

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

5.1 Conclusions

The tremendous development in technology has affected the lifestyle of people in society. It will be wrong to say that the progress in technology is for the betterment of the society since it has had bad implications also on people. It is also affecting work, family, and the economy. However, the effects of technology depend completely on the amount of exposure people get to the technology source and the use they derive from the same.

This study is set out to seek answers to a number of questions concerning language on on Instant Message communication. The study indicates that through the media, the transmit 8-60 words/minute, which conversations contain approximately 30,93 % of all transmissions were 1 word in length, IM communication were done in very effective and short time with minimum noise happen. Meanwhile the noise that mostly can diturb the conversation, are the electricity problem (60%) and their willingness or mood of the user (55%). One word transmission shows that in IM communication, the communication frequently done in complete sentence, it is breaking to a few times, means every sentence will complete each other.

The frequency of language quantity used, also effected the completeness of sentences used. A lot utterance break was made by the subject which counted from 40 -50 %, while

from the turn taking side, the users of this media is also pay less attention. They commonly just write the message and remind for the answer by shocking the table of message. Sometimes, this cases made the IM less polite and far from the standard of business communication as the known as "7 C" (conciseness, concreteness, clarity, completeness, courtesy, correctness, consideration)

The lexical analyzed number of the linguistic characteristics of the 1,300 words in the IM communication found that of error words and typos mostly appear because the speed of typing. Relatively, few abbreviations and acronyms appeared in the history of the message, since the subject have to avoid misunderstanding and repetition because unsame shared language this also can make them wasting their time. Emotion will only used with a very close friend, then, in business the formality still in prior, this makes emotion still be avoided by users, and the most used were a smiley face, i.e., ☺. This is for the politeness purpose.

The biggest number of the lexical analysis is Spelling correction or self correctness. Some of these spelling errors were mostly corrected in subsequent turns. But sometimes it reminded by partner of communication, in order to have better understanding. The awareness of the users will plays great rules in this case is the feeling of uncomfot of having mistake that may cause herself ashameful. Therefore, through the data of the lexical analysis above, it can be concluded that the spelling and lexical item is remind in good level.

The results of this study also demonstrated that there are a number of technical elements that might be responsible for the wide use of English or mixing among English, Indonesia, Mandarin and Hokkien by a multilingual. Among these are: ease and mixing of writing in English, Indonesia, Mandarin and Hokkien and limited space in the messages.

Since code-mixing is becoming increasingly common in more parts of the world, it is of the utmost importance to understand how code-mixing, as a communicative strategy, functions in this particular milenium.

The results of this study reveal the fact that the participant exhibits the ability to move back and forth more codes depending on the suitability of their communicative needs. Many instances of code-mixing in the data are found to serve various sociolinguistic functions. Mixing to English, Indonesia, Mandarin and Hokkien as an embedded language, for instance, was found to serve the functions of greeting, quoting someone, this is done to highlight contextualized situations and quotations and a number of other sociology functions. The mostly applied the insertion, it is conceived as something akin to borrowing, She just inserted the word from a or some language in to the other language without changing the form of the sentence's structure and grammar. This comes from the direct translation that commonly made. As Mandarin, Hokkien and Indonesia languages are not quite different in structure.

However, it has been observed that user do resort to English for a number of sociolinguistic reasons. That is, they use some lexical items from English as a mark of prestige, to fill gaps in the language or to serve the function of euphemism; using certain expressions from English in place of Indonesia or English words that may offend or suggest something unpleasant to the reader. Moreover, it has been noticed that greetings and a number of other conversational routines seem to be linguistic elements which often trigger codemixing/swithching.

Finally, the emergence of new modes of communication like IM over the past twenty years has increased practices of both code-mixing and linguistic simplicity throughout the user. We argue then that when code-mixing and simplicity of the linguistic item will become extensive, entirely new linguistic varieties may exist.

The usage of the Instant message itself for the company consist of five purposes. First, for the evidence purpose, economic purpose, entertain and self indroduction purpose, comfort purpose and effectiveness purpose

5.2 Suggestions

Due to the rapid changing of the language and technology, it is suggested that the other researcher can do further research in larger quantity of subject, in purpose to have more general and accurate result that can represent all person generally. As language is part of culture, any changes on one of them will change the other parts. Then, we need to keep the language as a harritage to next generation with not much changes or at least we are able to provide the data of the official language in this era and changing that already happen. We also have to realize that nothing immortal in this world, everything keeps change, so does the language. History will provide data for people to have feedback point of learning.

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