An Analysis Types of Onomatopoeia Words in Justice League Comic

I Putu Mahendra Chandra Ardipa, Ni Made Verayanti Utami, I Gusti Agung Sri Rwa Jayantini

English Study Program, Faculty of Foreign Languages, Mahasaraswati Denpasar University, Denpasar, Bali, Indonesia

A R T I C L E   I N F O

A B S T R A C T

Onomatopoeia is naming objects or action based on the imitation of sounds associated with the object or actions. There are two problems to be solved in this study, namely; (1) what types of onomatopoeic words are found in Justice League comic; (2) how does the context of situation help determine in Justice League Comic. This study used two theories to solve the problems, the first one is a theory proposed by Elizabeth (2013) to identify the types of onomatopoeia, and the second theory is from Halliday and Hasan (1989) used to analyze the context of the situation found in Justice League Comic. The data were collected through library research by reading the comic, identifying the onomatopoeic words, note-taking the onomatopoeic words, and this research used descriptive qualitative method to analyze the data descriptively and qualitatively to support the explanation by presenting the percentage of the data in a table to show which one is the most present data found in Justice League. The result of this study shows the types of onomatopoeic. From 29 data found in the Justice League Comic by Daniel Kibblesmith, the types of onomatopoeic mechanical is most commonly occurs with 13 data or 44,8%.

1. INTRODUCTION

Language is the main tool in establishing interactions between humans. Language has a very important role because language can make people understand each other. Fromkin (2009) states that the source of life and human strength is language. So, language makes conveying information easier across people. Language can be studied scientifically. Our knowledge of language is called linguistic knowledge. Puschmann (2008) explains that linguistics to seeks establish explicit knowledge of language, by sending it to systematic and objective studies. Linguistics also has theoretical methods which can be classified as scientific methods. The language style used in comic seems simpler because the meaning is also represented by the drawing or pictures. Language style with onomatopoeia is very closely related, because language style can make people understand what someone is saying, assisted by onomatopoeia, we can understand various kinds of language styles in imitation of sounds, whether in movement or action and also the naming of objects. Onomatopoeia is naming objects or action with the imitation of sounds associated with the object or actions Kridalaksana (167: 44). Sounds of objects, such as the sound of telephone "ring-ring", trumpet "toot!", The sound of big explosion "boom", sound of Duck "quack-quack" or cats' "meow" or sound derived from action, such as the sound of cough "cough! cough!" are known as onomatopoeia or onomatopoeic words (Fromkin, Rodman, &Hyams, 2014). Furthermore, Sugahara (2010) explains that onomatopoeia is a certain language expression.

Onomatopoeia is a word that represents the meaning of a sound and action that occurs in a situation. Onomatopoeia also describes a situation or picture that occurs without a complicated and lengthy explanation so that the reader immediately understands a condition or incident that is happening (Fukuda, 2003: 20). Onomatopoeia is an adverb that describes a state, the sound of an object, or the sound of activity in an ongoing situation, such as sound of big explosion "boom", sound of Duck" quack-quack" or cats "meow" , sound derived from action, such as the sound of cough "ugh! ugh!" known therefore as onomatopoeia or onomatopoeic words.

Every language has its own onomatopoeia, such as Indonesian onomatopoeia, Japanese onomatopoeia, English onomatopoeia, and others. For example, a human laugh in Indonesian is represented with wkwkwk or awokawokawok, and a dog's bark in English is woof-woof. These examples of onomatopoeia are interesting when found in comics because they are colorful. Onomatopoeia can make children who like reading comics start thinking imaginatively. Stories in comics can also teach values like

---

behavior, emotional security, knowledge humor, beauty and appearance, value of recognition, practicality, religion, creativity and morality.

