

**TYPES AND CAUSES OF VERBAL FORMS IN ANGER EXPRESSIONS
FOUND IN *SLAM DUNK* COMIC WRITTEN BY TAKEHIKO INOUE**

Thesis

*Submitted as a Partial Fulfillment of the Requirements to Obtain Strata One Degree
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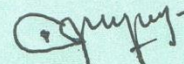
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
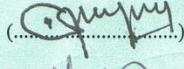
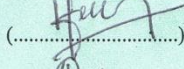
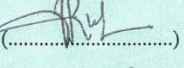

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ABSTRAK

Lindamurti, Luciana. 2011. “Types And Causes Of Anger Expressions In Verbal Forms Found In Slam Dunk Comic Written By Takehiko Inoue.” Padang. Jurusan Bahasa Inggris. Fakultas Bahasa dan Seni. Universitas Negeri Padang.

Marah merupakan suatu keadaan emosional yang dimiliki oleh semua orang. Untuk mendeskripsikan apakah seseorang sedang dalam keadaan marah biasanya ditunjukkan oleh berbagai sikap, kelakuan, dan juga ekspresi yang diperlihatkan melalui kata-kata yang kasar ataupun melalui gerakan tubuh (*gesture*). Kata-kata kasar ataupun gerakan tubuh yang biasanya diungkapkan dan diperlihatkan oleh seseorang apabila sedang marah disebabkan oleh suatu keadaan psikologis yang tidak nyaman, merasa terganggu, merasa terluka/sakit hati terhadap orang lain. Hal ini dapat diungkapkan secara *verbal* ataupun secara *non-verbal*.

Ekspresi marah merupakan salah satu yang cukup dominan dari berbagai macam ekspresi yang dimiliki oleh manusia disamping ekspresi sedih dan gembira. Penelitian ini adalah penelitian deskriptif kualitatif.

Berdasarkan hasil penelitian, dari 104 ekspresi marah yang ditemukan dalam komik *Slam Dunk* yang ditulis oleh Takehiko Inoue dari volume 1-10 yang terdiri dari 89 *chapters*, peneliti menemukan tipe ekspresi marah yang paling banyak terjadi dan menjadi dominan adalah tipe *aggressive* (50,96%) dengan jumlah data sebanyak 49 data. Tipe ekspresi marah yang kedua ditempati oleh tipe *assertive* (42,64%) dengan 41 data. Selanjutnya, tipe ekspresi marah *passive* merupakan tipe yang terendah yang ditemukan yakni sebanyak 14 data (14,56%). Sementara itu, fungsi dari ekspresi marah yang paling banyak dan dominan yang ditemukan adalah *protective* sebanyak 67 data (69,68%) dan fungsi yang kedua adalah fungsi *controlling* dengan 37 data (38,48%) dengan paparan, dalam tipe *aggressive* terdapat 15,19 % fungsi *protective* dan 8,82% fungsi *controlling*, dalam tipe *passive* terdapat 1,54% fungsi *protective* dan 0,42% fungsi *controlling* sementara itu dalam tipe *assertive* terdapat 10,25% fungsi *protective* dan 6,56% fungsi *controlling*.

Adapun faktor-faktor yang menjadi penyebab timbulnya ekspresi marah tersebut muncul adalah karena dua hal yakni faktor internal dan faktor external. Faktor external adalah faktor yang paling mendominasi timbulnya ekspresi marah yang dapat ditemuksn dalam komik *Slam Dunk*.

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I also deliver my appreciation and faithful gratitude to my lovely parents, (alm) Petrus Sarianto Saringan and Veronica Sumiati, for all of prayer, for giving me a beautiful life, for the kindness and patience, and also for boundless love. I also would like to thank my brothers and sisters for being supportive and caring sibling. In addition, I would like to thanks the rest family for their countless support and love giving to me.

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The writer

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CHAPTER I

INTRODUCTION

1.1 Background of the Problem

Language is the principal things or utterances that usually conduct human's social lives. Through language people can make a connection to share information, share their feelings and understand each other. Moreover, language is also a way to express human emotion. Emotion is the complex psychophysiological experience of an individual's state of mind as interacting with biochemical (internal) and environmental (external) influences.

