# CHAPTER I

# INTRODUCTION

## 1.1 Background of the Study

Linguistics is a science which studies the analysis of various linguistic elements in the form of meaning, form, and context. Linguistics examines the characteristics of language as a whole and universally, causing linguistic studies to have many specific field specifications and sub-derivatives to study language more deeply. Linguistics makes language as an object of study which is divided into two types. They are micro linguistics which is the study of the internal structure of language and macro linguistics is the study of the external structure of language (Coulmas, 1998: 4). Micro linguistics examines the nature of language naturally as a cultural product that includes various elements in a language. Macro linguistics studies linguistics in general where the study covers the effects of language on other scientific fields, various developments and their implications for humans. In this micro linguistics the study of English is located. Micro linguistics examines the internal structure of a particular language which is seen in the scope of language universally. Some of the studies include fields such as phonology and phonetics, morphology, semantics, pragmatics, syntax, and lexicology.

Phonology is the study of sounds, the categorical organization of speech sounds in language, in which speech sounds are organized in the mind and used to convey meaning. Phonology is a branch of linguistics that studies speech sounds with reference to their distribution and patterns (Nordquist 2019). Sound is not only found in real life, sound can also be described as a written work such as in songs,

1

story books, novels, and even comics. Describing sound depends on how humans listen and imagine it in their minds. In discussing sound in written form, onomatopia is one of the studies that examines it, Onomatopoeia itself is included in the phonological section. Sugahara (2010) explains that onomatopoeia has a phonological form that is more directly related to its meaning so that it is categorized as a special language expression.

The term onomatopoeia comes from the Greek, meaning a word or a group of words whose sound is similar or resembles the original source. Sounds in onomatopoeia can be inspired by animal, human, or other sounds. According to Elizabeth (2022) Onomatopoeia is defined as the use or creation of a work that sounds like the action they show, such as a rhetorical device which is a linguistic technique used to create an effect in a story for the reader. The use of onomatopoeia differs from cacophony, euphony, and the intentional use of harsh voices for effect, although this may occasionally fall into that category depending on the item or action being imitated. This language expressions usually includes many words consisting of several categories and most of them are sounds made by animals. Onomatopoeia can also be used to beautify a work and besides being used to beautify words, onomatopoeia can also liven up the atmosphere in a story. As well as with onomatopoeia in a literary work, readers can find out the atmosphere that occurs in a story. By looking at the various forms of onomatopoeia, we can understand the atmosphere that occurs, such as wavy onomatopoeia forms that usually describe a frightening event or a sad atmosphere. Meanwhile, the rigid or firm form of onomatopoeia usually appears when there is a tense event, when

people are shocked, such as when a gun explodes, something breaks, and so on. In beautifying a work, onomatopoeia words can be applied in various ways, such as songs. Sometimes the onomatopoeia contained in the song can have meaning or not, such as the onomatopoeia words "Ooooooo", which are usually found in songs, which are usually only to show the singer's vocal character, or the word "Yes, yes," which is usually found in rap songs. can mean yes or just a prefix before the singer sings. Besides in the music onomatopoeia words Onomatopoeia can usually be found in storybooks or comics.

Based on McCloud (1993: 9) comics consist of at least two panels consisting of several images drawn side by side in sequence to convey information or to get an aesthetic response from readers, so that a single panel illustration is considered a cartoon and not a comic. In other words, comics are a medium used to tell stories, the ideas contained in comics are usually expressed in pictures and combined with text and other visual information. Often textual devices such as speech bubbles, captions, and onomatopoeias show dialogue, narration, sound effects, or other information in sequence. The size and arrangement of the panels contribute to the speed of the narrative. Cartoons and similar forms of illustration are the most common way of drawing in comics.

The writer was interested in studying onomatopoeia in comics for several reasons, including: First, the writer was interested in the meaning of words which were onomatopoeia in comics. Second, onomatopoeia was also part of phonology, which was a branch of linguistics. Third, studies on onomatopoeia had not been carried out by many people. Fourth, the meaning of the onomatopoeia varied in

each country, and many people did not yet understand the nuances of this meaning. Fifth, apart from being part of phonology, onomatopoeia was also part of figurative language. There was a lot of research on figurative language, but it was rarely focused on a single type of conceptual language because by studying only one part of science, we could deepen our knowledge of that science.

