

**THE ANALYSIS OF ONOMATOPOEIA IN “THE ADVENTURE OF TINTIN AND
THE BLUE LOTUS”**

A RESEARCH ARTICLE

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THE ANALYSIS OF ONOMATOPOEIA IN “THE ADVENTURE OF TINTIN AND THE BLUE LOTUS”

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Abstract

This research is on the onomatopoeia or onomatopoeic expressions or words and meaning of onomatopoeias found in the comic “The Adventure of Tintin and The Blue Lotus” data analysis was classified into five classification, the classification of the types of onomatopoeia based on Ullman (1994), the classification by the sound it describe, onomatopoeia meaning based on dictionary, Contextual meaning, and speech acts on form and function of the language in use. This study was a descriptive qualitative research. The result of this research showed that there were 60 onomatopoeia or onomatopoeic words that could be found in the comic. From the 60 expressions there are 17 onomatopoeia expressions that are similar to the eight onomatopoeic expressions that were found by the researcher. Based from the types, 24 of the data belong to Primary onomatopoeia and 36 belong to secondary onomatopoeia. Based on the classification of onomatopoeia by the sound it describe the researcher found 25 Human sound data, 29 other sound, 1 nature sound, 5 animal sound. From the 60 data only 24 can be considered as speech acts. Most of the data were secondary onomatopoeia because most of the onomatopoeic expressions in the comic entitled “The adventure of Tintin and the blue lotus” by Hergé were words which represent the sound of action.

Keywords: Onomatopoeia, Onomatopoeic Expressions, Comic

Language is a system of arbitrary vocal symbol used for human communication. Concerning the origin of language which is related to the natural sounds sources. The formation of words in imitation of the sounds associated with the thing concerned. Although it is proposed as the language for primitive man but it develops over thousands of years. Over thousands of years, humans have continued to master their abilities to hear and talk, primarily, by means of communicating through the use of sound.

In daily life, there are many sounds that imitate the sound produced by an object in the daily life, such as the sound of the telephone “ring-ring” or sound of horn “toot! toot!” Besides, there are also the sound of animals, for example the sound of a dog “woof”, or a cat “meow”, and others that belong to animals. Other sounds can also be derived from action,

such as the sound of growl “Grrr”, or Pain “Ouch”. Such sound can be arbitrarily represented into words that imitate the sound of an object, an animal or an action. The words are known as onomatopoeia.

Among various media, onomatopoeic words are featured heavily in comic. Comic book is a hybrid form of art and literature. The connection of images and words is a main characteristic differentiating this medium from traditional literature, which is based on words only. Eisner (1985, p. 8) defines comic as arrangement of words and pictures in a comic book. Also, according to McCloud in his book *Understanding Comics* (1993, pp. 4-5), comics are juxtaposed pictorial and other images in deliberate sequence, intended to convey information and/or to produce an aesthetic response in the viewer. Comic can contain little or no words, and consist of one or more

images, which may either illustrate or counterpoint the text to affect greater depth. In comic, there are several components that will help and direct the reader to understand the story. According to Saraceni (2003, p. 7), “the components of comics are the panel, the gutter, the balloon, the caption.” On the other hand, in comics all of the components of comics have purpose. Faust (1971) in his journal of “*Comics and How to Read them*”, stated that in analyzing comics, one must take account of the connection between entertainment and ideology, between formal composition and mythical content.

Comics also can be an incredibly rewarding teaching tool for a variety of learners. Norton (as cited in Wright, 1976) stated that Wright had already made the case that the type of visuals found in comic books contributes positively to second language reading. He argues that visual materials are an invaluable part of the construction of meaning for language learners and advocates the use of comics in all areas of the language curriculum. Furthermore, he makes the case that comics can also support writing as a nonverbal prompt to composition.

