

A STUDY OF ONOMATOPOEIA IN AVATAR COMICS

THESIS

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FACULTY OF HUMANITIES AND CULTURE

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A STUDY OF ONOMATOPOEIA IN AVATAR COMICS

THESIS

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In Partial Fulfillment of the Requirements for the Degree of *Sarjana Sastra***

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2008**

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MOTTO

“Sound Symbolism Makes Some Words More Fit To Survive”

(Otto Jespersen)

DEDICATION

*This work is dedicated to my beloved family,
My parents, Mom and Dad
And for my young brother*

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Praise be to Allah the Almighty and Merciful, who has given the writer an enormous miracle in every struggle, so that she can finish her thesis entitled “*A Study of Onomatopoeia in Avatar Comics*”. Peace be upon the prophet Muhammad SAW who has brought the Islamic norms and values to the entire world.

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Malang, September 2008

Nuri Ma'rifatil Laili

ABSTRACT

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Key words: Onomatopoeia, Avatar Comics, Lexical Meaning, Contextual Meaning, bow-bow theory

This study examines onomatopoeia constructed in *Avatar* comics. Onomatopoeia is one example of iconic sign as an object named after the sound it produced. Although considered as the primitive language, most onomatopoeic words have been conventionalized. When their meaning broadened finally they become part of ordinary language.

Onomatopoeia used for several reasons, not only in written language but in spoken language as well. People often use onomatopoeia to make an effect in writing. By using onomatopoeia, the sound words can be visually written and displayed. Today, the use of onomatopoeia is not only limited for writing device, but it is used for advertisement, news headline, comic strips and other children story. The numbers of onomatopoeia increase along the time because of people demand to create something amusing. This study uses comic as the object because studying linguistics by using comics is something interesting. The language style used in comic seems simpler and saves the space.

The objectives of this study are to find out onomatopoeic words constructed in *Avatar* comics and then describe all onomatopoeic words based on their characteristics, their type and their use. Furthermore, it is aimed to describe the lexical meaning and the contextual meaning of onomatopoeic words in *Avatar* comics which are sometime different from each other.

This study uses descriptive qualitative method to answer the statement of the problems. The data are collected from *Avatar* comic series scanned from *Nick Magazine*. There are some chapters that available to get, they are; '*The Bridge*', '*Going Home Again*', '*Sokka the Avatar*', '*It's Only Natural*' and '*Gym Time*'.

The result of this study shows that there are several characteristics of onomatopoeic words which are constructed in *Avatar* comic. They are; phonological feature, variation of word, short spelling and fresh minted. Furthermore, the most dominant type of onomatopoeia in *Avatar* comic is non-reduplicated onomatopoeia. This study also concludes that there are four kinds of onomatopoeia, they are; sound of nature, sound made by human, calls of animal and miscellaneous sound. Finally this study examines that not all onomatopoeic words in *Avatar* comics have similar meaning as the context. Sometime they are different from each other.

Finally, this study suggests that the next researcher conduct further research in examining the similar topic to be able to expand this study by giving different point of view, as the word class or syntactical onomatopoeic words. There are still many aspects which have not been analyzed yet.

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CHAPTER I

INTRODUCTION

This chapter covers the background of the study, the statement of the problems, the objective of the study and the significant of the study. To avoid the discussion becomes too abroad, this chapter also consists of scope and limitation of the study. The definition of key terms is used as well.

1.1. Background of the Study

Onomatopoeia is one of the speculations concerning the origin of language which is related to the natural sounds source. It is 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. Bredin in Dofs (2008:1) explains that many words in ordinary language began as imitations or mimicking and were later conventionalized. Sometime humans have to master the art of communication by using 'sound words' because it is difficult to mention the sound of the things. Many children and adults probably never knew that there is a name for the sounds they hear. Therefore, it is essential to explore the interesting details of 'sound words' which is called onomatopoeia.

