

**A STUDY OF ONOMATOPOEIA IN *DORAEMON* COMIC SERIES**

**A GRADUATING PAPER**

Submitted in Partial Fulfillment of Requirements for Gaining  
The Bachelor Degree in English Literature



By:

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**STATE ISLAMIC UNIVERSITY SUNAN KALIJAGA**

**YOGYAKARTA**

**2016**

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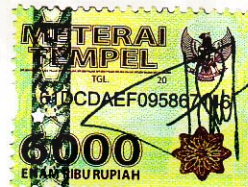
**2016**

## A FINAL PROJECT STATEMENT

I certify that this graduating paper is definitely my own work. I am completely responsible for the content of this graduating paper. Other writers' opinion or findings included in this graduating paper are quoted or cited in accordance with ethical standards.

Yogyakarta, 27 Oktober 2016

The Researcher,



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saya menyatakan bahwa skripsi tersebut sudah dapat diajukan pada sidang Munaqosyah untuk memenuhi sebagian syarat memperoleh gelar Sarjana Sastra Inggris.

Atas perhatian yang diberikan, saya ucapkan terimakasih.

*Wassalamu'alaikum Wr. Wb.*

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## MOTTO

“First they ignore you .Then they laugh at you.

Then they fight you. Then you win”.

-Mahatma Gandhi-

“I didn't fail the test.

I just found one hundred ways to do it wrong”.

-Benjamin Franklin-

## DEDICATION

This graduating paper is totally dedicated to my parents and my little sister who has been becoming my spirit and always support me every time to be a success person.

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Lastly, thanks for all the readers who sincerely read this graduating paper. This graduating paper is hoped to be useful for everyone and it is hoped to give beneficial information for English Department students.

Yogyakarta, October 27, 2016

The Researcher,



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## ABSTRACT

### A Study of Onomatopoeia in *Doraemon* Comic Series

by

**Siti Roudlotul Jannah**

Reading comics can make a different sense for reader because there are many pictures and imitating sounds, namely is onomatopoeia. Mostly, onomatopoeia can be found in comics. So, this graduating paper is entitled “A Study of Onomatopoeia in *Doraemon* Comic Series”.

This research is qualitative approach. The researcher chooses 6 titles of *Doraemon* comics in series 1. The researcher uses two theories to analyze onomatopoeia. They are phonological system by Wardaugh and theory of meaning by Abdul Chaer. There are two research questions in this research. First, what are the onomatopoeic words constructed in *Doraemon* comic series? Second, what are the meaning of onomatopoeic words found in *Doraemon* comic series?

Based on the data analysis, following are the answer to each problem. There are 15 onomatopoeic words which can be found in *Doraemon* comic series. In analyzing the data of onomatopoeia, the researcher have two classifications. First, is the number of syllable which consists of monosyllable and disyllable. Second, is classification based on types of meaning. The researcher only finds three meanings. They are lexical, contextual, and onomatopoeia meaning.

**Keywords:** *Doraemon comic, onomatopoeia, meaning*

## ABSTRAK

### A Study of Onomatopoeia in *Doraemon* Comic Series

oleh

**Siti Roudlotul Jannah**

Membaca komik dapat membuat nuansa berbeda bagi pembaca karena terdapat banyak gambar-gambar dan bunyi-bunyi tiruan yang dinamakan sebagai onomatope. Pada umumnya, onomatope dapat ditemukan di komik-komik. Jadi, skripsi ini berjudul “A Study of Onomatopoeia in *Doraemon* Comic Series”.

Penelitian ini diteliti menggunakan pendekatan kualitatif. Peneliti memilih 6 judul dari komik *Doraemon* seri 1. Peneliti menggunakan dua teori untuk menganalisis onomatope. Diantaranya ada sistem fonologi oleh Wardaugh dan teori makna oleh Abdul Chaer. Ada dua rumusan masalah yang terdapat dalam penelitian ini. Pertama, kata-kata onomatope apa sajakah yang dibangun dalam serial komik *Doraemon*? Kedua, apa saja arti dari kata-kata onomatope yang ditemukan di serial komik *Doraemon* tersebut?

