

CHAPTER I

INTRODUCTION

1.1 Background of the Study

Language is a tool in establishing interactions between humans. Language also has a very important role because language can make people understand each other. According to Fromkin (2009) language is the source of life and human strength is language. Thorough the use of language, it makes easier in conveying information. Language can be studied scientifically. The scientific study of language is called linguistics. Puschmann (2008) explains that linguistics to seeks establish explicit knowledge of language, by sending it to systematic and objective studies.

Phonology is the study of language that studies sound in language, how spoken sounds can be arranged in the mind and used to convey ideas. Every communication or language has an identification pattern with a set of rules related to phonology. Phonology tells us about what is heard in a language (Fromkin, Rodman, & Hyams, 2014). Furthermore, Sugahara (2010) explains that onomatopoeia is a certain language expression because its phonological form is directly related to its meaning.

Kridalaksana (1986:44) defines that onomatopoeia is naming objects or action with the imitation of sounds associated with the object or actions. Sound produced by objects, such as the sound from bicycle bell "kring - kring", the sound from big explosion "boom", and then the sound produced by animal such as of Cow "moo" or cats "meow" or the sound that results from the action, such as the sound of cough "cough! cough!" are known as onomatopoeia or onomatopoeic words. Simpson

(2004: 67) states that onomatopoeia is a feature of sound patterning which is often thought to form a bridge between 'style' and 'content'. Onomatopoeia is something very important that can help readers or listeners understand the description of objects, movements, conditions, activities, expressions, and feelings in detail so that they look more alive. Onomatopoeia is textual tools found in comics.

Studying linguistics from comics is fun. The linguistic style used in comics differs from the linguistic style used in novels, poetry, and others. Comics are used to express ideas through pictures, often combined with text or other visual information. The style of language used in the comic seems simpler as the meaning is also represented by the drawing or pictures. Although the comic has a lot of images, it is easy to understand. It's not just about using the word to tell the story, but also creating images to show the reader that what they are reading is real and can be seen with the eyes.

Analyzing onomatopoeia is interesting science. The first reason is that the author believes that this onomatopoeic research has not been done by many people. Second, English onomatopoeia is important for English learners and anyone who likes to read comics. The last reason is that words that refer to the sound of something can have more than one meaning in different contexts. For example, the word for the sound of flying helicopter is 'rrrrr' but, in a different context the sound 'rrrrr' refers to the sound of shooting gun. The other example a sound of a telephone is 'ring' but in a different context the word 'ring' refers to the sound of a doorbell. There is also the example from data source the word sound 'kthunk' is refer to the sound of a gun, but in different context the word. Prihadi, 2021: 4

Onomatopoeia is also found in *Shazam* comic. Onomatopoeia words that express visual signs in comics make comic more interesting to read and help readers to enjoy situations expressed by words and visual signs. Based on the explanation above this study tries to analyse onomatopoeia words which appears in *Shazam* comic. The comic was published in 2019 DC comic. This comic is written by Geoff Johns. The main character from this comic is Shazam. Shazam has strong and brave character that created by DC Comic.

1.2 Problems of the Study

The analysis of this research is focused on types and context of situation onomatopoeic found in *Shazam* Comic written by Geoff Johns. Based on the background describe above, there are two problems that can be formulated as follows:

1. What are the types of onomatopoeic words are found in *Shazam* comic?
2. How is the context of situation of the onomatopoeia words found in *Shazam* comic?

1.3 Objectives of the Study

The objectives in this study are related to the problems of the study above. The objectives are:

1. To find out and classify the types of onomatopoeia words in *Shazam* comic
2. To determine and analysed the context of situation of the onomatopoeic words found in *Shazam* comic.

1.4 Limitation of the Study

To avoid the discussion of this research is too broad, therefore the scope of the study is limited into several aspects. This study focus on found in *Shazam* comic written by Geoff John. The discussion is limited only on identifying the types of onomatopoeia words in *Shazam* comic based on the theory that proposed by Bredin (1996:555) and to determine the context of situation of the onomatopoeic words found in *Shazam* comic based on the theory proposed by Haliday (1989).

1.5 Significance of the Study

This analysis has theoretical and practical significances that are described as follows.

1.5.1 Theoretical Significance

Theoretically, the result of this study is hoped to become the sources for further language research especially for researcher who concerning English onomatopoeic words. This study can be also useful for linguistic studies in general, in the realm of sound symbolism.

1.5.2. Practical Significance

Practically, The result of this study will be beneficial for employ onomatopoeia terms for specific goals, such as as a literary device or a slang expression.

