

The Study of Form and Mechanism of Bahisa Bila'-bila' the Language Game Used by Young People in Sorowako Luwu Timur

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Abstract—This research is to describe the mechanism and the form of Bahisa Bila'-bila' as the language game used by young people in Sorowako. This research is descriptive research by using a qualitative approach. The research was conducted in two locations: Sorowako Lama and Sorowako Baru. Methods used in collecting data are recording and interview. The number of informants is five people chosen by using random sampling and purposive sampling. The result of this research indicates that the mechanism of Bahisa Bila'-bila' as the language game used in Sorowako are rearrangement, substitution, insertion, and combination. The form of the language game is varied on the vowels in each syllable of a word. The rearrangement is frequently used to transform vowels in disyllabic words. The vowels /a/ and /i/ mostly used in substitution to replace the first vowel of a word and used in polysyllabic words. The mechanism of combination occurs in several disyllabic words and the variation of the language game that the speakers have made as well as the mechanism of insertion. Not only words in Bahasa Indonesia, but the game also played to transform English words, traditional Indonesian words, and acronyms that make bahisa bila'-bila' as one of language game that rich and interesting to study.

Index Terms—Mechanism, form, language game.

I. INTRODUCTION

In expressing secret or disguising message, considerable attention in cross-cultural linguistic is the use of language game in almost all languages in the world. In many languages, there are unique forms that are nominally secret which employs some phonological distortion such as transposing syllables or inserting extra syllables. [1]. These forms of language are designed to restrict communication to an in-group and exclude others. Furthermore, the term ludling by combining the Latin word for 'game' *ludus* with the word for 'language' *lingua*. [2]. While, other article defines this concept as an extraordinary speech register involving mechanism-governed phonological manipulations of ordinary speech which is used as a secret language and other references. The former researchers explain the mechanism and the form of a language game played in many languages. [3]

In Kenya, the language transformation by the changing of words. The transformation of words in Dhochi as a secret language of Dholuo, a Western Nilotic language spoken in western Kenya. The game falls into the general category of *reversing games*. Words of two syllables exchanging positions and words of three syllables, the second and third syllable exchanging positions. In the monosyllables, the first and last consonants are exchanged.[4]

The mechanism of the language game by the speakers should be interesting to elaborate. *Bahisa Bila'-bila'* as a language game used by young people in Sorowako is chosen as the subject of this study because; the speakers keep its existence in Sorowako and they have their special mechanism in using it. Although many works on language game have been done to date from cross-cultural perspective, the mechanism of *Bahisa Bila'-bila'* in Indonesia has not been researched since there is no former researcher investigated and documented it. It is expected by taking the position as a native of Luwu, South Sulawesi to gather some data by recording conversation, making the transcription, classifying, the mechanism and the form in Sorowako can be found.

II. METHODS

The study is descriptive research using a qualitative approach to describe the mechanism and the form of *Bahisa Bila'-bila'*. The descriptive method of research is to gather information about the present condition. The emphasis is on describing rather than interpreting. The research was conducted in two locations: Sorowako Lama and Sorowako Baru.

The informants of the research were chosen using accidental sampling and purposive sampling. This study applies a method of data collection that is by recording the use of language game at any speech situation in Sorowako which is encountered by accident from spontaneous speech and elicitation or else offered by people who were aware of the writer's interest in such matter. In analyzing data, the data from recording are transcribed, and the syllables of each word are categorized based on the vowels.

III. RESULT AND DISCUSSION

Findings

The finding of this research derives from transcription; the mechanisms and the form of the language game used in Sorowako are classified based on the vowels in each syllable of a word. From the data, there are several forms used in *Bahisa Bila'-bila'* that are categorized in mechanisms of language game below:

- (1) Rearrangement: In *Bahisa bila'bila* this mechanism mostly occurs among vowels in disyllabic words based on the phoneme in bahasa Indonesia.
- | | | | | | |
|----|---------------|----------|---|--------|-----------|
| a. | a – i > i – a | : nanti | > | ninta | 'later' |
| b. | ε - a > a - ε | : enak | > | anak | 'tasty' |
| c. | i – a > a – i | : kita | > | kati | 'we' |
| d. | a – u > u – a | : bangun | > | bungan | 'wake up' |

The example for this category is got when the writer went to an Indonesian traditional food restaurant and talked about the food with the informant. The writer elicited the conversation using *bahisa bila'-bila'*.

- (1a) *Anek tiwa*
Enak betul
"It's absolutely delicious"
- (1b) *Anek sakila mameng. Paus ki mikan da satu*
Enak sekali memang. Puas kita makan di situ
"It's absolutely tasty. We're satisfied eating there"

From this conversation the writer finds that the disyllabic words have vowels ε – alike *enak* [ε:nak] 'tasty' is rearranged to be a – ε as *anek* [a:nεk] and *memang* [mε:mang] 'absolutely' is rearranged to be *mameng* [ma:mεŋ].

