

CHAPTER I

INTRODUCTION

1.1 Background of the Study

Language is an important thing in establishing interactions between humans because language helps individuals comprehend information. According to Fromkin (2009:3) language is the source of human power and vitality. Thus, language facilitates communication between individuals. In addition, language is a systematic tool for conveying ideas or feelings by using signs, sounds, signs or characteristics that are conventional and have understandable meanings (Webster News Collegiate Dictionary, 1981:641). Furthermore, language is an arbitrary vocal symbol system that allows all people in a particular culture or other people who have studied that cultural system to communicate or interact (Finocchiaro, 1974:3).

Linguistic knowledge is what we call our understanding of language. According to Puschmann (2008:45) linguistics tries to explicitly develop language knowledge by subjecting it to methodical and impartial research. A theoretical approach that may be categorized as a scientific approach is also used in linguistics. Chomsky (1957:13) mentions that linguistics is a limited or unlimited set of sentences, each of which is limited in length and composed of a limited set of elements. Macro and micro linguistics are the two categories under which linguistics is classified. Macro and micro linguistics are the two categories under which linguistics is classified. These two phrases describe a linguistic division

based on the parameters of the investigation because you have to master sound symbols in phonology and many other areas.

Phonology is the study of the organization of categories of speech sounds in language, how spoken sounds can be organized in the mind and used to convey ideas. And every communication or language has an identification pattern with a set of rules related to Phonology. Phonology is also a field of linguistics which studies, analyzes, and discusses sequences of language sounds, which are etymologically formed from the words *font*, namely *sound*, and *logic*, namely *science* (Chaer, 1994:102). Furthermore, Verhaar (1984:36) states that phonology has a significant meaning in which a science which studies a special field in linguistics which examines the sounds of a particular language according to its function aims to be a differentiator between lexical meanings in a language. Phonology tells us about what is heard in a language (Fromkin *et al.*, 2014:236). According to Abdul Chaer (2003: 102) the term "*phonology*" is formed from the word "*fon*" which means "*sound*" while "*logic*" means "*science*". So, in general you can say that phonology means the science that studies the sounds of language that are generally used by humans. Similar thing Phonology is a field in linguistics which investigates the sounds of language according to their function (Kridalaksana, 1995:57).

Phonology is very significant in relation to the existence of Onomatopoeia because the word Onomatopoeia exists from the sounds that have been studied by phonology with the process of their formation and change. According to Kridalaksana (2008: 149) onomatopoeia is a sound imitation which usually

consists of one or two repetitions of syllables, something that can stand alone as a syllable. in speech or writing. Onomatopoeia denotes an expression derived from sounds and voice. Furthermore Sugahara (2010:1) explains that onomatopoeia is a certain language expression because its phonological form is directly related to its meaning. Onomatopoeia is not only found in everyday life but also in comics who according to Franz & Meier (1994: 55) comic is a story that emphasizes movement and action which is displayed through a sequence of images that are made specifically with a blend of words.

Comic is a children's magazine with stories held in pictures (Longman, 2001:77). Although comics have many pictures, they are easy to understand. It is not only using words to tell the story but also presenting pictures to help the reader that what they read is real and can be seen with eyes. According to Scott McCloud (2002: 9) comics are a collection of images that function to convey information or produce an aesthetic response for those who see them. Comics are mostly fiction, much like some other science works. According to Hurlock (1978) comics are a medium that can provide a model that can be used to improve and develop a child's personality. Comics can also be used as a means of communication, a means to convey stories, messages, and even to scientific matters like other genres of children's literature. The style of language used in comics is not the same as in books, newspapers, and others. Comics are used to communicate thoughts through images, frequently used in conjunction with text or other visual data. Because drawings or paintings may also convey content, the

vocabulary employed in comics appears to be simpler. Therefore this comic is used as a data source in onomatopoeia research.

Onomatopoeia is a word that represents the meaning of a sound and action that occurs in a situation. Onomatopoeia also describes a situation or picture that occurs without a complicated and lengthy so that the reader immediately understands a condition of an incident that happening. Fukuda (2003:8) mentioned sound to word imitation is a qualifier that describes what happens, an item, or an action in a continuous state, such as a big bang "*boom*", duck "*quack*" or dog "*rrrr*", the sound comes from an activity, similar to the "*ugh! ugh!*" hack. Furthermore, it is known as the word similarity in sound or onomatopoeia.

The researcher is interested in dissecting speech-to-word imitation in comics considering various factors. The main explanation is that the creators see that testing of sound imitation of words has not been carried out by many individuals. Second, learning English onomatopoeic terms is very important for students who study foreign dialects so that they can understand onomatopoeia in comics. The last reason is that a word that represents a sound of something may have more than one meaning in different contexts. For example, a sound of a telephone is '*ring*' but in a different context the word '*ring*' refers to the sound of a doorbell. The other example of the word for the sound '*rrrrr*' denotes a helicopter in flight, but in another context, it stands for gunshots. There are numerous examples from credible news sources where the word "*kthunk*" refers to a gun, but in another context, it may also refer to a knife. Knowing the appropriate significance of onomatopoeic words becomes important as a result of this reality.

