   Code-switching and code-mixing can also be used to express a group identity of the speaker. For example, as quoted in Novedo &

Linuwih (2018), "*Untuk selebritis itu harus wow banget.* I have to look so good."

These two definitions may seem similar because of the related concept that they both are based on. However, Chaer & Agustina (2004) argues that they have slight differences to one another. Code-switching occurs when a person speaks one language for one clause then switches to another language for the next clause, and that the language is arranged structurally correct. On the other hand, code-mixing occurs when a person speaks fully in one language then changes to another language only for a certain word or phrase. While code-switching involves the switching of clauses or sentences, code-mixing refers to the mixing of more specific linguistic units like phonological aspects, morphemes and words (Bhatia & Ritchie, 2012). Therefore, the study will use these terms as two different concepts in accordance with the theory proposed by Chaer & Agustina (2004). Even though they are different, both code-switching and code-mixing are commonly used in bilingual or multilingual communities and can be found in almost every setting (Wardhaugh, 2005). In addition, now that we are in an era where advanced technology can be found all over the world, people are starting to use code-switching and code-mixing virtually, especially in playing video games.

Video games are a type of interactive games that are played by using electronics (e.g., cellphones, laptops, computers) for the purpose of the players' entertainment (Alabed & Duwairi, 2019). Video games have various genres for all ages around the world, ranging from kids to adults. However, it does not mean that everyone has the privilege to buy and play video games. Those who do not have the access to video games usually watch people who can play it on an online video sharing platform, or mostly known as YouTube. The people who record themselves playing video games and share it online are called game streamers.

With regard to game streamers, they are people who live-stream themselves playing video games in real time through online platforms (Computer Hope, 2020). Although game streamers first started this activity as a hobby, majority of them continue to pursue it as their career. It is even normal for them to turn it into a full-time occupation, relying on it for their primary income. However, it is also not easy to make a big amount of money from this occupation, especially for newcomers. The community has grown and evolved over the past few years, and the market has become somewhat competitive. The higher their popularity is, the higher the income they are going to receive. Hence, many people begin to create new ideas for their live-streaming to distinguish themselves from others. They want people to deem their streaming

unique so they can gain more popularity and money. One of the innovations in the game streaming industry is VTubers.

VTubers (Virtual YouTubers) are not that different from other game streamers. They do exactly the same, except they do not show their own appearance; they use 2D or 3D computer-generated virtual characters to represent their identity (Liudmila, 2020). The term originated from Japan, and it first appeared in late 2017 as a 3D virtual character that is voiced by a Japanese voice actor (Shirai, 2019). In recent years, the VTubers trend has expanded outside of Japan to several countries; Indonesia was no exception. The number of Indonesian VTubers is still growing as of today. Since more than half of their viewers are Indonesian, some of them use Bahasa Indonesia to communicate with the viewers in the livestreaming. Nonetheless, there are a few VTubers who communicate using more than one language by doing code-switching and code-mixing.

Many people are already doing code-switching and code-mixing whether they are aware of it or not. In the case of VTubers, some of them keep performing code-switching and code-mixing in their live-streams even though the viewers are mostly Indonesian. Hence, the occurrence of code-switching and code-mixing is worth analyzing, especially in the VTubers community, as to why it still happens despite the latter. There are several studies conducted by various researchers within the scope of using code-switching and code-mixing virtually in Indonesia, such as in YouTubers' videos (Anggraini, 2022; Heda & Ena, 2021; Laksono & Novita, 2021; Nalantha et al., 2021; Tussa'diah et al., 2021; Wijayanto et al., 2022), on Twitter (Banowati & Hendar, 2022; Syafaat & Setiawan, 2019; Wulandari & Susylowati, 2021), or on Facebook posts (Simatupang & Amalia, 2018; Yuliantari, Yuliastini, & Valentine, 2020; Zalukhu, Laiya, & Laia, 2022). Unfortunately, a study focusing on code-switching and code-mixing used by Indonesian game streamers, or VTubers in particular, is rarely found. The writer managed to find one study about code-switching and code-mixing used by a Finnish game streamer (Riuttanen, 2017). The study shows that the game streamer used code-switching and code-mixing frequently while playing the game and communicating with the viewers. It is also revealed that the game streamer dominantly used intra-sentential and intra-lexical mixing as he/she keeps changing only one word in a sentence. Despite the relevance of this study with the writer's research, it is important to note that the study was conducted at the level of an undergraduate thesis.

