

# CHAPTER I INTRODUCTION

## 1.1 Background of the study

Humans need to learn language to convey intentions or opinions to other people or society and by using language, humans can tell and share their experiences with others and tell some events briefly and can learn important things from these events to be better in the future. With language we can express what we think and feel when communicating. Language is also a collection of words where each word has an abstract meaning and a relationship with a concept. According to Hariyanto (2017), apart from being a tool for communicating, language is usually used to express emotions, thoughts, ideas, feelings, or even a person's reaction to certain situations that occur in his life. Language can represent the implied and explicit feelings and thoughts brought by the community (Hariyanto, 2017).

To understand and learn the language, people not only learn how the word is formed and where it comes from but also learn the meaning contained in the language. The scientific study of language in every sense is called Linguistics . Linguistics, has brought to the subject semantics a certain level of analysis combined with the view of the study of meaning as an integrated component in the total theory of how language works. When we learn about linguistics, we will know about semantics which studies about meaning. In English, we know that meaning has an important position to learn because it will influence someone to understand the meaning of the speaker or the extent to which information can be received by the listener.

According to Lyons (cites in Maulana and Laila, 2017), semantics is a branch of linguistics that studies meaning. Semantics pay attention to how meaning is communicated by speakers and interpreted by listeners. In addition, semantics focuses on the internal meaning of words, phrases, or even sentences. So by doing semantic analysis, one can focus on the internal meaning of words and sentences.

One of the languages that are glorified or become the language of the world is English and also through English has one of the most important elements in education to develop human resources. It is hoped that it can make people aware of the future where English will be used in all fields, even now English can be found easily anywhere and anytime.

In English, there four skill that should be well mastered by those who are interested in learning English, they are Listening, Reading, Speaking, Writing. The four elements are mutually supportive and have a relationship each other. The ability to speak English well and correctly it will greatly help us to communications with everyone. And in our country Indonesian has learned English from Elementary School to University level.

Did we know that language is not only words and sentences but also sounds that sometimes do not have a specific meaning, such as the sound of a telephone "ring-ring" or the sound of a horn "toot! Toot !. " In addition, there are also animal sounds, for example the sound of a dog's "woof", or a cat's "meow", and others belonging to animals. and from the sound or sound is called onomatopoeia. Onomatopoeia are imitations of natural sounds that are formed into words. Onomatopoeia is a one of types of figurative language, where figurative language

is the language the writer uses to express the meaning of the word, usually figurative language with different effects on the reader, and in figurative language at the command of the reader. The concept of onomatopoeia is sometimes difficult to implement without examples, because examples make it easier for readers to understand the word onomatopoeia. This helps the reader to illustrate the sound of the words keywords.

Bredin in Dofs (2008: 4) defines Onomatopoeia as a form of found that is named based on its object in accordance with the natural sounds produced. Based on the journal Bredin Onomatopoeia is the name of a relationship between the sound of a word and something else, there are different views of both terms regarding the nature of the relationship itself. And onomatopoeia words are usually found in poetry, comics, or novels. and for this research, researcher use comics in their research. Figurative meaning and semantics also has a great relationship because without knowing the meaning of the word, even the connotative meaning, is difficult to understand the figurative meaning. Of course the meaning of the expression will be odd or can not be understood. Therefore, figuratively language becomes important in learning vocabulary

Comics are story books that use images, which have text to describe the intent of the comic creator. In these comic stories, the writer often uses the words onomatopoeia to express the feelings of the character. Many people, especially in the US, equate comic books with the superhero genre or think of them as kids. Bennett (2009: 1) states that comics are safe genres but are media expressions such as films and processes that can express our ideas, feelings, and emotions in any genre. Comics are also known as sequential art at least which has a definition

as a series of two pictures telling a story. Sequential art is a creative expression, different disciplines, arts and literature that relates to the arrangement of images or pictures and words to tell a story dramatizing an idea.

In comics, Onomatopoeia is use in a Figurative Language, because in comic There are many types of figurative words and also these types of sentences that we often encounter in everyday life without us knowing it. The Researcher use the comic toy story `` The Return of Buzz Lightyear " in this research. Who doesn't know the toy story, where the toy story film has been recognized all over the world, even from children to adults who have watched this film, now the writer of this film also raised this film into a comic, where in the comic the author makes it almost very similar to the film.

Studying onomatopoeia has its own importance, because in onomatopoeia there are words that do not have a clear meaning but have a certain meaning, that's what makes the writer more interested in conducting research on onomatopoeia and also the word onomatopoeia is not widely known by people in general even though Onomatopoeia said that we often hear for example the sound of a pen falling, a chicken, a car driving, etc. In conducting this research, the researcher is more enthusiastic because research on onomatopoeia is very rarely found in my department. and also the word onomatopoeia in the comic makes the reader feel or appreciate the story, plus there are interesting pictures in the comic. and the reason that is no less important is that comics have become a part of reading that is in great demand by the world community from children to parents and parents really like reading comics and also the language used in comics is easily captured by readers.

