

**AN ANALYSIS OF TYPES OF ONOMATOPOIEAS FOUND IN
WALT DISNEY COMIC BOOKS**

Thesis

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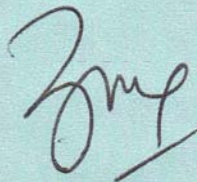
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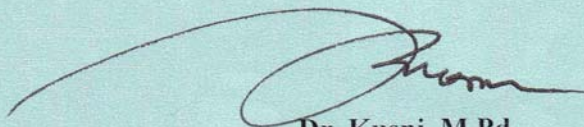
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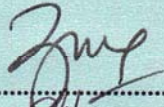
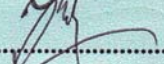
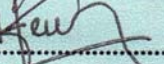
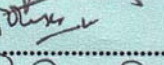
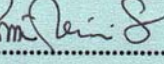
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ABSTRAK

Lenggogeni, Tessa. 2011. *An Analysis of Types of Onomatopoeias Found in Walt Disney Comics*. Skripsi. Padang: Universitas Negeri Padang.

Tesis ini membahas tentang jenis kata-kata *onomatopea* yang digunakan di dalam komik berbahasa Inggris karangan Walter Elias Disney, seorang sutradara asal Inggris. Bertolak dari kehidupan sehari-hari, banyak sekali terdengar bunyi-bunyi atau suara-suara, baik itu berasal dari benda mati, suara binatang ataupun suara yang dihasilkan dari sebuah aksi yang dapat direpresentasikan ke dalam kata-kata, yang di dalam ilmu bahasa dikenal dengan nama *onomatopea*. Kata-kata *onomatopea* sering kali dijumpai dalam puisi, bahasa iklan maupun cerita anak.

Dalam penelitian yang berjudul “An Analysis of Types of Onomatopoeias Found In Walt Disney Comics” ini penulis membahas tentang jenis kata *onomatopea* yang terdapat pada komik Walt Disney beserta bunyi-bunyi yang direpresentasikannya. Pembahasan tersebut juga sekaligus dapat dijadikan tujuan dari penulisan penelitian ini.

Penelitian ini menggunakan metode deskriptif dan teknik catat. Data penelitian ini diambil dari beberapa buah komik Walt Disney yang berisi gambar-gambar beserta text yang representatif. Analisis data mengacu pada teori Bredin tentang jenis-jenis *onomatopea* dan teori tanda (*theory of sign*) yang dikemukakan oleh C.S Pierce yang didukung oleh *Triangle of Meaning*.

Dari hasil penelitian, ditemukan bahwa kata-kata *onomatopea* yang dibedakan atas representasi bunyi benda dan aksi dan, diklasifikasikan kedalam tiga jenis yaitu, *direct onomatopoeia*, *associative onomatopoeia* dan *exemplary onomatopoeia*. Disamping itu, juga ditemukan bahwa satu kata *onomatopea* bisa merepresentasikan satu atau lebih benda dan aksi, sebaliknya beberapa kata *onomatopea* pun bisa merepresentasikan satu benda atau aksi yang sama.

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CHAPTER 1

INTRODUCTION

1.1 The Background of the Problem

People should consider that language contains both terms system and signal since language is defined as a system of arbitrary signals, such as voice sounds, gestures, or written symbols to convey meaning. Sound is the basic system of communication although there is no relationship between the sound and the meaning since the relationship between sound and meaning is arbitrary.

There are so many various sounds that can be heard in our daily lives. They can be sounds of objects, such as the sounds of telephone, sounds of bell, sounds of horns, etc. Besides, there are also the sounds of cats, dogs or cows or others that belong to animals. Other sounds can also be derived from actions, such as the sounds of falling to the floor, the sounds of pretending to shoot as well as the sounds of being cough. Such sounds can be arbitrarily represented into certain words that suggest the object or the action names. The words are known as onomatopoeias or onomatopoeic words.