1.2 Problems of the Study

Considering the research background above, the problems of the study are formulated as follows:

1. What types of onomatopoeic words are found in *Donald Duck: In Sheriff of Bullet Valley* comic?
2. What is the context of situation of the onomatopoeia words found in *Donald Duck: In Sheriff of Bullet Valley* comic?

1.3 Objectives of the Study

Based on the above study problems, there are two research objectives as follows:

1. To find out types of onomatopoeic words in *Donald Duck: In Sheriff of Bullet Valley* Comic.
2. To describe the context of the situation of the onomatopoeic words found in *Donald Duck: In Sheriff of Bullet Valley* Comic.

1.4 Limitations of the Study

This study was concentrated on the types of onomatopoeia based on Elizabeth's theory (2013) and situational contexts based on the theory of Halliday and Hasan (1989). That is found in *Donald Duck In the Sheriff of Bullet Valley* comic.

1.5 Significance of the Study

This analysis has a theoretical and practical significance that can be described below.

1.5.1 Theoretical Significance

Theoretically, the researcher expects that the results of this study become as the foundation for the next linguistic investigations, particularly those that concentrate on English onomatopoeic terms. This research can also be helpful for phonetic analysis in the field of sound and image.

1.5.2 Practical Significance

For certain purposes, this research is expected to provide a useful contribution to people who use the word onomatopoeia. Thus, this research is expected to be a reference for solutions to help understand and overcome problems regarding onomatopoeia words in other data sources, one of which is cartoons comic.

CHAPTER II

REVIEW OF THE RELATED LITERATURE, CONCEPTS, AND THEORIES

2.1 Review of Related Literature

The term "literature review" refers to the explanation of the study's use of literature on the subject at hand. Five literary reviews are presented here, each of which serves as a reference and has a connection to this study. They are Langus (2022), Wiranata (2022), Prihadi (2021), Maheni (2021), Kertiasih (2021).

The first review is a thesis written by Langus (2022), *Onomatopoeia Found in Shazam Comic Written by Geoff Johns*, which was published in 2022. Her research aims to investigate the various types of onomatopoeia and the setting of the Shazam comic. There are two theories to solve in her study. The first theory proposed by Bredin (1996:555) is to find out and classify the types of onomatopoeia, and the second theory is from Halliday (1989) used to identify and analyze the context of the situation in the Shazam comic. The result of this study shows the types of onomatopoeic found in Shazam comics like direct sound-to-word imitation, acquainted likeness in sound, and praiseworthy sound-to-word imitation, meanwhile, the setting of the circumstance contains the endorsed field, tenor, and mode of the talk. Direct onomatopoeia was the most common type of onomatopoeia in Geoff Johns Shazam comic, with 29 data, followed by associative onomatopoeia, which had 14 data, and exemplary onomatopoeia,

which only had 12 data, out of 55 data. The similarity with this study came from the theory, She used the theory from Halliday (1989) same as this study used the theory from Halliday and Hasan (1989). The difference between this study to the study from Natalia (2022) is in the data source. Here study used Donald Duck: In Sheriff of Bullet Valley comic. Comic as the data while Natalia use Sazham comic as the data source.

The second is from Wiranata (2022). In His thesis entitled Onomatopoeia found in "Superman: Phantom Zone" Comic written by Dan Jurgen. His research intends to examine the many onomatopoeic terms in the context of the circumstances in a comic book by Dan Jurgen titled Superman: Phantom Zone. He used two theories: the first, from Bredin (1996:568), to categorize the many sorts of onomatopoeia, and the second, from Halliday (1989), to examine the context and setting of the Dan Jurgen comic book Superman: Phantom Zone. The study's findings shown are associative, direct, and exemplary. Out of the 31 data collected in the cartoon, exemplary occurs the most frequently (21 data), followed by direct (9 data), and associative (1 data). Field, Tenor, and Mode were the three categories that made up a situation's context. The similarity with this study is to find out the types of onomatopoeia and the context of a situation in onomatopoeia. The data source and the hypothesis are where this research and the Wiranata (2022) study differ. This study used Donald Duck: In Sheriff of Bullet Valley comic as the data source and used theory from Elizabeth (2013). On the other side, Wiranata (2022) used Bredinf (1996:568)'s theory and the data source is the Superman: The Doomsday Wars comic.

