

CHAPTER I

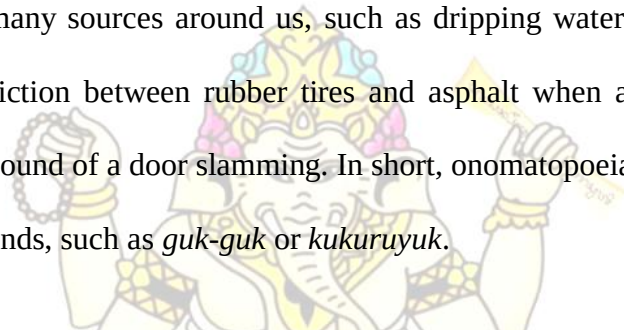
INTRODUCTION

1.1 Background of the Study

The true value of general linguistics lies in its ability to uncover the universal blueprints of human communication; by looking beyond the boundaries of a single tongue, we can better understand the fundamental structures, such as phonology and syntax, that connect all people regardless of their specific language. According to Mulliastuti (2014), linguistics encompasses the study of language as a whole, not just a specific language. Hence, general linguistics is another name for this field of study. But Chaer (in Muliastuti, 2014) argues that linguistics may be classified into general and particular branches depending on the scope of the study. As a general rule, when people talk about "special linguistics," they indicate that they study just one language. However, of course what is discussed in this article is general linguistics. That is, linguistics is the study of linguistics in general without focusing on one language only (languages). Part of linguistic is phonology, morphology, semantic, syntax.

Linguistics includes phonology. In phonology, a subfield of linguistics, the distribution and patterns of speech sounds are studied. For this phrase, the adjective "phonological" is appropriate. A phonologist is a type of linguist who focuses on phonetics. One way to pronounce the term is "fah-ZERO-ah-gee." The word's origin is in the Greek for "voice" or "voice." As Ken Lodge notes in "Basic Concepts in Phonology," the field "is about the differences in meaning marked by sound."

Because phonology studies how a language organizes its sound system, it naturally encompasses the study of sound-imitative words. Therefore, onomatopoeia is fundamentally situated within the realm of phonological study, serving as a prime example of where phonetic raw sounds intersect with a language's structural sound patterns. According to Chaer (2009), onomatopoeia is defined as a word that imitates the auditory impression of an object, condition, or action. These sounds can come from many sources around us, such as dripping water, blowing wind, animal noises, friction between rubber tires and asphalt when a vehicle brakes suddenly, or the sound of a door slamming. In short, onomatopoeia refers to words that represent sounds, such as *guk-guk* or *kukuruyuk*.



Onomatopoeia is not limited to the English language. Even though people around the world hear the same sounds, different cultures represent those sounds in different ways. This phenomenon is known as cross-cultural variation. For instance, the sound of a car horn is written as “*tin-tin*” or “*tit-tit*” in Indonesian, “*ba-ba*” in Mandarin, “*tut-tut*” in French, “*fom-fom*” in Portuguese, “*pu-pu*” in Japanese, “*bim-bim*” in Vietnamese, and “*bbang-bbang*” in Korean. This diversity shows how a single sound can be symbolized in many different ways across languages and cultures. Many onomatopoeic words have become standardized so that people can easily recognize the sounds they represent. For example, the word “*Kaboom!*” is widely understood to symbolize a loud explosion, such as a bomb detonating. When we try to write down the sounds we hear in everyday life, we are essentially creating onomatopoeia. This device is commonly found in comic books, where sound effects help bring scenes to life. Words that function as onomatopoeia generally do not

have literal meanings; instead, they exist purely to imitate sounds. Their purpose is to help describe a situation more vividly, allowing readers or listeners to imagine the sound and feel as if they can hear it.

Comics are a kind of visual storytelling that often include text and other graphic elements to convey ideas. Usually, it is arranged as a series of picture panels. You may convey a lot of information with textual elements like onomatopoeia, speech balloons, subtitles, and narration. The definition of comics encompasses a multifaceted synergy of visual design, sequential storytelling, and mass-produced narrative traditions. Each of these elements, from the textual placement of onomatopoeia to the sequence of the panels, contributes to a unified system of communication that characterizes the medium. The majority of comic book graphics are created by cartooning or other kinds of illustration; nevertheless, *fumetti* is a kind that makes use of photographic photographs. Comic novels, editorial cartoons, and joke cartoons are some of the most common kinds. Bound volumes like graphic novels, comic albums, and *tankōbon* have grown in popularity since the late 20th century, while webcomics have exploded in the 21st century.