Onomatopoeia is mentioned as the effect achieved by grouping words chosen in imitation of a sound described. Onomatopoeia is pronounced '*anə-mæ-tə-pi:ə*' (Webster's dictionary: 2004). Onomatopoeic words are usually in the short form and written based on the sounds they represent such as '*splash*', '*buzz*', '*croak*', '*cuckoo*' and '*bang-bang*'. Onomatopoeia is one of common sound

devices writers use (Aronowitz: 2002). Onomatopoeic words are used in slang expression as well, which refer to a simple and ungrammatical language (Sholikha: 2007). Furthermore, they are suggested as the basic of language or at least the core of the basis vocabulary. According to this view ‘*bow-wow*’ which is the imitation of a dog’s bark changes its form and the meaning broadens, then finally it become the representative for dog (Fromklin & Rodman, 1999:23). Another example is the sound emitted by a gun like ‘*bang*’ could be designated by the word ‘*bang-bang*’

Onomatopoeic words exist in every language because every Nation has its own onomatopoeia, such as Indonesian onomatopoeia, German onomatopoeia, French onomatopoeia, Japanese onomatopoeia, English onomatopoeia and others. They are different in each, such as the onomatopoeic word of dog’s bark which is constructed by the word ‘*bow-wow*’ in English, ‘*wau-wau*’ in German, ‘*ouaf-ouaf*’ in French, ‘*wan-wan*’ in Japanese, or ‘*guk guk*’ in [Indonesian](#).

Al-Qur’an also shows some verses which contain the example of onomatopoeia, naming something based on its natural sounds, such as:

فَأَرْسَلْنَا عَلَيْهِمْ رِيحًا صَرْصَرًا فِي أَيَّامٍ نَحْسَاتٍ لِنُذِيقَهُمْ عَذَابَ الْحَزَنِ فِي الْحَيَاةِ
 الدُّنْيَا وَلِعَذَابِ الْآخِرَةِ أَحْزَىٰ وَهُمْ لَا يُنصَرُونَ ﴿١٦﴾

“We sent a howling gale against them during some disastrous days, so We might let them taste the torment of humiliation during worldly life. Yet torment in the Hereafter will be even more humiliating, and they will never be supported” (Q.S. Al-Fushilat: 16).

The underlined word is one example of onomatopoeic word in Arabic which means howl and it is spelled based on its sound origin. Furthermore, there is another example of onomatopoeia which is taken from Hadith, that is:

وَعَنْ عَائِشَةَ رَضِيَ اللَّهُ عَنْهَا قَالَتْ: قَالَ رَسُولُ اللَّهِ صَلَّى اللَّهُ عَلَيْهِ وَسَلَّمَ: الَّذِي يَقْرَأُ الْقُرْآنَ وَهُوَ مَا هَرُّ بِهِ مَعَ السَّفَرَةِ الْكِرَامِ الْبَرَّةِ، وَالَّذِي يَقْرَأُ الْقُرْآنَ وَيَتَعَنَّبُ وَهُوَ عَلَيْهِ شَاقٌّ لَهُ أَجْرَانِ، متفق عليه

Narrated by Aisha, the Prophet said: the one who skillfully recites the Qur'an, so later will gather with glorious and obedient angels. Meanwhile the one who is stutter in reciting Qur'an, for him two rewards (narrator's agreement).

There is connection between the word يَتَعَنَّبُ and the result of a stutter man speaks which it indicates the difficulty of producing speech. Therefore, it considered as one of the example of onomatopoeic word. Both examples are the evidence that onomatopoeia becomes crucial parts of language the writer use.

Studying linguistics by using comic strips is something fascinating. The language style used in comic is different from the language styles used in novel, poetry, prose even other text. The language style of comic seems simpler because it is represented by the drawing. The reason for the researcher using comic as the object of this research is that comic contains many kinds of onomatopoeic words, such as *wink*, *yank*, *clap-clap*, and *rumble* in chapter "Sokka the Avatar". Many people like reading comic books, not only adults but also teenagers and children. They actually often find some onomatopoeic words when they read a comic strip, but they do not consider and do not know further about the term of onomatopoeic words and its relation to the linguistic field.