In conversation, giving response to other people could be said in various ways, especially for displeased feeling. The speaker and the hearer that involved in conversation certainly will give the responses each other. The responses which are shown by the people in that conversation usually use the utterances like the expressions of emotion. Staats (1975: 78) proposes that emotion is divided into two types. The first type is negative emotional state, such as: angry, upset, hateful, enraged, fearful, unhappy, and so on. The other type is positive emotional state such as: glad, happy, joyful, in love, delighted, pleased, and so on.

Expression refers to something that is expressed by someone. Neither the expression happened in the bad situation nor in the good situation. Expression can be divided into four types such as sad, angry, happy and mock. The expressions appear among people based on the context and the event that occurs in the people's life. Expression is just a general term for words, phrases, and sentences

(Lobner, 2002:6). The term of meaning expression covers of words meaning and sentences meaning.

In daily life, there are two ways for people to express their emotion. It can be shown by verbal and non-verbal form. The emotion of people also can express and share their specific purpose with a language, including their anger expressions. Because of that reason, to show their expressions people do not only produce the utterances which consist with the grammatical structures and words but also they perform actions via utterances (Yule, 1996: 47).

In expressing anger in verbal form, people not only say '*I'm angry to you.*' There are possibilities to them to use many kinds of utterances that concern to express their anger. For example, someone may utters '*what!*' the literal meaning of the utterance is used to get one's attention or showing disbelief or surprise, but by using any considerations, it can be more than of it. The utterance will be defined as expressing anger, if it is viewed from any factors, like who is the speaker, with whom the speaker is talking to, the speech event, and the speech situation.

The researcher will try to give an example of expressing anger in a daily life conversation:

One night, Father is very tired because of his busy day at office. He wants to take rest soon. Then, when he wants to starts his sleep. He suddenly surprise with a noise from Frank's room (his neighbor's son) which is parallel with his room. Frank turn's on his CD-player in the big volume. Father wakes up soon then opened his room window.

(It's Father room)

Father : (screaming when call his neighbor name) 'Frank, Frank!'

Frank : (shouting from inside and opened his window room also)

Yes, Mr. David. How are you?

*Father : 'Tell me, **what do you mean with that noise?**'*

Frank : 'Ohh, I have just bought a new CD of my favorite band, Sir and I play it.'

Father : 'Then, it sounds extremely great, doesn't it? So that, you don't realize that you've been extremely disturbed your neighbor with that noise, boy!' I recently take home and I want to sleep right now. Don't you realize, what time is it now?

Frank : 'Oh, I'm really sorry, Sir. I don't know that you've been home...'

I will turn off my player, Sir.

Father : 'Yeah it's okay... just let me to take a rest.'

The example above being boldfaced indicates that by uttering '*what do you mean with that noise*' the father (Mr. David) expresses his anger, because his neighbors' son disturbs him. This can be considering that from the situation occurs in the conversation, with whom the father talking to, so that the utterance can be classified as expressing anger.

Anger is one of the types of an emotion. Anger expression is an emotion related to one's perception of having been offended or wronged and a tendency to undo that wrongdoing by retaliation. Then, anger becomes the predominant feeling behaviorally, cognitively, and physiologically when a person makes the conscious choice to take action to immediately stop the threatening behavior of another outside force. So, anger expressions appears from the people feeling displeased with something. Those expressions can be seen by the utterances, behavior or attitude, and actions that is told or done by someone else.

Anger expressions can be found in *Slam Dunk* comic stripes by Takehiko Inoue. Comic is a narrative story in the literary works which is supported by pictures. In the comic its writer likes to use expressive utterances to describe all of

the actions from the agents in the story. Thus, comic not only tells the narrative story to entertain the reader, but also convey the writer ideas that have several meanings based on linguistic approach.

In line with linguistics approach, it conveys that linguistics deals with learning language and learning of meaning as found in semantics field. Semantics studies the analysis of meaning in what people mean by their utterances then what the words or phrases in those utterances might mean by themselves. Consequently, semantics is concerned with the study of meaning in human language. (O'Grady,1997).

In this case, the researcher choose comic as the object to discuss and research because comic is one of the application of language in the literary works where there are many utterances of language occur within it and are easy to understand because it is supported by the pictures. The researcher takes the *Slam Dunk* comic stripes because when the researcher read it, there are a lot of anger expressions on it. *Slam Dunk* is a comic book from Japan which tells about a basketball team in Shohoku high school. This comic makes a big influence not only for Japan teenagers but also for Indonesia teenagers because after reading this comic, a lot of teenagers have a big intention then start to do sport especially to play basketball. Next, to make the explanation more clearly, the anger expressions in *Slam Dunk* comic can be seen from the following example:

Sakuragi : Haruko chan treats you so well and you dare treat her like that?

