

CHAPTER I

INTRODUCTION

1.1 Background of the Study

Language is an instrument in laying out communications between people and other. The function of language additionally plays a vital part since language can connect one and another. Fromkin (2009) states that the source of life and human strength is language. Therefore, language makes conveying information easier to understand. Language can be studied scientifically. Knowledge of language is called linguistic knowledge. According to Puschmann (2008), linguistics seeks explicit language knowledge of language, by sending it to systematic and objective studies.

Researchers see word phenomena that can express or emphasize an image or visual so that the image or visual becomes interesting and real. It can be seen from billboards or advertising images where a word can interpret or express an image to look attractive and real. The word on the picture is called onomatopoeia. Onomatopoeia is textual tools found in comic. Onomatopoeia refers to a word that phonetically mimics or resembles the sound of the object it describes. Pollard (2001:706) claims that, " Onomatopoeia is sound to word imitation, otherwise called echoism, alludes to the arrangement of a word by mimicking the regular sound related with the article or activity included". For example: *wink-wink, yak-yak, boom, crazzhhh*. Onomatopoeia word exist in every language. Every language has its own onomatopoeia, such as German onomatopoeia, French onomatopoeia, Indonesian onomatopoeia, English onomatopoeia, Japanese onomatopoeia and other.

For example: While a pig says “*oink*” in English, it says “*buu*” in Japanese, “*grunz*” in German, “*knor*,” in Dutch and other. As indicated by Simpson (2004:67) says that, " Onomatopoeia is likeness in sound is an element of sound designing which is regularly remembered to shape a scaffold among '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.



Comics is generally contain fiction, just like other literary works. The language style used in comic is different than language style in Novel, poetry, and other. Comic is used to express ideas by imanges, often combined with text or other visual information. The language style used in comic seems simpler because the meaning are also respresented by the drawing or picture. According to Longman (2001) Although comic have many picture but it is easy to understand. It is not only using word to telling the story but also create the pictures to support the reader that what they read is a real and can be seen with the eyes.

Onomatopoeia in comic is interested to analyzeanalyzing because research onomatopoeia in comic has not been finished by many individuals, the English onomatopoeia in sound word are essential to be known by English student. Many people do not about them. In onomatopoeia the word that representing the sound of something might have more than one significance in various settings. For example, a sound of flying helicopter is “*rrrrrr*” but, in different context the sound “*rrrrr*” refers to the sound of angry dog and the other example is a sound of gun “*ktthunk*”

but in a different contexts “*kthunk*” refers to a sword. It is vital to know the relevant importance of onomatopoeia in sound words.

Onomatopoeia is also found in *Superman: Phantom Zone* 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 will try to concern in analyzing onomatopoeia words which appears in *Superman: Phantom Zone* comic. The comic was published in 1999 DC comic. This comic is written by Dan Jurgens. The main character from this comic is Superman. Superman have strong and brave character that created by Jerry Siegel and Joe Shuster.



1.2 Problems of the Study

Considering the research background, the research statements are formulated as follows.

1. What types of onomatopoeia words are found in *Superman: Phantom Zone* comic?
2. How is the context of situation of the onomatopoeia words found in *Superman: Phantom wars* comic?

1.3 Objectives of the Study

Based on the research problem above, There are two objectives of the reseachers as follow:

1. To find out the onomatopoeia words in *Superman: Phantom Zone* comic.

2. To describe the context of situation of the onomatopoeia words found in *Superman: Phantom Zone* comic.

1.4 Limitation of the Study

The authorwriter will zero infocus on the sortstypes of sound to word imitationonomatopoeia that utilized used in Superman Phantom Zone Comic. The information data will be dissected in light of analyzed based on the hypothesis theory that proposed by Bredin (1996:568), and the settingcontext of circumstance in view of situation based on the hypothesis theory that proposed by Haliday (1989).

1.5 Significance of the Study

This investigation has hypothetical and useful meanings that can be depicted as underneath..

1.5.1 Theoretical Significance

Theoretically, the reseacher hopes that the result of this research become one of the sources for futher language research especially for researcher who concerning English onomatopoeia words. This study can be also be useful for linguistic studies in general, in the realm of sound symbolism.

1.5.2 Practical Significance

Essentially, this exploration should give valuable commitment for individuals who use likeness in sound words for specific purposes, for example, for composing gadget or shoptalk articulation. The study also expects the result of this study can

used as a reference to improve the ability of student in understanding more about onomatopoeia.



CHAPTER II

REVIEW OF RELATED LITERATURE, CONCEPTS, AND THEORIES

2.1 Review of Related Literature

The review of related literature discusses research on the same topic that used in this study. There are three literature reviews that have related with this study, and used as a reference as well. They are Adnyana (2013), Jannah (2016) and Chang (2018).