METHODOLOGY

A descriptive qualitative method was employed in conducting this study. When a study is conducted using a qualitative method, it involves an interpretive approach by closely examining and making sense of various issues in their natural settings (Creswell & Poth, 2017). Alwasilah (2002) also suggests that in conducting a study that focuses on a language phenomenon, it is suitable to use a qualitative approach. The present study was aimed to describe some language phenomena, which are code-switching and code-mixing, along with their functions. Thus, a descriptive qualitative method was considered suitable to conduct the study.

The data of the study were collected from a two-hour live-streamed video of an Indonesian VTuber, Kobo Kanaeru, and the video is titled '【Story of Seasons: Friends of Mineral Town】 *KOBO JADI TUKANG KEBON???*'. It was live-streamed on September 9, 2022. The writer chose this specific video because Kobo Kanaeru is one of the most famous Indonesian VTubers with 1.61M subscribers. The use of code-switching and code-mixing also often appears in her utterances throughout the live-streaming, which is a crucial part of the study.

The data collection was conducted by following two steps. Firstly, the writer watched the live-streamed video of Kobo Kanaeru on her YouTube channel. Secondly, since it is a two-hour long video, the writer only transcribed Kobo's utterances involving code-switching and code-mixing that are essential for the data analysis. In regards to the data analysis, there were several steps in analyzing the data. The writer first identified Kobo's utterances that show code-switching and code-mixing in bold phrases or words. After that, the writer classified the utterances using theories from Crystal (2008), Hoffmann (2017), and Wardhaugh (2005) about code-switching, code-mixing, and their types. The writer also analyzed the functions of the usage of code-switching and code-mixing in Kobo's utterances using the theory from Hoffmann (2017). Lastly, the writer drew conclusions from the findings of the study.

Table 1
Sample of data analysis

Code-switching			Code-mixing		
Utterances	Types	Functions	Utterances	Types	Functions
Sumpah lagunya	Emblematic switc	Making an interjection	… dan di **stream** kali	Intra-sentential mixing	Talking about a

bagus banget, **guys**.	hing		ini, hmm, apa ya kira-kira yang akan Kobo mainkan?		particular topic
Starts with a lot of gold. **Hm, biasanya yang mana ya?**	Inter-sentential switching	Talking about a particular topic	Bo, temenku ada yang mau transfer lemak buat Kobo, bagi kode **body-nya** katanya.	Intra-lexical switching	Quoting someone
Terima kasih ya, **wish you all the best** lah pokoknya.	Intra-sentential switching	Talking about a particular topic	**Hoaks** ya ini, itu dari mana itu.	Pronunciation change	Quoting someone

The table above is a sample of the data taken from Kobo's live-streamed video. Kobo's utterances found in the video are categorized into several types of code-switching and code-mixing along with the functions. In categorizing the data, the writer analyzed Kobo's utterances using the theories proposed by Crystal (2008) and Hoffman (2017). The following are a couple of samples from Kobo's live-streamed video.

1. Kobo: "Starts with a lot of gold. *Hm, biasanya yang mana ya?"*

In the utterance above, Kobo was talking about the level of the game she was playing in the live-streamed video. One of the levels includes starting the game with a lot of gold. Hence, Kobo asked the viewers which level to choose for her. Kobo started with English by saying "Starts with a lot of gold." to explain the level's benefit. After that, she switched to Indonesian by asking "*Hm, biasanya yang mana ya?"* to the viewers. There was a language switch happening between two clauses. Hence, according to Hoffmann (2017) and other previous studies, the utterance is categorized as inter-sentential code-switching. The function of this code-switching is to talk about a particular topic, which is talking and asking about a particular game level that Kobo was playing.

2. Kobo: "*Bo, temenku ada yang mau transfer lemak buat Kobo, bagi kode* **body-*nya* *katanya."*

In this utterance, Kobo spoke almost fully in Indonesian, but there was one English word that she mixed in her utterance. The English word also had an insertion of Indonesian suffix *-nya*. Therefore, this utterance is categorized as intra-sentential code-mixing. The function of code-mixing used by Kobo was to quote someone because the utterance originally came from the comment section of Kobo's live-streamed video. Kobo saw it and decided to read it aloud for her other viewers.

FINDINGS AND DISCUSSION
After analyzing Kobo's utterances in her two-hour live-streamed video, the writer found several utterances that contain code-switching and code-mixing. The findings are divided into three sections: the frequency of code-switching and code-mixing along with their functions, Kobo's code-switching and its function, and Kobo's code-mixing and its function.