Based on the reasons above, it motivated the researcher to conduct a study entitled “ **An Analysis of Onomatopoeia word In Comic Toy Story “ The Return of Buzz Lightyear”**”.

### **1.2 The Problem of the Study**

Based on the background of the research, the question that will be discussed is:

1. What types of Onomatopoeia word used in Comic Toy Story ‘The Return of Buzz Lightyear’?
2. What is the dominant type of Onomatopoeia word used in Comic Toy Story ‘The Return of Buzz Lightyear’?
3. What is the equivalence of Onomatopoeia word used in Comic Toy Story ‘The Return of Buzz Lightyear’ In Indonesian?

### **1.3 The Objective of the Study**

Based on research question, the objectives of the research is :

1. To find out the kinds of onomatopoeia word used In Comic Toy Story ‘The Return of Buzz Lightyear’.
2. To find out the equivalence of anomatopoeia word used in Comic Toy Story ‘The Return of Buzz Lightyear’ in Indonesian.
3. To find out the most dominant one of types of onomatopoeia word used in Comic Toy Story ‘The Return of Buzz Lightyear’.

#### **1.4 The Scope of the study**

In this study, researcher will focus on the word onomatopoeia contained in The Comic Toy Story 'The Return Of Buzz Lightyear', the researcher will use Bredin's theory which divide onomatopoeia into three parts, namely; a) direct onomatopoeia, b) associative onomatopoeia, and c) exemplary onomatopoeia ". The researcher only use three parts in Comic Toy Story 'The Return of Buzz Lightyear' because these chapters have many onomatopoeia words.

#### **1.5 Significances of the Study**

Researcher hopes that through this onomatopoeia research can be of benefit to herself and to readers in general. This research is expected to be a source of information about onomatopoeia and comics.

##### **1. Theoretically**

- a This study aims to enrich our understanding of specific languages, especially the word onomatopoeia.
- b. This research can also contribute to the enlargement of onomatopoeia and also provide more information and knowledge about onomatopoeic words to the reader.
- c. This research is expected to enrich language learning,reading readers in learning, an become a reference for further researchers analyzing onomatopoeia.

##### **2. Practically**

- a Research is expected to provide a useful contribution to society in using onomatopoeic words for specific purposes, such as writing slang phrases or expressions, even in general terms.

- b. This research is expected to inform the public that learning English can be done by reading comics.
- c. This onomatopoeia research focuses on semantic categorization only, so it is asked other researcher who are interested in studying onomatopoeia words to take another approach in analyzing onomatopoeia words.

## **CHAPTER II LITERATURE REVIEW**

### **2.1 Theoretical Framework**

In this chapter, the researcher will present previous findings regarding Linguistic, semantic, figurative language, types of figurative language, onomatopoeic words, types of onomatopoeic words, as well as ideas related to comics, some comic genres. The researcher also described the Toy Story comic "The Return of Buzz Lightyear".

### **2.2 Linguistic**

In The New Oxford Dictionary of English (2003) linguistics is defined as follows: "The scientific study of language and its structure, including the study of grammar, syntax, and phonetics. Specialized branches of linguistics include sociolinguistics, dialectology, psycholinguistics, computational linguistics, comparative linguistics, and structural linguistics. and also in the book Telaah Linguistik untuk guru Bahasa Kuntarto, E., (2017) Linguistic Studies for Language Teachers it is said that Linguistics is the study of 'natural language'. This usually includes the study of the structure of language (grammar), the study of meaning (semantics) and the social function of language (sociolinguistics). In recent years it has become a popular subject to study.

Linguistics is a science that takes language as its object of study (Chaer, 2007). It is further explained that the learning of scientific language under the name Linguistics only began at the end of the nineteenth century. Nowadays, the



development of linguistics is very rapid. Other aspects related to the field of language studies are also developing. The study of language does not only cover one aspect, but has expanded to aspects outside of language related to the use of language and human life. The branch of linguistics can be divided into phonology, morphology, syntax, and semantics. and from some of the opinions above it can be concluded briefly that linguistics is a study that discusses language and is growing after being combined with several other studies.

### **2.3 Semantic**

According to Griffiths (2006: 1), semantics is one of the two main branches of linguistic studies. Basically, it is the study of meaning. He defined semantics as the study of word meanings and sentence meanings; different from pragmatics which relates language and context. In line with Griffiths, Borg (2006: 19) states that the semantic theory is interested in the meaning of the sentence and not the meaning of the speaker. Adisutrisno (2008:1) states that semantics is the study of meaning in language. That is, semantic studies must include the concept of words, sentences, and utterances. Also, another definition of semantics put forward by Saeed (2009), semantics is the study of meaning communicated through language and semantics is the study of the meaning of words and sentences. Therefore, in semantics the meaning of the word must be understood well, for example, if we do not know the words in the sentence (or words) what they mean, namely what is considered equivalent to the language in question. Thus, based on the above definition, it can be concluded that semantics is the study of meaning in language which includes words, phrases, sentences, and utterances.