Studying linguistics by using comic has already conducted by Asrofatul Ifafa (2007) on her thesis entitled “*Patterns of Word-Formations in Comic Series Issued in the Jakarta Post*”. She found special type of formation that is *unidentified* which makes the characteristics of comics become more interesting. I Dewa Putu Wijana also used comics to study linguistics on her book under title “*Kartun. Studi Tentang Permainan Bahasa*”. She used pragmatics approach and suggested that comics become good media to convey our message. Both of them have already studied the branch of linguistics, a morphological study and pragmatics study, by using comics as the object. To expand further study on linguistics, the researcher also uses comics and tries to find out onomatopoeic words and their meaning which are often deviated from the dictionary.

Avatar is one of famous comic series people much interested in at that time. It is produced periodically by *Nickelodeon*, United States of America. In Asian country, especially Indonesia, *Avatar* is well known as ‘*The Legend of Aang*’. The original comic books have been translated in many languages, included in Indonesian language. *Avatar* is created by Michael Dante Dimartino and Bryan Konietzko. The story makers of *Avatar* comics are Josh Hamilton, Tim Hedrick and Aaron Ehasz.

Avatar takes place in a fantasy world which is much influenced by Asian culture. Human civilization is divided into four Nations, the Water Tribes, the Earth Kingdom, the Air Nomads, and the Fire Nation. Every Nation has an order of men or women called “*benders*” who have ability to manipulate their native element. In each generation there must be the *Avatar*, one person master four

elements in order. This story tells about the adventure of *Aang* as the last air bender together with his friends to restore the harmony and peace to the four Nations. *Aang* and his friends have to defeat the fire lord *Ozai* and his colonies to save the world.

Study of onomatopoeia had been conducted by Gnanasundaram (2008) on his monograph entitled “*Onomatopoeia in Tamil*”. His study is the collection of the onomatopoeic words in Tamil. He classified them on the basis of their formal and semantic function. His monograph shows that in Tamil, 0.5% words are Onomatopoeia.

The same study of Onomatopoeia also had been conducted by Reuven Tsur (2001) on his paper under title “*Onomatopoeia: Cuckoo-Language and Tick-Tocking*”. He investigated a brief phonetics of the nature of onomatopoeia. His paper explains that there is an acoustic coding of onomatopoeic words forming, especially for ‘*Cuckoo*’ and ‘*Tick-Tock*’ languages.

Study of Onomatopoeia in Avatar Comics has several differences from the previous studies. The previous studies analyzed the utterance of onomatopoeic words in Tamil and the phonetics form of the nature of onomatopoeia, while this study describes English onomatopoeic words in written form. Additionally, both previous studies used social phenomenon as the object, while this study uses comic strips to gather the data.

Therefore, this study is expected to fill the gap from the previous studies. This study will expand further understanding about onomatopoeic words constructed in *Avatar* comics focusing on the lexical and the contextual meaning

between the original meaning from the dictionary and the meaning of onomatopoeic words on *Avatar* comics which is often different from each other. The example is an onomatopoeic word of *foom* in chapter *Going Home Again*. Lexically, the meaning of *foom* is the sound made by rocket launcher, while in this context, *foom* is the sound echoed by the fire motion.

1.2. Statement of the Problems

Based on the previous description on the background of the study, the problems proposed are:

1. What onomatopoeic words are constructed in *Avatar* comics?
2. What are the lexical meaning and the contextual meaning of onomatopoeic words in *Avatar* comics?

1.3. Objectives of the Study

The objectives of the study are:

1. To mention in detail onomatopoeic words constructed in *Avatar* comics based on their characteristics, their type and their use.
2. To describe the lexical meaning and the contextual meaning of onomatopoeic words in *Avatar* comics

1.4. Significance of the Study

The findings of this study are supposed to give theoretical and practical contribution. Theoretically, this study is aimed to enrich our understanding about the origin of language, especially onomatopoeia, echoing natural sounds.

Practically, this study is supposed to give useful contribution for people to use

onomatopoeic words for certain purposes, such as for writing devices or slang expression. Moreover, this study is also expected to be beneficial reference to the next researchers who are interested in conducting further research about onomatopoeia.