The frequency of code-switching, code-mixing, and their functions in Kobo's utterances
After categorizing and analyzing Kobo's utterances that contained code-switching and code-mixing from her two-hour live-streamed video, the writer discovered there were specific types of code-switching and code-mixing that stood out the most in her utterances: intra-sentential switching and intra-sentential mixing. The following are the frequency of code-switching, code-mixing, and their functions in Kobo's utterances.

Code-switching types in Kobo's utterances
In the two-hour live-streamed video, it was revealed that Kobo used code-switching to talk about the game and interact with her viewers. There were 62 utterances that contain code-switching as seen in Table 2.

Table 2
The frequency of code-switching types in Kobo's utterances

Code-switching types	Frequency	Percentage
Intra-sentential switching	32	51.61%
Inter-sentential switching	22	35.48%
Establishing continuity	0	0
Emblematic switching	8	12.91%
Total	**62**	**100%**

As seen in Table 2, the dominant type of code-switching in Kobo's utterances is intra-sentential switch for 51.61%. In the live-streamed video, Kobo mostly spoke in Indonesian because most of her viewers are from Indonesia. However, since the game she was playing is in English, she did a lot of code-switching rather than translating the English phrases into Indonesian. She also used inter-sentential switching in her utterances, but it is not as frequent as intra-sentential switching. Judging from the live-streamed video, it seems like Kobo is not very fluent in English. Therefore, the writer assumes that it is easier for Kobo to switch to English for short phrases than longer sentences. The dominant use of intra-sentential switching was also shown in Novedo and Linuwih (2018) and Wulandari and Susylowati (2021). The results of these two studies are similar to the recent study in which intra-sentential switching is the most frequently-used type of code-switching. However, the frequent use of intra-sentential switching was not because of low proficiency in English, but simply because it was a habit of the speakers. Aside from intra-sentential switching, the next dominant type of code-switching in Kobo's utterances is inter-sentential switching for 35.48%, followed by emblematic switching for 12.91%. Kobo did not use establishing continuity as she was alone in doing the live-streaming.

Code-mixing types in Kobo's utterances
The writer also discovered many utterances that involve code-mixing in Kobo's live-streamed video. There are 103 utterances in total as seen in Table 3.

Table 3
The frequency of code-mixing types in Kobo's utterances

Code-mixing types	Frequency	Percentage
Intra-sentential mixing	65	63.11%
Intra-lexical mixing	28	27.18%
Pronunciation change	10	9.71%
Total	**103**	**100%**

From 103 utterances as shown in Table 3, 63.11% of Kobo's utterances that contain code-mixing is categorized as intra-sentential mixing. There is a huge gap between the most dominant code-mixing type and the others, which are intra-lexical mixing for 27.18% and pronunciation change for 9.71%. As has been mentioned before, Kobo is not quite fluent in English, so she spoke mostly in Indonesian throughout the live-streamed video. Nonetheless, she did a lot of code-mixing related to the game she was playing. She constantly mixed English words into her Indonesian-dominated utterances when talking about the game. This finding has similarities with Nalantha et al.'s (2021) study which found that intra-sentential mixing is the dominant type of code-mixing, and the percentage gap between intra-sentential mixing with the other types is quite large.

The function of code-switching and code-mixing in Kobo's utterances
Kobo did not use code-switching and code-mixing in her utterances for no reason. The code-switching and code-mixing in her utterances have specific functions that can deliver Kobo's message better. Table 4 shows the overall frequency of the functions in Kobo's code-switching and code-mixing.

Table 4
The frequency of code-switching and code-mixing functions in Kobo's utterances

Functions	Frequency	Percentage
Talking about a particular topic	120	72.73%
Quoting someone	18	10.91%
Emphasizing something	10	6.06%
Making an interjection	7	4.24%
Clarifying by using	10	6.06%

repetition		
Showing intention of clarifying speech content for interlocutor	0	0
Expressing group identity	0	0
Total	**165**	**100**

As mentioned in the previous section, Hoffmann (2017) proposes that there are seven functions of code-switching and code-mixing. However, the writer only found five functions in Kobo's utterances as shown in the table above. From 165 utterances in total, 72.73% of Kobo's utterances that contain code-switching and code-mixing have the function of talking about a particular topic. Mostly, she talked about things that are related to the game she was playing in her live-streamed video. It is apparent that this function would dominate the others because it is her job as a VTuber to play a game while talking about game-related topics. The high frequency of this function was also shown in studies by Anggraini (2022), Heda and Ena (2021), Tussa'diah et al. (2021), and Wulandari and Susylowati (2021). All studies discussed that people tend to do code-switching and code-mixing when they are talking about a particular topic. The other four functions of Kobo's code-switching and code-mixing are quoting someone for 10.91%, followed by emphasizing something and clarifying by using repetition for 6.06%, and the last one is making an interjection for 4.24%.