The researcher is motivated to conduct this study because onomatopoeia represents a unique intersection of visual art and language. While the presence of sound effects is a staple of the medium, the specific ways these linguistic forms function to enhance narrative depth and character action require deeper academic exploration. Besides that, Onomatopoeia in Star Wars comics is important to explain because it is an element of language that imitates the natural sound of an

object, event or living creature, thereby helping the reader or listener imagine the atmosphere in a more lively and real way. The use of onomatopoeia can strengthen meaning, increase imagination, and make literary works such as poetry, short stories and comics more expressive and interesting. By understanding onomatopoeia, readers can also more easily capture the emotions and context that the writer wants to convey, so that the message in the text can be received more clearly and effectively.

1.2 Problems of the Study

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

1. What are the types of onomatopoeic words found in comic entitle *Star Wars: Bounty Hunters*?
2. What is the meaning of onomatopoeic words found in comic entitle *Star Wars: Bounty Hunters*?

1.3 Objectives of the Study

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

1. To describe the types of onomatopoeic words found in comic entitle *Star Wars: Bounty Hunters*.
2. To analyze the meaning of those onomatopoeic words found in entitle *Star Wars: Bounty Hunters*.

1.4 Limitation of the Study

The researcher limited the data collection in this study starting from the first episode of the comic titled Star Wars: Bounty Hunters to the fifth episode of the comic entitled Star Wars: Bounty Hunters. And the researcher focused on analysing the types of onomatopoeia and the meaning of onomatopoeia contained in the comic titled Star Wars: Bounty Hunters.

1.5 Significance of the study

Findings of this research were intended to give academic and practical contributions.

1.5.1 Theoretical significance

Academically this research aims to give information about types of onomatopoeia and its meaning.

1.5.2 Practical Significance

Students and other researchers would find this study beneficial in the real world. We hope that at the end of this unit, students will have a better grasp of the onomatopoeic system and theory as it pertains to comic book material in particular. Second, this study may be used by professors to teach phonological systems in humorous context; specifically, they can go thoroughly into the topic of onomatopoeia. Researchers in the field of onomatopoeic theory and system may find this study useful for referencing their own work.

CHAPTER II

REVIEW OF RELATED LITERATURE, CONCEPTS, AND THEORIES

This study focuses on the analysis of onomatopoeic words in a comic titled *Star Wars: Bounty Hunters*. After reading other studies on onomatopoeia, the researcher found several previous studies that were relevant to this study.

2.1 Review of Related Literature

This research takes reference from the previous finding of the research, such as; The first thesis research entitled “An analysis Of Onomatopoeia In Wonder Woman Comic” written by Haheni (2021) a student of Universitas maha Saraswati Denpasar. In her thesis, the researcher has two objective of the study which are to find out the types of the onomatopoeia words are used in the comic wonder woman and to discribe the meaning of onomatopoeia words in the comic Wonder Woman in looking for the type and meaning of onomatopoeia obtained from the *Wonder Woman comic*, the researcher uses the theory from Elizabeth (2013) and Thomas (1995). This study is divided into two parts. To begin, this study used Bredin's (1996) theory to categorize the many forms of onomatopoeia, whereas Maheni relied on Elizabeth's primary theory for that purpose. Also, this study employed the *Star Wars: Bounty Hunters* comic book as its data source, whereas Maheni's study used the Wonder Woman comic book.

The second thesis research entitled “Onomatopoeia Found In The Comic Batman Beyond By Beechan” written by Prihadi (2021) a student of Universitas Maha Saraswati Denpasar. In Using the theories put forth by Elizabeth (2013) and

Halliday and Hasan (1989), the researcher aims to accomplish two goals in his thesis: first, to catalog the various kinds of onomatopoeic words used in *Batman: Beyond Comic*; and second, to ascertain the context in which these words are used. This study is divided into three parts. The first difference is that this study employs Bredin's theory to categorize onomatopoeia, whereas Prihadi relied on Elizabeth's primary theory (1996). Second, the second objective of the study is different, with is to determine the context of situation of the onomatopoeia word found in *Beyond Comic*. Last, the data source that used from Prihadi study is comic entitle *Batman Beyond* by Beechan, while this study used comic *STAR WARS : Bounty Hunters*.

The third, 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 Stars Wars : Bounty Hunters. 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.

The fourth, This research takes references from previous research findings, such as; The research article is entitled "Form and Contextual Meaning of Onomatopoeia in the Webtoon 'Who's Mr. President?'" by S.M.S., written by Ananda. A researcher in the Indonesian Literature Study Program, Faculty of Cultural Sciences, Mulawarman University. The article aims to analyze the form, meaning, and function of onomatopoeia in the webtoon 'Who's Mr. President?' by S.M.S. This study uses a qualitative approach. Data were taken from the webtoon, and the data source came from the 68-episode webtoon 'Who's Mr. President?' by S.M.S. The data collection method used was library research and documentation. The researcher used the matching and distribution method to analyze the form, meaning, and function of onomatopoeia. This article uses the theory of (Chaer, 2009). Furthermore, according to Kridalaksana (2023), to determine the type of onomatopoeia, Pateda's theory (2010) was used to determine the meaning.

