

ABSTRACT

Langus, Natalia. 2022. **Onomatopoeia Found in *Shazam* Comic written by Geoff Johns**. English Study Program, Faculty of Foreign Languages Mahasaraswati University Denpasar` Supervisor: I Komang Sulatra S.S.,M.Hum. Co-supervisor: Ni Made Verayanti Utami, S.S., M.Hum.

Onomatopoeia is naming object or action based on the imitation of sounds related to the object or movements. This study aims to analyze the types of onomatopoeia and context of situation in Shazam comic. There are two theories to solved in this study. First theory proposed by Bredin (1996:555) to find out and classify the types of Onomatopoeia, and the second theory is from Halliday (1989) used to determine and analyzed the context of the situation found in *Shazam* comic. This research used descriptive qualitative approach to research the data descriptively and qualitatively to help the explanation by using providing presenting the percentage of the data in a table to show which one is the most present data found in *Shazam* comic. The result of this study shows the types of onomatopoeic found in Shazam comic such as direct onomatopoeia, associative onomatopoeia, and exemplary onomatopoeia, in the meantime the context of situation comprises the approved field, tenor and mode of the discourse. From 55 data discovered inside the *Shazam* comic written by Geoff Johns, the dominant type of onomatopoeia found in *Shazam* comic was direct onomatopoeia with the totals are 29 data The other data are associative onomatopoeia which has 14 data and exemplary onomatopoeia only 12 data.

Keywords: *onomatopoeia, comic, context of situation*