CHAPTER I
INTRODUCTION

This chapter presents the explanations about the background of research, research questions, research objective, research significance, and previous research and the definitions of keys terms.

1.1 Background of Research

Onomatopoeia is a part of language which is formed from the imitation of natural sound (Bredin, 1996). It means that the natural sound and the word which resembles it are similar. On the other hand, Cuddon (1999) stated that onomatopoeia also refers to the formation and use of a word from the imitation of sounds associated not only with the object but also with the action indicated. Onomatopoeia is not only from the imitation of natural sound but also the imitation of the quality of an action. In addition, Jorden (in Martin. 2002: 54) stated that onomatopoeia is often used to express an impression in a personal, emotional manner. Therefore, onomatopoeia is a term to label the creation of words which resemble natural sound, physical effort, and human expression.

Furthermore, Bredin in Dofs (2008: 4) explained that there are three kinds of onomatopoeia, they are; direct onomatopoeia, associative onomatopoeia, and exemplary onomatopoeia. Direct onomatopoeia is the real sound of the thing it refers to. Associative onomatopoeia is a representation of a sound that is associated with a group of people about the object and the word which is denoted. The last is exemplary onomatopoeia. It is a word that imitates a sound produced by physical work or the quality of the sound represented it.

Most of the onomatopoeia has simple short verses. The words such as *knock, roar, bang,* etc. are pronounced in one syllable. It proves that onomatopoeia has a simple form. However, onomatopoeia is complicated in terms of its meaning. Onomatopoeia does not have a certain meaning. The

meaning of onomatopoeia will change depending on the context where the onomatopoeia is put on. Hence, it is important to understand the meaning of onomatopoeia, the researcher believes that the research of onomatopoeia is needed.

Onomatopoeia generally occurs in literary work such as poetry and prose and in popular culture, such as movies, comics, and so on. However, the most dominant work in the use of onomatopoeia is comic. According to Eisner (1985), comic or what he called "sequential art" is the arrangement of pictures or images and words to narrate a story or dramatize an idea. It means that the comic used both text and picture to make the narrative story and convey it to the reader. In comic, the readers will face pages of artistic pictures that are related to the story and the texts are just in the dialogs of each character of the comic.

Comic has various genres. One popular genre which tends to use onomatopoeia is the superhero genre. The onomatopoeia usually pops up in the event of fighting between the hero and villain. One famous comic in the superhero genre is Spiderman. Spider-Man is a fictional superhero created by writer-editor Stan Lee and writer-artist Steve Ditko. Spiderman tells about Peter Benjamin Parker. He was a student who attended a science exhibition. Then, he was bitten by a radioactive spider at that science exhibition and acquired the agility and proportionate strength of an arachnid. Along with his superpower, he struggled against his enemies who try to destroy the world.

Spiderman comics have been well received as a superhero and comic book character, and it is often ranked as one of the most popular comic book characters of all time (Superhero stuff, 2001). Moreover, this comic has been adopted to be movies that are acted by three different actors. They are Tobey Maguire (2002–2007), Andrew Garfield (2012–2014), and Tom Holland (2016–present), who has portrayed the character in the Marvel Cinematic Universe since 2016. (Marvel, 2018).

The Spiderman comics which are used as source of data in this research are downloaded from a site (getcomics.com). That site provides various comics from DC such as Superman, Batman, Wonder Woman, and so on. and from Marvel such as Spiderman, Ironman, Thor and so on. The researcher chooses Spiderman comics because Spiderman is a fictional character who has a power that is not too overpowered. He doesn't have sophisticated and powerful weapons like Ironman or Batman. He also does not have extraordinary powers like Superman or Thor. He is only blessed by the agility and ability of a spider. Therefore, most of spiderman's fighting styles use physical attacks. Hence, the researcher believes that these comics use a lot of onomatopoeia to dramatize those scenes of fighting. Moreover, the researcher chooses Spiderman Death and Destiny because other volumes of spiderman comics have too many chapters that cause too much data that have to be discussed. Therefore, the researcher chooses a limited series volume entitled Death and Destiny because this volume only has three chapters which contain suficient data for this research. Furthermore, the story of these chapters have a deep message. The message is that we must not be too long dissolved in grief, but we must rise in order to solve the problem that is faced

Onomatopoeia is very interesting to study the natural 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. So, through this research, the comic' readers will know the onomatopoeia. Furthermore, these comics contain sufficient onomatopoeia for this research. Based on the explanations, the researcher is interested in observing and finding out how the onomatopoeia in comics constructed and in interpreting its meaning based on context in Spiderman comics entitled *Spider-Man - Death and Destiny* (2000).