The third is from Prihadi (2021) an article in Elysian Journal “An Analysis Types of Onomatopoeia Words in Batman Beyond Comic”. His research aimed to find the many onomatopoeic word types utilized in the Batman Beyond comic. The onomatopoeia theory proposed by Marry Elizabeth was employed in His paper to examine data. The findings of His research include examples of mechanical, fast motion, musical, and fighting onomatopoeia. The sorts of fighting onomatopoeia most frequently appeared among 56 data collected in the Batman Beyond comic, with 26 data, followed by mechanical onomatopoeia with 17 data, and fast motion with 12 data. The similarity between this study and the other study can be seen in the theory that both studies use the theory proposed by Elizabeth (2013). The differences between this and the other study can be seen in the data source for the two studies. The current study used the Donald Duck: Sheriff of Bullet Valley comic book as the data source, while Prihadi (2021) utilized the Batman Beyond comic book as the data source.

The fourth is from Maheni (2021) an article in Elysian Journal “A Study of Onomatopoeia in Wonder Women Comic”. Her research tries to identify the many onomatopoeia types used in comic books. Her research employed Elizabeth's (2013) theory of onomatopoeia to determine the onomatopoeia types words and their meaning in the Wonder Women comic. According to the results of her studies, the four types of onomatopoeia used in this comic are mechanical, quick motion, animal, and fighting. The Wonder Women comic has 49 onomatopoeia, of which fight dominates with 23 data or 46.9%, mechanical with 12 data or 24.6%, animal with 8 data or 16.3%, and fast action with 6 data or

12.2%. Onomatopoeic meanings can be divided into lexical and contextual meanings. The similarity with this study is in the theory used theory from Elizabeth (2013). The difference between this study and the other study can be seen in the data source. This study used Donald Duck: In Sheriff of Bullet Valley comic as the data source, While Maheni (2021) used the Wonder Woman comic as a data source.

The last piece of literature is Kertiasih (2021). One primary onomatopoeia from the Dave and Ava video Nursery Rhymes on YouTube was the subject of her research. The types of primary onomatopoeia were identified in her study using the theory proposed by Ullmann (1962:84). Moreover, the second theory of meaning is lexical meaning was analyzed by using the theory of Lyon (1995:47) and contextual meaning used the theory proposed by Ullmann (1962:64). The results were presented both formally and informally. According to the results of her study, there were 12 primary onomatopoeia data. Additionally, the primary onomatopoeia lexical meaning dominates between the two forms of meaning. The similarity between this study and the other study is to find out types onomatopoeia. The data source and theory used in this analysis differ from those used in the study of Kertiasih (2021). Donald Duck: The Sheriff of Bullet Valley comic is used in this study as a data source, and Elizabeth's (2013) theory is applied. On the other hand, Kertiasih (2021) were used Ullmann's (1962:84) theory and Dave and Ava's YouTube nursery rhymes as the data source.

2.2 Concepts

Several notions need to be made clear before continuing with the investigation; these are the concepts of onomatopoeia and comics.

2.2.1 Onomatopoeia

Kridalaksana (1986:167) mentioned onomatopoeia is naming objects or actions with the imitation of the sound associated with the object or action under convey. Furthermore, According to Gasser (2006:4) onomatopoeia is a name for a product that is formed by imitating the sound it makes is called. Like a "sound-to-word imitation" which is a sort of audible symbol sign. Some dialects are more well-known than others because the number of phonemes in a language restricts the use of onomatopoeia in sound. For example, the word "crash" would not be present in Japanese. This is because Japanese syllables cannot start with the consonant combination *kr* or *end* with the consonant combination *sh*.

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2.2.2 Comic

In general, a comic is a picture story in magazines. The comic can be defined as another way to express our idea, feeling, or imagination in a sequence of images with text to explain the image like in movies and poetry. Comic has a special language representing any sounds usually known as onomatopoeia. According to Longman (1997) comics are simple to comprehend. To persuade the reader that what they are reading is genuine and can be seen. Entails not only delivering the tale via words but also producing visuals.

2.2.3 Donal Duck: In Sheriff of Bullet Valley

Donald Duck: In Sheriff of Bullet Valley is the title of a comic written by Carl Barks. It was published in 2015 by a Disney comic (<https://archive.org/details/walt-disney-various-comics>). This comic has two main characters, Donald Duck and Blacksnake. This comic has two main characters, Donald Duck and Blacksnake Mcquirt. Donald applies for a job as the Sheriff of Bullet Valley and 3 Donald Duck nephews plan on helping Donald Duck, despite how dangerous it is. Donald Duck with Donald Duck's nephews investigate the mysterious cattle theft from the Diamond Brand Ranch, and When a passel of extra-sneaky, extra-ornery high-tech cattle rustlers strikes, Donald Duck bravely dons a badge to become the "Sheriff of Bullet Valley." Fortified by the know-how Shouljah Sheriff Donald's gained watching Hollywood Westerns, our ever-intrepid Duck sets out to solve the perplexing mystery of how Blacksnake McSquirt's brand keeps showing up on the cattle of the honest ranchers. And finally, Sheriff Donald finds out that the thief is none other than Blacksnake McSquirt. It's a fight to the finish when Donald finally defeats Blacksnake Mcquirt.

