

Code Mixing used in Adrian Molina and Matthew Aldrich's Coco Movie Script

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Code Mixing used in Adrian Molina and Matthew Aldrich's *Coco* Movie Script

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Abstract

This research is a sociolinguistic study of code mixing in *Coco* movie script. The purpose of this study is to determine kinds of code mixing level and the factor that cause code mixing used by the *Coco* movie script character and to find out the levels and factors of using code mixing in the *Coco* movie. This research uses qualitative and descriptive research. The main research instrument is the researcher himself. Data collection techniques are reading the entire novel to the end, collecting data, classifying into six levels of code mix, reducing selected data based on levels in theory, involving the process of selecting and focusing raw data into enhanced data. This reaserch found four from six levels of code mixing in the *Coco* movie. These are word level, phrase level, clause level, reduplication level. The dominant level of code mixing is the word level. This research also found six from eleven code mixing factor. It is a speaker and speaker characters, conversation modus, function and Aim, type and level of language speaking, humor, conversation partner. The dominant factor it is function and Aim.

A. INTRODUCTION

Language is a tool of cultural interaction, not just exchange information. Exchange of information is only part of the function of language (Bolinger in Giyoto, 2013: 9). Walfram in Giyoto (2013: 9) also says that there is a direct causal relationship between differences in language variation and social differences. Language and society influence and determine each other in the sense that certain language variations indicate a certain social status and social status in turn also determines the type of language variation. The study between language and society referred to as sociolinguistics. Sociolinguistics research the connection among language and society, speak in another way in specific social context, concerned with figuring out the social functions of language and the manner it's far used to bring social meaning, inspecting the way human beings use language in extraordinary social contexts provides a wealth of records approximately the manner language works, as well as approximately the social courting in a community (Holmes, 1992: 1).

According to Sumarsono and Partana (2004: 2) sociolinguistics is the study about language related to the situation of the society (learned by sociology), Pride and Holmes says that the examine of language as part of lifestyle, culture and society. D. Hymes in Giyoto (2013:9) Says that Sociolinguistics can refer to the use of linguistic data and analyze it in other sciences that refer to social life refer to 2 social data and analyze it into linguistics. He sees that language is for society and society is for language. When people are doing a conversation, they use more than one language. In this kind of situation they sometimes speak by mixing languages or codes

⁵ A code is a language, a variety of a style of language. A code is a class specific language variation, especially for different strategies of verbal planning. In conversation, a code is a rule of converting a piece of information (for example, a letter, word or phrase) into another form (Ajibola, 2011: 17). Wardaugh (1986: 103) states that code mixing is the use of two languages together by the conversant to the extent that they change from one language to the other in the course of a single utterance. While Code Switching is one of switch from one code to another while speaking, the situation dictates the usage of language (Tarjana, 2009: 7). And it is a language switching due to the state of affairs changin from formal situations to informal situations (Nababan, 1991: 31). Different from Hymes (in Chaer, 2010: 107) who says that code-switching not only happens among languages however also occurred by way of the variations and patterns in language.

Based on clarification above, the thesis writer wants to conduct the thesis entitled “Code Mixing used in Adrian Molina and Matthew Aldrich’s *Coco* Movie Script”. *Coco* is a 2017 American 3D computer-animated fantasy film produced by Pixar Animation Studios and released by Walt Disney Pictures. Based on an original idea by Lee Unkrich, it is directed by him and co-directed by Adrian Molina. The film's voice cast stars Anthony Gonzalez, Gael García Bernal, Benjamin Bratt, Alanna Ubach, Renée Victor, Ana Ofelia Murguía and Edward James Olmos. The story follows a 12-year-old boy named Miguel who is accidentally transported to the Land of the Dead, where he seeks the help of his deceased musician great-great-grandfather to return him to his family among the living and to reverse his family's ban on music.

The concept for *Coco* is inspired by the Mexican holiday Day of the Dead. The film was scripted by Molina and Matthew Aldrich from a story by Unkrich, Jason Katz, Aldrich and Molina. Pixar began developing the animation in 2016; Unkrich and some of the film's crew visited Mexico for research. Composer Michael Giacchino, who had worked on prior Pixar animated features, composed the score. With a cost of \$175 million, *Coco* is the first film with a nine-figure budget to feature an all-Latino principal cast.

