CHAPTER I
INTRODUCTION

A. Research Background

Nowadays people have the ability to speak and understand two or more languages. Since there are some languages mastered by people, it is possible for speakers to choose the language they use for communicating with others. Even they can alternate from one language to the others in their conversation. This occurrence of language choice quite commonly happens in social interaction.

The choice of language can actually happen only in the community of bilingual and multilingual. Bilingual is used to call those who can speak two languages, while their speaking ability is called bilingualism. Bilingualism is the term for speaking two or more languages (Scotton, 2006: 2). While, multilingualism is where people speak various languages, and the person is called a multilingual. For example, in a country like the USA where the society consists of people having different ethnic groups, there are more than one languages used in the society since each ethnic in the USA has its own language. Moreover, there are many foreign languages such as Italian, Japanese, Mandarin, French, and Indonesian that emerged because of the advent of people from different countries to USA for various reasons; studying, working, or having a vacation.

According to Holmes (2013), over half the world's population is bilinguals and many people are multilingual. They acquire a number of languages because they need them for different purposes in their everyday conversation. In this
globalization era, people have great opportunity and ability to go to other countries even only for traveling around the world. Mayerhoff (2006) states that this multilingualism is also because of the ease and speed of movements of people between different nations. Therefore, people need to understand some other languages in order to communicate with other people they meet in other countries having different language.

In learning other languages, people also need to know the customs, rules, norms, and social matters of one's language nation in order to understand the language because every language has different background. The combination of those differences becomes the reason why people have various languages in social interactions. This occurrence of various languages used by society creates an interesting phenomenon called language choice.

The occurrences of language choice depends on certain social factors. People should choose the language that are appropriate with the conversation in certain occasion. In addition, Holmes (2013) states that domain is a very general concept which draws on three important social factors in code choice namely participants, setting, and topic. It involves typical interactions of communication between typical participants and typical topics in typical settings. Thus, it is useful for capturing the broad generalizations about any typical speech of community which particularly happen in bilingual and multilingual speech community.

Harsono (2013) states that there are seven kinds of language choice in his analysis of the Fist of Legend movie. His analysis defines the phenomenon of language variation occuring in a community which has variation of languages as
illustrated in the movie. Language variety appears in society because of cultural and linguistic differences. It is a part of code because a code is broader than a language and it includes language itself with its variety.

Meanwhile, Istrina (2010) mentioned the three possibilities in language choice by Ralph Fasold in her thesis. Those possibilities are language choice, it is the choice between two languages; the language mixing where any languages are inserted in a speaker’s utterance while he used another language; and the variation within a language. In her analysis, she found seven classifications of code choice used by the two main characters in the movie entitled *Rush Hour* which consist of variation of English namely formal and colloquial English, Chinese, switching and mixing of English and Chinese.

Related to the explanation above, the researcher is interested in analyzing the occurrence of choice of codes. The researcher does a research of the code choices employed in the movie *Eat Pray Love*. This movie tells about Liz Gilbert (played by Julia Roberts) who has everything a modern woman is supposed to dream of, such as having a husband, a house, and a successful career. However, she found herself lost and confused whereas she is supposed to be happy with her condition. She attempted to search for what she really wanted in her life. Then Liz Gilbert, stepped out from her comfort zone and risked everything to change her life. She embarked on a journey around the world after having divorced and being at a crossroads of life. Later, her journey will become a quest for her self-discovery. In her travels, she discovered the true pleasure of nourishment by
eating in Italy, the power of prayer in India, and the inner peace along with unexpectedly balance of true love in Bali.

The researcher is interested in analyzing this movie because it has an interesting phenomenon of code choice. Since the setting of the movie is in several different countries, there are different languages uttered by the characters in the movie. There are also several kinds of code choices employed by the characters in the movie. The choice of code happened because of some reasons depending on the social factors.

To make the description above easy to understand, the researcher gives an example as follows:

A conversation between Liz and Sofi in a coffee shop in Italy.

Sofi : How long have you been here?
Liz : Two weeks. You?
Sofi : Six weeks. You'll get better.
   Due cappuccini, per favore. E riscaldare il latte questa volta.
   [Two cappuccinos, please.]
   Ieri era troppo caldo e bruciato la mia lingua.
   [And warm milk this time. Yesterday it was too hot and burned my tongue.] (talk to the seller)
   You like Napoleons? (talk to Liz).
Liz : Of course.
Sofi : E due Napoleoni, per favore. (talk to the seller)
   [And two Napoleon, please.]
Liz : Your Italian is fantastic.
Sofi : I have a wonderful tutor. I'll give you his number if you like.

The conversation above took place in a coffee shop on a day when Liz was in Italy. The participants of the conversation were Liz and Sofi. The dialogue above shows that Sofi helped Liz who was in difficulty to order coffee because of her bad Italian. Since that was their first meeting, they introduced themselves to
each other. After discovering that Liz was a new comer in Italy, Sofi offered that she will introduce Liz to her tutor who taught her Italian.

The example above shows that both Sofi and Liz speak English to each other while Sofi speaks Italian to the seller in the coffee shop. It indicates that since Liz cannot speak Italian well, they are comfortable to use English as it is an international language and both of them know English. Meanwhile, Sofi switches to Italian when she ordered to the seller because they are in coffee shop in Italy and the seller might not understand if they order coffee in English. The language alternation above is considered as code switching, where Sofi as the speaker changed her language from English to Italian and vice versa.

The different languages applied above have the same purpose. Both English and Italian languages are uttered as a bridge of communication in order to deliver message to the participants in different conditions.

There are many other reasons that make speakers choose a typical language they will utter. The consideration of language choice depends on the context of situation or the society. Wardhaugh (2006) mentions that in a society where more than one languages (or variety) is used, one must find out who uses what, when, and for what purpose to be socially competent. Thus, our language choices are a part of the social identity we claim for ourselves.

Based on the explanation above, the researcher summarizes that there are some previous theses that have discussed code choice. Then, the researcher decides to conduct a research of codes choice occurrences in the movie entitled *Eat Pray Love*. The researcher focuses her analysis on how and why such a choice
of codes employed in the movie. The movie is chosen as the object of this research because it provides sufficient data of code choice cases. Therefore, this research will be entitled **CODE CHOICES USED IN EAT PRAY LOVE MOVIE**.

**B. Research Questions**

The questions for the research are formulated as follows:

1. What codes are used in the movie entitled *Eat Pray Love*?
2. How is each code executed by the characters in the movie?
3. Why do the characters choose the codes in the movie?

**C. Research Objective**

1. To find out the codes used in the movie entitled *Eat Pray Love*.
2. To know how each code is executed by the characters in the movie.
3. To reveal the social meaning in choosing each code in the movie.

**D. Research Significance**

This research is expected to be used as one of the resources about the code choice through the sociolinguistics theory. This research describes the analysis of the types and the reason of code choice in the movie entitled *Eat Pray Love*. Thus, it is also expected that this research can inspire other researchers to find out another gap of research related to code choice outside of types and reason. This research can also be used as an additional reference for English Department
students of Universitas Sebelas Maret Surakarta who will conduct a related research. Moreover, it may also be used as references for those who are interested in conducting a comprehensive research on Sociolinguistics.

E. Scope of Research

This research focuses its analysis on the choice of codes in the movie entitled *Eat Pray Love*. The research analysis is based on the sociolinguistics theory explained by Janet Holmes.