1.5. Scope and Limitation

There are many kinds of onomatopoeia, such as Indonesian onomatopoeia, Dutch onomatopoeia, Japanese onomatopoeia, English onomatopoeia, and so on. This study only focuses on English onomatopoeia, particularly English onomatopoeic words constructed in *Avatar* comics. The data are taken from some chapters of *Avatar* comics scanned from Nick's Magazine in order that the discussion not to be abroad. This study gain the data from five chapters, they are; '*The Bridge*', '*Going Home Again*', '*Sokka the Avatar*', '*It's Only Natural*', and '*Gym Time*'

Onomatopoeia is one part of natural sounds theory related to the origin of language. There are four theories included in the natural sounds sources, *bow-bow* theory, *ding-dong* theory, *pooh-pooh* theory, and *yo-he-ho* theory. This study limits on "*bow-bow*" theory which contains the discussion of onomatopoeic words.

1.6. Definition of Key Terms

1. *Onomatopoeia*

Onomatopoeia is the formation of words originated from the sound they refer.

It can be in a word or group of words, such as '*splash*', '*cuckoo*' and '*sniff*'.

2. *Avatar Comics*

American comic series tells about the adventure of *Aang* as the last Airbender of the Air Nomads' Southern Air Temple, to keep the four Nations in harmony and maintain world order. Since the absence of *Avatar* for a hundred years, the Fire Nation takes advantage by launching a war to other Nations. Therefore, *Aang* together with his friends have to defeat the Fire Nation which wants to shatter the world and restore the balance to the world.

3. *Lexical Meaning*

It refers to the meaning of onomatopoeic words based on the dictionary.

4. *Contextual Meaning*

Contextual meaning refers to the meaning of Onomatopoeia based on what context they refer.

CHAPTER II

REVIEW OF RELATED LITERATURE

This chapter provides the theory related to the main discussion about onomatopoeia and the entire instruments of onomatopoeia. Firstly, the discussion gives an overview on the scope of onomatopoeia which is generated from word-formation process. Then the following section explores the feature of onomatopoeia included in the definition, the origin, the characteristics, the types, the use, and the meaning of onomatopoeia. The third section explains in brief the detail of objects in order to know further about the *Avatar* comics. The last part of this chapter restates previous studies about onomatopoeia.

2.1. Word Formation Process

Brinton (2000:85-100) in her book “*The Structure of Modern English*” divides process of word-formation into eight categories; derivation, reduplication, conversion or function shift, compounds, blends, back formations, shortening and root creation. While Rubba (2004) states that there are several ways of creating new words in English. They are affixation, compounding, zero derivation, stress shift, clipping, acronym, blending, backformation, onomatopoeia, borrowing and adoption of brand names as common words. Both of them provide rational explanation concerning the word formation process which contains the slight explanation of the formation of onomatopoeic words.

The following explanations describe briefly the division of word-formation process, the way of generating new word in English.

2.1.1. Shortening

a. Clipping

Clipping is reducing of polysyllabic word into the shorter one without change its meaning or its word class. There are several kinds of clipping, for example:

- End clipped such as *ad* (advertisement), *bro* (brother), *cap* (captain), *fax* (facsimile), *lab* (laboratory), *psych* (psychology), *Prof* (professor)
- Beginning clipped such as *van* (caravan), *burger* (hamburger), *car* (motorcar), *bus* (omnibus), *phone* (telephone)
- Beginning and ending clipped such as *flu* (influenza), *fridge* (refrigerator)
- Colloquial clipped such as *biz* (business), *gym* (gymnasium), *chem* (chemistry), *coz* (because), *mike* (microphone), *cuz* (cousin)
- Clipped name such as Ben (Benjamin), *Cathy* (Catherine), Matt (Mathew), Sue (Susan)

b. Acronym

Word-formation which is taken from the initial sounds (letter or letters) of the word of a phrase and written in a combination which is pronounceable, such as UNESCO (United National Education, Scientific and Cultural Organization), ANZAC (Australian and New Zealand Army Corps), VIP (Very Important Person) and *laser* (Light Amplification by Stimulated Emission of Radiation).