The first is from Adnyana (2013) in his thesis entitled *Onomatopoeia in the Adventures of Tintin Comic*. There are two objectives of the study, those are to identified the onomatopoeia words found in *the Adventures of Tintin* comic and to describe contextual meaning of onomatopoeia word in *the Adventures of Tintin* comic. He used the theory from Elizabeth (2013:2) about the types of onomatopoeia word. The descriptive qualitative method was applied in breaking down the information of the review. The result of this study showed there are 168 data that found in *the Adventures of Tintin* comic such as : 70 data for mechanical types of onomatopoeia word, 19 data (Fast Motion), 2 data (Musical), 6 data (Food preparation and Eating), 29 data (fighting), 6 data (Animals), 21 data (Sound of nature), 13 data (sound made by human) and 123 data (miscellaneous sound). The similarity with this study is analyzing the types of onomatopoeia and contextual meaning in comics. The difference between this study and to the study from Adnyana (2013) study is in the data source. Here study use *Superman: Phantom Zone* comic. Comic as the data while Adnyana use *The Adventures of Tintin Comic* as the data source.

The second was taken from Jannah (2016) in her thesis is *A Study of Onomatopoeia in Doraemon Comic Series*. There are two objectives of the study in her thesis such as; to find out the onomatopoeic words constructed and the meaning of onomatopoeia words. The research used two theories to analyze the onomatopoeia. They are phonological system by Wardaugh (1972) and theory of meaning by Chaer (1994). She used qualitative approach method. The result showed that there are 15 data onomatopoeia word that found in *Doraemon Comic Series*. The similarity is come from the problem that find the onomatopoeia word. The differences between this study to the study from Jannah is in the data source. This study used *Superman: Phantom Zone* comic as the data source. And from Jannah use *Doraemon Comic Series* as data source.

And the last one is from Chang (2018) in the form of article of a journal *the Analysis of Onomatopoeia in the Adventure of TinTin and the Blue Lotus*. The purpose of this article to classifyclassified types of onomatopoeia. In her article, she classified it into five classifications classification of onomatopoeia based on Ullman (1994) namely the classification the sound it describesdescribe, onomatopoeia meaning, contextual meaning, and speech acts on form and function of the language in use. She used descriptive qualitative method.. HerThe result in her study showed she found 60 data onomatopoeia word in her data source *the Adventure of TinTin and the Blue Lotus*. The similarity with this study that to find out the types of onomatopoeia. The differences between this study and Chang'sto the study arefrom Chang is the data source and theory. Here, this study used *Superman: Phantom Zone* comic as the data source, and used theory from Bredin (1996:568),While

Chang used *the adventute of TinTin and The Blue Lotus* as data source and used theory from Ullman (1994). Although this study with the previous study used same concepts which is investigating the onomatopoeia word in comics by using descriptive qualitative method.

2.2 Concepts

Before moving on to further investigation, there are three concepts that need to be made obvious; they are concept of Onomatopoeia, Comic and Superman Phantom Zone.

2.2.1 Onomatopoeia

Sound to word imitation is a type of hear-able symbol sign, a name for an article which is produced using an impersonation of the sound it produces. A few dialects are more notorious than others since the utilization of onomatopoeia in sound is restricted by the quantity of phonemes in the language. For instance a word, for example, crash would not be imaginable in Japanese. That is on the grounds that Japanese syllables can't start with a succession like kr or end with a consonant like sh (Gasser 2006). Onomatopoeia is the representation or imitation in language of sounds from the natural world, rendered according to a Which kinds of phonemes that are available in a certain language's phonetic inventory, phonological rules, and socio-historical practices (Guynes, 2014). varies but 70 percent of the languages of the world have somewhere in the range of 20 and 37 phonemic fragments. The biggest recorded number in a solitary language is 141. How good different individuals are when it comes to imitating sounds also depends on the

anatomical structure of the vocal organs. Nevertheless, the capacity to represent sounds and sound properties exists in every human language. Thus, onomatopoeia is a universal possibility in all languages (Bredin 1996:568). There are three kinds of onomatopoeia, which reflects that the relation between meaning and sound can be expressed and interpreted differently. The first is direct onomatopoeia, words which are like the genuine sound they allude to. A few common models are zoom, bang, groan, cackle, and murmur. The following classification is words which are onomatopoeic in view of affiliations, not on the grounds that they look like the article or the activity they address. Whip is the sound made by a whip, and cuckoo is the bird's name yet the similarity alludes to the melody it creates and has nothing to do with the actual bird. These words can be classified as examples of associative onomatopoeia. The third kind of onomatopoeia is in light of the sum and character of the actual work done by the speaker in articulating the word. It is called exemplary onomatopoeia. Various words require different solid exertion; words, for example, agile and dart require less exertion than, for instance, drowsy and lazy. The onomatopoeia between the sound and the idea it alludes to will be to be found in suggestions and 5 related thoughts and not in the real importance as indicated in a word reference. Dart has a speedy dashing sound and deft epitomizes deftness since it is itself an agile sound Bredin (1996:568),

