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## **THE CODE-SWITCHING REFLECTED IN THE DISNEY MOVIE: LUCA (2021)**

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### **Abstract**

When a speaker switches between two or more languages, or language varieties, in the context of a single conversation or scenario, this is known as code-switching or language alternation in linguistics. When multilinguals (those who speak more than one language) converse, they may utilise words and phrases from other languages. We can figure out this kind of phenomenon in a movie because code-switching is implemented in an oral daily dialogue. It's a lot of fun to learn a language through movies (especially if you're trying to improve or perfect a second language). Because movies and television programmes are such a significant part of people's lives, especially students' lives, incorporating them into the language classroom makes sense. Film also makes language learning more engaging and entertaining as a motivation. Film also has the advantage of providing a rich and diverse linguistic source. So, the code-switching can be found in the film "Luca" by Disney Pixar.

**Keywords:** Sociolinguistics, Code switching, Luca

### **Introduction**

People nowadays are still alive and well, articulated by whose lives have been influenced by our fast-paced environment. In this entire world, people speak with different languages. There are at least 7.000 languages in this world. Language is the most important thing for people to communicate. In order to express, deliver, or even give comments on something, people should be smart to choose the selected words and language in order to prevent miscommunication.

People usually adjust the selected words or language based on the surrounding, occasion, or knowing their interlocutors. In other situations, the speakers sometimes change their language to tell someone in order to secretly say something they do not want to hide from the other people. In order to do that people usually implement one of linguistics elements called 'code switching'. Code-switching is the process of switching between two languages, dialects, or registers of the same language at the same time (also code-switching, CS). Code-switching is far more common in conversation than it is in writing. It's also known as code-mixing and style-shifting.

In linguistics, code-switching or language alternation occurs when a speaker switches between two or more languages, or language varieties, in the context of a single conversation or scenario. When multilinguals (those who speak more than one language) converse, those speakers may use elements from several languages. As a result, code-switching is the employment of many linguistic varieties in a way that is consistent with the syntax and phonology of each variety. There are a variety of reasons why code-switching is beneficial, as well as different types of code-switching and theories that support it, which are listed below.

The lexical borrowing, pidgins and creoles, and loan translation are not the same thing as code-switching (calques). Borrowing has an effect on the lexicon of a language, or the words that make it up, whereas code-switching occurs in individual utterances. A pidgin language is created when two or more speakers who do not speak the same language create an intermediate, third language. Both speakers do code-switching when they are fluent in both languages. Despite the fact that the phrases code-switching and code-mixing are conceptually related, they are employed in different ways. Some scholars use both phrases to refer to the same phenomena, while others use code-mixing to refer to the formal linguistic aspects of language-contact occurrences and code-switching to refer to the actual spoken usages of multilingual persons.

Linguists dispute whether they should be classified as similar phenomena. The benefits and drawbacks of language transmission are divided into two categories by linguists: language transference and language interference. These two modes of language transfer, as well as code-switching, are referred to as cross-linguistic influence in these perspectives. Due to the shifting between languages is so common and takes many forms, people can observe code-switching more commonly as sentence alternation. A sentence can begin in one language and end in a different one. Alternatively, phrases from both languages may appear to be in an apparently random order after each other. Here are some reasons why people do the code (language) switching.

1. When speakers are unable to adequately express themselves in one language, they switch to another. This may cause a speaker to continue speaking in the other tongue for some time.
2. It is fairly common to switch to a minority language to indicate sympathy with a social group. The shift in vocabulary tells the listener that the speaker comes from a specific background, and if the listener responds in kind, rapport is established.
3. Switching languages can express the speaker's attitude toward the listener - friendly, annoyed, aloof, sarcastic, jocular, and so on. Monolinguals can partially communicate these impacts by altering the formality of their speech, whereas bilinguals can do so by switching languages.