CHAPTER II

REVIEW OF RELATED LITERATURE, CONCEPTS, AND THEORIES

2.1 Review of Related Literature

The review of related literature discusses several researches on the same topic which gives some contribution in developing this study. There are three literature reviews that have relation with this study, and those previous studies are also used as references for this study. The previous studies that are reviewed were taken from the study written by Amrullah (2016), Jannah's (2016), and Laili (2008)

The first previous research was written by Amrullah (2016), in her thesis, "The Onomatopoeia in Robert Vendetti's Comic the Flash. 'Allaudin State Islamic University of Makasar'". The research written by Amrullah (2016) has two objectives, such as to find out the kinds of onomatopoeia and to describe the lexical and contextual meanings of those onomatopoeia words in The Flash comic. She uses descriptive qualitative method in her thesis. on this study she used descriptive qualitative method and used theory that proposed by Jorden in Martin (2002). There are several meanings of onomatopoeia words found in The Flash comic as a data source, they are lexical and contextual meaning. The difference with this research is in terms of the data source. The similarity with this research is the objective of the study, that in to find out the types of onomatopoeia. The result showed that there are twenty-nine onomatopoeic words applied in The Flash comic and there are some onomatopoeia words that have no lexical meaning and some of the contextual meanings are similar with the lexical meanings. She concluded that most of

onomatopoeia words that applied in The Flash comic is Direct Onomatopoeia, and there are only two Associative Onomatopoeia that applied in The Flash comic. The differences between this study from Amrullah is in the data source and the theory. This study used *Shazam* comic as the data source and used Bredin (1996:555) and Halliday (1989) as the theories, while Amrullah used The Flash Comic as the data source and used Jorden in Martin (2002) as the theory.

The second previous research was written by Jannah's (2016), thesis entitled "A Study of Onomatopoeia in Doraemon Comic Series". The research written by Jannah (2016) has two objectives, such as to find out the onomatopoeic words constructed and the meaning of onomatopoeic words. It used qualitative approach method. The research used two theories to analyze the onomatopoeia. They are phonological system by Wardaugh and theory of meaning by Abdul Chaer (1994). She used Doraemon comic series and the similarity in term of the objectives to find out the meaning of onomatopoeic word. The result showed that there are 15 onomatopoeic words found in Doraemon comic series. She found three meanings in her research. They are lexical, contextual, and onomatopoeia meaning. The differences between this study term of the data source and the theory. This study used *Shazam* comic as the data source and used Bredin (1996:555) and Halliday (1989) as the theories, while Jannah use Doraemon comic series as the data source and use Wardaugh and Abdul Chaer (1994) as the theories.

The last research was written by Laili (2008) thesis entitled "A Study of Onomatopoeia in Avatar Comic". The objectives of her research are to find out the type and use of onomatopoeia in Avatar Comic and to describe the lexical and the

contextual meaning of onomatopoeic word in Avatar Comic. She used a descriptive qualitative method on this thesis. She used the theory from Elizabeth (2013). There are some characteristics that she found of onomatopoeic words which are constructed in Avatar Comic, those are; short spelling, variation of word, and phonological feature. The most dominant type of onomatopoeia in Avatar Comic is non-reduplicated onomatopoeia. This study concludes that there are four kinds of onomatopoeia, they are; sound of nature, sound made by humans, calls of animals and miscellaneous sounds. Finally, this study examines that not all onomatopoeic words in Avatar Comic have similar meaning as the context. Sometimes they are different from each other. The differences between this study term of the data source and the theory. This study used Shazam comic as the data source and used Bredin (1996:555) and Halliday (1989) as the theories, while Laili use Avatar comic as the data source and use Elizabeth (2013) and Abdul Chaer (1994) as the theories.

The research above provided a useful contribution in the preparation of this research such as the theory used.

2.2 Concepts

Before moving on to further investigation, there are two concepts that need to be made clear; they are concept of onomatopoeia and comics

2.2.1 Onomatopoeia

Onomatopoeia according to Pollard (2001, p.706), onomatopoeia, also known as echoism, refers to the formation of words that mimic natural sounds associated with the object or action involved. In English, words imitating the sound of metal are

clank, clash, clang, tinkle, ting, tick-tack, ding-dong, jangle etc.; words copying the sound of water or liquid are, *bubble, fizz, splash, sizzle, drip-drop, splish-splash*, etc.; *miao, hiss, neigh, screech, moo, baa*, , *cock-a-doodle-doo* are few examples of words imitating the sounds of different animals; and *shriek, sneeze, giggle, snort, chuckle, smack, snigger, whisper, grumble, grunt, sputter, mumble*, , *murmur, whoop, gurgle, chatter* are some examples of sounds produced by humans.