Nilsen (1978) says that onomatopoeias are the words that imitate the sounds. This means that nature sounds can be represented by certain words called onomatopoeias. The definition of onomatopoeias is also supported by Crane (1981) who states that onomatopoeias are the sounds like the things they represent, like *meaw*, *buzz*, *swish* and *bang*. It means that the words are used to represent the objects and actions they describe. The onomatopoeias are chosen arbitrarily for they are only approximately and more or less conventional

imitations of certain sounds. For instance, English has *moo* for imitating the sound of cow, while French has *mugir* to represent the sound of cow, (Wikipedia, 2010)

The term onomatopoeia can be used in several ways. People can find the onomatopoeias mostly in some advertisements, children literary like comic books and comic strips and poetry. The example of onomatopoeias in advertisement can be seen from this advertisements; ‘*Snap, Crackle, Pop!*’ as the slogan of a rice product. The word ‘*Snap*’, ‘*Crack*’ and ‘*Pop*’ are the representation of the sounds of snapping, crackling and popping the rice. Onomatopoeias in advertisement function to make the consumers interested to the product and to ensure them that their product is a good quality.

In line with this, some writers use onomatopoeia examples in their work primarily to create the mood. They love using them to make comic expressive and fun. That is because children generally love imitating the sounds of things and animals. Especially in comic books, onomatopoeias are occasionally written in big bold letter with aggressive shape and colour in the purpose of giving emphasis and stylistic or strong effect on the readers. In the children storybooks, the onomatopoeias are very helpful in visualizing meaning and giving opportunity to guess meaning. For instance, onomatopoeias are mostly found in Walt Disney comics contain cartoon characteristics (like *Donald Duck*, *Mickey Mouse*, *Goofy*, etc.) which are aimed for children. The Walt Disney comics use onomatopoeias, like **SPLASH!**, **SCREECH!**, **BAM!**, or any other sound that allows readers to understand and to imagine the real situation in the story of the comics.

Since onomatopoeias occur in different kind of words based on the sound they represent, the writer is interested to find out what words belong to onomatopoeias can be found in children literary and to find out whether onomatopoeias occur in the same types or not. Even though some linguists have conducted some analysis on onomatopoeias, they appeared in different discussion and they are still less. The children literary chosen by the writer is from drawings in Walt Disney's comics because the children literary contain many onomatopoeias which is aimed to make the reader who mostly children understand some different representations.

1.2 The Identification of the Problem

Onomatopoeia is interesting to be analyzed and be discussed. The discussion of onomatopoeias needs some considerations related to linguistics field;

1. Since onomatopoeia are used for representing the sounds of objects, one should consider the terms of Semantics since the imitation of the sounds conveys their meanings and both studies discuss about context and meaning.
2. Onomatopoeias can also be analyzed from the making of them which is related to Syntax.
3. Onomatopoeias can be also analyzed from the translation from and into some different languages.

1.3 The Limitation of the Problem

This research concerned with the types of onomatopoeias that are treated as iconic language that becomes the representations of sounds or objects or actions that are integrated into drawings in *Walt Disney* comics.

1.4 The Formulation of the Problem

The formulation of the problem is: “What types and what onomatopoeias are found in the *Walt Disney* comics?”

1.5 The Research Questions

Research questions of the problem above will be compiled into two research questions as follow:

1. What are onomatopoeias found in *Walt Disney* comics?
2. What types of onomatopoeias are found in *Walt Disney* comics?

1.6 The Purposes of the Study

The research is aimed to find out the types of onomatopoeias are found in *Walt Disney* comics and to figure out what types appear mostly and what types are least. Besides, the aim of the analysis is to describe the onomatopoeias as the representation of sound of objects or actions.

1.7 The Significance of the Study

Onomatopoeias are interesting to analyze since we can recognize and explore how they appear in the linguistics field. The finding of this analysis is expected to give information and to help students, especially English Department students, in understanding what onomatopoeia is and what types of onomatopoeias. Finally, by having the result of this analysis, it is expected the writer and the readers can increase their knowledge about onomatopoeias. It is also expected to help the comics' writers in making and building stories by using onomatopoeias.

1.8 The Definition of Key Terms

It is necessary to fix a clear definition of some key terms used in this research in order to avoid misunderstanding of some conceptual terms that may occur later on. The following definitions will help readers to get the idea of the conceptual terms:

Onomatopoeia: Words that imitate the sound of objects or actions it is describing.

Walt Disney Comics: Comic books and comic strips for children contain Walt Disney characters including Donald Duck, Mickey Mouse, Bucky Bug, Grandma Duck, Winnie the Pooh, and others by Western Publisher since 1940.