Berdasarkan analisis data, berikut ini adalah jawaban untuk setiap permasalahan tersebut. Ada 15 kata-kata onomatope yang dapat ditemukan dalam serial komik *Doraemon*. Dalam menganalisa data onomatope tersebut, peneliti mempunyai dua klasifikasi. Pertama, jumlah suku kata yang terdiri dari monosilabel dan disilabel. Kedua, klasifikasi berdasarkan jenis makna. Peneliti hanya menemukan tiga makna. Mereka adalah makna leksikal, makna kontekstual dan makna onomatope.

**Kata kunci:** *Komik Doraemon, onomatope, makna*

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## CHAPTER 1

### INTRODUCTION

#### 1.1 Background of Study

Language is the most important aspect in the life of all beings. According to the philosophy expressed in the myth and religious of many people, language is the source of human life and power (Fromkin, 2009: 3). It means that language is useful for human because it is a media that makes human understand each other. So, people can deliver information more clearly. Although there are many languages in this world, all people should know at least one language. In otherside, language is not only used to produce words or sentence in daily life but also in literary works. All literary works are influenced by language, without exception comics.

Comic is children's magazine with stories told in pictures (Longman, 2001: 77). Although comics have many pictures but it is easy to understand. It is not only using words to telling the story but also create by pictures to support the reader that what they read is a real and can be seen with the eyes. Comics are one of the literary works published in different media such as newspaper, magazines, and internet. Comics have several types of topics. They are horror, love, humor or daily activities, and education aspects.

Reading comics become interesting for people because there are pictures about the story which are made by the creator. Those pictures also have special relationship between meaning and pronunciation which called as onomatopoeia.

Onomatopoeia is imitative of non-linguistic sounds (Langacker, 1973: 25). Yule states that onomatopoeia is the soundless things as well as abstract concept in our world could have been referred to in a language that simply echoed natural sound (2006: 3). People need creativity to create onomatopoeia in comics. Every nation has its own onomatopoeia, such as Indonesian onomatopoeia, Japanese onomatopoeia, English onomatopoeia and others. For example, in English, there is *cock-a-doodle-doo*, but in Indonesia it is *kukuruyuk* which is represented by sound of rooster.

Mostly, many comics come from Japan. Doraemon is one example of Japanese comics (manga) whom children like. Doraemon is a fictional character created by Fujiko F. Fujio. The theme of *Doraemon* comic series are generally comedies not only for laughing but also to teaching about moral lessons. Here, the researcher uses an English version of *Doraemon* comic series which is translated by Ocean and friends. *Doraemon* comic series also receive lots of awards such as “the Japan Cartoonists Association Award for excellent in 1973, the first Shogakukan Manga Award for children’s manga in 1982, the first Osamu Tezuka Culture Award for children in 1997, and successfully rewarded as “Anime Ambassador” of the nation by Foreign Ministry of Japan in March 2008 ([www.zeniusenglish.com](http://www.zeniusenglish.com)).

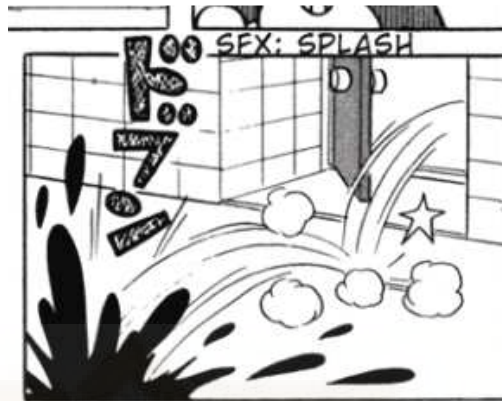
After talking about several Doraemon awards, there are some reasons why the researcher is interested to analyze onomatopoeia in *Doraemon* comic. Onomatopoeia is very interesting to study of the sound naming, because language in this world has many variations. Even though people can find the onomatopoeic

words when they read a comic, but they do not consider and do not know further about onomatopoeia.

There are several titles of *Doraemon* comic series that are translated on English version. From four series of *Doraemon* comics, the researcher chooses six titles of *Doraemon* comicon series 1 because they have same theme about high technology. These comic titles are “*All the Way From a Future World, A Ghost of the Lamp’s Smoke, Antique Competition, Henshin (Transforming) Biscuits, Kobe Abe, and Secret Agent*”. This theme is important to discuss because technology influence all aspects of human life not only for children, teenagers but also for adults. So, using onomatopoeic in *Doraemon* comics will caused the reactions of child’s brain to think more deeply about the difficult situation of the story but easy to understand.