Norton (2004) also stated that one of the few studies in the literature is that of Elley and Mangubhai (1983), who conducted research using nontraditional literature with Fijian elementary students. They were particularly interested in the impact these materials had on second language literacy skills. Using the shared book experience method developed by Holdaway in 1979, the teachers were able to engage the English language learners in lively group discussions around the comic books presented. The teachers also encouraged the use of comic books during sustained silent reading periods in the classroom. Furthermore, after twenty months, they found that the increase was even more dramatic and began to have a beneficial effect on other language skills, including writing and speaking.

Actually, when people read a comic, he or she does not only enjoy the images but also deals with the linguistic expressions. One of

them is onomatopoeia, which makes comic dialogues become more attractive and interesting. According to Leonardi (2013, p. 2), Onomatopoeias are words whose phonetic structure mimics a natural sound to represent the sound or action of the object that produced it. In Greek onomatopoeia word comes from the Greek are *onoma* and *poeio*. *Onoma* means name, while *poeio* means making. In Greek, Onomatopoeia defined as a sound that someone’s make by imitating the sound or the naming of a thing or action by a vocal imitation of the sound associated with it. It also means “make their own names” (Robertson, 1954, p. 186). In general onomatopoeia is the naming of an object which derives from the imitation of the sound produced by the object itself. For example, the word ‘*oink*’ is an imitated word that represents the sound of a pig, or it can be the original sounds of language that came from natural cries of emotion, such as pain, anger and joy. For example, the word ‘*Ouch*’ that represent painful emotion.

Furthermore, the way of interpretation of the origin of the sounds, according to Ullman (1994, pp. 83-84) in his book *Language and Style*, Onomatopoeia is classified into two types: 1) Primary onomatopoeia, 2) Secondary onomatopoeia. Also, Thomas (2004) in *Characteristics of Onomatopoeia* divide the onomatopes into four groups based on the source of the sound that they describe, namely: (1) calls of animals (2) sound of nature, (3) sounds made by human, (4) other sounds.

Onomatopoeia is perhaps the best representative in popular culture of the comic book medium (aside from the famous superheroes and super heroines). Onomatopoeia most commonly used in poetry and comic, because onomatopoeia is a part of linguistic which describe an event and a delusion. Guynes (2014) stated that Onomatopoeia points to an internal distinction within the comics industry about the nature of graphically represented sound, and perhaps speaks to the limitations of rendering auditory phenomena in non-auditory media. Onomatopoeia is typically called sound effects

by comic book creators and readers. Khordoc (2007) has dubbed them *visual sound effects* and the *comic book soundtrack* in her study on onomatopoeia in the Franco-Belgian *Asterix* comics. These terms rely metaphorically on televisual and filmic media by suggesting that onomatopoeia in comic books represent diegetic sound in the same way that sound bites of an explosion or a punch are added to a film's soundtrack to emphasize the action viewed on the screen. While useful analogies, "sound effects" and "soundtrack" conceive onomatopoeia in comics as indistinguishable units of a system that merely adds dimension to a reader's aesthetic experience of the comic.

Onomatopoeia also can be found in the comic of "*the Adventure of Tintin and the Blue Lotus*". In comic, onomatopoeia is used in figurative language forms. The researcher uses one of the popular series of Tintin entitled "*The Adventure of Tintin and the Blue Lotus*" (originally titled *Tintin in the Orient*) that were written by Belgian cartoonist Georges Remi (1907–1983) under the pseudonym Hergé (a reversal of his initials, *R G*, as pronounced in French). They first appeared in French in a children's supplement to the Belgian newspaper *Le Vingtième Siècle* in 1929. This comic was originally written in France then it was translated into over 50 languages including English and more than 200 million copies of the books sold to date. This honorific title was written in 1934 and was published for the first time at 1936; the English translation was published in 1983 by Egmont. It consist of 64 pages, And this time Tintin goes to China. For the research, the reason why the researcher chose comic because there were a lot of onomatopoeic words in the comic, and even though people can found the onomatopoeic

words when they read comic, they do not consider and do not knew further about onomatopoeia. The other reasons why the researcher find it important to analyze this subject because comics have been part of the society and the language in comic was able to convey ideas as a means of communication between writer and reader. The language which frequently appears in the comic also has contextual meaning to make the reader think about the meaning and what will happen in the next dialog.

