



An Analysis of Onomatopoeia in Peanut Comic by Charles M. Schulz

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Abstract

The aim of this research is to find out the type of onomatopoeia that used in the comic, the meaning of the onomatopoeic word, and the syllabic structure of the onomatopoeic word. The object of this research is a Peanut comic by Charles M. Schulz. The theory used in this research is based on Ullman's theory. The result showed that there were two types of onomatopoeias found in the comic, the primary and secondary onomatopoeias. From 71 words, the dominant type found was the secondary onomatopoeia. It was also found that some forms of onomatopoeia have the same word with different meaning, depended on the subject and object that produces the sound. Some words come up more than once according to the storyline in the comic. The form of syllabic structure that the mostly used is Consonant-Consonant-Vocal-Consonant or CCVC, there were 20 out of a total 71 onomatopoeia that have the CCVC form.

Keywords: Onomatopoeia; Syllabic structure

Introduction

Onomatopoeia represents a sound that can only be heard by a sense of hearing. This sound could be produced by humans, plants, animals or objects treated with other objects. Onomatopoeia makes sound easier to understand. The sounds of a horn, a bird, a dog, a cat, a bell, a phone, a wind, a splash of water or from an object that can only be found with a sense of hearing. In poems, advertisement, and comics, onomatopoeia could be found essentially.

Comic is a sequential series of images with character and conversation inside. Comic was discovered by Rudolphe Topfer in 1873. He's a Swiss comic artist. The use of onomatopoeia in comics helps the reader to know and understand the meaning of the object in the picture that has no meaning if there is no explanation in the picture. Onomatopoeia has been very common in comics.

Onomatopoeia can be divided into two categories. The primary onomatopoeia, according to Alexander in Eliza (2013), is the imitation of sound by sound. The sound is produced by the object itself. Onomatopoeia occurs in words, which imitate sound, and this suggests the object described. Secondary onomatopoeia, according to Ullman in Syarah (2017) is the sound that occurs because of the relation between the sound of an object and its movement (dither, dodder, quiver, slink, slither, slouch, squirm, and wriggle) or based on the movement only.

In this study, the researcher used Ullman's theory that there are two types of Onomatopoeia, primary and secondary. According to Ullman (1962: 84) The primary onomatopoeia is the imitation of the sound through the sound is produced by object itself. The secondary onomatopoeia is the sound that occurs because of the relation between the sound of an object and its movement or based on the movement only (Ullman, 1962: 84).

The Onomatopoeic word has meaning, and its meaning is distinct from around the world. The sounds of the train, for example, are different in Indonesia and Korea. In Indonesia, onomatopoeia for train sounds is obtained from people who have heard the sound that produced from the chimney. In Korea, the sound is produced by the sound of moving wheels. Another example is the cat's voice. Meong is the cat's sound in Indonesia, and Nyaa is the cat's sound in Japan.

There are some distinction between this report and the previous research. From the object, this research used *Peanut comic* that related to the daily life of the author. It is showed from the story about a boy, his dog, and his friends in daily life. It is different with other research that using *sci-fi comic*.

The researchers were interested in doing this research because onomatopoeia was a small component of linguistics that was useful to comics. The material on onomatopoeia itself was very difficult to find, since it was a small part of the linguistic. While just a small part of it, onomatopoeia was very complex, varying from tone, context, and the variation in meaning from various countries.

Research Methodology

The method of this research was descriptive qualitative. Creswell (2003: 18), stated that qualitative method is one in which the inquirer often makes knowledge claims based primarily on constructivist or advocacy/participatory perspectives or both.

This research used Peanut Comic as the object. This comic was obtained from three chapters of peanut comic in one volume. The researcher used those three chapters to find the onomatopoeic words that used by the author. researcher used checklist as the instrument. With Checklist table, researcher had been divided the types and define the meaning from each word.

Findings and Discussion

Findings

Type of onomatopoeia

The results of this study had answer all three research questions. The first is it showed that there are 30 words of primary type and 41 words of secondary type. The researcher implements Ullman's theory that divides onomatopoeia into two forms, the primary onomatopoeia is the imitation of sound by the object itself, and the secondary onomatopoeia is the sound that appears based on the relation between the sound of the object and its movement or dependent specifically on movement. The finding shows that the dominant form is the secondary type.

Table 1: Primary Onomatopoeia

| Onomatopoeia | Frequency |
|--------------|-----------|
| Slash! | 2 |
| Thud | 2 |
| BAM! | 1 |

There are some Onomatopoeic word that come up more than once, they are *SLASH*, and *THUD*. The word *SLASH* come up in comic chapter four. The scene is when the dog being chased by something that move so fast. Sometimes it hit the dog's house. The second word is *THUD*, this word come up in chapter seven. The scene is when the boys and girls are playing bowling. The sound *THUD* is from the ball falling and hit the floor.

Table 2: Secondary Onomatopoeia

| Onomatopoeia | Frequency |
|--------------|-----------|
| SLAM | 3 |
| CRASH! | 4 |
| WAM! | 2 |

The result from the secondary form, there are some word that come up more than once, the word that come up the most is *CRASH* and *SLAM*. Word *CRASH* comes from chapter seven in the bowling scene, the meaning of that word is bowling ball hit the pin violently. The second is word *SLAM* that comes from chapter four. It is sound of the door shut forcefully from the boy, because the dog ask to charlie brown for its food more than once and make him mad and shut the door forcefully.