Finally, This research draws on previous research findings, such as the research article entitled "ONOMATOPEISM IN DIGITAL COMICS "MILES MORALES: SPIDER-MAN 2019" written by Julinafta. This research examines the form and meaning of onomatopoeia in the digital comic "Miles Morales: Spider-Man 2019." The method used is descriptive qualitative to describe meaning based on the relevance of the onomatopoeic form and the image, which are believed to be interdependent. The theory of idea relevance of Sperber and Wilson (1986) is

utilized to understand meaning based on the relevance between the onomatopoeia and the image on the panel. Meanwhile, the classification of onomatopoeic forms is based on the theory of Wijana (2008) and Thomas and Clara (2004). The results of the study show that meaning is understood based on the correlation between the image and the onomatopoeia itself. Onomatopoeia can be constructed from one syllable (monosyllabic), two syllables (bisyllabic), or more than two syllables (multisyllabic).

2.2 Concepts

This section explained about important terms from comics, onomatopoeia. The concepts in this research analysis are taken from various sources, as follows:

2.2.1 Comics

According to McCloud (1993) who argues about comics, "comics are juxtaposed images and other symbols (adjacent or next to each other) in a certain order, which aims to provide information or to achieve an aesthetic response from the readers.

Comics are also known as picture literature. Comics are a form of visual communication that is useful for conveying information and has the advantage of being easy to understand. There is a collaboration between images and text arranged in such a way to form an interesting storyline.

2.2.2 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.

2.3 Theories

In order to find out the classify and the meaning of onomatopoeia word that will be found in in comic entitle *Star Wars: Bounty Hunters*, the researcher will use two theories as the main theory. The first theory by Bredin's (1996) who divides onomatopoeia into three types and the second theory by Thomas (1995) about abstract and contextual meaning in the book title "Meaning in Interaction".

2.3.1 Type of Onomatopoeia

Onomatopoeia can be divided into the sounds that they refer or they reflect. Bredin in Dofs (2008: 4) divides onomatopoeia become three types, they are;

1. Direct Onomatopoeia

Direct Onomatopoeia can be defined as an imitation of real sound of thing. The easy way to recognize Direct Onomatopoeia word is when having a different perception about onomatopoeia word with another people. Examples, sound of knocking door can be knock-knock, tok-tok, duk-duk, etc. Other examples are: boom, splash, toss, crack, duarr, bang, etc. This type is always used by the author in every comic genre, but frequency find in action genres.

2. Associative Onomatopoeia

Associative Onomatopoeia is representation of sound that associated by a group of people. Most of Associative Onomatopoeia represents animal sound or another associated sound. Examples: cuckoo (and other birds), bubble, whip, scratch, splatter, cackle, cough, whisper. This type is rarely found in superhero or another action genre but sometime used in comic that talk about animal or scientific fiction.

3. Exemplary Onomatopoeia

Exemplary Onomatopoeia is form of word that imitates a real sound based on the physical work or the quantity of the sound it represents. Examples: nimble, dart, slothful, sluggish, mumble. This type is difficult to find in every single genre of comic but usually used in sport comic and the author also rarely used this type in their comic.

2.3.2 Types of Meaning

Pragmatics is a branch of linguistics that studies the relationship between context of language and the meaning of speech. According to Thomas (1995) pragmatic is related to abstract and contextual meaning.

1. Abstract Meaning

Thomas (1995:2) state abstract meaning is related to the meaning of a word, phrase, or sentence in the dictionary. Onomatopoeia words have many synonyms, such as Ch-boom and Skaabooooom which have meaning the sound of explosion. Onomatopoeia also has multi meaning such as crack which has some meaning as thing cracking or someone is being punch.

2. Contextual Meaning

Contextual meaning is the meaning of word in particular situations and certainly in several kind of context. It would be a reason, justification, assumption, explanation, or other function of the context. The context of sound may often provide enough clues to comprehension. Moreover, that onomatopoeia words are considered as symbolic language, therefore, the meaning depends on the context in which it is used. Thomas (1995:4) state that the words actually meant on the occasion in question could only be determined in context. Its means contextual meaning are often interpreted as meaning that appears supported the context. Contextual meaning can arise because of the situation, place, environment, and time.