Haruko : Whaaa!! Stop it, Sakuragi kun!! Hanamichi!!

Rukawa : It hurts...bastard...



Picture 1

From that picture 1, the utterance that is used by Rukawa “It hurts...bastard...” is the realization of anger expressions in verbal forms, and it describes Rukawa feeling displeased to Sakuragi attitude because Sakuragi does not like Rukawa respond to Haruko offering some treatment to Rukawa, because of that, Sakuragi hit his face directly then bloody. In this context, Rukawa is very angry and he does not like Sakuragi action when Sakuragi hit his face.

Furthermore, the research needs to be done to enrich the reader’s thinking and knowledge about anger by knowing the types, the functions and the causes of anger expressions. In this case, the researcher decides to determine the types and functions of anger expressions because it is expected to the reader to get better comprehension about anger expressions that are discussed in that comic. *Slam Dunk* comic by Takehiko Inoue is chosen by the researcher based on two considerations. First, *Slam Dunk* comic is a popular comic and the story is interesting. Second, *Slam Dunk* comic contains many of anger expressions in verbal forms and makes the researcher interested in analyzing the anger expressions based on the theory that related to semantics studies because it is important to get the meaning in the utterances spoken in the *Slam Dunk* comic to get a good understanding on the whole story.

1.2 Identification of the Problem

The identification about anger expressions can be observed in the linguistics point of view, especially which is included in the semantics theory. This research is classified into the study of semantics which is defined as a branch of linguistics which fits with the contexts of language used by people and also the

behavior that plays an important role in the use and understanding of language. By using language, people do more things with words.

Based on semantics point of view, the anger expressions are an interesting phenomenon to be studied because the analysis explains the meaning involved behind the words, commonly based on context. The context is words, sentences and phrases that appear in conversation between speaker and hearer. Context is also important part in semantics analysis.

There are several things that can be analyzed about anger expressions such as the types, the functions, the causes, and the purposes of anger expressions. In this research, the point of the discussion is to find out the types, the functions, and the causes of anger expressions found in *Slam Dunk* comic stripes by Takehiko Inoue.

1.3. Limitation of the Problem

Based on the identification of the problem above, this research was limited to the types and determining the causes of anger expressions that exist in *Slam Dunk* comic stripes written by Takehiko Inoue from volume 1 to volume 10.

1.4. Formulation of the Problem

The problem of this study was formulated as follows: “What are the types and the causes of anger expressions and the most dominant of anger expressions found in *Slam Dunk* comic stripes written by Takehiko Inoue from volume 1 to volume 10?”

1.5. Research Questions

Based on the formulation of the problem above, this research answered the following questions:

1. What are the types and causes of anger expressions that appeared most dominantly found in Takehiko Inoue's *Slam Dunk* comic stripes?
2. What are the types of sentences of anger expressions found in Takehiko Inoue's *Slam Dunk* comic stripes?

1.6 Purposes of the Research

The purposes of this research are divided into two parts:

1. To identify the types and causes of anger expressions that appeared most dominantly found in Takehiko Inoue's *Slam Dunk* comic stripes.
2. To identify the types of sentence of anger expressions found in Takehiko Inoue's *Slam Dunk* comic stripes.

1.7. Significances of the Research

1. Theoretically, the analysis from this research is expected to give information and contribution to the linguistics field about knowledge in semantics studies especially in the research of anger expressions.
2. Practically, this analysis is expected to give the description and comprehension of the reader, then enriching the reader knowledge toward semantics studies especially to know and understand the types and the causes of anger expressions that appeared most dominantly as found in Takehiko Inoue's *Slam Dunk* comic stripes, particularly for

English Department students of “Universitas Negeri Padang” and as a reference to everyone who interested in this research.

1.8. Definitions of Key Terms

1. Anger expressions: an emotion characterized by a strong feeling of displeasure and sometimes a desire for revenge, usually triggered by a real or imagined wrong done to the victim. In this case, the anger expressions found in *Slam Dunk* comic.
2. *Slam Dunk* comic stripes: a very popular Japan comic book character created by Takehiko Inoue. *Slam Dunk* comic in Indonesia published by Elex Media Komputindo on 2004.