CHAPTER I

INTRODUCTION

1.1   Background of The Study

Communication involves two or more people or groups exchanging information, ideas, thoughts, and feelings. It is an essential human activity that enables individuals to communicate with one another and exchange ideas, emotions, and experiences. Two types of Communication are Non-Vocal Communication and Vocal Communication. Non-vocal communication contains Signals, signs and symbols that are essential elements of communication present in all cultures, gaining significant academic interest because they extend beyond traditional notions of language. These components likely evolved progressively, becoming more complex over time, and were probably established in prehistoric times, possibly before or concurrent with the early development of spoken language. At the same time, Vocal Communication with Nonvocal communication have a difference, mainly in degree rather than type. While signs, signals, symbols, and icons are generally considered visual, they can often be verbalized. Similarly, kinesics (body language) and proxemics (use of space) may include vocal elements, such as grunts or spoken words, that support primary nonverbal communication (Britannica, 2024). These vocalizations serve to enhance the nonverbal message.

Comics are frequently hilarious, digestible illustrated stories published in periodicals, newspapers, and other media (Setiawan, 2002, p. 22). Comics have various vary in each country. The post-World War II popular culture known as

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manga significantly impacted Japanese people's lives. "Until the mid-1990s, manga represented one of the most extensive forms of culture in post-war Japan," according to Sharon Kinsella (2000:3). It is pop culture and modern media. In Japanese, "manga" refers to all comic books, animated movies, comedic cartoons, and caricatures (Sugimoto, 2003, p. 249). This indicates that the term "manga" can have multiple connotations in the Japanese context, as shown above. However, in this subsection, "manga" will relate to what is defined as a comic book, which is also referred to as manga. Manga is often published in Japan in two formats: tankobon and zasshi. A collection of multiple serial stories or series written by various manga creators may be found in Zasshi magazine. Typically, a narrative is composed of fifteen to thirty-five pages. They range in price from 270 to 500 yen and are printed on colorless, recyclable paper (Chen, 1997, pp. 98-99). The term "tankobon" refers to manga books, which are collections of stories written by manga authors and initially published in serial form in manga magazines. For instance, the manga magazine Cookie previously serialized Yazawa Ai's Nana.

There is a study that related to comics named onomatopoeia. According to Harimurti Kridalaksana (1984:135), onomatopoeia is naming objects or actions by imitating sounds related to the object or action; examples include crowing, buzzing, roaring, roaring, chirping, and so on. Onomatopoeia is used when describing noises; "woof" is an example—a dog's bark. The sounds of machinery turning gears, an automobile's horn blaring, animals croaking or barking, and various other noises can all be described as onomatopoeia. The presence of onomatopoeia in literary

work can provide a sense to the reader so that the reader can better feel and imagine what the writer wants to convey to the reader.

Based on the preceding description, in this study used "Naruto" to examine onomatopoeic words as representations of sound and action. Shueisha released the manga on September 21, 1999. Masashi Kishimoto was the author of this comic. Uzumaki Naruto, Uchiha Sasuke, Haruno Sakura, Kakashi, Jiraiya are the manga's most well-known protagonists. They attend to the treasure and make Naruto the Hokage in Konohagakure. Example onomatopoeic words that used in this comic are: *RAAAWR, BAM, VWEEN*

Onomatopoeia analysis is important because it adds a new dimension to the reading or listening experience. These mimic sounds that are consistent with what they say. Understanding the nuances, feelings, or atmospheres present in a book or circumstance can be aided by onomatopoeia analysis. In addition to adding vividness and life to the language, onomatopoeia can increase the reader's or listener's sense of immersion in the tale or description. Thus, comprehending the application and results of onomatopoeia can aid in the readers understanding of creative expression and writing style in books and other written materials

1.2   The Problem of The Study

Based on the research background above, this study is conducted to answer the following questions:

1.   What are the types of onomatopoeia words found in *Naruto* manga?

2.   What is the meaning of onomatopoeia words found in the *Naruto* manga?

1.3   Objective of The Study

The following research aims are based on the aforementioned research problem:

1.   To find out the types of onomatopoeic words in the *Naruto* manga.

2.   To analyze the meaning of the onomatopoeia words contained in *Naruto* manga.

1.4   Limitation of The Study

This study concentrated on the various types of onomatopoeia based on Elizabeth's theory and analyzed the meaning according to Thomas's theory. this study used Connotative and Denotative to explain the process of how the word onomatopoeia appears in each scene in the comic. To support the study, this study concentrated on the situational context by Hassan Theory.
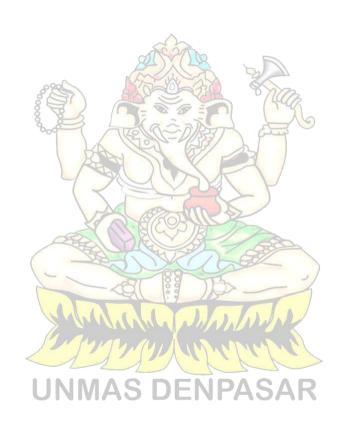
1.5   Significance of The Study

The theoretical and practical significance of this analysis can be summed up as follows.