RESEARCH METHODOLOGY

This method of this research was a descriptive qualitative research. The data were analyzed for collecting the primary and secondary onomatopoeia. The descriptive method is used here because the researcher would describe what kind of onomatopoeic words used in the comic. Berg, (2001, p. 3) illustrated that qualitative research referred to the meanings, concepts, definitions, characteristics, or metaphor, symbols and descriptions of things. In collecting the data for the analysis the source data was taken from the comic book entitled "*The adventure of tintin and the blue lotus*" by Hergé. In collecting data, at this step, there were some steps that would be applied by the researcher: 1) Read the comic book, 2) Identify the sentences which had Onomatopoeia from the comic book, 3) List the Onomatopoeic words by marking and selecting the onomatopoeic words from the comic book by applying note taking technique (Sudaryanto, 1993, p. 135), 4) Tabulate all onomatopoeic words based on the classification. The tables used by the researcher were as follows:

Table 1. Classification of Onomatopoeic Words

No	Page	Onomatopoeia	Types of Onomatopoeia	By the Sound It Describe	Onomatopoeic Meaning	Contextual Meaning	Speech Acts	
							Forms	Function
1	2	Eek!						
2								
3	33	Ssh..						
4								
5	25	Click						

(Modified from Kusuma (2013))

Table 2. The analysis of Onomatopoeia with Pictures

No.	Page	Onomatopoeia	Description of the analysis	Picture
1	2	Aha		
2				
3	7	Ah		
4				
5	33	Ssh..		

In analyzing the data, there were some steps that applied by the researcher after the data were gathered: 1) The researcher classified the onomatopoeic words based on the types, the sound it describe, their meaning, and the speech acts based on form and function; 2) The researcher checked the onomatopoeia meaning using dictionary online on website www.writtensound.com, Merriam - Webster's dictionary, and Oxford's dictionary, 3) The researcher checked the meaning based on the contextual meaning of the words in "*The adventure of Tintin and the blue lotus*" by Hergé; 4) The researcher classified the speech act based on forms and function. 5) The researcher made a conclusion based on the analysis.

RESEARCH FINDINGS AND DISCUSSION

This research was about onomatopoeic words and the meanings of the onomatopoeic words. Since onomatopoeia is usually performed in words or phrases, therefore the writer observed the words and phrases containing onomatopoeic expressions. The onomatopoeic expressions found in comic "*The Adventure of Tintin and the Blue Lotus*" are 60 expressions. The 60 expressions were divided into five classifications. First classification is Types of onomatopoeia based on Ullman (1994), second classification is classification by the sound it describe, third classification is onomatopoeia meaning, fourth is contextual meaning, and last speech acts on form and function of the language in use. Therefore, following is the example of the result of this

research that has been analyzed that can be interpreted as in the following table;

Table 3. Types of Onomatopoeic Words

No	Page	Onomatopoeia	Types of Onomatopoeia	By the Sound It Describe	Onomatopoeic Meaning	Contextual Meaning	Speech Acts	
							Forms	Function
1	1	CRR- WHEE - WHUIIT - CRR	PO	OS	The sound of radio static	The sound of the radio that been used by tintin		
		EEK!	SO	HS	The sound used to express surprise	Ramacharma express his surprise	Declarative	A statement
2	2	CLAP - CLAP - CLAP	PO	HS	The sounds of hands clapping together	Sounds of Ramacharma' s hands clapping together		
		Aha	SO	HS	An exclamation of discovery	An exclamation of discovery by Ramacharma	Declarative	A statement
3	4,18,24,35	WOOAH!	PO	AS	Used to express surprise, interest, or alarm, or to command attention.	Sound of snowy barking (dog bark in French)	Declarative	A statement
4	5	BING - BANG - BOOM	SO	OS	The sound of an object hitting the ground	Sound of tintin suitcase falling on the stairs		