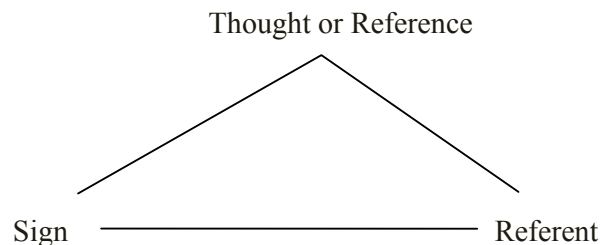
CHAPTER 2

REVIEW OF RELATED LITERATURE

2.1 Iconicity

Iconic language is close related to the sound that can represent the thing that it describes.

This analysis analyzed the representation of onomatopoeias found in Walt Disney comic books and it is going to use The Semantic Triangle proposed by Ogden and Richards in their “Meaning of The Meaning” (in Lonner). The relationship between signs, thought or reference and the referent can be seen in the following Triangle of Reference proposed by Ogden and Richards (in Lobner, 2005):



(Figure 1: Triangle of Reference proposed by Ogden and Richard)

The Triangle diagram above consists of sign, thought and referent. The representation is the form which the sign takes. In this triadic model, a thought is the sense which is made by the sign. Meanwhile, a referent is something beyond the sign to which it refers. These things cannot be separated since they are related to each other (Lobner).

Between *thought* and *sign*, a casual relation holds. It means that when we speak, the symbolism we employ caused partly by the reference we are making and partly by social and psychological factors. Between *thought* and the *referent* there is also a relation: more or less direct and indirect. *Sign* and *referent* that is to say, are not connected directly round the two sides of the Triangle proposed by Ogden and Richards (Wikipedia, 2010). The *sign* refers to the linguistic elements (word, sentence, etc.), the *referent* refers to the object in the world of experience, and *thought* or *reference* refers to concept.

In other words, it can be said the thought is a media between *sign* and *referent* since there is only an indirect connection between *sign* and *referent* which is in this case, *sign* stands for the *referent*. Furthermore, the *sign* conveys its meaning and based on the experience which can include social and psychological factors, the *thought* arises. Generally, onomatopoeia is followed by an exclamation mark to show the emotive or expressive function of the language. The pure emotive strata in language can be seen in the form of exclamation mark. Thus, in the onomatopoeias “RIING!” and SPLASH!” the emotive function is laid by the exclamation mark and felt in the utterances. From the explanation above, we can conclude that semantic is the study of the relationship between linguistics form and connection between words and things literarily.

2.2 The Nature of Linguistic Sign

Cobley (2001) states that semiotics is one of linguistics field that focuses in the system of sign. Semiotics is also called as the theory of sign. One of sign

theorists is Charles Sanders Pierce (1839-1914), an American philosopher. According to Pierce, semiotics is a study of sign and sign system. In this case, Pierce purposes the word *semiotics* as the synonym of *logic*. Thus, it seems in semiotics, people are allowed to make an interpretation by referring to the *sign* that stands for the *object* or *referent*. Pierce assumes that signs make people possible to think, to communicate with others and to give meaning for what it shown in this universe, and one of the important categories is linguistics signs. It can be said that linguistics sign, sound can be regarded as the sign and it conveys a meaning that can be interpreted.

Moreover, in term of sign, Pierce divided sign into three types, i.e.: icon, index and symbol. An icon expresses formal, factual similarity between the meaning and the meaning carrier; that is a physical resemblance between the shapes on the sign and the thin meant. Thus photo is an icon of what it represents. There are also many sounds that are highly iconic by which one tries to imitate the sounds of nature. (E.g. English *peep*, *thump*, *gulp* and so on). Such sounds that are related to sound symbolism are known as *onomatopoeia*. In other words, Saussure called symbols to what Pierce called icon.

An index expresses mainly material relation between meaning and form. It is based on psychological association and physical juxtaposition of different events and things. A symbol is based on learned conventional relation, ascribed contiguity or colligation between form and meaning. Furthermore, in relation to the concept of ‘symbol’, onomatopoeia can be also symbolic since it is immediately evident in comparison among different language. For example, ‘the

cock of crows' is uttered differently among languages; in English *cock-a-doodle-doo*, in German *kireriki*, and in France *cocorico*, (Cobley, 2001).