**1.2 Problems of the Study**

Based on the background of the study, there are two research problems in this research which are:

1. What are the types of onomatopoeia words found in Avatar: the Last Airbender-North and South comic #1 up to #3 ?

2. What are the meanings of onomatopoeia words found in Avatar: the Last Airbender-North and South comic #1 up to #3?

**1.3 Objectives of the Study**

Based on the statment of the problems, there are two purposes of the research which are:

1. To identify the  types of onomatopoeia words found in Avatar: the Last Airbender-North and South comic #1 up to #3

2. To describe the meanings of onomatopoeia words found in Avatar: the Last Airbender-North and South comic #1 up to #3

**1.4 Limitation of the Study**

This study focuses on analyzing the types of onomatopoeia words by using the theory from Bredin (1996) and meanings of onomatopoeia in the Avatar: the Last Airbender-North and South comic #1 up to #3 based on Thomas's theory (1995)

**1.5 Significance of the Study**

The results of this study are expected to be useful in the future in academic and practical fields, especially for studyers who are interested in studying onomatopoeia words. This analysis  have significant theoretical and practical which can be described as below.

**1.5.1 Theoretical significance**

Academically the aims of this study is to give information about types of onomatopoeia and its meaning. Theoretically, the studyer hopes that the results of this study can be used as a reference for language study in the future, especially for studyers who study English onomatopoeia words. It is also hoped that this study can be useful for linguistic studies in general, especially in the realm of sound symbols.

**1.5.2 Practical Significance**

Practically this study is useful for students, lecturers, and other studyers. For students, this study is expected to make them understand the types of onomatopoeias, and onomatopoeia theory, especially in comic content. Second, in the teaching system of phonology, lecturers can use the context of comics as

teaching materials, they can explain in depth about onomatopoeias by referring to this study. third, other studyers can refer to this study as a reference for their study on the onomatopoeia system, and onomatopoeia meaning theory.

**CHAPTER II**

**REVIEW OF RELATED LITERATURE, CONCEPTS, AND THEORIES**

This study focuses on the analysis of onomatopoeia words in an online comic titled Avatar: the Last Air Bender-North and South. After reading another study on onomatopoeia, the studyer found several previous studies that were relevant to this study and could be used as a reference in this study.

**2.1 Review of Related Literature**

In this part, there is previous study related to this study, the review of related literature was explained as follows:

The first study came from Wijaya (2021) in his thesis entitled "Onomatopoeia Found in Webtoon Comic Entitled The God of High School". The objectives of this study is to examine the types of onomatopoeic words and the meaning of onomatopoeic words found in the comic Webtoon the God of High School. The theory used in classifying the types of onomatopoeia in it is the theory of Bredin in Dofs (2008: 4) which classifies types of onomatopoeia and theory from Thomas (1995) to analyze the meaning. This study collected data from an online comic platform called Webtoon and get a total of 125 data which were divided into 40 Direct Onomatopoeia, 8 Associative Onomatopoeia, and 77 Exemplary Onomatopoeia. The comic title used in this study is The God of High School. The theory used in classifying the types of onomatopoeia in it is the theory of Bredin in Dofs (2008: 4) which classified onomatopoeia into three types: there are direct onomatopoeia, associative onomatopoeia, and exemplary onomatopoeia. The

7

differences from this study are: Wijaya collects data from a platform called webtoon and has chosen a comic called The God of Highschool, while this study collects data from the website www.comicextra.com and uses a comic titled Avatar: the Last Airbender-North and South as a data source. Another difference is the amount of data found is different. In Wijaya's research, he found 125 data, with the majority being exemplary onomatopoeia, while in this study, the amount of data found was 134 data, with the majority being direct onomatopoeia.

The second, the thesis entitled "Onomatopoeia Found in Black Panter v.s Deadpool Comic Written by Daniel Kibblesmith" written by Aditya (2019). The study focuses on finding the types of onomatopoeic words and how the context of the situation found in Black Panther v.s Deadpool comics. In his study he used the theory from Elizabeth (2013) to identify the types of onomatopoeia words and to find out the context of the situation he used the theory from Halliday (1989). In his thesis, he got 66 data including: 8 types of mechanical, 12 fast motion, 21 musical, 0 data of food preparation and eating, 23 fighting, and 2 animals. The differences from this study is in the second problem that was taken by Aditya that is How is the context of the situation are found in Black Panther Vs. Deadpool comics? and the theory used is from Halliday (1989), while in this study the second problem raised is What is the meanings of onomatopoeia words found in Avatar: the Last Airbender - Nort and South comic #1 to #3? and using the theory Bredin (1996) to analyzing the types of onomatopoeia words and from Thomas (1995) to find out the meaning of onomatopoeia. Another difference is in the results of the research, in Aditya's research he found 66 data which included 8 types of mechanics, 12 fast movements,

21 musicals, 0 data on food and meal preparation, 23 fights, and 2 animals, while in this study found 134 data 115 Direct Onomatopoeia, 4 Associative Onomatopoeia, and 15 exemplary Onomatopoeia. The amount of data found in this study was more but the types found were fewer than Aditya's research.