## **2.4 Figurative Language**

Keraf (2010) states that figurative language is a way of expression thoughts through language. This usually shows passion and the author's personality. The use of figurative language in a sentence often has a certain effect. But the most important thing is that figurative language has an influence on the meaning to be conveyed. Another linguist, Tarigan (2013) said that "figurative language is a use of beautiful words to give effect by comparing one thing with another object that is more common". The special effects of the figurative language is used to give the emotion to the audience of the content using figurative language and Tajali (2003) also said that "its purpose is to serve three elements of clarity, force and beauty in the language.

According to Gibbs (2001) in the book *Figurative Language Comprehension Social and Cultural Influences*, "cultural background is one of the many factors likely to affect the actual manner in which the template is filled and a particular interpretation is selected". From the expert definitions above, it can be concluded that figurative language is saying something in different way to produce beautiful effect that affects the interlocutor's emotion in receiving the message of communication.

### **2.4.1 Kind of Figurative Language**

According to Keraf (2010), there are many types of figurative language such as :

#### **a. Metaphor**

A metaphor compares two unlike things. "My baby sister's a doll," you might say, compares your sister's size and sweetness to that of the perfection of a

doll. At another time you might say, "My brother is a rat." This compares your brother to the nastiest little creature you can think of. In both cases you would be making a metaphor- a form of comparison that directly compares two unlike things. A metaphor wastes no time in getting to the point.

b. Simile

If you said, "My sister is like a doll," or maybe, "My brother's good as gold," you would be making a simile - a form of comparison in which one thing is compared to another unlike thing by using specific words of comparison like like, as, and resembles. Poets try to find unusual metaphors and similes.

c. Symbol

A thing (could be an object, person, situation, or action) which is stand for something else more abstract, for examples, A chain can symbolize the coming together of two things, Black is used to represent death or evil, Time is money: This is symbolic because it warns you that when you spend your time, you are giving up the opportunity to be doing something else with that time (just as when you spend your money, you give up your chance to do something else with the money). Further, like money, time is not infinite.

d. Personification

Speaking of something that is not human as if it had human abilities and human reactions, for examples, "The stars danced playfully in the moonlit sky".

e. Apostrophe

A figure of speech which is someone absent or dead or something nonhuman is addressed as if it were alive and present. Example: Juliet can also be heard addressing to a dagger, "O, happy dagger! This is thy sheath. Thus let me

rust and die.” Note that she uses “O” before the inanimate object, a conventional way of starting an apostrophe to denote that the character or speaker is talking to someone or something that is not really present or real.

f. Synecdoche

A figure of speech which mentions a part of something to suggest the whole, for example, “The White House” can refer to statements made by individuals within the United States government.

g. Metonymy

The use of something closely related for the thing actually meant. “The pen is mightier than the sword.” Pen refers to written words, and sword to a weapon but in this condition pen more powerful because If a sword can only stab one person, in contrast to a word written from a pen can kill or stab a hundred or even thousands more people with more cruelty through knowledge and thought.

h. Paradox

A statement or situation containing apparently contradictory incompatible elements, but not closer inspection may be true, for example, Hamlet by William Shakespeare “I must be cruel to be kind.” This announcement does not seem to make sense. How can an individual treat others kindly even when he is cruel? However, Hamlet is talking about his mother, and how he intends to kill Claudius to avenge his father’s death.

i. Hyperbole

A great exaggeration used to emphasize a point, and is used for expressive or comic effect. A hyperbole is not to be taken literally, for example, His classmates laughed at him, saying he had a pea-sized brain.

j. Understatement

An understatement is a figurative language employed by writers or speakers to intentionally make a situation seem less important than it really is, for example, "He is not too thin" Describing an obese person, "It was O.K." Said by the student who got the highest score on the test.

k. Irony

Verbal irony is a figure of speech when an expression used in the opposite of the thought in the speaker's mind, thus conveying a meaning that contradicts the literal definition. Dramatic irony is a literary or theatrical device of having a character utter word which the reader or audience understands to have a different meaning. Irony of situation is when a situation occurs which is quite the reverse of what one might have expected. Example: "The name of Britain's biggest dog was Tiny."

l. Alliteration

Alliteration is the repetition of a single letter in the alphabet (as in "Peter Piper picked a peck of pickle peppers.") or a combination of letters (as in "She sells seashells by the seashore."). It's just about the easiest form of repetition a poet can use.

m. Oxymoron

A figure of speech in which incongruous or contradictory term appear side by side, for example, "All the politicians agreed to disagree."

n. Allusion

A reference in a literary work to a person, place, thing in history, or another work of literature, for example, This ceremony reminds me of the proclamation of independence in 1945.

o. Onomatopoeia

In its simplest form, onomatopoeia is produced by a single word that sounds like the thing it refers to: "Six burgers were sizzling on the grill." "A snake slithered through the grass."

p. Antanaclasis

Figure of speech containing repeats the same word with different meanings, for example, Jay Z said "I'm not a businessman, I'm a business, man!".

q. Repetition

Looping figure of speech the word - the word for emphasis, for example, "If you think you can do it, you can do it."

r. Parallelism

Looping figure of speech as well as repetition, arranged in different rows, for example, Like father, like son.

s. Tautology

Figure of speech that describes something using the word - the word the same meaning (synonyms) to reinforce the meaning, for example, In Hamlet by William ShakespearPolonious: "What do you read, my lord?" Hamlet: "Words, words, words."

t. Litotes

Figure of speech which is used to shrink the reality for the purpose of humbling. Example: Come into my shack (Though large and luxurious house), for example, In a lyrics of Pink Floyd – Another Brick In The Wall "We don't need no education."

u. Para Rhyme

Repetition of initial and final consonant in the word or parts of different words, for example, “Night/Knight”, “Laughed/Loft”, Black/Block.

