
Figurative Language Analysis in Devil May Cry V Original Soundtrack

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Abstract

This research aimed to find figurative language items from 12 types of figurative language from the source material in 4 different character theme songs. This research implements the qualitative research methods by collecting the data through the triangulation method and inductive data analysis which is based on Sugiyono's (2015). The data findings were collected through the song lyrics while taking note of the samples in the lyrics text and anatomizing differences in figurative type from the media finally, they were sorted into the checklist table to simplify the findings and classify types of figurative that are being used. The results showed that: 1) the number of figurative that are being used in 12 different figurative language types is 126 items with the first song having 45 items, the second song having 19 items, the third song has 40 items, and lastly the fourth song has 22 items. 2) from the first song to the fourth song there are similes with 1 item, personification with 21 items, metonymy with 19 items, apostrophe with 12 items, hyperbole with 26 items, synecdoche with 13, irony with 7 items, oxymoron with 10 items, antithesis with 6 items, alliteration with 8 items, and lastly paradox with 3 items. 3) the most used figurative language type in four songs is Hyperbole, which consists of 26 items. The fewest figurative language types used are similes with 1 item and can only be found in the first song. However, there is one figurative language type that is not included which is a metaphor.

Keywords: Character; Figurative Language; Song

Introduction

Figurative is a part of poetic language, meaning it does not just fit with world concept semantic rules. The usage of figurative language was more toward imaginative description ways. According to Sylvan, many lexical cohesion is tied with figurative language: simile, metaphor, personification, and apostrophe (Barnet, Burto, & Cain, 2008). This type of language was also called figure of speech (Arvius, 2006) which consisted of simile, metaphor, personification, and apostrophe.

Each of these making kind comparisons has its characteristics and usage. Generally, figurative is a language that departs from language that is wrapped in traditional ways like poems and poetry.

This paper is more into an analysis of lexical items are mentioned in song lyrics that affect language literacy. Most lyrics have a meaning that is complicated to detail with the subject matter which is bound by words (Gladding, 2008). In Literature, there are many types of language used, and figurative language is one of them. Hornby stated that figurative has a way of different literal means, by doing so it creates a different mental image (Hornby, 2015). The media have been using well-known sources which is literature commonly used for the content analysis of newspapers and many other media that consist of written information (Krippendorff, 1989). Figurative are separated into two which are literal and non-literal. Following the speaker who speaks the natural meaning and does not have any other means is called literal meaning however, if the speaker utters something that oddly has more than two meanings or has different means it is classified as semantic meaning (Harya, 2016). The different meaning here is not semantic but more literal means pragmatic or closer toward the subject it represents.

The figurative aspect of expressing different methods from how it is commonly used by opposite means (Rohani, Arsyad, & Diani, 2018). Expressing in figurative language has come in two ways: Poetry and Music. Music has been a tool for bonding, celebrating, expressing sadness, and sparking old memories that are forgotten by people especially teenagers who are into pop culture which some majority materials are music (Davis, 2010). Music and poetry have similarities in rhythm, and so there is one that creates music lyrics and poems. Songs function to express our way of thinking and feeling about the creator because music without it is just poetry which usually is. The main point of media that uses literacy of lexical cohesion in modern times usually comes in electronic media such as movies and video games. Video games most common attribute in many generations especially teenagers. From hard-core to the majority being called gamers or game enthusiasts they usually bring more activity from events that are being published for any source material that can be accessed by anyone (Dill, 2007).

The previous study that correlates to this study is the research article conducted by Rohani (2018). The results of her study are to find as many lexicons that are being used in news articles and the research shows that among 72 lexicons

only 36 of them are figurative languages. These results showed that even on different media as research material, literacy can be found anywhere.

Another research article from Wijayanti (2022) shows how much lexical cohesion is in 5 different song lyrics in her finding. The results are the lexical cohesion that is being used is 5 lexical and repetition is the most used from these two findings which concludes that she wants to make the reader focus on a sentence that was used to express other meanings to get attention from

However, the problem of the figurative analysis can also defined as semantic or pragmatic from different points of view on the lyrics. Song nowadays is not so frequently in literature subject learning materials in university education although they learn about it in the form of poems. The type of figurative language is so vast and different from many researchers from different approaches. Therefore, only 12 types are used: simile, metaphor, personification, metonymy, apostrophe, hyperbole, synecdoche, irony, oxymoron, antithesis, alliteration, and paradox.