After talking about onomatopoeia and *Doraemon* comic, there are two theories which relates to analyze the data. First theory is about theory of meaning by Abdul Chaer. Semantics is the systematic study of meaning (Chaer, 1994: 284). Riemer states that meaning is a definitions in dictionaries quickly come to mind (2010:3). Semantics is used to get the meaning based on the dictionary definition and context of the story. Second, is phonological system by Wardaugh. Phonology is study of system communitaion (Wardaugh, 1972: 48).

To analyze the number of syllable and the meaning of onomatopoeia in *Doraemon* comic series, the researcher takes one example of onomatopoeic words which found in *Doraemon* comic series. There is a word ‘*splash*’ in *Kobe Abe* .



(source:www.aku-tenshi.com; *Kobe Abe: 61*)

The data is “splash”. According to the picture, the phonemics transcription of “splash” is /splæ /. It shows that type of syllable is monosyllable and closed syllable. “Splash” has three initial consonant cluster as /spl-/. “Splash” also has final consonant / /, so it is voiceless palatal sibilant. The syllable of “splash” consists of consonant-consonant-consonant-vowel-consonant (CCCVC).

Lexical meaning of “splash” is to cause ( a liquid substance) to scatter and fall in drops or blobs (Webster’s New World College, 1996: 1294). According definition in onomatopoeia dictionary (www.writtensound.com), “splash” is to dash water upon. Contextually, it means to dash water upon. Based on the picture in *Kobe Abe* above, it tells about Doraemon is being disturbed by Nobita. Nobita blows the flute ‘Kobe Abe’ when Doraemon will take a shower and clean up. Because of it, Doraemon is spilling the water and he falls in the gutter. So, “splash” is produced by natural phenomenon and visualizes motion by the liquid.

From the explanation above, the researcher are interested in finding out how the form-base of onomatopoeic words, especially in *Doraemon* comic series because onomatopoeic words are not general words. So, this research is useful not only for the researcher but also for others.

### **1.2. Research Questions**

According to the background of study, this research will answer the following questions:

1. What are the onomatopoeic words constructed in *Doraemon* comic series?
2. What are the meaning of onomatopoeic words found in *Doraemon* comic series?

### **1.3. Objective Study**

Based on the research questions above, this research has two objectives study. They are:

1. to identify detail onomatopoeic words construct in *Doraemon* comic series based on the number of syllable onomatopoeic words.
2. to explain the meaning of onomatopoeic words in *Doraemon* comic series.

#### **1.4. Significances of Study**

Finding of this research are supposed to give academic and practical contribution. Academically, this research is aimed not only to enrich our understanding about of the origin of language, especially onomatopoeia, but also to give more information in studying phonological system, and theory of meaning to obeying the rules.

Practically, this study is useful for several people. First, English student can understand clearly about phonological system, and theory of meaning. So, they have best way to find out how the process of onomatopoeic words and get the meaning of onomatopoeic words. Second, English teachers can use it as the source for the material of teaching about phonological system, and theory of meaning. Third, this study is also expected to be beneficial references to the next researchers who are interested in conducting further research about onomatopoeia.

#### **1.5. Literature Review**

This research focuses on the analysis of onomatopoeic words in the *Doraemon* comic series. After reading other research about onomatopoeia, the researcher finds several prior researches which are relevant with this study.

The first prior research was written by Septi Indah Tri Lestari, a student of Muhammadiyah University of Surakarta in 2011, entitled “Wujud Onomatope dalam Komik Serial *Crayon Shinchan* Karya Yoshito Usui”. It used a qualitative descriptive method. Her objectives of study were to describe the form of onomatopoeia in *Crayon Shinchan* comic series; to describe the structure of

onomatopoeia in the *Crayon Shinchan* comic series; and to explain the meaning of onomatopoeia in the *Crayon Shinchan* comic series. She found three results of the research. First, the form of onomatopoeia in the *Crayon Shinchan* comic series are classified by the form of onomatopoeic sounds typical of animal, the form of onomatopoeic sounds typical of object, the nature of the onomatopoeia of human feelings, the nature of the onomatopoeia of events or actions. Second, the structures of the series *Crayon Shinchan*'s onomatopoeia classified based on number of syllables and syllables patterns. There were onomatopoeic form of monosyllable, disyllable, and multi-syllable).