## **2.5 Onomatopoeia**

### **2.5.1 Definition of Onomatopoeia**

Sugahara (2010: 1) has a notion that onomatopoeia is a special language expression because its phonological form appears to be more directly associated with its meaning. It is different from Sugahara, Seyyedi (2013: 1) has a notion that onomatopoeia, the imitative making of words from natural sounds, is a common phenomenon found in all languages of the world. Onomatopoeia is the representation or imitation in language of sounds from the natural world, rendered according to a language’s phonetic inventory, phonological rules, and socio-historical practices (Guynes, 2014). Bredin in Dofs (2008: 4) also says that onomatopoeia is a form of auditory icon sign, a name for an object which is made from an imitation of the sound it produces. In the other hand, the researcher also opines that onomatopoeia word is about human expression to make the words they produce or express easy to be understood and to be remembered. The speaker use onomatopoeia to make their conversation or their speech more interesting, so does the writer especially the comic author. Jorden in Martin (2002: 54) says that onomatopoeia are often used to express an impression in a personal, emotional manner, and used not only in comic or writing but also in conversation. Onomatopoeia is an expression of the speaker that explains a sound with words.

Laing (2014:48) stated that onomatopoeia is derivative of sound symbolism or mimetic that drawing from the phonetic properties of a word to represent the synesthetic features of the object or state that it describes. Rungrojsuwan (2009:254) shortly stated that onomatopoeia is a group of words used to designate sounds in nature. The researcher uses this Onomatopoeia as an explanation of the sound in comic. It is also used to make the comic more life, interesting and fun to be read by the comic lovers. Based on the experts' opinion above, the researcher concludes that onomatopoeia is an imitation of the real sound that forms into word. Onomatopoeia also is a special language or expression with its phonological form. It also can be from the natural situation or situation that makes by people itself. Onomatopoeia usually used in comic books or any picture book to explain the sound in that comic.

### **2.5.2 Types 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 you have 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 find 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.

According to Simpson in Zubbaidi (2014:148) states that there are two types of onomatopoeia as follows:

#### 1. Lexical Onomatopoeia

It draws upon recognized words in the language system and it can be found in dictionary, words like *crack*, *crash*, and *ring* whose pronunciation enacts symbolically their referents outside language. For example *ring* in OED is defined as „a telephone produces a series of resonant or vibrating sounds to sign incoming call. It can be considered that *ring* is lexical onomatopoeia because it has meaning and it can be found in dictionary.

#### 2. Non-Lexical Onomatopoeia

By contrast, it refers to clusters of sound which echo the world in a more unmediated way, without the intercession of linguistic structure, such as signified scene of hitting is represented as *kroww* and *kromp*, both cannot be found in any

dictionary but they have sound symbolism as hitting so it can be considered that they are non-lexical onomatopoeia.

### **2.5.2 Function of Onomatopoeia**

As far as this study was focused on onomatopoeia, it would be helpful for knowing the functions of onomatopoeia. Onomatopoeias are not merely “playthings” which children learn in kindergarten, even adults do use a lot of onomatopoeias, with or without noticing it. As a matter of fact, languages such as Japanese rely a great deal on onomatopoeias to describe actions (Thomas & Clara, 2013:18). When onomatopoeias are used, there are four main functions:

- a. To enrich the contents of the material, by giving more vivid description of the environment;
- b. To increase the degree of musicality, since onomatopoeias are words that imitate natural sounds;
- c. To deepen the impression of readers towards the message, because onomatopoeias audiolize the picture;
- d. To maximize the reality of the situation so that the readers can get a real acoustic sensation of the whole picture.

## **2.6 Comic**

Comics are easy to recognize but difficult to define. Simply, comic is a collection of images with text as explanation and describe the pictures. This part explains about definition of comic and genre of comic.

### **2.6.1 Definition of Comic**

Driest (2006:9) states that comics always consist of at least two distinct images in a deliberate combination. In other hand, Salor (2013: 1) says that comic

can create a narrative and emotional impact by combining the visual and textual form constantly. Deals with the definition above, the researcher concludes that comic book as a group of images that tell a tale with a text as an explanation of the images. The story of comic can be from the author feeling about their circle or their idea. Moreover, Cohn (2005: 1) finds that comics consist of images and text, most of the images in a sequence. However, comics are used in different ways to find something new in art and literature.