2.2.2 Comic

In general a comic is a picture story in magazines. Comic can be defined as another way to express our idea, feeling or imagination into squence of image with text as explanation of the image like movie and poetry. Comic is a magazine or

book that contains a set of stories told in pictures with a small amount of writing (Cambridge Online Dictionary). It has a special language which represents any sounds that usually known as onomatopoeia. According to Longman (1997) although2001) Although comic have many picture but it is easy to understand. It is not only using word to telling the story but also create the pictures to support the reader that what they read is a real and can be seen with the eyes.

2.2.3 Superman Phantom Zone

Superman the Phantom Zone is the title of a comic written by Dan Jurgen. it was published in 1982 by DC comic (<https://getcomics.info/dc/superman-phantom-zone-1-4-1982/>). This comic has two main characters, Superman and Phantom Zone. Superman is a child who comes from the planet Krypton. His parents sent him to earth and he was found by a couple of farmers named Jonathan and Martha Kent and named him Clark Kent. Clark has tremendous power and is used against criminals so that clark has many names such as The man of steel, The man of tommorow and The last son of Krypton. And The Phantom Zone was a "pocket universe" discovered by Jor-El that existed outside the space-time continuum; it was used on the planet Krypton as a humane method of imprisoning criminals. Kryptonians had abolished the death penalty in the long distant past. In more recent history, criminals were punished by being sealed into capsules and rocketed into orbit in suspended animation with crystals attached to their foreheads to slowly erase their criminal tendencies; Klax-Ar was one criminal who received this punishment but escaped. Gra-Mo was the last to suffer the punishment, for it was then abolished in favor of the Zone.

2.3 Theories

This thesis use theory from Bredin (1996:568), He stated onomatopoeia is the name of a connection between a word and something different, there are dissimilar perspectives both on the second term of the relationship and on the idea of the actual connection. The second term of the connection is differently alluded to as sounds, sense, referent, and what is signified. The connection that acquires between the two terms creates a broad and heterogeneous assortment of names: impersonates, reverberations, reflects, looks like, compares to, seems like, communicates, builds up, and has a characteristic or direct connection with that found in *Superman The Phantom Zone Comic*. The second theory is taken from Halliday (1998). The theory of context of situation from Halliday (1998) is used to analyze the context that lies behind the use of onomatopoeia in the comic.

2.3.1 Onomatopoeia

According to Bredin (1996:568), Onomatopoeia is a type of hear-able symbol sign, a name for an item which is produced using an impersonation of the sound it produces. All things considered, it is an explanatory gadget: a language procedure or gadget used to make an impact in or for the peruser. It varies from whirlwind, the global utilize brutal sound for impact, as well as from musicality, the utilization of amicable sounds, additionally for impact, despite the fact that likeness in sound may, contingent upon the thing or activity being imitated, fit into both of those classifications.

2.3.1.1 Types of Onomatopoeia

This part consists of the types of onomatopoeia. According to Bredin (1996:568), onomatopoeia words can be grouped into three types, as below.

1. Direct Onomatopoeia

Direct onomatopoeia are words which are like the genuine sound they allude to. A few commonplace models are zoom, bang, groan, cackle, and hiss. Bredin (1996:568).

2. Associative Onomatopoeia

Associative Onomatopoeia is words which are onomatopoeic in light of affiliations, not on the grounds that they look like the article or the activity they address. Whip is the sound made by a whip, and cuckoo is the bird's name yet the similarity alludes to the tune it delivers and has nothing to do with the actual bird it self. Bredin (1996:568).

3. Exemplary Onomatopoeia

Exemplary onomatopoeia is in view of the sum and character of the actual work done by the speaker in expressing the word. Bredin (1996:568).

2.3.2 Theory of Context of Situation

Context of situation, refers to the environment, time and place, in which the discourse occurs and also the relationship between the participants. This theory is traditionally approached through the concept of register, which helps to clarify the interrelationship of language with context by handling it under three basic headings: field, tenor, and mode (Halliday 1998).

1. Field refers to what is happening to the nature of social action that is taking place: what is it that the participants are engaged in, in which the language figures as some essential component.
2. Tenor refers to who is taking a part to the nature of participants, their statuses and roles.
3. Mode refers to what part the language is playing, what it is that the participants are expecting the language to 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, I 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 degree 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).

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

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