In Wikipedia, the relation between sign and its types can be shown as in the following scheme:



(Figure 2: Relation between Sign and its Types proposed by Pierce)

a. Icon

This type of sign resembles its object in some way: it looks or sounds like it. Visual sign are good examples of icons, such as a photograph, map and diagram; in the case of language onomatopoeias is iconic.

b. Symbol

For this sign there is no resemblance or connection between it and the object. A symbol's connection with its object is a matter of convention, rule or agreement between the users. Words are a symbol. Examples include a red traffic light or the word Stop.

c. Index

This sign is directly connected in some way (existentially or causally) to its object. For instance, sneeze signifies a cold or smoke is an index of fire.

In line with this, Field (2005) supports that the system of sign is derived into three kinds, they are:

- a. an iconic sign; sign which resembles the object or action that it refers to.
- b. an indexical sign; something that is closely associated with the object or action that it refers to.
- c. a symbolic sign; something that stands for something else but bears no relationship to the objects or actions that it stands for.

Onomatopoeia is treated as iconic language since the words of onomatopoeias are designed to communicate their meaning through their sound (Nilsen, 1978). There three kinds of linguistics signs; icon, index and symbol. Icon is a sign which resembles its object in some way: it looks or sounds like it. Index is a sign which is directly connected in some way to its object. Symbol is a sign which is no resemblance or connection between it and the object. This makes the writer connect the onomatopoeias with one of linguistics sign which is icon.

2.3 Onomatopoeia

2.3.1 Onomatopoeia as Iconic Language

There many sounds that can be heard in the daily life. Sounds which are represented into words are called onomatopoeias or onomatopoeic words. The sounds can be the sounds of animals, sounds of objects or sounds of actions. Alexander (1963) states that onomatopoeias occur in words, which imitate the sound, and it suggests the object described. It also supported with a concept found in The Millenium Library in online source, which explains that onomatopoeias the formation of a word by an imitation of a sound that resembles or suggests the object or action described; the word SPLASH! and RIING!. It is also supported by

Wardhaugh (1972) who states that onomatopoeias are words that imitate nature sounds. Based on Oxford Companion to English Literature (1985), onomatopoeia is the formation of words by an imitation of the sound associated with the objects or actions designated: as 'hurly burly', 'buzz', and 'creak'. The term is also applied to the use of combination of words to evoke by sound a certain image or mood.

In line with this, Loiselle (1997) that onomatopoeias are words that suggest the things or the actions named. It is derived from Greek language that means "name-making". Another source that onomatopoeia also often takes the form of crude approximation of animal calls; the word MOOO! to represent the sound of cow and MIAAOW! to represent the sound of cat (Loiselle, 1997). Short (1999) says that onomatopoeias are the sounds which make up word are thought to mimic the sound with the word refers to. In short, onomatopoeias are the words that represent the sound of objects and actions described.

From the explanation above, it is clear that onomatopoeias are usually used to represent not only the sound of objects and actions; like SPLASH!, BOOM! and RIING!, but also the representation of the sound of animals; like the words MIAAOW! and MOO!. The onomatopoeias are treated as iconic language since icon is a sign that resembles the meaning and it has relationship between the sign and the meaning, like sound, map and photographs.

2.3.2 Types of Onomatopoeia

Besides the derivation of it, the onomatopoeias are also classified based on their types. It stated by Ullman (1962) who says that onomatopoeia is classified into two types;

1. The primary onomatopoeia

The primary onomatopoeia refers to the imitation of sound by sound (which) truly an 'echo to the sense'. The referent itself is an acoustic experience which is more or less closely imitated by the phonetic structure of the word such as: buzz, crack, hum, plop, roar, squeak, etc.

2. The secondary onomatopoeia

The secondary onomatopoeia according to Ullman is the type of onomatopoeic words in which the sound evoke, not an acoustic experience, but a movement (dither, dodder, quiver, slither, wriggle, slouch) or some psychal or moral quality, usually unfavourable (gloom, glumpy, mawkish, slick, slimy, sloppy, sloth, sluggish, wry).