1.5.1 Theoretical of Significance

The theoretical significance of this study, the researcher hopes that the findings of this study may be used as a resource for future language research, particularly for those interested in English onomatopoeic words. Additionally, the field of sound symbolism in linguistics as a whole may benefit from this work.

1.5.2   Practical of Significance

The practical significance of this study for specific purposes: this research is expected to provide useful contributions for people who use onomatopoeic words.

CHAPTER II

REVIEW OF RELATED LITERATURE, CONCEPTS, AND THEORIES

2.1   Review of Related Literature

Based on the observation, five similar studies related to this topic were found, whether from the articles or thesis. The first study is from the thesis entitled "Onomatopoeia Found In Superman The Doomsday Wars Comic, Written By Dan Jurgens" by Redi (2021). This research used a descriptive qualitative method to collect and present the data found in this research. Two things are considered for discussion in this research: first, the types of onomatopoeia words are found, and second, the situational context of the onomatopoeic words found in Superman's The Doomsday Wars Comic. The theories implemented in that research were based on theories developed by Elizabeth (2003) and the context of the situation proposed by Halliday (1989) as the main theory; according to the analysis in that research, that study discovered 48 data types of onomatopoeia. Compared to the research in this study, the topic is the same, which is onomatopoeia. This study also used manga (comics from Japan) as a data source. The result of this study was 37 data. On the other hand, this research used two main theories as a reference to support during the analysis process, which is the theory proposed by Elizabeth (2013) to analyze the types of onomatopoeia, Thomas (1995) to explain the meaning of onomatopoeia and Halliday (1989) for supporting theory to explain the context of situation. The method used in this research is descriptive qualitative.

Subsequently, proceed with a thesis entitled "Onomatopoeia Found in Justice League Comic written by Daniel Kibblesmith" proposed by Ardipa (2021). Collect and present the data that has been found in the data using descriptive qualitative method. The similarities between Ardipa's study and this study are from comic books' data sources. The genre and culture of each comic come from two different regions. Types of onomatopoeic words are one of the problems in Ardipa's research. In his research, Ardipa uses the same theory as this research proposed by Elizabeth (2013) entitled "What is Onomatopoeia." Ardipa's study also examines the context of the situation in Justice League Comic using the theory by Halliday and Hasan (1989); this is different from this study, which uses the theory from Thomas (1995), which discusses and emphasizes the meaning. The result of Ardipa's study shows that from 29 data on the Justice League Comic by Daniel Kibblesmith, the types of onomatopoeic mechanical most often occur with 13 data (44,8%). Compared to the research in this study, the topic is the same, which is onomatopoeia. This study also used manga (comics from Japan) as a data source. The result of this study was 37 data. On the other hand, this research used two main theories as a reference to support during the analysis process, which is the theory proposed by Elizabeth (2013) to analyze the types of onomatopoeia, Thomas (1995) to explain the meaning of onomatopoeia and Halliday (1989) for supporting theory to explain the context of situation. The method used in this research is descriptive qualitative.

On the other hand, Miarta (2023) proposed a study article entitled "Types of Onomatopoeia Found in Comic Jojo's Bizarre Adventure: Jojolion." A

descriptive qualitative method was used to analyze this study. The similarity between this study is in the data source, and both studies come from the same region and culture, Japan. In Miarta's study, the types of onomatopoeia in Jojo's Bizarre Adventure: Jojolion Comic are identified using Elizabeth's (2013) onomatopoeia theory, also used as a theory in this study. 50 onomatopoeic words from the comic book Jojo's Bizarre Adventure: With 31 data, or 62% of the total, Jojolion was the most prevalent form of fast motion, followed by fighting (8 data, or 16% of the total), mechanical (6 data, or 12%), food preparation and eating (4 data, or 8%), and animal (1 data, or 2%). Compared to the research in this study, the topic is the same, which is onomatopoeia. This study also used manga (comics from Japan) as a data source. The result of this study was 37 data. On the other hand, this research used two main theories as a reference to support during the analysis process, which is the theory proposed by Elizabeth (2013) to analyze the types of onomatopoeia, Thomas (1995) to explain the meaning of onomatopoeia and Halliday (1989) for supporting theory to explain the context of situation. The method used in this research is descriptive qualitative.