The third, an article written by Prihadi, Jayanti, and Resen (2021) entitled "An Analysis Types of Onomatopoeia Words in Batman Beyound Comic". In this study, they only examined types of onomatopoeia words are contained in Batman Beyond comics. The theory used to collect data is Tori from Elizabeth, (2013). In this study, they found a total of 56 data including 17 Mechanical, 12 Fast motion, 1 Musical, and 26 Fighting. The differences from this study is the first, the problem raised in the study. The study that was completed by Prihadi, Jayanti, and Resen only examined the types of onomatopoeia contained in comics, while the study that was conducted examined the types and meanings of onomatopoeia words in comics. Both of these studies used the theory from Elizabeth, (2013) to determine the types of onomatopoeia words, while this study is made using the theory from Bredin (1996) to analyze the types of onomatopoeia words. The difference between the data sources used in this article is using Batman Beyond Comic while in the study uses Avatar: the Last Airbender-North and South comic as a data source. Another difference is also found in the results of the research, in the article they made, 56 data were found, including 17 Mechanical, 12 Fast motion, 1 Musical, and 26 Fighting, while in this study, 134 data were found, 115 direct onomatopoeia, 4 associative onomatopoeia, and 15 exemplary onomatopoeia. In the article, not all

types of onomatopoeia have been examined based on the theory they use, while in this study a type of virgin was found based on the theory used.

The fourth, an article entitled "A Study of Onomatopoeia in Wonder Woman Comic" by Maheni, Candra, and Juniartha in 2021. The problem they raised in the study was to find out the types of onomatopoeia contained in the comics and the meaning of these words. The theory used in this study is the theory of onomatopoeia from Elizabeth (2013). The amount of money data found was 12 data for Mechanical, 6 data for Fast Motion, 8 data for Animal and 23 data of Fighting with a total of 49 onomatopoeia words. The differences from this study lies in the theory used in the study. In this study, the author only uses the theory from Elizabeth (2013), while this study uses the theory from Bredin (1996) and Thomas (1995) to analyze the types and meanings of onomatopoeia contained in comics. Another difference is in the data source used. This study uses Wonder Woman comics as a data source, while this study uses Avatar: The Last Air Banner comic as a data source. Based on the theory and sources used in analyzing data from each study, the two studies produced different results. In the article found 12 Mechanical, 6 Fast Motion, 8 Animal and 23 Fighting with a total of 49 onomatopoeia words, while in this thesis found 115 Direct, 4 Associative, and 15 exemplary with a total of 134 onomatopoeia words.

Finally, an article entitled "An Analysis of Onomatopoeias in Garfield Comic" by Eliza (2013). This study was conducted to determine the types of onomatopoeic words displayed in Garfield comics and their meanings. In the article, the author took data from Garfield's comic, she divided the types of

onomatopoeia into two there are: Primary onomatopoeia (PR) and Secondary onomatopoeia (SC) based on the theory of Alexander (1963:20). To find out the meaning of onomatopoeia, the writer uses the theory of Ullman (1964: 57), in which the meaning is divided into two, namely lexical meaning and contextual meaning. In the article found 33 onomatopoeia words. The data is selected based on pictures containing onomatopoeia words. Then, because many forms of data were similar, only 15 different onomatopoeia words were described in the analysis. The differences from this study is: This study is an article and in the article made by Tiara Eliza, she takes data from Garfield Comic, while this study is a thesis and takes data from Avatar: the Last Airbender-North and South Comic #1 up to #3. This article uses the theory of Alexander (1963:20) and Ullman (1964: 57) to determine the type and meaning of onomatopoeia in comics, while this study uses the theory of Bredin (1996) and Thomas (1995) to analyze the types and meanings of onomatopoeia in comics. These two studies got different results, because the theory of pliers used was also different. in the article found 33 data and only discussed 15 data while in this thesis found 134 data and only discussed 20 data. The dominant data in the article is secondary onomatopoeia (SC), while in this study the most dominant data is direct onomatopoeia.

## 2.2 Concepts

This section explains important terms from Comic, Onomatopoeia and Avatar: the Last Airbender-North and South. The concepts in this study analysis are taken from various sources, as follows:

### 2.2.1 Onomatopoeia

Onomatopoeia are words that imitates an actual sound. In addition, Dofs (2008) Onomatopoeia is one example of iconic signs, an object named after the sound it produces, and according to one theory conventionalized imitations is actually the origin of language. Therefore, onomatopoeia is a term to label the creation of words which resemble natural sound, physical effort, and human expression. Onomatopoeia also expresses human actions, animal sounds, or any sound or movement such as the sound of hitting, shooting, falling, etc. Onomatopoeia is usually found in writing styles as a description of sound.

