CHAPTER V

CONCLUSIONS AND SUGGESTIONS

This chapter conveys two different sections: conclusions and suggestions. In conclusions, two points are concluded from the results based on the objectives of this research. In suggestions, some suggestions are given to some parties related to the results.

A. Conclusions

Based on the findings and discussion in Chapter IV, some conclusions can be formulated as follows.

1. The first objective of this research is to identify and to describe the types of code switching in *Mario Teguh Golden Ways 2015*. There are three types of code switching used by the Mario Teguh at *Mario Teguh Golden Ways 2015*. They are tag switching, intrasentential switching, and intersentential switching.

    The highest frequency of the types of code switching is intrasentential switching. Intrasentential switching appears 39 times out of 62 total data (63%). The lowest frequency is obtained by intersentential switching with 7 data (11%).

    Intrasentential switching and tag switching are more frequently found in *Mario Teguh Golden Ways* than intersentential switching. The 2 types of code switching are the dominant types because they are easily to appear in conversation. Intrasentential and tag switching happen in the level of

word or phrase which makes them easily appear in conversation because the speaker does not need to think about the grammatical rule of the switched language.

2. The second objective of this research is to describe the functions of code switching in *Mario Teguh Golden Ways 2015*. There are four functions that appear in the Mario Teguh Golden Ways: quotation, reiteration, interjection, and message qualification.

The highest frequency of the functions of code switching is reiteration. Reiteration appears 25 times out of 62 total data (40%). The lowest frequency is obtained by quotation with 2 data (3%). There are 2 functions of code switching that do not appear in the data. There are addressee and personalization vs. objectification.

Reiteration is the most function of code switching that occurs in *Mario Teguh Golden Ways 2015*. The researcher assumes that reiteration is the most frequent function because the speaker of the show, Mario Teguh, wants to make the audience get the point of the utterance easily. In order to make the audience get the point easily, the speaker uses code switching. He switches his language to repeat or to emphasize of the idea.

B. Suggestions

Based on the results of this research, some suggestions can be proposed to the following parties:

1. English Teachers

    English teachers are suggested to pay more attention to the study of sociolinguistics in the real life, especially related to code switching. This is important because sociolinguistics is the study of the relationship between language and society, then code switching is closely related to the social situations. As a result, the students not only get theoretical knowledge but also directly practice in the real life. This helps the students to get an effective and efficient way in learning about society and language.

2. English Students

    English students are suggested to be more aware of and should recognize about the phenomena of code switching in their social community. They should know how to analyze it. Based on this analysis, the researcher knows that learn about a multicultural society in daily social life is really important. In addition, they are suggested to build more spirit to bring code switching as their main topic to be discussed, in order to enlarge the references dealing with this topic in linguistic field.

3. Other Researchers

    This research focuses on identifying the types and functions of code switching in *Mario Teguh Golden Ways 2015*. There are other problems related to it e.g. the reason for code switching and the effect of the use of code switching on the comprehension of the audience. These two topics are not analyzed in this research. Therefore, the future researchers are suggested to conduct research related to these two topics.