CHAPTER I
INTRODUCTION

This chapter provides the background to conduct this research. This research includes background, research questions, research objectives, research significance, and definition of key terms.

1.1 Background

Onomatopoeia is an imitation of an object, nature or other sounds that formed into words. Gasser states that onomatopoeia is naming of an object which imitates the sound produced by the object (Gasser, 2006, p. 4). The form of an onomatopoeia can be found in our daily life. It may derived from the sound of an object, an animal, and an action. Onomatopoeic words are classified into some types based on the objects they denote and process of word's association in imitating the sounds. From the whole of sounds, there are sounds that can be heard like the sound of an object of fallen thing "thud", sound of telephone "ring-ring", and the sound of a car beeping "horn".

Furthermore, there are the sounds of animals such as the sound of a dog "woof", the sound of a duck "quack, and the sound of a cat "meow". In addition, there are some natural sounds that is often heard like the sound of wind "whoosshh", the sound of water "splash", the sound of fire "booshh", the sound of raindrops on the leaves "pitter patter" and so on.

Commonly these onomatopoeic words like the examples written above (thud, ring-ring, horn, woof, quack, meow, bloop, splash, growl, banggg, click, clap) are presented in the written forms. Among various media, they are usually found in novel, poetry, advertisement, children's story book, and as well as in comic. Comic is a picture book that tells about many stories, which have texts to describe the role mean to do. In its texts, the author often uses many onomatopoeia to express the role's feelings.

Nowadays there are many online comics in Indonesia, one of the most viewed online comics in Indonesia is webtoon. Webtoon, or often called webcomics, is one of the application functioning to be read as online comics and mostly shown with a coloured pictures, where ordinary comics (comic books) are only with black and white. Webtoon is originally developed by "Line", one of the mobile applications from South Korea. Reading comic is fun especially webtoon (comic). Different from other online comic applications, webtoon provides many genres in it, such as: romantic, drama, fantasy, comedy, thriller, action, horror, slice of life, heart-warming, superhero, sports, science fiction, informative, and historical.

However, there are still many people who did not like to read webtoon and one of the reasons is that they do not understand the word symbols called as onomatopoeia. From the previous informal survey held in 2018 that the researcher did, 11 from 15 people did not read webtoon. Though, even just few people who reads webtoon, this study is still consider needed to find out onomatopoeic words.

To understand the meaning of onomatopoeic words, semantics are used to figure out the meaning. In linguistics, semantics are used to understand the meaning included in every language forms. Understanding semantic means trying to interpret the meaning of a language, including the meaning of onomatopoeic words. Knowing a word means knowing both its sound and meaning (Fromkin, 2000, p. 156). That statement implies the importance of having understand about word's meaning.

To support this research, this study was done after reviewing three previous studies. The first previous study was by Hidayat (2016), "The Onomatopoeia in Robert Vendetti's Comic 'The Flash'" which focused on the lexical and contextual meaning in onomatopoeic words. This study used Brendin's theory. The result of this study was that most onomatopoeic words applied in *The Flash* comic was Direct Onomatopoeia and there were only two Associative Onomatopoeia applied in *The Flash* comic.

The Other research from Pertiwi (2015), "Translation of Onomatopoeia and Iconicity in Children story Book '*Crocoffein – Coffee Friendship'* by Watiek Ideo and Fitri Kurniawan" which focused on the types and meaning by using Hugh Brendin's theory. The result of this study was there were twenty eight words classified in direct type, eight words in associative type, and six words in exemplary.

The last study was from Sutisna (2017), "Form and Strategy in Japanese Language on One Piece Comic (Translation)" which focused to identify forms and meaning of onomatopoeia in Japanese manga through onomatopoeia Indonesian language by using Akimoto and Hamano theory. The result of this study showed that an interpreter translating comic One Piece greater used generalization technique than other techniques.

Based on the previous studies, this study analyzes the other case of onomatopoeia in science fiction webtoon focusing on the words and meanings using the theory of semantics. As a result, this study analyzes the onomatopoeic words found in webtoon and its meaning by the study entitled "The Study of Onomatopoeia in Science Fiction Webtoon Entitled *The Gamer*.

1.2 Research Questions

Onomatopoeic in science fiction webtoon entitled *The Gamer* can be analyzed from many aspects. In this case, this study focuses on two aspects: the words and the meanings. The questions that will be discussed are:

1. What kinds of onomatopoeic words are found in science fiction webtoon entitled *The Gamer*?

2. What are the meaning of onomatopoeic words in the webtoon entitled *The Gamer*?

1.3 Research Objectives

Based on the questions above, the objectives of research is as follows:

1. To find out what onomatopoeic words are found in science fiction webtoon entitled *The Gamer*.

2. To describe the meaning of those onomatopoeic words in webtoon entitled *The Gamer*.

1.4 Research Significance

The research significance of this research are supposed to:

1. Theoretically, this research is aimed to enrich knowledge and comprehension about the special languages, especially onomatopoeia.

2. Practically, this research is supposed to give useful contribution for people to use onomatopoeic words for certain purposes, such as for writing expression or slang words, even in general conversation.

1.5 Definition of Key Terms

These are the terms that will be the point of discussion to avoid misinterpretation about the use of the terms. Some terms are defined as follows:

1. **Word** is the smallest element that can be uttered in isolation with objective or practical meaning. The term of word may refer to a spoken word or written word, or sometimes to the abstract concept behind either. Words are thought of as the smallest meaningful unit of speech that can stand by themselves (Katamba, 2005, p. 33).

2. **Onomatopoeia** is a word that imitates the real sound of something. Onomatopoeia also presents human action, animal sound, or any voice and movement into a word. Onomatopoeia is usually found in writing style as an explanation of sound. Onomatopoeia, or also known as onomatopoeic word, derives from Greek that means "name making". It also means "make their own names" (Robertson, 1954, p. 186). "Onomatopoeia is a word that imitates nature sounds that are often natively thought to be completely iconic since it is perfect replicas of the actual sounds they refer to" (Antilla, 1972, p. 14).

3. **Webtoon** is a comic published in a website or application which use internet network to access. Webtoon is originally developed by "Line", one of the mobile application. Webtoon provides many genres in it, such as: romantic, drama, fantasy, comedy, thriller, action, horror, slice of life,

heart-warming, superhero, sports, science fiction, informative, and historical.

4. **The Gamer** is a web comic which is released in Webtoon application. A comic that tells you can upgrade your status and gain more levels if you playing a game. A fantasy world that will makes you feel excited. To open this webtoon, the reader should log in to the application (for android or iOs smartphones) or open it in the website.

5. **Semantics** is the study of meaning of words, phrases, and sentences. Semantics is the branch of linguistics to know the meanings of words, phrases, and sentences in human language as a communication. O'Grady & Dobrovolsky stated that the presence of meaning, words, and phrases are able to enter into a variety of semantic connect with other words and phrases in the language (O'Grady & Dobrovolsky, 1997, p.211).