5,19,3 4	RAT - TAT - TAT	SO	OS	A rapid succession of knocking, tapping, or cracking sounds	The sound produced from knocking the door		
7	Wouah ! - Wouah!	PO	AS	The sound used to express a strong reaction	Sound of snowy barking (dog bark in French)	Declarative	A statement
5	Ah,	SO	HS	An exclamation of realization	An exclamation of realization by Mitsuhirato	Declarative	A statement
7,32,3 5,61	Oh,	SO	HS	Used to express understandi ng of a statement	Sound used when someone tried to start his conversation again	Declarative	A statement

Table 4. Example of Description of the Analysis

No	Page	Onomatopoeia	Description of the analysis	Picture
1	1	CRR- WHEE - WHUIT - CRR	This expression is primary onomatopoeia because it imitate the actual sound of the object, by the sound it's describe it is an other sound because it is not an animal or nature sound. This expression isn't classified as speech act because it is not an utterance.	
2	2	E EK!	This expression is secondary onomatopoeia because it's the expresssion of an action, by the sound it describe this expression classified as human sound by the picture, the speech act form is Declarative and the function is a statement because it express a statement.	

		CLAP - CLAP - CLAP	This expression is primary onomatopoeia because it imitate the actual sound of the object, by the sound it's describe it is an other sound because it is not an animal or nature sound. This expression isn't classified as speech act because it is not an utterance.	
		Aha	This expression is secondary onomatopoeia because it's the expression of an action, by the sound it describe this expression classified as human sound by the picture, the speech act form is Declarative and the function is a statement because it express a statement.	
3	4,18, 24,35	WOOAH!	This expression is primary onomatopoeia because it imitate the actual sound of the object in this picture a dog and a dog sound in france is woahh or wouah, by the sound it's describe it is an animal sound. This expression isn't classified as speech act because it is not an utterance.	
	5	BING - BANG - BOOM	This expression is secondary onomatopoeia because it's the expression of an object and its movement in this case is the sound of object falling, by the sound it describe this expression classified as other sound by the picture, this onomatopoeia isn't classified as speech act because it is not an utterance.	
4	5,19, 34	RAT - TAT - TAT	This expression is secondary onomatopoeia because it's the sound that occurs because of the relation between the sound of an object and its movement in this case is the sound of knock on the door, by the sound it describe this expression classified as other sound by the picture, this onomatopoeia isn't classified as speech act because it is not an utterance.	

7	Wouah ! - Wouah!	This expression is primary onomatopoeia because it imitate the actual sound of the object in this picture a dog and a dog sound in france is woahh or wouah, by the sound it's describe it is an animal sound. This expression isn't classified as speech act because it is not an utterance.	
5	Ah,	This expression is secondary onomatopoeia because it's the expression of an action, by the sound it describe this expression classified as human sound by the picture, the speech act form is Declarative and the function is a statement because it express a statement.	
7,32, 35,61	Oh,	This expression is secondary onomatopoeia because it's the expression of an action, by the sound it describe this expression classified as human sound by the picture, the speech act form is Declarative and the function is a statement because it express a statement.	

Discussions

From the analysis, the researcher classified the data into five classification; Types of onomatopoeia based on Ullman (1994), the classification by the sound it describe, onomatopoeia meaning based on dictionary, Contextual meaning, and speech acts on form and function of the language in use. From the 60 onomatopoeia, there are 17 onomatopoeia that are similar to the eight onomatopoeic expressions that were found by the researcher. Based on the research of the onomatopoeia types based on Ullman (1994), namely: Primary, and Secondary Onomatopoeia.