The distinctive types of onomatopoeias are proposed by Bredin (1996) who points out that people can put all the onomatopoeic words into three types. (Retrieved from <http://www.whats-your-sign.com/onomatopoeia.html>)

1. Direct onomatopoeia

He suggests that it occurs whenever the denotation of a word is a class of sounds; and the sound of the word resembles a member of the class. It is simply defined as the sound of the word resembles the sound that it names, like: *hiss*, *moan*, *cluck*, *whirr*, and *buzz*.

2. Associative onomatopoeia

It occurs whenever the sound of a word resembles a sound associated with whatever it is that the word denotes like: *cuckoo*, *bubble*, *smash*, and *whip*. None of these words has a sound that resembles the objects or actions that they denote. For instance, *cuckoo* is the bird's name, but its acoustic resemblance is to the song that it produces, not the bird itself.

3. Exemplary onomatopoeia

Its foundation rests upon the amount and character of the physical work used by a speaker in uttering a word, like: *nimble*, *dart*, *sluggish* and *slothful*. The word sound *nimble* does not sound like anything that can be denoted by the word, and it cannot resemble the idea connoted by it, since sounds and concepts cannot "sound alike"; concepts have no sound. Instead, the word sound instantiates or exemplifies nimbleness, since it is itself a nimble sound.

There are many definitions of onomatopoeias, and it can be concluded that onomatopoeias is group of words that imitates the sounds it is describing, suggesting its source, such as "click", "buzz", or animal noises such as "meow",

“tweet”, or sounds of actions, such as “knock” even though the sounds are not perfectly the same. The types of onomatopoeias according to Bredin can be divided into three types: direct onomatopoeias, associated onomatopoeias and exemplary onomatopoeias. Meanwhile, according to Ullman, the types of onomatopoeias are derived into the primary onomatopoeias and secondary onomatopoeias.

2.4 Comic

Comic is a series of pictures that tells a certain story in sequential order. The readers get the ideas and information from the pictures in the comics. It is stated by Scott Mc Cloud (1993) who says comic as a juxtaposed pictorial and other images in deliberate sequences, intended to convey information or to produce an aesthetic responses in the viewer. Csabay (2006) states that comics have a story line, therefore they have a conclusion. It means comic tells a story in sequential order and has conclusion at the end.

In Wikipedia (2007), it is stated that comic is a form of visual art consisting of images which are commonly combined with the text. In other word, comic are combination of both word and images, and the placement of images in sequential order. Furthermore, comics basically consist of three elements: the drawing, the balloon, where the text is written, and onomatopoeic words, interjections and words.

It can be said that comic is a combination of settings (events), words (utterances) and pictures or character images into a story line to narrate a story

which has a conclusion at the end. It consist a series or pictures or drawings to build a story and to make the readers interested to read the story. It also means comics tell story in sequential order and have an idea.

2.5 Walt Disney Comics

Walt Disney comics are comic books and comic strips created by Walter Elias Disney, an American film director, an engineer, an animator and an entrepreneur. He created some cartoon characters for children like Mickey Mouse, Donald Duck, Winnie the Pooh and many others. The first Disney comics were newspaper strips appearing from 1930 on. In 1940, Western Publishing began producing Disney comic books in the United States. Comic book publisher Western Publishing brought the Disney strips to comic books in 1940 until present (Wikipedia, 2010).

