

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

5.1 Conclusions

This study focused on code switching used by the characters of *Kartini* movie. It was aimed to find out the types of code switching, to explain the processes and the reasons why code switching used by the characters. After analyzing data, conclusions are drawn as the following.

1. There were all types of *unggah-ungguh* code switching used by the characters in *Kartini* movie, namely tag switching, intrasentential switching and intersentential switching. Intrasentential was the most dominant types used by the characters.
2. All processes of *unggah-ungguh* code switching occurred in *Kartini* movie. They are insertion, alternation and congruent lexicalization. Insertion was frequently used by the characters.
3. The reasons for using *unggah-ungguh* code switching were to change particular topic, express solidarity, show group identity. The most dominant reason used by the characters in *Kartini* movie is to express solidarity.

5.2 Suggestions

Based on the conclusions stated above, this study has some suggestions as provided in the following items.

1. In relation with the findings in this study, it is suggested to the other researchers who concern to the study of code switching to elaborate the typology of code switching since it can be found in any context.
2. This findings just concerned on the process of code switching occurred in one local language, that is *unggah-ungguh* Javanese language. Further studied can be applied in different local language to find out more significant differences on the process of code switching.
3. It is suggested to find more reasons of using code switching for those who are interested in the study of code switching in different context.