2.2.2 Comic

According to Sobur (2004: 137), a comic is a story illustrated in magazines, books, newspapers or in a single book. Comic can also be defined as another way of conveying our thoughts, feelings, and imaginations through a sequence of images with text as an explanation of the visual. Simply, the comic is a collection of images with text that are neatly arranged and interconnected between images (visual symbols) and words (verbal symbols). Comics have a special language which represents any sounds that are usually known as onomatopoeia. Onomatopoeia are easy to recognize but hard to define.

2.3 Theories

There are two theories used in this research first theory from Bredin (1996:555) about the types of onomatopoeia and the second theory is taken from the theory of the context of situation by Halliday (1989).

2.3.1 Onomatopoeia

According to Bredin (1996:555), Onomatopoeia is a term to label the creation of words which resemble natural sounds, physical efforts, and human expressions. Onomatopoeic words are divided into several categories based on the objects they denote and the process of word's association in imitating the sounds.

2.3.2 Types of Onomatopoeia

This part consists of the types of onomatopoeia. According to Bredin (1996:555) onomatopoeic words can be grouped into three types, as below.

1. Direct Onomatopoeia

Direct onomatopoeia is the word that similarity resembles the sound of the object. Bredin (1996:558) states the required criterion for this type: 1) the denotation of a word is a class of sound, 2) the sound of the word resembles a member of the class (p.558). The Example of direct onomatopoeia is *hiss, moan, cluck, whirr, and buzz*.

The members of this type have acoustical resemblance to the objects they are associated with. This resemblance in some onomatopoeic words differs in degrees of acoustical resemblance. Some words might have either a high or low degree of resemblance.

2. Associative Onomatopoeia

Associative onomatopoeia is the sound of the word by imitates object or action they signify. Bredin (1996:560) states, association is just as much a matter of degree as is acoustic resemblance, and a matter of convention. The words such as *cuckoo* and *whip* are classified into this kind. This type of onomatopoeia involves two levels

of conventionality: 1) A conventional association between something and a sound. The word *bubble* for example does not resemble the object it denotes but has similarity to a sound of a bubbling liquid (p.560). 2) A conventional relationship of naming between a word and the thing named by it (p.561), such as *cuckoo* which refers to the name of the bird not the sound itself.

3. Exemplary Onomatopoeia

Exemplary onomatopoeia is related on the amount of physical effort from the speaker. A speaker needs less effort to utter *nimble* and *dart* than *sluggish* and *slothful*. There is also association effect when uttering those words. The first two words imply sharp and quick, meanwhile the last two words suggest slow and lazy.

2.3.3 Context of Situation

The environment, time, and place in which the conversation takes place, as well as the interaction between the participants, are all part of the context of situation. Traditionally, this idea has been explored through the concept of register, which serves to elucidate the interplay of language with context by categorizing it into three categories: field, tenor, and mode (Halliday, 1989).

1. Field: relates to what is going on in terms of the nature of the social action that is taking place: what are the participants doing, and how does language play a role?
2. Tenor: relates to the character of participants, their positions, and duties, as well as who is taking part.
3. Mode: refers to what role the language is playing in the circumstance, and what the players anticipate the language to do for them.

For example: Text (from a radio talk by the Bishop of Woolwich) As a result, the Christian should take atheism seriously, not only so that he may respond to it, but also so that he can remain a believer in the mid-twentieth century. With this in mind, I recommend that you familiarize yourself with the three main tenets of modern atheism. These aren't so much three forms of atheism – each of which can be found in varied degrees in any sample type – but three causes that have led people to question the God of their upbringing and ours, especially in the last hundred years. There are three of summary statements can be used to represent them: 1. God is academically unnecessary; 2. God is emotionally unnecessary; and 3. God is morally unacceptable. Let's take a look at each one separately (Halliday 1989:15)

- 1) Field: Upkeep of an institutionalized system of beliefs; religion (Christianity) and the attitudes of its adherents; semi-technical.
- 2) Tenor: The audience has authority (in both definitions, i.e. the person who has power and the specialist); the audience is invisible and unknown (like the readership), but the relationship is institutionalized (pastor to flock).
- 3) Mode: Public act (mass media: radio); monologue; text is entire relevant action lecture; persuasive, with rational reasoning

As defined in those terms of the context of situation is the immediate environment in which a text is absolutely functioning. We use this perception to explain the between text and context was close link. The reason for doing this, to explain how the context situation has contribution to find out the meaning of onomatopoeia words.