2.3 Theories

The main theories that were used in this study are of two kinds. Those theories are proposed by Elizabeth (2013) to analyze the types of onomatopoeia words found in the Duck: In Sheriff of Bullet Valley comic. And second theory is

proposed by Halliday and Hasan (1989) in the context of the situation in the Duck: In Sheriff of Bullet Valley comic.

2.3.1 Onomatopoeia

Bredin (1996:568) stated onomatopoeia is a type of hearable symbol sign, a name for an item that is produced using an impersonation of the sound it produces. It is an explanatory tool, a linguistic technique or a tool employed to affect the reader. While the likeness in sound may fall into any of Bredin's (1996:568) comic categories depending on the object or action being replicated, it varies from musicality and the whirlwind, which employ violent and amiable sounds, respectively, for effect.

2.3.1.1 Types of Onomatopoeia Words

Types of onomatopoeia are included in this section. Onomatopoeia words, according to Elizabeth (2013:1), may be divided into six categories, as follows:

1. Mechanical

The majority of the frequent words in this group appear to be made by machine sounds, including au. As an illustration, use *buzz*, *beep*, *whirr*, *click*, *clack*, *chunk*, *clatter*, or *clink*.

2. Fast Motion

The letters s or z are commonly used in words that convey a sense of speed. You can use words like: *whoosh, swish, swoosh, zap, zing, zip, and zoom* as examples.

3. Musical

Some words in this group are associated with specific instruments, the *twang* of guitar, *oompah* for tuba, and *plunk* for a keyboard. Others imitate a metallic sound, which often ends in “ng”. Example: *Ting, ding, ring*, etc. Then there are some sounds that come from wind instruments, such as *blares, horns, and blows*, for example, *Blare, honk, and tote*. And there are also groups of other types of musical instruments, namely percussion instruments, such as *rap, tap, boom, rattle, and plunk*. A person making music without an instrument might *hum or clap or snap*.

4. Food Preparation and Eating

When cooking, food may *sizzle* or *snap*, and oil may *splash*. And also in when every time *pours* a drink. A soft drink will most likely *fizz* when we open it, yet it might also *spatter kerplunk or spill*. People typically *nibble, munch, gobble, and crunch* when it's time to eat.

5. Fighting

Onomatopoeic words are frequently used in fight scenes in comics. Onomatopoeic words often appear in fighting actions, namely "*pow,*" "*bif,*" "*bam,*" "*thump,*" "*smash,*" "*bang,*" and "*wham.*".

6. Animal

The sound that animals make are complicated even in English, but important to be aware that contrary to what they might expect in different parts of the world, the words used for animal sounds are quite different. Sheep do not universally go "baa", nor do ducks "quack" everywhere in the world. Here are some common English renderings: "meow/mew" for cat, "*moo/low*" for cow, "*neigh/whinny*" for horses, "*roar*" for Lion, "*oink*" for pig, and "*tweet*" for bird.

2.3.2 Context of Situation

The environment, time, and location where the dialogue takes place, as well as the relationships between the participants, are referred to as the context and situation. The idea of the register has typically been used to approach this theory since it serves to understand how language interacts with context by addressing it under three main categories: field, tenor, and mode (Halliday and Hasan 1989: 43).

1. The term "field" refers to the nature of the social action that is taking place, including what the people are doing and how significant a function language is playing.
2. Tenor relates to the character of participants, their positions, and their duties, as well as who is participating.
3. The mode explains the function the language serves and what the participants hope the language will do for them in that situation.

For example: Text (from a radio talk by the Bishop of Woolwich) The Christian should therefore take atheism seriously, not only so that he may be able to answer it, but so that he himself may still be able to be a believer in the mid twentieth century. With this in mind, He would ask you to expose yourself to the three thrusts of modern atheism. These are not so much three types of atheism each is present in varying degrees in any representative type – so much as three motives which have implied man, particularly over the past hundred years, to question the God of their up – bringing and ours. They may be represented by three summary statements: 1. God is intellectually superfluous; 2. God is emotionally dispensable; 3. God is morally intolerable. Let us consider each of them in turn (Halliday 1989:15).

Field: Maintenance of institutionalized system of beliefs; religion (Christianity), and the members attitudes towards it; semi-technical.

Tenor: Authority (in both senses i.e. person holding authority, and specialist) to the audience; audience unseen and unknown (like readership), but relationship institutionalized (pastor to flock).

Mode: Written to be read aloud; public act (mass media: radio); monologue; text is whole of relevant activity lecture; persuasive, with rational argument.