Kobo's code-switching and its function
Code-switching is a language phenomenon that shows alternation between two or more languages in one conversation (Hoffmann, 2017). There are four types of code-switching: intra-sentential, inter-sentential, emblematic, and establishing continuity. In Kobo's video, the writer found that she used all types of code-switching, except establishing continuity. The following are the result of the writer's analysis of Kobo's utterances that contain code-switching.

Kobo: "Seru banget bisa **change outfit.**"

Even though Kobo started with Indonesian, she switched to English when finishing her utterance. According to Hoffmann (2017), when the switch happens within a sentence boundary, it is categorized as intra-sentential switching. The function of this code-switching is talking about a particular topic. In this utterance, Kobo was talking about how the character in the game could change its outfit. Kobo could have translated the phrase 'change outfit' into Indonesian, but she chose to say it in English exactly like in the game. It shows that Kobo used code-switching to specifically talk about the feature of the game, which is the feature to change the character's outfit. This is in line with the theory proposed by Hoffmann (2017) that mentions code-switching is commonly used for talking about a particular topic. Similarly, in Tussa'diah et al. (2021) and Wulandari and Susylowati (2021), they found the utterances that are categorized as intra-sentential switching are the ones which switch happens in the middle of a sentence.

Aside from intra-sentential switching, the writer also found inter-sentential switching in Kobo's utterances.

Kobo: "'Oh ho, there you are, Felli. Do you remember me? I'm your grandpa.' **Loh, kakek? Apakah ini kakek?**"

Kobo did not entirely come up with this utterance. The first three sentences "Oh ho, there you are, Felli. Do you remember me? I'm your grandpa." was said by one of the game characters that Kobo was playing. She was merely quoting the utterance. Hence, according to Hoffmann's (2017) theory, the function of the switch is to quote someone. After quoting the game character, Kobo continued the utterance by adding a reply to it in Indonesia. Now that there are two different languages between a sentence boundary, Kobo's utterance can be categorized as an inter-sentential code-switching. The use of inter-sentential switching is also discussed by Banowati and Hendar (2022) in their study. They found that in Jerome Poline's twitter account, he often used Bahasa Indonesia in one sentence then switched to English in the second sentence. Banowati and Hendar (2022) also categorized that as inter-sentential switching.

Lastly, Kobo used emblematic switching in her live-streamed video. The writer's analysis of the emblematic switching can be seen below.

Kobo: "Oh, beda ya kalau diambil doang tuh jadi ranting, tapi kalo kita ambil pake axe, kita pukul, jadilah batang kayu yang lebih HD. **Wow, amazing!**"

In this utterance, Kobo spoke mostly in Indonesian before she switched to English saying, "Wow, amazing!". This specific phrase that Kobo added in her utterance is a type of exclamations; thus, this kind of code-switching is categorized as an emblematic switching. Emblematic switching means that there is insertion of tags, exclamations, and specific phrases in a different language into a clause or sentence (Hoffmann, 2017). The function of the emblematic switching that Kobo used is to make an interjection. In this utterance, Kobo inserted the exclamation to show emotion. The specific exclamation expressed Kobo's amazement towards the game. This finding is similar to the findings of a

study conducted by Laksono and Novita (2011). In their study, they found an utterance with an insertion of an exclamation that shows an emblematic switching. The result shows that the function of the emblematic switching is also the same, namely to make an interjection and show emotion.

Kobo's code-mixing and its functions
Aside from code-switching, Kobo also frequently used code-mixing in her utterances. Wardhaugh (2005) defined code-mixing as the use of one or more languages in one sentence. Although code-mixing is similar to code-mixing, they are two different terms. Rather than switching languages for certain clauses or sentences, code-mixing involves mixing words from another language into one sentence (Bhatia & Ritchie, 2012). Crystal (2008) divided code-mixing into three types: intra-sentential, intra-lexical, and pronunciation changes occuring at phonological level. The writer found that she used all three types of code-mixing in her live-streamed video. The following are the result of the writer's analysis of Kobo's utterances that contain code-switching.

Kobo: "Aku masih seneng banget tau sama **collab** aku sama idola aku tuh."