In addition, another study article was proposed by Prihadi (2021) entitled "An Analysis of Types of Onomatopoeia Words in Batman Beyond Comic." A descriptive qualitative approach was utilized in this study to provide the data in both a descriptive and qualitative way. This study used comics as a data source, but the origins were not from Japan but America. In Prihadi's study, only one problem was analyzed: the types of onomatopoeia used theory by Elizabeth (2013) used in this study. The types fighting onomatopoeia are most frequently used, with 26 data,

followed by mechanical onomatopoeia (17 data) and quick motion (12 data), from 56 data collected in the Batman Beyond Comic. Compared to the research in this study, the topic is the same, which is onomatopoeia. This study also used manga (comics from Japan) as a data source. The result of this study was 37 data. On the other hand, this research used two main theories as a reference to support during the analysis process, which is the theory proposed by Elizabeth (2013) to analyze the types of onomatopoeia, Thomas (1995) to explain the meaning of onomatopoeia and Halliday (1989) for supporting theory to explain the context of situation. The method used in this research is descriptive qualitative.

The most recent study, "Onomatopoeia Found in Shazam Comic," was done by Langus (2023). The descriptive qualitative method was used in Langus's study, and the theory of types of onomatopoeia was proposed by Bredin (1996). On the other hand, this study theory of types of onomatopoeia was proposed by Elizabeth (2013). The differences between both studies: Bredin's (1996) theory divides types of onomatopoeia into three parts, and Elizabeth's (2013) theory divides types of onomatopoeia into six parts of onomatopoeia. The data source used the Shazam comic from America, but the Naruto comic from Japan was used for this study. The result of Langus's study shows that 55 onomatopoeic. These onomatopoeic terms are broken down into three categories: direct onomatopoeia (28 data), associative onomatopoeia (14 data), and exemplary onomatopoeia (13 data). The difference between the Langus study and this study is that this study yielded 37 data points.

2.2   Concepts

Prior to moving further with any research, a few notions must be clarified. These are concepts of comic and onomatopoeia.

2.2.1 Onomatopoeia

Onomatopoeia means imitation of the sound or state of an object. There are some definitions of onomatopoeia; firstly, In Elizabeth's words, onomatopoeia (2013) Onomatopoeia is the creation or use of words that sound like the things or actions they represent or make reference to. Chaer (2002:44) defines onomatopoeia as a manufactured sound that imitates or represents the impression or sound of an object, situation, or action. Fukuda (2003:20) similarly asserted that onomatopoeia refers to the state, sound produced by an object, or sound associated with an action in a certain context. Onomatopoeic sound imitations originate from the vocalizations of live creatures, including animals, natural sounds, item sounds, and other ambient sounds. Onomatopoeia refers to the representation of sounds, activities, or events using words.

2.2.2   Comic

A comic is a pictorial story found in a single book, magazine, newspaper, or other printed medium (Sobur, 2004:137). Comics are hard to define, but they are easy to recognize. A comic is a collection of photographs with words added to explain and describe the images. Comics can also be defined as a series of images and words combined to create a story without sound. Comics have a unique vocabulary that can express any sound, commonly referred to as onomatopoeia.

Comics are another form of visual expression of our thoughts, emotions, or imagination that uses text to explain the images in succession.

2.2.3 Manga

Manga refers to Japanese-published comics. The word is made up of the two letters man, which means "whimsical," and ga, which means "pictures." Manga can be utilized for education, even though fun manga is translated and published most frequently in the United States. Manga is not thought of as something that is only for children, in contrast to how American comics are sometimes seen. Manga is released in Japan in tank-bon volumes after being published in manga magazines like Shonen Jump or Shojo Beat, numerous chapters at a time. These tank-bon volumes are the ones you would find in your neighborhood library or bookshop in the US. Manga is often printed in black and white due to the cost; however, occasionally, there are special editions that include chapters in full color.

2.3 Theories

The theory used in this study is divided into two. Those theories are proposed by Elizabeth (2013) and utilized to evaluate the various onomatopoeic word varieties and meaning theories put forth by Thomas (1995). Halliday and Hasan (1989) also analyze the context of situations found in the "Naruto" comic.