This paper is more into an analysis of how many lexical items are mentioned in song lyrics that affect language literacy. The main objective is to find as much lexical cohesion that correlates toward figurative attributes that are being used in 4 different songs. This means the goal of this paper is to show a new way of point of view toward certain categories of studying material that the genre of the songs came from is not relevant for study material to begin with. Therefore, this paper will open the reader's eyes to grasp and accept knowledge from an extensive perspective. However, because so many songs and the majority of the album soundtrack are musical backgrounds the researcher limited the album soundtracks to be researched to 4 different songs that have lyrics.

Research Methodology

This research uses qualitative research methods. Sugiyono (2015) explained the method is to study a state of scientific objects, researcher roles are important, data collection techniques using two methods and sorted it into more general result materials. To enhance this research further, the method must be enhanced by using a certain approach. In this research, the researcher describes the data from the number or variable from the songs that are from the Devil May Cry V game soundtrack.

The types of data in this research were 4 different song lyrics that being used in the "Devil May Cry V" game, this song has been used for character battle theme and boss battle theme that correlate to the lore and common sense in the game franchise. The instrument that is being used is a checklist in the form of a simple statistical table. The reason for using this instrument is to sort the number of sentences in the lyrics into the ranks of figurative language and frequency to get better valid results.

The only resources of the research are taken from the game soundtrack or battle theme in the game resource. Some of these findings are hard to inscribe because some of the lines in the lyrics are too semantic and literal means while also having the figurative type item. Therefore, the data were taken using the references from articles and some pages from a book to help the finding more easily.

The data were collected by doing several steps, listening to the source material and then recapping the lyrics while comparing them with other source material song lyrics to prevent misheard and error, by taking notes on certain details in the song lyrics to make sure any expression in the song lyric is not invalid, Selecting which line in the song lyrics into there respective figure of speech from the subject of this research, identify and sorted all the necessary data results into the checklist table.

Data analysis is needed here to find the corresponding results in the source material that had been compared and identified. Furthermore, the researcher had to calculate the data result from the instrument. The source of data was discovered through the game soundtrack and to achieve the desired results, it is necessary to spectate and anatomize the differences in figurative type from the subject materials.

To complete this research, there are some procedure steps from listening to the source material using the audio player, comparing the founding data from the listening comprehension and the internet source lyrics to prevent any misleading information from being input on the checklist table, finding and point out the points of the figure of speech that is used in the four different soundtrack lyrics lines, identifying and grouping the result data into the checklist table, listing every line that contained the lexical cohesion attribute and explaining the respective figurative type that is used in the lyrics line to proving that the source material can be used in educational purposes, concluding all the finding based on the data analysis, and finally giving suggestions for the readers.

Findings and Discussion

Findings

How Many Figurative Language Types are being used in the Devil May Cry V Original Soundtrack

In this research, the researcher found how much figurative language is used in the Devil May Cry V Original Soundtrack. The game itself leans more toward the violence genre rather than some of your average everyone-rating games by default nowadays. The layout of the game themes pictures an after-catastrophic world because the game represents some entity like a monster and demon attacking humanity. So the soundtrack for this game must represent either rock and roll metal, or R&B style with fast tempo music that describes the main character's occupation as a demon hunter and villainous theme that slays the obstacles without hesitation.

In the first song "Bury the Light", the number of symbolic language types used here is 45, with personification as the most used around 8 times. In the song, most of the lines represent the character that is related to this song as the background of that specific character and how he faces the world from his point of view. Therefore, the song interprets the character as an object so much because of how relates to the characteristics of the corresponding person's action in the game specifically how this character's emotions and his current situation are. The personification here represents this character as a menace because of the words "storm" and "cloud" here picturing not an object but instead an action of a person doing something else. Besides personification, some other types can be found as well. Like the simile in the words "Pulling strings, twisting minds as blades hit" the simile here represents two items that can be compared but here the key to knowing which word is a simile is the usage of conjunction expression which in here is the word "as" is the conjunction. Metonymy can also be found the song 1 from the words "I am reclamer of my name" and "Fading, I've come to take what's mine." Here, both of these words explain a situation rather than a person doing an action and that is one of the metonymy characteristics. This song's lyrics also have hyperbole which is "Born in flames, I have been blessed" and "Forsaken, I am awakened." The first word is more into the sarcasm of the character proclaiming to be superior while the second word has one item as an action word forsaken' it means the situation where the reader rejoices as the word "I am awakened" shows an awakening of the character.