Since the code-switching is implemented in an oral daily conversation, we can also figure out this kind of phenomena in a movie. Learning language through movies (especially to get deeper into or mastery of the second language) is such a pleasant way. Why? Incorporating movies and television series into the language classroom makes sense because they are such an important part of people's lives, particularly students' lives. As a motivator, film also makes language learning more fascinating and entertaining. Another advantage of film is that it provides a rich and diverse linguistic source.

### ***Thesis statement***

In order to connect the existence of code-switching and narrow the topic, the researcher chose a movie which was produced by Disney in late 2021 called 'Luca'. The researcher notices that this film is amazing, educational, and has the element of linguistics. Equipped with some journals to strengthen the argument and the findings, the researcher will provide valid information that there are some elements of code-switching in the Disney movie: Luca (2021).

## **Literature Review**

### ***Sociolinguistics***

Sociolinguistics is formed by two words, they are socio and linguistics. In general, sociolinguistics is the regional, class, and occupational dialect disparities, as well as gender differences and bilingualism, are all investigated in relation to socioeconomic determinants. Within linguistics, sociolinguistics is a rather large field. It covers a wide range of themes, such as the study of or policy in multilingual states. Sociolinguistics itself provides the learner another specific topic called code-switching. According to Chloros, sociolinguistic variables in code-switching are relevant to understanding code-switching at a variety of levels, but the impact at all of these levels cannot be evaluated at the same time.

### ***Code switching***

Nilep (2017) mentioned in the journal entitled "Code Switching" in Sociocultural Linguistics that in linguistics and related subjects, the term code-switching (or, as it is frequently written, code-switching or code switching) is widely studied and used. Almost all study on "code-switching," or changing codes, has relied on a tight link between the terms "code" and "linguistic diversity," whether the latter is a language, dialect, style, or prosodic register. On the other hand, this structural focus falls short of understanding essential conversational phenomena like the relevance (or lack thereof) of alternations between contrasting types.

Code-switching or code-mixing is the process of combining linguistic components from many languages in a single discourse or speech. Linguists have studied the structural (for instance grammatical constraints on code-mixing) and functional (for example motivation and intent behind code-mixing) elements of code-mixing in a variety of mediums, contexts, languages, and geographies.

In order to do the code switching, the speaker should have at least two languages. For example, when the speaker has a conversation with some friends, he or she usually uses the first language signalling that they are close to each other and gain solidarity. However, it turns out that the speaker will use different stages of language when they have a conversation with a stranger or the elders to show respect. This kind of linguistics capability is called bilingual.

### ***Disney movie: Luca (2021)***

Luca is a computer-animated coming-of-age fantasy film produced by Pixar Animation Studios and published by Walt Disney Studios Motion Pictures in the United States in 2021. The film was produced by Enrico Casarosa and Andrea Warren, and it included a screenplay by Jesse Andrews and Mike Jones, as well as a story by Casarosa, Andrews, and Simon Stephenson. Emma Berman, Saverio Raimondo, Marco Barricelli, Maya Rudolph, Jim Gaffigan, Peter Sohn, Lorenzo

Crisci, Marina Massironi, and Sandy Martin star in the film, which also features Emma Berman, Saverio Raimondo, Marco Barricelli, Maya Rudolph, Jim Gaffigan, Peter Sohn, Lorenzo Crisci, Marina Massironi, and Sandy Martin.

The original animated film is a coming-of-age story set in a gorgeous seaside town on the Italian Riviera about a little boy who has an incredible summer filled with gelato, pasta, and endless scooter rides. Luca tells his newfound best friend about his exploits, but the fun is overshadowed by a dark secret: he is a sea monster from another world lurking just beneath the water's surface. The Vespa signifies the capacity to be unrestricted not only by sea, but also on land, which is a major topic in "Luca." The third thread that goes through the folkloristic story is identity, or the people who are genuinely behind our public identities.

As the researcher mentioned in the introduction chapter, in daily life, people usually mix their first language (L1) and the second language (L2) in order to make other people understand what they mean. As far as the researcher is concerned, the researcher found that there are two languages that had been highlighted in this movie, which are English and Italian. Not only the language itself, but some characters in the "Luca" movie have their Italian accent which is still strong and stick with the viewers of this movie.