⁷ *Coco* premiered on October 20, 2017, during the Morelia International Film Festival in Morelia, Mexico. It was theatrically released in Mexico the following week, the weekend before *Día de Muertos*, and in the United States on November 22, 2017. The film was praised for its animation, voice acting, music, emotional story, and respect for Mexican culture. It grossed over \$807 million worldwide, becoming the 16th highest-grossing animated film ever at the time of its release. Recipient of several accolades, *Coco* was chosen by the National Board of Review as the Best Animated Film of 2017. The film won two Academy Awards for Best Animated Feature and Best Original Song

("Remember Me"). It also won Best Animated Film at the BAFTA Awards, Golden Globe Awards, Critic's Choice Movie Awards, and Annie Awards.

So the research question and objective related to the issue that is presented in the introduction, this paper tries to find out the levels and factor are applied in Coco movie script by Adrian Molina and Matthew Aldrich.

B. RESEARCH METHOD

The researcher used descriptive qualitative research, because the thesis writer collected the data, made an analysis, and made a conclusion in the end. By using this method, the writer would like to collect, arrange and analyze the levels and factors are applied in Coco movie script by Adrian Molina and Matthew Aldrich.

C. ANALYSIS

There are 28 levels and 35 factors found in the dialogue of Coco movie script by Adrian Molina and Matthew Aldrich. The thesis writer found and clarifies kinds of code mixing level in the Coco movie script that are code mixing word level are 13 data, code mixing of phrase lever are 10 data, code mixing clause level are 3, code mixing of repetition word are 3 data. And for the factors, the thesis writer found and clarifies the factors are appllied in Coco movie script that are Speaker and speaker character are 3 data, conversation modus are 5 data, function and aim are 16 data, types and language speech level are 8 data and humor are 2 data, Conversation Partner 1 data.

1. The process analysis code mixing levels and factors in Coco movie script by Adrian Molina and Matthew Aldrich.

a. Kinds of code mixing levels

Data 1 (Word level)

³
"My **Abuelita**? She's Mamá Coco's daughter"

The code mixing of word level found on this sentence is word " *Abuelita*". In English language, "*Abuelita*" means "*Grandma*". The word abuelita is a word which used to call a mother of our parents . Abuelita is a speech sounds which symbolizes and communicates meaning. The word abuelita is classified by noun.

Data 2 (Word level)

³
"Doña, please -- I was just getting a shine!"

The code mixing of word level found on this sentence is word “Doña”. In English language, “Doña” means “Mrs”. The word Doña is commonly word used to refer to a married woman. Doña is a speech sounds which symbolizes and communicates meaning. The word Doña (Mrs) is classified by noun.

Data 3 (Phrase level)

“Hey guys, it's **Poco Loco!**”

The code mixing of phrase level found on this sentence is “poco loco”. In English language, “poco loco” means “little crazy”. The formula is adjective as head and adverb as modifier.

Data 4 (Phrase level)

“It's **Día de los Muertos** -- no one's going anywhere. Tonight is about family.”

The code mixing of phrase level found on this sentence is “Día de los Muertos”. In English language, “Día de los Muertos” means “day of the dead”. The formula is object of preposition (noun) as modifier and preposition as head. *Día de los Muertos* describe about the object itself.

Data 5 (Clause level)

“Hey Tío! **Qué onda!**”

The code mixing of clause level found on this sentence is “Qué onda”. In English language, “Qué onda” means “how are you”. It is an independent clause which does not need any other clauses. The structure is subject and predicate.

Data 6 (Clause level)

“Security! **Ayúdenme!**”

The code mixing of clause level found on this sentence is “Ayúdenme”. In English language, “Ayúdenme” means “help me”. It is an independent clause which does not need any other clauses. The structure is subject predicate and object.

Data 7 (Repetition level)

“Ah, **mira, mira!** They're setting up for tonight.”

The code mixing of repetition word level found on this sentence is “mira”. In English language, “mira” means “look”. The code mixing reduplication level written by the author is “mira, mira”. It is included into “verb-verb” because there are two words “mira”.

Data 8 (Repetition level)

“Mamá, cálmese, cálmese.”