- (2) Substitution: this mechanism is mostly used in *Bahisa Bila'-bila'*. Substitution occurs in vowels of disyllabic and more syllabic words. as follow:

- | | | | | | |
|----|---------------|-----------|---|---------|---------------|
| a. | a – a > i – a | : gampang | > | gimpang | 'easy' |
| b. | i - i > a - i | : ini | > | ani | 'this' |
| c. | i – u > a – u | : ribu | > | rabu | 'thousand' |
| d. | u – u > a – u | : tujuh | > | taju | 'seven' |
| e. | o – o > a – o | : cowok | > | cawok | 'boy' |
| f. | e – o > a – o | : ketok | > | katok | 'knock' |
| g. | e – u > a – u | : betul | > | batul | 'right' |
| h. | ε - ε > i – a | : beres | > | biras | 'settled' |
| i. | ε - e > i – a | : weker | > | wikar | 'alarm clock' |

The example of substitution occurred in the statement when the informant paid attention to the bill that had been given by a waiter in a restaurant

- (2a) *Kila' siya lait tida' ani siya tinya atu masnya.*
Kalau saya lihat ini tadi, saya tanya masnya itu.
"If only I saw this now, I would ask the waiter"

The first vowel /a/ in the words *saya* [sa:ja] 'I' and *tanya* [ta:ŋa?] 'ask' are replaced by /i/ become *siya* [si:ja] and *tinya* [ti:ŋa]. Otherwise, the vowel /i/ is replaced by /a/ as occurs in the word *ini* [i:ni] 'this' becomes *ani* [a:ni] and *itu* [i:tu] 'that' becomes *atu* [a:tu].

Another example was encountered when the writer elicited the conversation by asking the price of some snacks.

- (2b) *Baripa hircanya?*
Berapa harganya?
"How much is the price?"
- (2c) *Taju rabu*
Tujuh ribu
"It is seven thousand."

The same form occurs in the words which first vowel /u/ in the disyllabic words which have vowels u – u is replaced by /a/ as in the word *tujuh* [tu:ʒu] 'seven' becomes *taju* [ta:ʒu].

The example of this category also got when the writer elicited the conversation by answering the question from the informant about drama showing on TV.

- (2d) *Tadik siya lait*
Saya tidak lihat
"I didn't see."
- (2e) *Tadik ko lait? Tadik kita parhatikan betul-betul mi atu gira-gira atu sima ani.*
Kamu tidak lihat? Kita sudah tidak perhatikan betul-betul itu gara-gara itu sama ini.
"You didn't see it? We didn't seriously pay attention to that because of this and that."

From this examples the writer finds that the first vowel /ə/ in the disyllabic words which have vowels ə – u is substituted with /a/ as formed in the word *betul* [bətul] 'right' is pronounced as *batul* [batul].

- (3) Combination: this mechanism combines two or more mechanisms. Many of words in this language game combine the two most common mechanisms that are substitution and rearrangement. However, in *Bahisa Bila'-bila'* the type of combination is also used mostly in the variation that the speakers make.

The example is as follow:

- | | | | | | |
|----|------------------------|----------|---|---------|---------|
| a. | i – a > a – o | : iya | > | ayoş | 'yes' |
| b. | a – i – a > a – i – en | : kemana | > | kamineŋ | 'where' |

Another mechanism in combination mechanism is combining 'rearrangement' and 'substitution' and The example is as follow:

a. u – i > a – u	: kunci	> kancu	'key'
b. u – ε > a – u	: kue	> kau	'cake'
c. a – ai [ε] > i –	: pakai	> pika	'wear'
d. ə - i > i – a	: pergi	> pirga	'go'

This category frequently appeared in this research as well. The example was encountered when the informant reminded her cousin not to forget some important stuff before staying at her friend's house.

(3a) *Jadi saing pi ko palung? Tadiden palsuku jadi tadik sabilas kalo ko sms ka. Biwa mko kancumu.*

Jadi siang kamu baru pulang? Aku tidak punya pulsa jadi tidak akan balas kalau kamu sms. Kamu bawa saja kuncimu.

"So you will go home in the afternoon? I will not reply if you text me. Bring your key."

Another example is when the informant asked the writer about which one is her glass of water was while pointing two glasses of water.

(3b) *Manum ko tida' ga? Manum ko wukta hibas ko cacu maku?*

Kamu tadi minum tidak? Kamu minum waktu kamu sudah cuci muka?

"Did you drink just now? Did you drink after finished washing face?"

From these examples, the writer finds that the first vowel /u/ in the disyllabic words which vowels *u – i* is rearranged and put as the second vowel. Furthermore, the second vowel /i/ in basic word is substituted with /a/ to be *a – u* like the word *kunci* [ku:nɔ̃I] 'key' is pronounced to be *kancu* [ka:nɔ̃u] and the word *cuci* [çu:çi] 'wash' is pronounced as *cacu* [čã:ču].