Beauchamp (2013: 1) finds that comic book or 8 funny books are place for the adventures of colorful characters with any story. Besides that, comic is not only for entertainment but also for education because some comic tells about history. Based on the expert's opinion above, the researcher assumes that comic can be defined as another way to express our idea, feeling or imagination into sequence of image with text as explanation of the image like movie and poetry. Comic also can be used as a medium of information, narrative history and many else. In some cases, comic could be classified in some genre, such as fairy tales or legends.

### **2.6.2 Genre of Comic**

Genre is group of book with similar style, form, or content. The term of genre also applies to other types of media, such as music, movie, play, television show, and artwork. In this part, the researcher will explain the kinds of genre based on Regie (2005: 1) opinion. It can be divided into nine parts as follows:

- a. Fairy Tales is story about fairy or other magical creatures, usually for children and the written utilized the traditional style.

- b. Legends are story about national hero or folk hero which has a basis in fact but also include imaginative material.
- c. Myths are legend or traditional narrative based on historical events, which reveal human behavior and natural phenomena by its symbolism.
- d. Autobiographies are story of personal human's life that written by that person.
- e. Picture Books are book with many pictures where the story depends on the story. There can be picture books of almost any genre.
- f. Historical Fiction is imaginative stories with fictional characters, event in historical setting.
- g. Science Fiction is set in future that scientific or technological advance that can be possible.
- h. Mysteries are imaginative stories with solution of secret, problem, and crime.
- i. Superhero are stories about people with super power which got by an accident, gift and even from born.

Comic is a sequence of pictures and texts that tell a tale without any sound. Comic has a special language which represents any sounds that usually known as onomatopoeia.

### **2.6.3 Toy story comic “ the buzz lightyear”**

Toy Story Comic "Buzz Lightyear's Return" is a comic adapted from a toy story film published by Marvel comics. Comic Toy Story The very well known one published in America. In this section, the researcher will explain the summary of Toy Story Comic "Buzz Lightyear's Return" in general and the characters used.

#### **A. Summary of Comic**

The toy story "return of buzz lightyear" tells the story of Andy buying a new toy, buzz lightyear, but Woody and his friends feel unrivaled because since there was buzz lightyear, Andy played with him more often and forgot about Woody et al. well because of that the woody and his friends returned it to his shop but and felt sad that he would lose his game and woody et al wanted to take it back, but he was misplaced, he put it in a lot of buzz lightyear but he had a hard time finding the buzz lightyear that Andy had and he had to fight buzz lightyear friends to take him home to andy.

## B. Characters

Roberts (2011: 53) states that character can be interpreted as a verbal representation of humans, through actions, speech, descriptions, and comments. The author plays characters who are worthy of attention, love, and even love, although there are also characters that you may laugh at, dislike, or even hate. That Researchers will present the main characters in Toy Story Comic "Buzz Lightyear's Return", namely:

1. Andy Davis is a child who has a lot of toys
2. Sheriff Woody is a traditional 1950's pull cowboy doll, and Andy's favorite toy. he usually acts as the leader of Andy's toy group.
3. Buzz Lightyear is a modern "Space Ranger" action figure, and wears a green and white space suit with features such as retractable wings and a transparent air helmet, laser "gun", and various sound effects. In the film, he acts as the second person in Woody's command. The catchphrase is "To Infinity and Beyond!". He is very loyal to his friends.

4. Bo Peep is a porcelain figurine that serves as Woody's romantic flower. Bo Peep, inspired by the nursery rhyme "Little Bo-Peep", is a kind shepherd accompanied by a single figure meant to resemble three sheep. In the first film, she and her sheep are the detachable component of Molly's bedside lamp.
5. Mr. Potato Head (also known as Potato Head) is a Brooklyn-accented sarcastic doll based on a Mr. Potato Head in real life. Her design allows her to detach parts of her body and she has a compartment on her lower back for storing additional appendages. She maintains control over her parts even if it is several meters away from her body. Although this attribute is mostly used for comedic effects, it does have its uses, especially in the second and third films. His wife is Mrs. Potato Head, and they became the adoptive parents of the Aliens trio in the second film. In the opening scenes of the first and third films, he is depicted by Andy as a one-eyed villain.
6. A Slinky Dog (usually called a Slinky or sometimes a Slink) is a dachshund with a metal slinky body, which speaks in a gravel southern accent. The head, legs and tail of the Slinky are made of plastic; he has a green collar. Slinky Dog was partially redesigned for the film by Pixar artist Bud Luckey to make it more attractive as an animated character. In the opening scenes of the first and third films, Slinky is described by Andy as One-Eyed Bart's "attack dog with a built-in force field".
7. Rex is a big, green, huge plastic Tyrannosaurus rex. Rex suffers from anxiety, a sense of inferiority complex and worries that he is not scary enough. Even though Rex is a toy dinosaur, he dislikes confrontation and is sensitive. He is one of Andy's greatest toys. In the opening scenes of the first and third films,

he is described by Andy as Woody's "forced dog-eating dinosaur", in reference to Slinky Dog.