2.6 Previous Studies

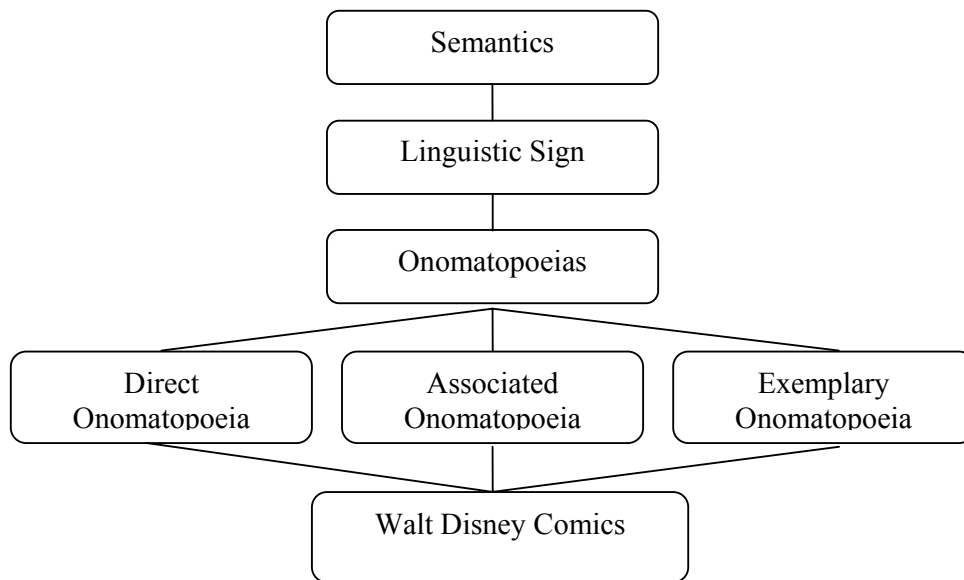
Basically, onomatopoeia is an interesting topic to discuss. Unfortunately, there are only a small number of people that have conducted research on onomatopoeias. Different from the research, Tsur (2001) had conducted the research about phonetic investigation of the nature of onomatopoeia in his research entitled “Onomatopoeia: Cuckoo-Language and Tick-Tocking”. He found how the “cuckoo” is pronounced "kuku" in some languages and the clock is said "tick-tock".

Martin (2008) conducted the research on onomatopoeias that discussed about the process of the translation of English onomatopoeias into Indonesia language. The title of the research was The Translation of Onomatopoeias in Children Literature. She found that there were six processes in translating English comics into Indonesian language. Different from the previous researchers, Rosalina (2009) from Muhammadiyah Surakarta University had conducted the research on onomatopoeia entitled '*Deskripsi Semantik Onomatopoe Dalam Komik Serial Detektif CONAN*'. In the research, she found the description of semantics found in *CONAN* comic series.

The previous researches are quite the same with this research since the researches that have been done studied about the onomatopoeias found in children literary books as well as the research that will be done. However, there is still difference between this research from the previous ones. This research is going to find out the types and the representation of the onomatopoeias in Walt Disney comics.

2.7 The Conceptual Framework

The research emphasizes on figuring out the types and the representation of onomatopoeias as linguistics sign found in Walt Disney comics. The onomatopoeias will be categorized into three types and their representation. It is drawn as following:



CHAPTER 5

CONCLUSION AND SUGGESTION

5.1 Conclusion

There many sounds that can be heard in the daily life. The sounds can be the sounds of animals, sounds of objects or sounds of actions. Sounds which are represented into words are called onomatopoeias. In short, onomatopoeias are the words that represent the sound of objects and actions described or it can be said that onomatopoeias are imitation of the nature sounds, like Miiiaoow!, CRAASH! and BANG!.

Basically, onomatopoeias often appear in comic books and comic strips which belong to children literary. The analysis which used Walt Disney comics found that the representation of onomatopoeias can be more than one representation from one onomatopoeia, like the word RING! that can represent the sound of telephone, the sound of bell and the sound alarm of clock. The words are ROOAAR!, CLANG!, SPLOSH!, CLICK!, TAP!, CRASH!, SNAP!, SLAM, and CRUNCH!. Besides, one representation can be from different onomatopoeias like the sound of car's horn that can be represented by HONK! HONK and TOOT! TOOT!. The words are VROOM! and ZOOM!, WHOOSH! and SWISH!, and DRIP! and SPLISH!.

In this analysis, it is also found that in Walt Disney comics, the comics use the second types of onomatopoeias proposed by Bredin, associative onomatopoeias, more often than the first type if it, direct onomatopoeias. On the

other hand, none of the comics analyzed uses the third type of onomatopoeias proposed by Bredin, the exemplary onomatopoeias.

5.2 Suggestion

This study suggests some implication for other students who are interested in analyzing onomatopoeias. They can do research on some fields, like children literary, advertisements and poem since those fields consist of onomatopoeias. In this research, the researcher hopes this thesis will give contribution in the development of research about onomatopoeias and can be a reference for people who are interested in doing analysis in the same topics but in different scope.

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