This utterance is categorized as an intra-sentential mixing because Kobo only mixed one English word, which is the word 'collab', into her Indonesian-dominated utterance. Intra-sentential mixing means that the code-mixing occurs within a clause, phrase, or sentence (Crystal, 2008). The function of the intra-sentential mixing in this utterance is to talk about a particular topic. When Kobo said this utterance, she was talking to her viewers about her recent collaboration with her idol who is another VTuber. This result is similar to the result of Nalantha et al.'s (2021) study about code-mixing in Nessie Judge's video. It shows that Nessie commonly mixed English words in her utterances. Hence, they categorized this mixing as intra-sentential mixing.

The second type of code-mixing is intra-lexical mixing, and Kobo used this in her live-streamed video.

Kobo: "Terima kasih, Git, keenakan aku **di-donate** mulu."

In this utterance, Kobo spoke fully in Indonesian, except the English word 'donate' she mixed in the middle of her utterance. However, Kobo also inserted the Indonesian prefix 'di-' into the word. Hence, this utterance is categorized as an intra-lexical mixing since there is an insertion of affixes of one language into a word of another language (Crystal, 2008). This intra-lexical mixing in the utterance has a function to talk about a particular topic. It is because Kobo was thanking one of her viewers who sent money when she was streaming on her YouTube channel. Nalantha et al (2021) also discussed intra-lexical mixing in their

study. The findings show that Nessi often mixed English words that are inserted with an Indonesian suffix while talking in her YouTube videos.

The writer also found a pronunciation change occurring at phonological level in Kobo's utterance. The writer's analysis of this code-mixing type can be seen below.

Kobo: "Viral itu ada orang yang buat **instrumen**-nya Berpetualang Bersama Si Jerry."

This utterance contains a pronunciation change at phonological level. According to KBBI, the Indonesian word 'instrumen' is a loan word from the English word 'instrument'. There is a slight change from the /ə/ sound in English into the /e/ sound in Indonesian. Therefore, this utterance is categorized as the third type of code-mixing which is pronunciation change occurring at phonological level. Astri and Fian (2020) discussed this in their study about code-mixing in Gita Savitri's YouTube video. However, the findings show that Gita Savitri did not use this type of code-mixing in her video. Similar to previous utterances, the function of this utterance is to talk about a particular topic. In this part of the live-streamed video, Kobo was telling her viewers about someone who made an instrumental song for her other gaming live-stream called 'Berpetualang Bersama Si Jerry' that went viral in the VTubers' community.

The overall findings of the current study show that Kobo often used code-switching and code-mixing in her live-streamed video. All types of code-mixing and code-switching were found in her utterances, except establishing continuity which is a type of code-switching. It was discovered that Kobo used code-switching and code-mixing in her utterances mostly to talk about a particular topic related to the game she was playing. She also commonly did code-switch and code-mixing to quote the utterances of her viewers or the game characters.

CONCLUSION
The recent study had discovered and analyzed the code-switching and code-mixing in a live-streamed video of an Indonesian gaming VTuber, Kobo Kanaeru, along with the functions of those language phenomena. The findings revealed that code-switching and code-mixing were both used by Kobo in her live-streamed video. From the data analysis, it was found that Kobo only used three out of four types of code-switching as proposed by Hoffmann (2017); namely, intra-sentential switching for 51.61%, inter-sentential switching for 35.48%, and emblematic switching for 12.91%. While for the code-mixing, all three types as proposed by Crystal (2008) were present in Kobo's utterances; namely, intra-sentential mixing for 63.11%, intra-lexical mixing for 27.18%, and pronunciation change at phonological level for 9.71%.

Not only analyzing the types, but this study also analyzed the function of code-switching and code-mixing in Kobo's utterances. Out of seven functions as proposed by Hoffmann (2017), only five functions were found. They are talking about a particular topic for 72.73%, quoting someone for 10.91%, emphasizing something for 6.06%, clarifying by using repetition for 6.06%, and making an interjection for 4.24%. Kobo mostly used code-switching and code-mixing to talk about a particular topic which was about the game she was playing in her live-streamed video. She also commonly used code-switching and code-mixing to quote the utterances of her viewers or the game characters.

From the findings, it can be concluded that Kobo used both code-switching and code-mixing in her live-streamed video quite often. Even so, Kobo mostly used code-mixing rather than code-switching in her utterances. The writer found 103 utterances that contain code-mixing and 62 utterances that contain code-switching. This finding showed that Kobo preferred to mix shorter English words into her Indonesian utterances rather than longer English clauses. From her two-hour long live-streamed video, it seemed that Kobo was not very fluent in English. However, the game she was playing was in English, and there were some of her viewers who were not from Indonesia. Hence, Kobo tried her best to speak English even though she was not fluent by doing code-mixing more frequently than code-switching.

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