8. Hamm is a smart realist piggy bank with a cork in its stomach as a substitute for a stopper. Him and Mr. Potato Head was friends, and was seen in the film first playing a card game, and then the Battleship, which Hamm always won. Of all the toys, he is shown to have the most knowledge of the outside world, he is often familiar with the various gadgets on display.
9. Arge (also known as sergeant) is the gung-ho commander of the green soldiers who are stored in buckets known as Ember O Soldiers.

## **2.7 Previous of Study**

Amrullah nurhidayat, The title *The Onomatopoeia in Robert Vendetti's Comic "The Flash" ( 2016 )* The aims of this research was to find the kinds of onomatopoeia that are used by the author in The Flash comics and toknow the lexical and contextual meanings of those onomatopoeia words in The Flash comic. This research applied desc riptive qualitative method where the data were analyzed through Bredin's theory. The researcher found that there are twenty nine Onomatopoeia words that applied in The Flash comic and there are some onomatopoeia words that has no lexical meaning and some contextual meaning are similar with the lexical meaning. The researcher concluded that most of onomatopoeia words that applied in The Flash comic is Direct Onomatopoeia and there are only two Associative Onomatopoeia that applied in The Flash comic. The implication of this research is to give more description and comprehending

about onomatopoeia. Moreover, it can be a reference for the student of Adab and Humanities faculty who attracted to observe the similar research.

The second is Aprilia chang with the title *the analysis of onomatopoeia in “the adventure of tintin and the blue lotus”* This research is on the onomatopoeia or onomatopoeic expressions or words and meaning of onomatopoeias found in the comic “The Adventure of Tintin and The Blue Lotus” data analysis was classified into five classification, the classification of the types of onomatopoeia based on Ullman (1994), the classification by the sound it describe, onomatopoeia meaning based on dictionary, Contextual meaning, and speech acts on form and function of the language in use. This study was a descriptive qualitative research. The result of this research showed that there were 60 onomatopoeia or onomatopoeic words that could be found in the comic. From the 60 expressions there are 17 onomatopoeia expressions that are similar to the eight onomatopoeic expressions that were found by the researcher. Based from the types, 24 of the data belong to Primary onomatopoeia and 36 belong to secondary onomatopoeia. Based on the classification of onomatopoeia by the sound it describe the researcher found 25 Human sound data, 29 other sound, 1 nature sound, 5 animal sound. From the 60 data only 24 can be considered as speech acts. Most of the data were secondary onomatopoeia because most of the onomatopoeic expressions in the comic entitled “The adventure of Tintin and the blue lotus” by Hergé were words which represent the sound of action.

The third is Rizki Ramadhan, 2019 : *Figurative Language as Seen in American and Indonesian Kids Song*. English Literature Department Adab and Humanities Faculty, The State Islamic University Sulthan Thaha Saifuddin Jambi.



This thesis analyzes the kinds of figurative language in American and Indonesian Kids Song. This study aims to determine the types of figurative language in American and Indonesian Kids Song, what are the contextual from types of figurative language in American and Indonesian Kids Song, and also the comparative between American and Indonesian Kids Song. The writer uses several theories in this writing namely Spivey L. Becky. This research is descriptive qualitative because data is collected, analyzed and explained in the form of words. The data in this study are American and Indonesian kids songs. The results of this study indicate that the first are six types of figurative language, where the types of code switching are proposed by Spivey L. Becky. These types are Simile, Hyperbole, Personification, Metaphor, Onomatopoeia, and Symbolism. The second reason for the contextual from types of figurative language in American and Indonesian Kids Song. And finally, there are comparative between American and Indonesian Kids Song.

Based on the three of them can give a very large contribution to researcher both from understanding and knowledge of the onomatopoeia word and also in this study the researcher uses a theory that's is different from the three explanation above but that does not make the researcher difficult because with this explanation it increases the knowledge of the researcher in determining in difference in onomatopoeia words that will be entered into the three types and determining which types is more dominant use .