### 2.2.2 Comic

According to Zhao (2018), comics are defined as a hybrid word-and- image form, in which verbal and pictorial forms are spatially registered. From this explanation, we can understand that comics can make it easier for readers to understand the story because there are not only sentences but also many pictures that describe the storyline. Comics are usually made in the form of books, but nowadays comics have been published in various media, including magazines, newspapers, and the internet.

### 2.2.3 Avatar: the Last Airbender-North and South

Avatar: The Legend of Aang (known as Avatar: The Last Airbender in the United States and some other countries) is an American animation series broadcast on the television network nickelodeon. This story takes place in a world of magic and martial arts, telling about the adventures of a successor of the Avatar; Aang and his friends that are trying to save the world from the fire nation attack. This

animated series is written in "book" form which is considered as a "season" and consists of several "episodes" considered as "chapters". apart from the television series Avatar the Last Airbender is also made in the form of comics. one of them is a comic that connects Avatar the Legend of Ang and Avatar Kora North and South arcs.

**2.3 Theories**

In this study, the studyer uses several theories from experts to identify the types of onomatopoeia and to describe the meanings of onomatopoeia words found in Avatar: the Last Airbender - Nort and South comic #1 to #3. The first is the onomatopoeia theory from Bredin (1996) to identify the types of onomatopoeia words found in comics and to find out the meaning of onomatopoeia the studyer uses the theory of Thomas (1995) about abstract and contextual meaning in the book title "Meaning in Interaction".

**2.3.1 Onomatopoeia**

Bredin's theory is used as the main theory in this study, Bredin's theory consists of three types which are categorized based on the relationship between verbal sounds and meanings which are divided into associative, direct, and exemplary. (Bredin, 1996:558)

**1) Direct Onomatopoeia**

(Bredin, 1996:558) states that direct onomatopoeia is the first type of onomatopoeia that can be described as an imitation of real sound of thing. The criteria required for this type are: 1) the denotation of words is a class of sound, 2)

the sound of the words resembles a member of the class. Some examples of this type have locations close to the associated object. An easy way to recognize Direct Onomatopoeia words is when you look at a step and match it with the words you are reading. For example, the sound of knocking on the door which can be in the form of knocking or banging can be seen from the actions taken by someone whether he knocks softly or loudly.

**2) Associative Onomatopoeia**

Associative onomatopoeia is the second type which according to Bredin (1996: 560) can occur when the sound of a word resembles the sound associated with something that symbolizes that sound. Association is a matter of degree or similarity of acoustics, examples of words found in this type are graa, growl, flash, bubble, and others. This second type of onomatopoeia involves two levels of conventionality: 1) The conventional relationship between something and sound. For example, the word bubble does not resemble the object donated but has a dependency with the sound of liquid bubbling. The next level, 2) The conventional naming relationship between the word and the noun chosen with it, such as Lightning refers to the light, not to the sound itself. Therefore, associative onomatopoeia mostly represents animal sounds associated with a group of objects, such as scratches, whispers, and splashes.

**3) Exemplary Onomatopoeia**

Finally, exemplary onomatopoeia according to bredin (1996:563) is form of word that imitates a real sound based on the physical work or the quantity of the sound it represents. Examples: slip, crash, mumble. All of these words are verb that

define the ability to move but they differ in the amount of effort conveyed by their meaning. This type is hard to find in some types of comics, usually this type is often found in sports comics but writers also rarely use this type in their comics.

### 2.3.2 Theory of Meaning

The studyer use the theory from Thomas (1995) to analyze the meaning of onomatopoeia. To analyze the meaning the author uses pragmatics theory, because pragmatics is a branch of linguistics that studies the relationship between language context and the meaning of speech. According to Thomas (1995) pragmatics is related to abstract and contextual meaning.

### 1) Abstract Meaning

Based on Thomas (1995:2) abstract meaning is related to the meaning of a word, phrase, or sentence in the dictionary. It means that abstract meaning is several meanings of words, phrase, or sentence. In other words the same meaning of several different words. In onomatopoeia a words can also have many meanings, because words in onomatopoeia have many synonyms, such as Knock-Knock and Thud-Thud which has a similar meaning, namely knocking or hitting an object with a blunt object. Onomatopoeia also has several meanings such as crack which has several meanings as an object being cracked or someone being hit.

### 2) Contextual Meaning

Based on Thomas (1995:4) contextual meaning is a meaning of a word in a particular situation and context and becomes a reason, assumption, and explanation of other functions of a context. A sound is usually a pointer to provide an

understanding of the context. Therefore, onomatopoeia is considered as a symbolic language which can be understood depending on the context in which the expression is used. Contextual meaning itself can appear in certain situations because of several things related to the situation, time, environment,