

***ANALYSIS OF THE USE OF CODE-MIXING BY THE BALI ARKKNIGHTS  
PLAYERS COMMUNITY ON WHATSAPP***

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**ABSTRACT**

This study investigates the phenomenon of code-mixing in the WhatsApp interactions of the Bali Arknights Players Community, aiming to identify the types of code-mixing according to Hoffmann (1991) classification and the reasons underlying their usage. A total of 168 instances of code-mixing were collected from group chat transcripts and categorized into three types: intra-sentential (74.40 %), intra-lexical (21.43 %), and involving change of pronunciation (4.17 %). The dominance of the intra-sentential type demonstrates that community members more frequently insert English words or phrases into Indonesian sentences than simplify foreign terms into a single word or adjust pronunciation. All interview respondents indicated that they were aware of their code-mixing practices, suggesting that this behaviour is not simply automatic or unconscious but rather a deliberate communicative strategy.

***Keywords:*** *code-mixing; intra-sentential code-mixing; bilingual gamer community; Indonesian-English code-mixing; WhatsApp group interaction*

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**ABSTRAK**

Penelitian ini mengkaji fenomena campur-kode dalam interaksi WhatsApp komunitas Bali Arknights Players Community dengan tujuan mengidentifikasi jenis-jenis campur-kode menurut klasifikasi Hoffmann (1991) dan alasan-alasan yang mendasarinya. Sebanyak 168 contoh campur-kode dikumpulkan dari transkrip chat grup dan dikategorikan ke dalam tiga jenis: intra-sentential (74,40 %), intra-lexical (21,43 %), dan perubahan pengucapan (4,17 %). Dominasi jenis intra-sentential menunjukkan bahwa anggota komunitas lebih sering menyisipkan kata atau frasa berbahasa Inggris ke dalam kalimat Bahasa Indonesia daripada merangkum istilah asing menjadi satu kata atau menyesuaikan pengucapan. Semua responden wawancara menyatakan bahwa mereka menyadari praktik campur kode tersebut, yang menunjukkan bahwa penggunaan ini bukan sekadar otomatis atau tanpa kesadaran, tetapi justru merupakan strategi komunikasi yang disengaja.

**Kata kunci:** *campur-kode; campuran kode dalam kalimat; komunitas pemain gim bilingual; campuran kode Indonesia-Inggris; interaksi dalam grup WhatsApp*