This study is interested in analyzing onomatopoeia in comics because of some reasons. The first reason is the writer sees this research about onomatopoeia has not been done by many people. Second, the English onomatopoeic words are important to be known by English learners in foreign language. Many people do not know about them. The last reason is that a word that represents a sound of something may have more than one meaning in different contexts. For example, a sound of a telephone is 'ring' but in a different context the word 'ring' refers to the sound of a door bell. The other example of the word for the sound of a flying helicopter is 'rrrrr' but, in a different context the sound 'rrrrr' refers to the sound of a shooting gun. There is also an example from a data source of the word sound 'kthunk' refers to the sound of a gun, but in different contexts the word 'kthunk' could be the sound of a sword. From this fact, it is important to know the contextual meanings of onomatopoeic words.

2. METHODS

This method was adopted by observing the conversation in the comic *Justice Legue* . In this study, several techniques were be used to obtain data. The procedure of collecting the data was as follows, the first is reading the comics and trying to understand the meaning of the onomatopoeic words found in *Justice League* comic. The second is identifying onomatopoeic words used by characters in the comic *Justice Legue*. And the last is note-taking of onomatopoeic words found in the *Justice Leage* comics. For the data were analyzed by using a descriptive qualitative method. In analyzing the types of onomatopoeia found in *Justice League* comic, this study used the theory that was proposed by Elizabeth (2013), and the result of this study is presented by using formal and informal method. For formal method, the data of this study is supported by using a table to make a data clearly presented meanwhile informal method was used for the data of this using narrative form in explaining the types of onomatopoeia word.

3. RESULTS AND DISCUSSIONS

Onomatopoeia is found in this research, presents the types of onomatopoeia found in *Justice League* comic. According to the theory from Elizabeth (2013), there 6 types of onomatopoeia, namely Mechanical, Fast Motion, Musical, Food Preparation and Eating, Fighting and Animals. In this research, explains about the data found in the comic *Justice League* comic. The researcher only focuses on analyzing the types onomatopoeic words. However, the occurrence of each type was different. Based on table, it can be identified that there was a total of 29 data of onomatopoeic words found in *Justice Legue* comic. Mechanical onomatopoeia types is the most presented occurred with 13 data and followed by fighting onomatopoeia types is presented occurred with 12 data. This is related to the fact that *Justice League* is a superhero comic which mean that there are a lot of fighting and shooting scenes.

In percentage of the data is also presented to inform the reader which one is the most common that is found in *Justice League* comic. For the fast motion onomatopoeic word is 6 data, musical 2 data, animals only 1 data, and food preparation and eating only 1 data.

Table 1. Types of onomatopoeic word in Batman Beyond comic

No.	Types of Onomatopoeic Words (A)	Total Data (B)	Presented
1	Mechanical	13	44,8%
2	Fast Motion	6	20,6%
3	Musical	2	6,8%
4	Fighting	12	41,3%
5	Animals	1	3,4%
6	Food Preparation and Eating	1	3,4%
	Total	**29**	**100%**

Based on the Table 1 there were 29 data that were found in the *Justice League* comic. For Mechanical onomatopoeia the researcher got only 13 data or 44,8 %, for Fast Motion only 6 data or 20,6%, for Food Preparation and Eating got 1 data or 3,4%, Musical only 2 data or 6,8 %, Fighting only 12 data or 41.3 %, and for Animals got 1 data or 3,4%. It can be concluded that the most onomatopoeic words found in *Justice League* comics are Mechanic and Fighting, the least being Food preparation and eating also animals. Because Justice League Comic is an action comic that is only about fights between villains and super heroes.

The data of this research was presented by showing the pictures (screenshots) of the comic with its subtitle to show the onomatopoeic word which was being analyzed types of onomatopoeia. The discussion is concerned with the analysis of the data taken from the comic.

Data 1: Fast Motion onomatopoeia word

Onomatopoeic word: *Thoosh.*

Based on Elizabeth (2013), words that convey a speed sound often beginning with the letter 'z' or 's'. Example*: vroom, whoosh, swish, swoosh, zap, zing, zip,* and *zoom*. The onomatopoeic word above can be categorized as fast motion onomatopoeia because the onomatopoeic word *Thooosh* is a sound of Omega Titans which came out of the extremely hot lava at high speed. The onomatopoeic word *Thooosh* comes up between the conversation of Hawk Girl, Night Wing, and Luthor. This conversation held in the Justice Hall building that have been destroyed and part of the roof had collapsed and the back of building was surrounded by hot lava.