The second prior research was written by SutamiSutarni from University of Muhammadiyah Surakarta. She wrote a graduating paper in 2012 entitled “Deskripsi Semantik Onomatope dalam Serial Komik *Inuyasa*”. Her objects were structure, function, and the meaning of onomatopoeia in the *Inuyasa* comic series. Her objectives of study were to describe the structure of onomatopoeia in the *Inuyasa* comic series, to describe the onomatopoeia's function in the *Inuyasa* comic series, and to describe the meaning of onomatopoeia in the *Inuyasa* comic series. Three results of her research were the structure of onomatopoeia in the *Inuyasa* comic series are classified based on the number of syllables (monosyllable, disyllables, multi-syllables). Second, four meanings of onomatopoeic sounds in the *Inuyasa* comic series were onomatopoeic sound of animal, onomatopoeic sound of object, onomatopoeic event or action, and onomatopoeic sound of small objects.

The third prior research entitled “A Study of Onomatopoeia in *Avatar* Comics”. It was conducted in 2008 by Nuri Ma’rifatil Laili, a student of State Islamic University of Malang. This research used a descriptive qualitative method. The objectives of her research were to find out onomatopoeic words constructed in *Avatar* comic and then described all onomatopoeic words based on their characteristics, their type and the procedure of onomatopoeia. The data are collected from *Avatar* comic series scanned from *Nick* Magazine. She found that there were several characteristics of onomatopoeic words and the kinds of onomatopoeia which are constructed in *Avatar* comic. Their characteristics were phonological feature, variation of word, short spelling and fresh minted. The four kinds of onomatopoeia were sound of nature, sound made by human, animal and miscellaneous sound.

The next prior research is Anis Fitriyani, a student of University Muhammadiyah of Surakarta in 2012. Her research is entitled “Deskripsi Semantik Onomatope dalam Novel *Cado-cado Kuadrat Dokter Muda Serba Salah* Karya Ferdiriva Hamzah”. Her research used qualitative and library method. The technique of data analysis used padan extra-lingual. Her research questions were what are kinds of onomatopoeia in *Cado-cado Kuadrat Dokter Muda Serba Salah* Novel by Ferdiriva Hamzah?, how are the structure of onomatopoeic words in *Cado-cado Kuadrat Dokter Muda Serba Salah* Novel by Ferdiriva Hamzah?, how are the function of onomatopoeia in *Cado-cado Kuadrat Dokter Muda Serba Salah* Novel by Ferdiriva Hamzah? The first results of her results were onomatopoeic sound of animal, onomatopoeic sound of thing,



onomatopoeic sound of human feeling, onomatopoeic sound of action. Second, there were monosyllable, disyllables, and multi-syllables. The last result were the onomatopoeia function of thing, onomatopoeia function of human or animal, onomatopoeia function of natural sound, onomatopoeia function of action.

The last is Journal article of *Humanities* 10.2 that was written by Sorabud Rungrojsuwan in 2007, entitled “The symbolization of Sounds in Thai Onomatopoeic Words”. His object was sound symbolic words in Thai and the subjects were structural and semantic characteristics. The objectives of his research were to investigate the structural and semantics characteristics of sound-symbolic words in selected Thai formal and informal written documents. The data were collected from two Thai monolingual dictionaries and 40 comic books. Structurally, he found that most sound-symbolic words were either monomorphemic or reduplicated. In relation to semantics, sound symbolization in the data shows semantic relations to human behaviors, activities, and surroundings.

Based on five prior researches, three of them are similar on the subject and the object. The subject is about comic. Then, the object is onomatopoeia. Here, the researcher focuses on onomatopoeia in *Doraemon* comic series. It is not only using phonological system but also using theory of meaning .

## **1.6. Theoretical Approach**

Here, the researcher focuses to analyze onomatopoeia in *Doraemon* comic series. Onomatopoeia is imitative of non-linguistic sounds (Langacker, 1973: 25). The researcher needs several theories which will be used to analyze the data and

answer the research questions. There are phonological system by Wardaugh and theory of meaning by Abdul Chaer.

First theory is about phonological system by Wardaugh. The scope of phonology are about sound, syllable, phonetics features, and phonemics transcription. Second theory is theory of meaning by Abdul Chaer. Theory of meaning is branch of semantics. Semantics is study of meaning (Chaer, 1994: 284). There are three meanings that relate to analyze the onomatopoeic words. They are lexical, contextual and onomatopoeia meaning. The theories above have correlation with the data of research. For more details about the theory, the researcher will discuss further in chapter two.