Meaning of Onomatopoeic word

The second is the data showed that The meaning from each word is different from the object, from the subject, or from the condition in the picture. Some words have similar sound even though they have different

meaning, such as sound *CRASH!* this word come up several time in the comic but they have different object or subject, and sometimes both of them are different.

The word *CRASH* arises five times, they are four times in secondary form and one in primary form. They have the same pronunciation and the same meaning, it is collide violently with another object. For example the word crash in primary form is sound from the dog falling, and the from secondary form is sound of bowling ball hit the pin.

Syllabic Structure

The result show that onomatopoeic word from the comic has a different syllabic structure. This result had answer the research question that what are the syllabic structure commonly come up in the comic. The result show the pattern CCVC (Consonant-Consonant-Vocal-Consonant) is the mostly used in the comic.

Discussion

From the result, the data had answer all the three research question. There were many onomatopoeic word found in these three chapters of the second volume comic. They were 71 words found that divided into two types; primary and secondary. Primary type consist of 30 words, and 41 words in secondary type. Based on Ullman's theory, he stated that the primary onomatopoeia is the imitation of sound by sound. The sound is produced by the object itself. The secondary Onomatopoeia is the sound that occurs because of the relation between the sound of an object and its movement or based on the movement only (Ullman, 1962: 84).

From the result of the data, researcher found the meaning from each onomatopoeic word. There were some words that had the same sound but have different meaning, different object, or different subject. Such as word *CRASH*, from the data it was found that this word came up

five times, but it was divided into 2 types 1 word from primary form and the others were from secondary form.

In the primary form it showed the dog falling to ground that made a sound *CRASH*, it means that the sound was from the dog itself not the object that got treated by the dog. It was different with the sound of bowling ball, the girl threw the ball and that made the sound of the bowling ball is in the secondary form because the ball get treated by the girl.

The word *BAM* also come up several times. The word itself had some difference, even though it has the same spelling. First is *BAM!*, this word only come up once in the comic from 3 chapters. The meaning of this word was the sound of the bowling ball when the ball drops the pin.

The second is *BAM-BAM*, this onomatopoeic word also only once come up in that comic. It is came up when the girl threw the ball and bouncing on the floor twice which causes repetition of sound. The meaning of this word itself is the sounds of ball bouncing on the floor that thrown by the girl. From the meaning, this word is classified into the secondary form.

The third is *BAM BAM BAM*, this word come up twice. This word come up in the same situation, first when the dog kick the door to waking up the boy to feed the dog, but the dog had asked the boy twice for food. It is the reason the dog kick the door loudly.

The second is when the dog knock the door continuously because the dog was very scared of something whose chase the dog. The dog knock the door several times to waking up the boy and hope that boy open the door as soon as possible. This word is secondary onomatopoeia, it is because sound of the door get treated by the dog.

There are some difference between this research with other researchers' finding. The first is *An Analysis Of Onomatopoeias In Garfield Comic* by Eliza (2013). The result of this thesis is there are 287 onomatopoeic word that come up in Garfield comic, and using onomatopoeic word from 12 languages (Cantonese, Mandarin, Italian,

Spanish, German, English, Lithuanian, Finnish, Turkish, Swahili, Korean and Japanese).

The second is *The Onomatopoeia In Robert Vendetti's Comic "The Flash"* by Hidayat (2016). The result showed that the author found lexical meanings that are produced in the flashcomics vary from conceptual meaning. Words have changed because they have to adjust to the story, but there are some of them with their original meaning.

The Third is *A Study Of Onomatopoeia In Doraemon Comic Series* by Sifi Roudlotul Jannah (2016). The researcher has 15 data which are divided into two groups. First is syllable. The researcher counts the syllable in each onomatopoeia based on the number of a simple word. Such as monosyllable and disyllable, there are two number of syllables. Second classification is meaning types. Sometimes, with contextual meaning, the lexical meaning has different definitions. They changed because in Doraemon comic they had to adapt to the story situation.

Conclusion and Suggestion

Conclusion

Based on the result analysis, it can be concluded that in three chapters of the second volume of Peanut Comic by Charles M. Schulz there were two types of onomatopoeic words found, the primary and secondary onomatopoeia. With total 71 words, they are 30 words of primary type, and 41 words in secondary type.

There were some words that have the same sounds but different meanings in these three chapters of comic, and had both primary and secondary types. The word "CRASH" has appeared five times, and this sound came up in different type, one in primary type and four in secondary type. Syllabic structure that used the most in these three chapter of comic is CCVC (consonant-consonant-vocal-consonant).

Suggestion

There are several suggestions that may be considered for future research that are interested in onomatopoeia. Future researchers can analyze onomatopoeia from other perspectives, such as semantics, morphology, or syntax. Onomatopoeia not only found in comic books, it can be found in advertising, magazines, novels or poetry.

Onomatopoeia also can be used in study such as CCU (Cross Cultural Understanding), and translation subject. Onomatopoeia can be used in CCU class to see an object with different sound from around the world, and also can be used in translation class to analyze the meaning of onomatopoeic word.

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