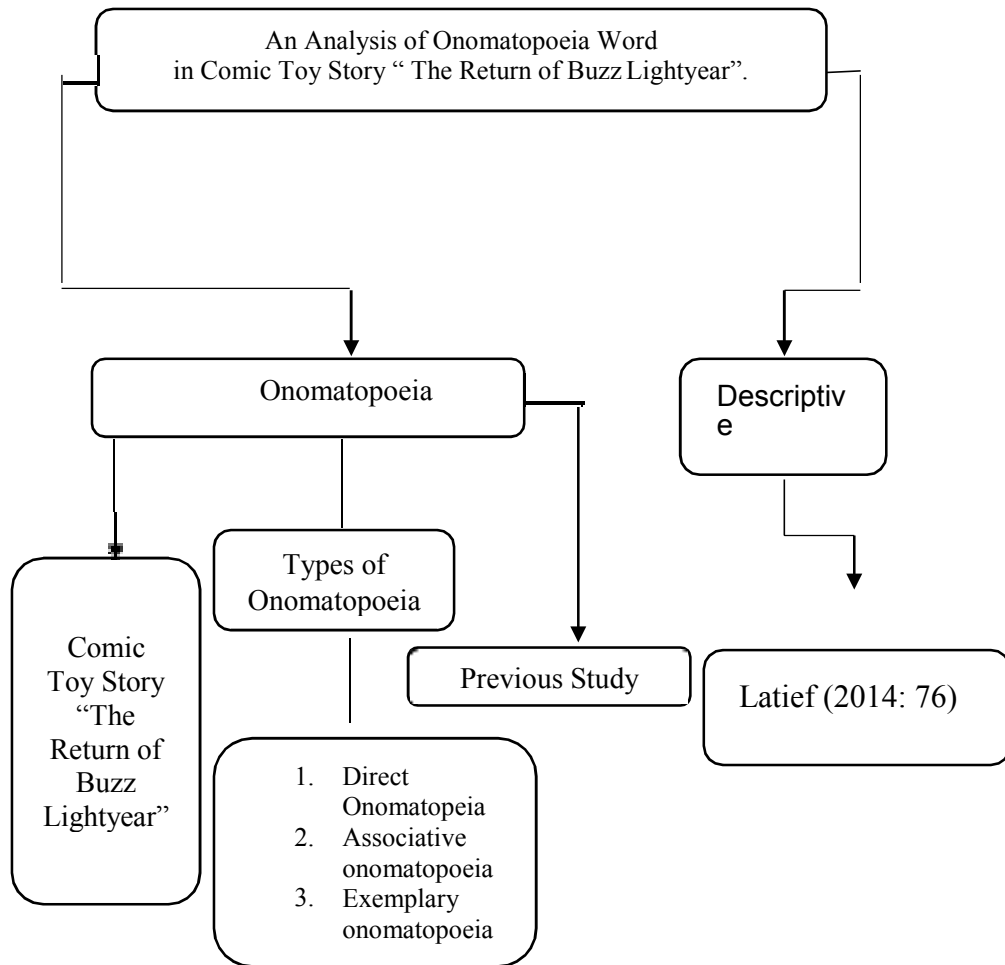
## 2.8 Conceptual Framework

Lyons (cites in Maulana and Laila, 2017), semantic is a branch of linguistics that studies about meaning. Semantic concerns on how the meaning is communicated by the speakers and interpreted by the listeners. Figurative language is the style of language which always made the user of that interested to use it and make it appear on their literary works.

Onomatopoeia is a form of auditory icon sign, a name for an object which is made from imitation of the sound it produces. In the other hand, the researcher also opines that onomatopoeia word is about human expression to make the words they produce or express easy to be understood and to be remembered. According to Bredin in Dofs (2008: 4) onomatopoeia have three types, they are Direct onomatopoeia, Associative onomatopoeia, Exemplary onomatopoeia. and According to Simpson in Zubbaidi (2014:148) have two types, they are Lexical Onomatopoeia and Non-Lexical Onomatopoeia.

Comic is a picture book that tells about many stories, which have texts to describe the roller mean to do. In its text, the author often use many onomatopoeia to express the roller's feelings. Many people, especially in US, equate comic books with the superhero genre or dismiss them as kiddies fare. Bennett (2009: 1) states that comic is not a genre but it is a medium of human expression just like movies and prose that can express our ideas, feelings, and emotions in any genre.

To make it clear, the researcher make a framework about what the relation of all topic in this researcher.



## **CHAPTER III RESEARCH DESIGN**

### **3.1 Research Design**

In this study, researcher use Qualitative Descriptive method. Latief (2014: 76) states that Qualitative research is an investigative process that aims to understand human behavior by building a complex and holistic picture of the social and cultural setting in which the behavior occurs. It does so by analyzing words not numbers. Creswell ( 2008 ) states that qualitative research is a process of scientific research that is intended to understand human problems in a social context by creating a comprehensive and complex picture presented, reporting detailed views of sources of information, and carried out in natural settings without any intervention from researcher.

According to Moleong (2004 ), Qualitative research is research that intends to understand the phenomenon of what is experienced by the subject of research, such as behavior, perceptions, motivations, actions, and so forth. Holistically and by way of descriptions in the form of words and languages in a special context that is natural and by utilizing various natural methods. This research is qualitative because it does not use statistical procedures and calculations. The researcher collect data in the form of words, especially onomatopoeia words from the comic toy story "The Return Of Buzz Lightyear. Then, the researcher analyzes it and then draws conclusions without formulating a hypothesis. This study aims to describe the data and characteristics of the phenomena studied.

### **3.2 The Subject of the Study**

According to Ary et al (2010:651), subject is the person in a study. The subjects in this study is part I to III with the titled Toy Story "The Return of Buzz Lightyear". especially those that show and contain onomatopoeia visually.

### **3.3 Data and Source Of Data**

The data analyzed in this study is the onomatopoeia contained in the comic toy story "The Return of the Buzz Light Year" as the main source of data in this study. In it there are many interesting onomatopoeia to be analyze. The onomatopoeia was obtained by reading the comic over and over again. The data sources were also obtained from supporting sources such as native speakers, dictionaries, and books to support the research problem.