## **1.7. Methods of Research**

Method of research is one of the important things to analyze the data and to collecting the data. Method of research is used scientifically to get data and purpose of study. Here, the researcher will explain type of data, data source, data collection, and data analysis. So, it will help the researcher to clarify the data which will be analyzed in this research.

### **1.7.1. Type of Research**

Based on the research design, this research used a qualitative approach. Qualitative research is different from quantitative research. Qualitative research is a means for exploring and understanding the meaning individuals or groups ascribe to social or human problem (Creswell, 2009: 8). In qualitative approach, the researcher will describe the data based on image and text analysis. It means

that the researcher must make interpretations of the meaning of the data. So, the researcher will be easy to collect and make a conclusion based on the data.

### **1.7.2. Data Sources**

Data is factual information used as a basis for reasoning, discussion or calculation (Neufeldt, 1996: 74). It means that data is important thing to discuss in the research. Richard said that data are created in particular from according to the method used (2007: 121). Here, the data are taken from *Doraemon* comic series, especially in English version which is translated by Ocean and friends. The researcher finds four series that consists of many titles. By those data, the researcher only chooses six titles of *Doraemon* comic series 1 because they have same theme about high technology. They are *All the Way From a Future World*, *A Ghost of the Lamp's Smoke*, *Antique Competition*, *Henshin (Transforming) Biscuits*, *Kobe Abe*, and *Secret Agent*. All data are focused on onomatopoeic words of English version in *Doraemon* comic series 1.

### **1.7.3. Data Collection Technique**

The data of this research are collected from *Doraemon* comic series. The researcher will follow the steps as below:

1. download all *Doraemon* comic series from [www.aku-tenshi.com](http://www.aku-tenshi.com);
2. reading closely *Doraemon* comic all titles in each series;
3. choosing a series and titles of *Doraemon* comics which have same theme;
4. finding onomatopoeic words in six titles of *Doraemon* comics series 1;
5. tabulating all onomatopoeic words based on the classification.

#### **1.7.4. Data Analysis Technique**

The collected data in this research are analyzed descriptively using phonological system by Wardaugh, and theory of meaning by Abdul Chaer. To analyze the data, the researcher does these following steps:

1. classifying the onomatopoeic words based on the number of syllable, and their meaning;
2. checking the pronunciation and lexical meaning of onomatopoeic words using Webster's New World College dictionary;
3. checking the onomatopoeia meaning using dictionary online on website [www.writtensound.com](http://www.writtensound.com);
4. checking the meaning based on the context of story in six titles of *Doraemon* comic series 1;
5. analyzing the onomatopoeic words in *Doraemon* comic series 1 based on phonological system by Wardaugh, and theory of meaning by Abdul Chaer;
6. drawing conclusion.

#### **1.8. Paper Organization**

This chapter is divided into four chapters. The first chapter is introduction including Background of Study, Research Questions, Objectives of Study, Literature Review, Theoretical Approach, Method of Research, and Paper Organization. The second chapter is Theoretical Approach. It explains about phonological system by Wardaugh and theory of meaning by Abdul Chaer. The

third chapter consists of the discussion of the data analysis. It discusses the analysis of the number of syllable, and the meaning of onomatopoeic words based on the data found in *Doraemon* comic series 1. Then, the fourth chapter consists of the conclusion and suggestions.



## CHAPTER IV

### CONCLUSION AND SUGGESTION

In this chapter, the researcher presents the conclusion and suggestions based on the analysis about onomatopoeic words in *Doraemon* comic series. The conclusion and suggestions are presented as follows:

#### 4.1 Conclusion

The objects of this research are onomatopoeic words in *Doraemon* comic series. The data found in six titles of *Doraemon* comic in series 1. They are *All the way from a Future World*, *Henshin (transforming) Biscuits*, *A Ghost of the Lamp's Smoke*, *Kobe Abe*, *Secret Agent*, and *Antique Competition*. The researcher combining all the data with two theories. Those are phonology by Wardaugh and theory of meaning by Abdul Chaer. The researcher has 15 data which divided into two classifications.

First classification is number of syllable. The researcher counts the syllable based on number of a basic word in each onomatopoeia. There are two number of syllable such as monosyllable and disyllable. Second classification is kinds of meaning. Sometimes, the lexical meaning has different definition with contextual meaning. They changed because they have to adapt in the situation of the story in *Doraemon* comic. The data is more dominant using definition in dictionary than contextual meaning.