The code mixing of repetition word level found on this sentence is “cálmese”. In English language, “cálmese” means “calm”. The code mixing reduplication level written by the author is “cálmese, cálmese”. It is included into “adjective-adjective” because there are two words “cálmese”.

b. Factor of code mixing

Data 1 (Types and language speech level)

“Aw, you're a twig, **mijo**. Have some more.”

The sentence was spoken by Abuelita to Miguel and the factor is Types and language speech level. Because in this sentence shows consideration based on the topic or relevance with certain situation.

Data 2 (Types and language speech level)

“I'm sorry, **señora**, it says here no one put up your photo”

The sentence was spoken by Case worker to Mama Imelda and the factor is Types and language speech level. Because in this sentence shows consideration based on the topic or relevance with certain situation.

Data 3 (Function and Aim)

“My **Abuelita**? She's Mamá Coco's daughter”

The sentence was spoken by Miguel and the factor is Function and Aim. It is because of usually used in communication based on the aim of communication. Language function related to certain purpose, like asking, offering, expressing and announcing. Speaker uses language based on the function they expected in context and situation.

Data 4 (Function and Aim)

“**No manches**? You played with Ernesto de la Cruz, the greatest musician of all time?”

The sentence was spoken by Miguel worker to Hector and the factor Function and Aim. In this sentence Miguel did not believe and asked Hector about what Hector said.

Data 5 (Conversation Partner)

“Welcome back, **amigos!** Anything to declare?”

The sentence was spoken by Arrivals agent to Rivera family and the factor is Conversation Partner. Because in this sentence arrivals agent speak to a group with the same background and used code mixing.

Data 6 (Conversation Partner)

.”Enjoy the party, little **músico!**”

The sentence was spoken by Band Leader to Miguel and the factor is Conversation Partner. In this sentence after helping Miguel, the Band Leader told him to have fun and enjoy the party.

Data 7 (Humor)

” You're not so bad yourself, **gordito!**

The sentence was spoken by Hector to Miguel and the factor is Humor. Humor is usually used by speaker to show a humor in serious meeting, and used by comedian to entertain the audiences. In this sentence Hector said after Miguel finished singing and saw Miguel's cheeks were red and big so they looked chubby and funny.

Data 8 (Humor)

“Hey guys, it's **Poco Loco!**”

The sentence was spoken by Band leader to Miguel and the factor is Humor. Poco loco is a nickname for Miguel. Because when the singing contest Miguel sings Poco Loco. Poco loco is a song composed by Hector and every sentence contains humor.

Data 9 (Conversation Modus)

“Mamá, **cálmese, cálmese.**”

The sentence was spoken by Abuelita to Mama Coco and the factor Conversation Modus. In this sentence Abuelita wants to make Mama Coco calm again. Abuelita emphasizes the word calmese (calm) and assures that everything is fine

Data 10 (Conversation Modus)

“No, **niño, niño, niño**, I can help you! You can help me. We can help each

other! But most importantly, you can help ME.” The sentence was spoken by Hector to Miguel and the Conversation Modus and Types and language speech level. Because in this sentence Hector and another purpose, so that way Hector calls *nino* repeatedly.

Data 11 (Speaker and Speaker)

“Ah, **mira, mira!** They're setting up for tonight.”

The sentence was spoken by Mariachi to Miguel and the factor are Speaker and Speaker Character and Function and Aim. Speaker uses code mixing to the hearer because she or he has certain purposes. In this sentence Mariachi asks Miguel to look at Día de Muertos's preparations and tries to convince Miguel to be what he wants.

CONCLUSION

After analyzing the code mixing in Coco Movie, the thesis writer finally arrives in the conclusion of the research. In this chapter, the thesis writer elaborates the conclusion of the whole analysis in two points. The first point deals with kinds of code mixing level used in Coco Movie. The second point deals with the factor that cause code mixing applied in Coco movie. Through kind of code mixing level are word level, phrase level, clause level, baster level, repitition level and idiom level. Only four levels of code mixing used in Coco movie script, Word level, phrase level, clause level and repitition level And from eleven factors of code mixing are Code usage limitation, populer term, speaker and speaker character, conversation partner, conversation modus, function and aim, types and language speech level, third speaker, main topic, humor, and prestigious. Only six factors applied in Coco movie script, Speaker and speaker character, conversation modus, function and aim, types and language speech level and humor, conversation partner. So, it can be said that the movie that involve the speaker who can speak more than one language usually used code mixing.

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