### **3.4 The Instrument of Collecting Data**

In collecting the data, researcher used document analysis instruments in this study. The researcher recording all the onomatopoeia words found in the comic toy story "the return buzz lightyear" and categorized them based on Bredin's theory. And also researcher who also using a dictionary to interpret the word onomatopoeia.

### **3.5 The Technique of Collecting the Data**

The procedures of collecting data that used in this research divided into four steps, they are:

1. The researcher reading the comic and tries to understand the story; then

2. The researcher underline the word onomatopoeia , and
3. After the data has been collected, the researcher checks the data in the dictionary to check its meaning and confirm whether the data found contains onomatopoeia words or not. Researcher searched several dictionaries such as the Onomatopoeia Dictionary, Oxford Dictionary and etc.
4. Furthermore, the researcher classified the data based on the type of onomatopoeia

### **3.6 The Techniques of Analyzing Data**

Data analysis is the most complex and mysterious phase of qualitative research. Data analysis in qualitative research is a time-consuming and difficult process because typically the researcher faces massive amounts of field notes, interviews, transcripts, audio recordings, video data, reflection or information from documents, all of which must be examined and interpreted (Ary et al, 2010:481). Meanwhile, Miles and Huberman state in Rahardjo(2002:57)that the analysis of the data in qualitative study used some technique as follows:

#### **1. Data Reduction**

Data reduction is all of the data that have been collected are processed to know between the relevant and the irrelevant. Therefore, data reduction is the data that has been gotten from the study and has been explained, so the invalid data are committed. It is done to the data provide is appropriate with the problems in this study. The reduction technique that the writer used in this study was one single sample base. It was used in order to avoid the onomatopoeia that showed multiple times into the regular onomatopoeia.

## 2. Data Display

Data display is the relevant data that are found by the writer. The data gotten from the study are explained scientifically by the writer clearly. In this study, the data display is an organized assembly of information that permits drawing and action taking. After analyzing whole data founded from comic, the researcher displays the result of the analysis on by making the description types according to Dofs theory

## 3. Conclusion

Conclusion is where the writer seek a conclusion as answering for formulations of the problem. In this steps the conclusions are taken by rechecking the data reduction and data display. Therefore the conclusion taken is directed and is not deviated from the data analyzed, even if the final research is reached. In this study, it is put after presenting the whole findings of the analyzed data that to clarify and note the most important points to avoid vagueness .Therefore, the study applied several steps in analyzing the data collection in order to produce the findings and answer the research question. The steps are follows:

- 1) Reading the comic repeatedly.
- 2) Finding the onomatopoeia in the comic.
- 3) Reducing the onomatopoeia that showed multiple times into the regular onomatopoeia.
- 4) Determining the type of onomatopoeia used in the comic based on Bredin in Dofs theory .

- 5) And find the meaning of the word onomatopoeia into Indonesian with Onomatopoeia Dictionary or Dictionary English - Indonesian
- 6) Drawing the conclusions according to the result

Then, In order to answer the research problem number three, the writer used the following technique:

3. Calculating the Onomatopoeia word type. The formula and the sample of analysis in form of the table are follows based on Hancock et al (2009:24):

$$N = \frac{f(x)}{n}$$

More details :

$N$  : percentage of types

$f(x)$  : total types frequency of the sub category

$n$  : total types of all categories

### **Sample of Analysis**

An Analysis of Onomatopoeia Word in Comic Toy Story “ The Return Of Buzz Lightyear “

**Table 3.6 The Percentage of Onomatopoeia Word Types**

No	Types of Onomatopoeia	Number	Percentage
1	Direct Onomatopoeia	.....	.....
2	Associative Onomatopoeia	.....	.....
3	Exemplary Onomatopoeia	.....	.....

Based on technique of analyzing data above, the researcher needs some chronological steps in analyzing the data. Therefore, after collecting the data



through technique of collecting data, data condensation, data display and also drawing and verifying conclusion needed to identify the data regarded. All of these steps above are the most needed to identify the data later. According to Hancock et.al (2009: 24) analysis data in a research project involved summarizing the mass of data collected and presenting the results in a way that communicates the most important features, and the data analyze with qualitative research.

### **3.7 Validity of the Data**

In this study, the research tried to obtain the validity of the data. The researcher chosen triangulation in order to check the validity of data. Oslen ,(2004

: 3) state in social science triangulation is defined as the mixed of data or methods so that deserve view point or stand points cast lights upon a topics. The mixing of data types, known as data triangulation, is often thought to help in validating the claims that might arise from an initial pilot study. The mixing of methodologies, e.g. mixing the use of survey data with interviews, is a more profound from of triangulation.

In this study the researcher used data triangulation from Cohen (2000: 113) namely methodological triangulation. By this technique, the researcher collected the data by using observation and document, namely Comic Toy Story “ The Return Buzz Lightyear”.