1.2 Research Questions

Deal with the explanation above, Onomatopoeia is one of the important elements in comic which is used to describe sounds made by the characters

and events. The author of the comic usually used onomatopoeia to make their comic livelier, funnier and more interesting to be read by the reader. Hence, researcher has formulated this research problem to give more specific views about onomatopoeia and its meaning in comic as follow:

1. What are the origins of onomatopoeic words in *Spiderman - Death and Destiny* comics?

2. What are the meanings of those onomatopoeia words in *Spiderman - Death and Destiny* comics?

3. What the types of onomatopoeic words are used by the author in *Spiderman - Death and Destiny* comics?

1.3 Research Objective

Based on the research question above, the research objective on this research are:

1. To find out the origin of each onomatopoeic words in *Spiderman - Death and Destiny* comics.

2. To find out the meanings of those onomatopoeic words in *Spiderman - Death and Destiny* comics.

3. To find out the types of onomatopoeic words that are used by the author in *Spiderman - Death and Destiny* comics.

1.4 Research Significance

Theoretically, the significances of this researche are to enrich comprehensions about onomatopoeia, especially in its origin onomatopoeia and types of onomatopoeia. Moreover, this study also gives more information about meaning, especially the meaning of onomatopoeia based on context that will gain the understanding and comprehending of the subject. The researcher hoped this research will give a clear answer to all questions about onomatopoeia, especially the questions on this research.

Practically, this study is useful for other researchers, especially English Literature students who want to conduct the same field, onomatopoeia and

comic, to use this research as their reference. In addition, this subject is rarely appointed by students as an object of their research, so this study can provide new enlightenment to students who are confused to decide their subject of research.

1.5 Previous Research

Previously, there were same researches that have discussed onomatopoeia. The first one was conducted by Roudlotul (2006), in her thesis entitled "*A Study of Onomatopoeia in Doraemon series*". She used the theory of the phonological system by Wardaugh and theory of meaning by Abdul Chaer. She had two classifications in her study. The first is the number of syllables which consist of monosyllable and disyllable and the second is the classifications based on three types of meaning. She also interpreted lexical meaning, contextual meaning and onomatopoeia meaning.

The next one was Dea (2017), in her thesis entitled "*English Onomatopoeia in Children's Books: Types and Readers' Understanding*". She discussed onomatopoeia in Children's Book. She explained the types of onomatopoeia in that Children's Book and how the reader understands it. She used Bredin's theory to answer the types of onomatopoeia. She found twenty-eight words as direct onomatopoeia, eight words as associative onomatopoeia and six words as exemplary onomatopoeia. In understanding the onomatopoeia, most of the readers understood what the onomatopoeic words meant in that Children's Book.

And the last one was a research employed by Lestari, entitled "*Onomatopoeia Translation in Wreck-It Ralph the Movie*". This research discussed the method in translating onomatopoeia in the movie's subtitle of *Wreck-It Ralph* in 2013. The researcher, in this research, used a qualitative descriptive method to analyze the onomatopoeia words in the movie's subtitle. The result of this research was that the process of rendering written sounds of the source language to target language was mostly using explicative

paraphrase. Therefore, many onomatopoeic words in the movie are explained in short words in the target language.

From the previous study above, the researcher tends to conduct the similar one on different research object focused on onomatopoeia entitled "The Onomatopoeia in *Spiderman Death and Destiny* comics".

1.6 Definitions of keys terms

There are some definitions of key terms in this research that namely.

1. The origin of language

    The origin of language is the term in linguistics concerning how, when, and from what a language is formed.

2. Language variety

    Language variety is the classifications of words based on the relationship between words and their meaning.

3. Arbitrariness

    Arbitrariness in language is the absence of any natural or necessary connection between a word's meaning and its sound or form. It means that there are no connection or relation between word and its reference, or between signified and signifier.

4. Iconicity

    Iconicity in language is a relationship of resemblance or similarity between the two aspects of a sign: its form and its meaning. An iconic sign is one whose form resembles its meaning in some way.

5. Onomatopoeia

    Onomatopoeia is a form of words that came from a sound associated with what is named. For example crash, ding dong, ring, crack, and boom.

6. Sense

    Sense is the idea of an object that is imagined in the human mind.

7. Reference

    Reference is the relationship between words, the thing, actions, events, and qualities they stand for.

8. Comic

   Comic is a medium which is used to express ideas through images, often combined with text or other visual information/

9. Spiderman Death and Destiny

   Spiderman Death and Destiny is an unlimited series of famous comic entitled Spiderman. Spider-Man is a fictional superhero created by writer-editor Stan Lee and writer-artist Steve Ditko.