Data 2: Fast Motion onomatopoeia word

Onomatopoeic word: *Thoom.*

Based on Elizabeth (2013), words that convey a speed sound often beginning with the letter 'z' or 's'. Example*: vroom, whoosh, swish, swoosh, zap, zing, zip, and zoom*. The onomatopoeic word above can be categorized as fast motion onomatopoeia because the onomatopoeic word *thooom* is a sound from Omega Knight which sucked in J'oon and their army. *Thooom* is the sound of power Omega Knight which looks like a light is suction. Proved that J'oon and his troops were sucked in by the light.

Data 3: Fighting onomatopoeic word

Onomatopoeic word: *Koom.*

Based on theory proposed by Elizabeth (2013), the action words that show up in comic books during fighting scenes are onomatopoeic. Including terms like *pow, bif, bam, whom, thump, smash, zowie, bang*, and *wham* are some of them. The onomatopoeic word above can be categorized as fighting onomatopoeia because the onomatopoeic word *Koom* here comes from the Green Lantern, which wanted to destroy The Forst King using his big ax. This conversation held on the hall of Justice at Washington DC.

Data 4: Fighting onomatopoeic word

Onomatopoeic word: *Skrakt.*

Based on theory proposed by Elizabeth (2013), the action words that show up in comic books during fighting scenes are onomatopoeic. Including terms like *pow, bif, bam, whom, thump, smash, zowie, bang*, and *wham* are some of them. The onomatopoeic word above can be categorized as fighting onomatopoeia because the onomatopoeic word is *Skrakt* here comes from the sword of Forst King that broke the Green Lantern. In the story, Wonder Woman told John (Flash) to leave this horde to her, but flash told her go to the big guy that is a Forst King. Which is Green Lantern is having a hard time facing the Forst King. Sudenly sword of Forst King hit the Green Lantern shield and make a sound *skarkt.*

Data 5: Mechanical onomatopoeic word

Onomatopoeic word: *vooorb*

Based on the theory put forward by Elizabeth (2013), the word onomatopoeia *voorb* can be categorized as mechanical onomatopoeia because mechanical sounds appear to be a number of common words in the language. Examples include; horn, beep, vroom, clang, boing buzz, beep, whirr, click, clack, clack, clink, clink. The onomatopoeic word above can be categorized as fast motion onomatopoeia because the word *vooorb* comes from a laser gun from Alien plane to hit Superman which is where Superman and the Justice league Squad   try to protect Trotha Homeworld. The onomatopoeic *vooorb* appears when Alien Plane tried to attack Superman by using a Laser gun.

Data 6: Mechanical Onomatopoeic Words

Onomatopoeic word: *T-zot*

Based on the theory put forward by Elizabeth (2013), the word onomatopoeia *t-zot* can be categorized as mechanical onomatopoeia because mechanical sounds appear to be a number of common words in the language. Examples include; *horn, beep, vroom, clang, boing buzz, beep, whirr, click, clack, clack, clink, clink.* The onomatopoeic word above can be categorized as fast motion onomatopoeia The word *T-zot* comes from Superman during take a conversation with Vienu when he tried to asking again to Vienu suddenly one of laser gun hit Superman but it misses Superman's hand. The laser gun that is from plane of Alien who is the enemy of Superman.

Data 7: Musical Onomatopoeic Words

Onomatopoeic word: *K-ding*

Based on the theory proposed by Elizabeth (2013) some words are associated with specific music instruments or sound produce by humans, the twang of guitar, oompah for a tuba, plunk for a keyboard. Others imitate a metallic sound, and these often end in "ng"; ting, ding, ring, ping, clang, bong, brrring, jingle, and jangle. And the onomatopoeic word above can be categorized as Musical onomatopoeia because the onomatopoeic word K-ding comes from the bell hanging in front of the bookstore door, where Ellias was opening the door of the bookstore. Where in it there is Mr. Liberman who is having a conversation with Mr. Willit.In the scene, Mr liberman during an converstion with Mr.Willit on telephone. And at the diferent scene Ellias Still walking going to the book store and then opened the bar, suddenly the bell is running Creating sound K-ding.