## **Method**

This research uses a qualitative approach. Qualitative research uses natural approaches to try to grasp a phenomenon about what the study respondents experience holistically in a descriptive manner utilising words and language. The purpose of this research is to describe code mixing and code-switching in the Disney film "Luca." The researcher acted as both an instrument and a data collector in this investigation. Because the researcher was directly involved in the data gathering process by finding data sources, listening to and recording data, analysing data, and drawing conclusions, the researcher acted as a data collector.

The data and data source for this study are related to the study's objectives of describing code-switching in the Luca film. The findings of the investigation are presented in the form of code swapping. The study's data comes from the film "Luca." The researcher uses the note-taking approach to collect data. The steps are as follows:

1. Determining the source of data that will be researched which is the "Luca" movie;
2. Watching and rewatching the film while taking note;
3. Reading the script to understand the dialogue clearly;
4. Recording data; and
5. Examining data.

The data analysis procedures are as follows because this study adopts a qualitative research methodology:

1. During data reduction, the researcher chooses the necessary data;
2. When a researcher evaluates data with the instrument that was built, this is referred to as data analysis;
3. The data is presented by creating a table of findings and then having a conversation; and
4. The findings of the "Luca" movie's switching codes are presented as a conclusion.

### **Finding and Discussion**

The film is 1 hours and 35 minutes long. From the research conducted, by taking the data per scene, the researcher found these language changes, which are English and Italian. In the first scene, this film provides the viewers with the prologue first. The researcher discovered the code-switching. Here are the examples.

Non preoccupare ti, Giacomo means “Don't worry about it.”  
Per mille sardine– means “For a thousand sardines”.

Tommaso and Giacamo are described as fishermen who do fishing at night. However, Giacomo is too scared about a sea monster. From the prologue scene, the researcher discovers that Tommaso wants to comfort Giacomo that the sea monster is only a fairytale and fiction. The code-switching from English to Italian here indicates that Tommaso wants to strengthen his argument to Giacomo. From this scene also signalling that both Giacomo and Tommaso understand Italian, so Tommaso is able to speak in Italian.

Next scene, the researcher has data from the hillside scene, when Luca wants to go farming the fish. Instead of saying goatfish, he shouts Giuseppe as “Joseph” to call and describe a fish by its name. The researcher concludes that what Luca has done is code-switching which shows his love with his livestock.

The first look when Luca met Alberto, he introduced himself to Luca by saying “Piacere, Girolamo Trombetta” means nice to see you. This kind of attitude is usually done when a person meets a new lad for the first time. To signal their empathy and introduce themselves.

The phrase "Silenzio Bruno!" is the most memorable in the film. Luca says, "Silenzio Bruno!" (Bruno, Shut up!) whenever the voice in his head (nicknamed Bruno) attempts to discourage him. The link between the two sea animals aids Luca's transformation, and "silenzio Bruno!" is an important element of that process. This phrase communicates to the audience that everyone, including sea monsters, can learn to believe in themselves with a little encouragement and a little aid from good friends. Once again, the code-switching here is to show empathy and solidarity.

The word “andiamo” means “here we go” or “let’s go”. Alberto shows an act to be ready doing something which is flying from the vespa as the representative of freedom.

### **Conclusion**

After watching the movie until the end, the researcher finds the sociolinguistics elements that are important to be learned furthermore. The code-switching that was used in the conversation is using English and Italian. The characters signalling that they are originally from Italy with the code-switching and also their accent. The social goals itself are:

1. Disney wants to introduce the world about the culture of Italian, through the characters’ accent and also the language itself;
2. The characters change their languages to make the conversation more intense and show their intimacy and solidarity to each other;

3. There is probability that the characters only know the terms in Italian so that they prefer to change the language and make the interlocutors more understand about what they are talking about;

Furthermore, code-mixing serves three purposes: it neutralises the use of language, creates humour, and elicits an immediate response to the speech. This research is still limited to code-mixing and code-switching in the film.

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