## 4.2 Suggestion

Based on the research of this study, the researcher gives several suggestion that can be considered by future research who are interested in onomatopoeia, phonology, and semantics. Onomatopoeia can be analyzed by the future researcher use other theories such as translation, pragmatics, syntax and so on. Onomatopoeia not only can be found in the comics but also in the other literary works (newspaper, magazine, novel, and so on). So, since the researcher does not analyze the data deeply, the next researcher is hoped to make a deep analysis more than this.

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## APPENDICES

<b>Onomatopoeic word</b>	<b>Title/ page</b>	<b>Phonetic transcript ion</b>	<b>Number of syllable</b>	<b>Lexical Meaning</b>	<b>Onomatopoeic meaning</b>	<b>Contextual meaning</b>
Rattle,rattle, rattle	<i>All the way from a future world / 6</i>	/ˈrætəl/	Disyllable	to make a series of sharp, short sound in quick succession	a device that makes a rattling noise	a device that makes a rattling noise
Dadadada	<i>A ghost of the Lamp's Smoke / 172</i>	/ˈdɑː.dɑː/	Disyllable	Hobbyhorse(baby talk), because of its resemblance to meaningless babble, as symbolic of the movement	vocal sound produced by a human infant	vocal sound produced by a human infant
Tap, tap	<i>Kobe Abe / 60</i>	/ˌtæp/	Monosyllable	to strike something lightly, and often repeatedly	Sound of thin high heels or pumps	The sound produced when a person is walking
Slap, slap	<i>Kobe Abe / 65</i>	/ˌslæp/	Monosyllable	a blow or smack,esp.with something flat, the palm of the hand	to hit something with a sound like the sound made when your hand slaps something or a blow with the open hand	A blow with the open hand

Munch, munch	<i>Kobe Abe / 65</i> <i>All the way from the future /8</i>	/m nt /	Monosyllable	to chew steadily, often with crunching sound	to chew steadily	to chew steadily
Creak, creak	<i>Antique Competition / 67</i>	/krek/	Monosyllable	to make, to cause to make, or move with a harsh, shrill, grating, or squeaking sound, as rustled brings	to make a sound like the sound made by an old door when it opens or closes.	sound made by an old record player
Bow wow	<i>Secret Agent/ 56</i>	/baʊ.waʊ/	Disyllable	the bark of a dog, or sound in imitation of it	dog vocalization.	dog vocalization
Tick tock	<i>Secret Agent/ 75</i>	/tik-tak/	Disyllable	the ticking sound made by a clock	sound of a clock	sound of a clock
Bow wow wow	<i>Secret Agent / 49</i>	/baʊ.waʊ.waʊ/	Disyllable	the bark of a dog, or sound in imitation of it	dog vocalization.	dog vocalization.
Splash	<i>Kobe Abe / 61</i> <i>All the way from the future/</i>	/splæ/	Monosyllable	to cause ( a liquid substance) to scatter and fall in drops or blobs	to dash water upon	to dash water upon

	15					
Crack	<i>Secret Agent/ 55,43</i>	/kræk/	Monosyllable	to make a sudden, sharp noise, as of something breaking	to make a sharp short noise	The sound of falling object
Gurgle	<i>A ghost of the Lamp's Smoke/ 172</i>	/gɜ:rgl/	Disyllable	to flow with a bubbling or rippling sound, as water from a narrow-necked bottle	making a gurgling sound of liquid, washing the mouth with liquid suspended	making a gurgling sound of liquid, washing the mouth with liquid suspended
Punch	<i>A ghost of the Lamp's Smoke/ 180</i>	/p ɪnʃ/	Monosyllable	a tool driven or pressed against a surface that is to be stamped, pierced, etc	to hit someone.	to hit someone.
Sigh	<i>Secret Agent/ 51</i>	/sa/	Monosyllable	to take in and let out a long, deep, audible breath , esp. in expressing sorrow, relief, fatigue, longing, etc	.to say (something) with a sigh.	to say (something) with a sigh
Rustle	<i>Antique Competition/ 66,67</i>	/r ɪ s.əl/	Disyllable	to make or cause to make an irregular succession of soft sound, as of leaves being	to give forth a succession of light crisp sound.	to give forth a succession of light crisp sound.

				moved by a gentle breeze of a paper being shuffled		
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