Data 8: Animals onomatopoeia word

Onomatopoeic word: *Nhee*

Based on theory proposed by Elizabeth (2013), the action words that show up in comic are Animals onomatopoeic word. Including terms like meow for cat, oink for pig, and tweet for bird are some of them. The action words that show up in comic books scenes are. The onomatopoeic word above can be categorized as Anima's onomatopoeia because the onomatopoeic word *Nhee* here comes from the action when the horse of Night Wing sounding neighs and makes a sound *Nhee* heading the soldier of Darkest Knight.

Data 9: Food Preparation and Eating onomatopoeia word

Onomatopoeic word: *Skrunch*

Based on theory proposed by Elizabeth (2013) the onomatopoeic word above can be categorized as food preparation and eating onomatopoeia because the onomatopoeic word *Skrunch* comes from Mutan Bird that eating ellias, the sound *Skrunch* that listened by william when he opened the door. This conversation held on the book store.

4. CONCLUSION

Based on the data analyzed in Batman Beyond Comic, using the theory proposed by Elizabeth (2013), for the problem it was found all types of onomatopoeia proposed by Elizabeth (2013), five categories are found, they are Mechanical, Fast Motion, Musical, Food Preparation and Eating, Fighting and Animals. Mechanical onomatopoeia imitates machine noise, Fast Motion that convey sound of speed, Musical contain music instrument sound, Food Preparation and Eating contain eating sound, Fighting contain the action word, and Animals the word used for animal sound.

5. REFERENCES

Amrullah 2016. "*The Onomatopoeia in Robert Vendetti's Comic the Flash.* Thesis. 'Allaudin State Islamic University of Makasar'

Cohn, Neil 2005. Un-Defining "Comics": Separating the cultural from the structural in "comics". *International journal of comic art*, 2005, 1.

Eliza, 2013. *An Analysis of Onomatopoeias in Garfield Comic*, Journal, English Department, Faculty of Humanities, Andalas University'

Carera, A. a. 2019. Analysis Onomatopeia in the Selected Peoms By Lee Emmett. *Journal of English Education and Applied Linguistics, 8*, 14.

Elizabeth, M (2013). *What is onomatopoeia?* Retrieved, February 09, 2021. From www.wisegeek.org/what-is-onomatopoeia.html

Jannah 2016, "A Study of Onomatopoeia in *Doraemon* Comic Series" Thesis. English department Faculty of Adab and cultural sciences State Islamic University SunanKalijaga Yogyakarta

Kurniawan, E. H, improving vocabulary ability by using comic. Jurnal Cendekia, 7(2), pp. 51-61, 2009

Laili Nuri Mar'rifitail. 2008." A Study of Onomatopoeia in Avatar Comics". *Thesis*. Malang: The State 9Islamic University of Malang.

Royanti, 2007. "The use of English Comics to Improve Student's Ability in Story Retelling". *Thesis*. Semarang: English Department, Faculty of Languages and Arts, University of Semarang.

Sugahara, Takashi. 2010. "Onomatopoeia in Spoken and Written English: Corpus and Usage Based Analysis". *Dissertation*. Japan: Hokkaido University.

Takada,M., K. Tanaka and S. I. Iwamiya. 2006. "Relationship Between Auditory ImpressionAnd Onomatopoeic Features for Environmental Sounds."Journal of AcousticalScience and Technology, Vol. 27, No. 2. Pp. 67-79. Retrieved on Feburary 2021 from http://www.mendeley.com/research/pdf

The data source of *Justice League Comics* from comiconlinefree.net/justice-league-2018/issue-50/full