The researcher found 24 Primary Onomatopoeia or 40%, and 36 Secondary Onomatopoeia or 60% from the data. Based on the classification of onomatopoeia by the

sound it describe the researcher found 25 Human sound data or around 42%, 29 Other sound or around 48% of the data, 1 Nature sound or 2%, 5 Animal sound or 8% of the data. The researcher also analyzed which onomatopoeia could be considered as speech act, and from the 60 data only 24 can be considered as speech acts. Because, mostly the data are the sound of other thing such as machine or animal and were not a sentences or expression that can be considered as speech act. From the 24 data, the researcher found that 18 data or around 75% are Declarative, 4 or 17% are interrogative, and 2 or 8% are imperative.

For the meaning the researcher found the meaning of the onomatopoeic words by searching in dictionary online on website

www.writtensound.com, Merriam - Webster's dictionary, and Oxford's dictionary. While for the contextual meaning, the researcher interpreted it by reading the comic and sees the situational context in the comic. The data were obtained by listing the onomatopoeic expressions in the comic into the table based on the page; the data would be first analyzed by checking the dictionary.

The onomatopoeic expressions which were found in the dictionary were put in the onomatopoeic meaning in the table. As an example, expression "clap" was found in the comic. By checking a dictionary, the writer found its meaning which says, "The sounds of hands clapping together" according to *Merriam-Webster' Dictionary*. This expression became one of data meaning, and then the researcher also did not focus on the onomatopoeic expressions meaning that could be found in the dictionaries only.

There was a point to be considered. It was to see the cultural background, since onomatopoeia is sometimes different in each country, for example the onomatopoeic word of 'wouah' is the barking noise of a dog in French. Therefore the researcher also adds the meaning based on the situational context that happens in the picture or the comic itself.

CONCLUSIONS AND SUGGESTIONS

Conclusions

The researcher concludes that: 1) The researcher found 60 onomatopoeic expressions or words, and the 60 expressions were divided into five classifications; First classification is Types of onomatopoeia based on Ullman (1994), second classification is classification of onomatopoeia by the sound it describe, third classification is onomatopoeia meaning, contextual meaning and last speech acts on form and function of the language in use. According to the onomatopoeia types based on Ullman (1994), the researcher found 20 Primary Onomatopoeia or 33%, and 40 Secondary Onomatopoeia or 67% from the data. 2) Based on classification of onomatopoeia by the sound it describe the researcher found 24 Human sound data or

around 40%, 30 Other sound or around 50% of the data, 1 Nature sound or 2%, 5 Animal sound or 8% of the data. 3) Most of the data, 67% is secondary onomatopoeia because most of the onomatopoeic expression in the comic entitled "*The adventure of tintin and the blue lotus*" by Hergé are words which represent the sound of action. 4) From the 60 onomatopoeia, there are 17 onomatopoeia that are similar to the eight onomatopoeic expressions that were found by the researcher. 5) From the 60 data only 24 can be considered as speech acts. The researcher found that 18 data or around 75% are Declarative, 4 or 17% are interrogative, and 2 or 8% are imperative.

Suggestions

Based on this study, the researcher would like to propose some suggestion that can be considered by future researcher who are interested in onomatopoeia, literary, and reading. They are as follows: 1) By using comic as the source of the data, the researcher found that it was a lot easier than using other literary works such as novel, poem or drama script because comic is more attractive to read and the English words are not too complex. 2) For the researcher, who want to research about onomatopoeia and iconicity. The researcher suggest that important to find or make the onomatopoeia dictionary. It makes help for research about it. Research about onomatopoeia should be continued on another object, through a linguistic approach. Therefore, it will further increase the understanding of onomatopoeia and iconicity in linguistic and translation, reading, and literary studies. 3) For student: the researcher hopes that this study can be beneficial to other students in the university, especially in understanding onomatopoeia and iconicity. The researcher suggests that the student can explore more about onomatopoeia and iconicity for increasing knowledge and understanding.

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