Another example of this mechanism was also encountered when the informant asked her cousin whether she wanted to go to her friend's house.

(3d) *Mua ko pirga ramunya Aco? Barmilam ko?*

Kamu mau ke rumahnya Oca? Kamu nginap?

"Are you going to Oca's house? Will you stay there?"

This example also includes in 'combination' mechanism. However, the mechanism is different with the form above. As it is described above that mostly in 'combination' type, the first vowel in a disyllabic word is rearranged to the second vowel and the second vowel is rearranged to the first vowel and substituted with a certain vowel like /a/. In this category, the mechanism of the combination is the second vowel /i/ in disyllabic words which vowels *a – I* as in the word *pergi* [pə:rgI] 'go' is rearranged to the first vowel and the first vowel /ə/ is rearranged to the second vowel and substituted with /a/ become *pirga* [pi:rgã].

Discussion

This research indicates that there are four mechanisms in *bahisa bila'-bila'* as language game used in Sorowako, they are *Rearrangement, Substitution, Insertion, and Combination*. In *Bahisa Bila'-bila'*, in rearrangement, the form is interchanging the vowels of a word. The same mechanism found in Tagalog language game which described by Conklin (1956)[5]. In this game, the Tagalog word *di: to 'here'* is realized as *do:ti*. In the substitution, the form is substituting the first vowel of a word. The game mostly employs the vowel /a/ and /i/ to substitute the first vowel in a word. In contrast with Davis who said that substitution is not as common as insertion or rearrangement in a language game.[6] in *Bahisa bila'-bila'* substitution occurs the most frequent. However, it shows different order with others language games such Sherzer for Maracaibo Spanish.[7] In this language game, the words are formed by taking Spanish words and replacing their vowels with nonsense words. The replacement for the different vowels are as follows: [a] is replaced by *agwara*, [e] is replaced by *emuger*, [i] is replaced by *isimil*, [o] is replaced by *ofo*, and [u] is replaced by *ugacher*. Thus, the Spanish word *rosa 'rose'* is realized as *rofo-sagwara* in the language game. The combination form is varied on the vowel of each syllable of a word The example are two syllables in one word like *pergi*, the word will be divided into two syllables *per-* and *gi-* and in *bahisa bila'-bila'* is transformed using Combination mechanism of rearrangement and substitution becomes *pir-* and *ga-*. Insertion is also a common mechanism in a language game. However, in *bahisa bila'-bila'* this mechanism only occurs in a variation of *bahisa bila'-bila'* that the speakers make. The form is the consonant-initial sequences are inserted after vowels such played in Bspache, German language game however in *bahisa bila'-bila'* it occurs after rearranging the vowels. For instance, the word *saya* is transformed to be *siya*, and the vowels are reduplicated with a leading /f/ becomes *sifyafa*.

Another finding indicates that there are only 23 phonemes in *bahisa bila'-bila'* after transformed from Bahasa Indonesia. The vowel /ə/ is not employed in this language game. It shows different fact that Bahasa Indonesia has 24 phonemes.[8] In the research also, the writer found some of the words are played against the standard mechanism in *bahisa bila'-bila'* as the word *arung* refers to *orang*. The type of language game used is 'combination' whereas in fact, the mechanism should be 'rearrangement.' The common mechanism for the disyllabic word which has vowels *o – an* in the syllable, the first vowel /o/ is interchanged to the second vowel and the second vowel /a/ is rearranged to the first vowel to be *a – o* like the word *cokelat 'chocolate'* rearranged to be *caklot* while in this case the first vowel of the word *orang 'people'* is rearranged to the second vowel and substituted with /u/ becomes *around*. The same mechanism occurs in the word *tidak* which is transformed to be *tadek*, or *tadok* played by some speakers in their group. The acronyms, English word, and traditional word are found also played in *bahisa bila'-bila'*. For instance, *SMS* which has vowels with phonemes *ε - ε - ε* in their syllables. The transformation of vowels is using 'substitution.' The vowels become *a – i – a* transcribed as *asimas*. Furthermore, it employs vowels *i – a* to transform English word like *happy* to be *hipa* [hi:pa] and *angry* to be *ingra* [i:ŋra].

IV. CONCLUSION

From the finding that shown, the researcher may conclude that the mechanism in one language game is not only one or two but can be more than three mechanisms at once. This finding becomes one important new finding from this research that has not been

mentioned by the previous researchers before. So there are four mechanisms found in Bahisa Bila'-bila the language game used by young people in Sorowako, they are: rearrangement, substitution, insertion and combination and the form can be varied on the vowels of a word and played based on the speakers' agreement about the mechanism to use as long as they understand the word in question.

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