The second song "Crimson Cloud" has a total of 19 figurative language types with the most usage of metonymy which 5 were used in the soundtrack. The purpose for the number of figures of speech in this soundtrack is less than in some of the 3 other songs respectively because of most the second song lyrics are mostly repetitive lines. From the metonymy types, the example words that represent the metonymy are "Savior! Bloodstain! Hellfire! Shadow!" and "Crimson cloud! Evening sky!" Here, both of these words represent a situation. The first one meaning is human nature to save others to realize you have to dirty your hand, it is already too late to fix what has been done, therefore you can only see the consequence. And for the second word is the representation of a person taking a brief moment and the "evening sky" here represents a person's wisdom as deep as the dark of a night. Besides the metonymy, there is also the apostrophe type, and some of the example words are "Devil in my blood, living on the edge" and "Split myself in two, death is all around." The first word has two items which are devil' that give an item character toward the word blood'. Meanwhile, the second word also has two items which is the word split' here giving the character new entire meaning of separating the character by becoming a new entity.

The third song "Devil Trigger" has a total of 40 figurative language types with the most usage of hyperbole which is 11 used in the soundtrack lyrics. In this song, hyperbole has the most usage out of the 3 other songs because the character that represents this song is the youngest, and due to that the genre song for this song is the only R&B among all 3 soundtracks and mostly consists of exaggerated information. An example word that represents the hyperbole here is "all this rage that's inside of me" which represents an emotional problem of a person that holding it in. Besides the hyperbole, personification type also included in this song's lyrics, especially the words "No hiding in the shadows anymore" and "And the hunter within loses control." Those words have a meaning of a situation around teenage identity crisis, The First word represents two things which are shadow' and hiding' as an action and here this line can be interpreted as the character must step up and be brave enough to show off even though as a person it is hard to do. The second word has two items which are hunter' as a person and loses control' representing the action the word explains the character had enough of his patience.

The Fourth song "Sub Human" has a total of 22 figurative language types with the most usage of hyperbole which is 9 used in the soundtrack lyrics. This song also

has a similar problem to the second one because of the repetitive line. The example words of hyperbole in this song's lyrics are "I cannot erupt. I must explode" and " Funny how the mind sink me deeper." The first word gives a piece of information about a situation of someone holding their anger however, the way of this word placement is showing more toward exaggerating the condition rather than just a figure of speech. The second word here explains the sarcasm of a person's dragging them away. Another figurative language type in this research is Synecdoche and here some of the word examples are "let me out" and "We're coming right for you (Hellhound)." The first word explains the situation where it is not comfortable and the second word explains the item of coming' Here uncover a character that chasing something that is related to a dog because the word Hellhound' here represents a dog-like creature although it could be the hell itself.

Discussion

Language has been a part of human tools of communication to express someone's motives and understand individuals to others. By understanding, not just accepting the context but also understanding means semantically. In theory, Language is needed which is a method to reply to an idea, since people interact, have conversations, and obtain information from others for daily basics (Tarawati & Ningsih, 2019). Figurative is a part of poetic language, meaning it does not just fit with world concept semantic rules. The usage was more into imaginative description procedure rather than literal meaning.

Based on the findings that had been done, how much figurative language was used in the Devil May Cry V Original Soundtrack? The 4 songs describe different ways of expressing the situation and because of that those songs also have different amounts of figurative language usage based on 4 characters that each correlate toward their respective soundtracks. The first song represents a cold atmosphere with some of the lyrics containing some repentance in the form of figure speech and as the song progresses the lyrics show a fit of anger and uncontrollable personality. The first song themes represent the character's background and actions so well that even in the game itself the character's motivation can be seen in the lyrics while the beating of the instruments gets heavier as it progresses showing the character is playing around. For that reason, the personification type is used many times in this

song because the character wants to be pictured as something that humans cannot control as shown using the words like weather related to detail this character's growth and merits.