2.3.1 Onomatopoeia

Elizabeth (2013) defines onomatopoeia as the development or use of words that have the same sound as the objects or acts they are used to describe or allude to. It is, therefore, a rhetorical device, which is a language strategy or device intended to elicit a response from the reader. Onomatopoeia is neither the same as

cacophony, which is the purposeful use of harsh sound for effect, or euphony, which is the use of harmonic sound for impact. However, depending on the object or activity being imitated, onomatopoeia may fall into either of those categories.

2.3.1.1 Types of Onomatopoeia

The types of onomatopoeia according to Elizabeth (2013) onomatopoeic words there are six types, as below:

1. Mechanical

A sizable portion of the popular words in this group appear to be machine noises. Clack, clunk, whirr, click, buzz, beep, clatter, and clink are a few examples. The first sound of many of these words is "cl.".

2. Fast Motion

Words that imply speed seem to start with the letters "s" or "z" more often than not. Examples of sounds include booing, varoom/vroom, whoosh, swish, swoosh, zap, zing, zip, and zoom.

3. Musical

Certain terms in this category are connected to particular musical instruments, such as the plunk sound on a keyboard, the oompah sound on a tuba, or the twang of a banjo or guitar. Some mimic metallic sounds, such as ting, ding, ring, ping, clang, bong, brrrring, jingle, and jangle; they frequently finish in ng. Some sound very much like wind instruments, such as blare, honk, and toot; others have a percussion-like quality, such as rap, tap, boom, rattle, and plunk. Without an instrument, a musician may clap or hum.

4. Food Preparation and Eating

Food may sizzle or crackle when cooking, and oil may spatter. Drinks may splash, kerplunk, or overflow when they are poured, but ideally, they won't leak. Soft drinks will most likely fizz when we open them. People usually nibble, munch, gobble, and crunch when it's time to eat.

5. Fighting

Onomatopoeic action words are those that appear in comic book scenarios. These include phrases like "pow," "bif," "bam," "whom," "thump," "smashed," "zowie," "bang," and "wham.".

6. Animal

Animal noises are complex, even in English, but it's vital for people to know that, despite popular belief, there are regional variations in the vocabulary terms used to describe various animal sounds. Not everywhere in the world do ducks quack, and not all sheep make the sound of baa.

2.3.2 Meaning

Thomas (1995: 2) states that there are two different types of meaning. The two levels of signals that Thomas developed in his theory are the levels of Abstract Meaning and Contextual Meaning.

2.3.2.1 Abstract Meaning

"Abstract meaning is concerned with what a word, phrase, sentence, etc. Could mean (for example, the dictionary meanings of words or phrases)." (Thomas, 1995). This means that every word that occurs in the dictionary is considered an abstract meaning. Example: "grab" According to the online Oxford dictionary grab is to take or hold somebody/something with your hand suddenly or roughly.

2.3.2.2 Contextual Meaning

According to Thomas (1995), "contextual meaning, also called utterance meaning by assigning sense and or reference to a word, phrase or sentence. The third level of meaning is reached when we consider the speaker's intention, known as the force of an utterance. Example: "We" refers to an action from the character in the comic giving ultimate bomb skill to the enemy.

2.3.3 Context of Situation

The setting, period, and location in which the discussion is held, as well as the interactions between the participants, are all regarded as the situation's context. This problem has traditionally been addressed through the idea of register, which divides language into three main categories: field, tenor, and mode (Halliday and Hasan 1989: 14), helping to elucidate the relationship between language and context.

1. The term "field" describes the type of social action that is occurring, i.e., the activities that the participants are involved in, where language plays some crucial role.

2. The tenor describes the nature of the participants, their responsibilities, and their statuses.

3. The term "mode" describes the role that language is playing and what the participants hope the language will accomplish for them in that particular circumstance.

For example, text (from the Woolwich Bishop's radio speech). Thus, the Christian needs to consider atheism carefully in order to be able to respond to it as well as to

maintain his own faith in the middle of the twentieth century. In light of this, I would like you to familiarise yourself with the three central tenets of contemporary atheism. The three forms of atheism are not very numerous. These are not so much three forms of atheism, each of which exists in varied degrees in any representative type, as they are the reasons why man has inferred these sorts of atheism, especially in the last century, to question the God of their upbringing 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 and Hassan 1989:15). Field: maintenance of a standardized system of beliefs; religion (Christianity), and the member's 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.