The second song represents the fragility of being a human because the character that correlates to this is a human part of one the main antagonists for this game and this character always has some issues throughout the story from almost crippling to fast exhausted. The character weakness was drawn into the song as lyrics to explain that nothing can stop you no matter how bad your condition might be. The tune and background voice in the song show despair and desperation to survive the worst conditions possible. The most symbolic language type used here is metonymy because of how some of the situations the character is involved in will be related to an item or unmovable object around daily life and he just pictures that as an action for him. Some of the lines also show the motivation and the character's intelligence progressing in the chaotic world based on the story explained.

The third song represents youth and less responsibility because the character related to this song is the youngest among the other four main characters that have their soundtrack. This song is also the only one that has a different genre of music which is R&B because this song shows the characters are not bound by the old ways of the other main character group since being the youngest here does not mean disrespecting the method of the veteran but he wants to take on the world in his way which expresses him as an immature and novice by the beat and drops rhythm in the song. This song lyrics have the most use of hyperbole figure speech because the character explains his temper and rash personality to an exaggerated content in the song lyrics line.

The fourth and final song in this research represents the arrogant and short attention of the main character's personality making him the most childish even being the adult in the group. This song has issues with how explaining the character in the song lines from the rhythm that gives the rock and roll situation that does not show the character's action or personality. However, This song's lyrics represent the second party who faces the main character from how they picture the character, and how the character plays with them around because of how childish the character truly is. But this song makes the themes look thrilling and horrible because it does not represent the character but the second party who got involved with him.

The most used figurative language type is hyperbole because the lyrics line here shows a situation where it was impossible to achieve you cannot kill me and frames themselves as a higher being.

The difficulties in sorting the data are separating which type of figure of speech from every line of the soundtrack album is already a complicated task because of how similar some of the items represent the figurative types. Furthermore, some of them even have the same definition like oxymoron and antithesis, representing two words with antonym meaning to each other but are related. For example, the difference is that antithesis has way more words that form into a sentence while oxymoron is just two words that are connected but oppose each other. Meanwhile, some lines contain fewer words to create a sentence by doing that, the researcher has to do further analysis to achieve the result data that is generalized and contextual by expanding the horizon of the literal meaning and a figure of speech. However, the hole in this research still appeared because of a lack of information and knowledge to improve this research, which burdened the results and misplaced the data that is already reliable yet valid.

In the previous study by Sebrina Wijayanti a former university student from the University of Bengkulu under the title of Types of Lexical Cohesion in Song Lyrics of the Greatest Showman Movie Soundtrack Album. In this research, the researcher wanted to express the main part of the lexical cohesion used in the song lyrics The Greatest Showman to express that song lyrics lines can express certain meanings to attract the listener's consent while showing the beauty in the songs. Her findings show there are five lexical cohesion in the soundtrack album; Repetition, Synonym, Collocation, Superordinate, and General word. The results of both kinds of research are not the same because of different findings but related to discourse analysis of a language meaning where this research wants to enhance the meaning of the song lyrics.

Conclusion and Suggestion

After completing the study and identifying some important subject material usage and the semantics of every line in 4 different soundtracks of Devil May Cry V's Original Soundtrack album, The researcher has concluded that:

The data indicate from all 12 figurative language bases of Arvius (2006), Barnet, Burto, & Cain (2008), and Dasyva&Jegede (2013), there were only 11 figurative languages: simile, personification, metonymy, apostrophe, hyperbole, synecdoche, irony, oxymoron, antithesis, alliteration, paradox. The most used are hyperbole with 26 used, personification with 21 used, and metonymy with 19 while the less used are simile with 1 used and paradox with 3 used. However, there is one figurative language that is not included which is a metaphor.

The soundtrack has shown much potential for learning material besides the commonly used textbooks or any education theme materials. However, the research value found can be used to understand more about analyzing figures of speech from theory alone and a different approach. The ability to have more strict and keen eyes to see a word's meaning not just literally but also from another point of view is one of the problems in every analysis research using the same subject material to do so. For the future researcher, rather than using the same material or filling the gap in this research try to open your view more toward some other media like visual novels or fanfiction since some of this material also has a lexical cohesion property which in some ways to better understand the general analysis rather than duplicating the works just different media as the solid subjects. For English teachers and lecturers, the findings in this research show that many media can be used as study material even coming from dangerous sources because of the age-restricted.

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