Acronyms are not formed in an entirely systematic way (Brinton, 2000:99). Sometime they are constructed by skipping a word or words, or by choosing the first two letters of a word in order to be pronounceable, for example NATO (North Atlantic Treaty Organization) and *radar* (**radio detecting and ranging**). Although such words are originally created as acronym, speakers often forget such origins and the acronyms become new independent words.

c. Blending

Blend is a combination of two words to form a new one. Blend entails two processes of word formation, compounding and clipping (Brinton, 2000: 97). It is formed by taking only the front part of a word and mixing it into the back part of another word, for example; *brunch* (breakfast and lunch), *modem* (modulator and demodulator), *motel* (motor and hotel), and *smog* (smoke and fog).

Blending is also considered as a common source of new words either in standard, such as *motel* or non-standard English, such as *brunch*. Sometimes there are new terms considered as derivational affixes found in blend formation, such as *-ography* from filmography (film and biography) or *docu-* from docudrama (documentary and drama).

2.1.2. Derivation

It is forming of a new word by adding derivational affixes to the original form. The addition of a derivational affix creates a new word with a single or some changes, as the change of word class or the semantics change

(Brinton, 2000:86). The derivational affixes which change the original part of speech such as *happy* (Adj) becomes *happiness* (N), *utilize* (V) becomes *utility* (N), *meaning* (N) becomes *meaningful* (Adj), and *use* (N) becomes *useless* (Adj). While the derivational affixes which change the meaning such as *husband* becomes *husbandry*, *event* becomes *eventual*, and *post* become *postage*.

Commonly, English has two kinds of derivational affixes, they are suffix and prefix. Suffix is the addition of syllable on the last of word such as *-ness*, *-ity*, *-able*, *-full*, and others. While prefix on the beginning of word, such as *multi-*, *bi-*, *in-*, *inter-*, *micro-*, *un-* and so on.

2.1.3. Back-Formation

Back formation is a forming word by deleting an imagined affix from a longer form already present in the language (Crystal, 1991:35). This formation changes the class of words. Usually words are Noun which is reduced become Verb, such as *television* (N) becomes *to televise* (V), *donation* (N) becomes *to donate* (V).

There are two kinds of back-formation. The first way is by removing such derivational suffixes such as *connotation* (N) becomes *connote* (V). While the second back formation is by omitting the part of the roots such as *editor* (N) becomes *edit* (V), *sculptor* (N) becomes *sculpt* (V) and others.

2.1.4. Conversion

It is a formation of word by converting the class of word to another one without changing the form of the word. Conversion is also called as zero derivation because it needs no affixes, such as *run* (V) becomes *a run* (N), *contact* (N) becomes *to contact* (V), *poor* (A) becomes *the poor* (N), *water* (N) becomes *to water* (V), and so on.

Beside the previous examples, there are several words included in this formation, such as *dirty* (Adj) and *empty* (Adj) become *to dirty* (V) and *to empty* (V), *crazy* (Adj) and *nasty* (Adj) become *a crazy* (N) and *a nasty* (N).

2.1.5. Borrowing

Borrowing is the most common sources of new words in English. It is the taking over of words from other languages to accompany new ideas, inventions, product, and so on, such as *karaoke* (Japanese), *boss* (Dutch), *robot* (Czech), *lilac* (Persian), *piano* (Italian), and *pretzel* (German).

Borrowings are usually known as 'loan words' because the words are taken from other languages. Historically, English has adopted many loan words from other language. Besides the examples in previous paragraph, here some examples of terms borrowed which now have become English words, *alcohol* (Arabic), *boss* (Dutch), *mango* (Indonesian), and *yogurt* (Turkish).

2.1.6. Coinage

Some new terms are created or designed totally without employing any other word, such as *Aspirin*, *Nylon*, *Xerox*, and *Kodak*. They are mostly originated from invented trade name. Today they have quickly become

everyday words in language. Grammatically, they should be avoided in formal writing (Rubba: 2004). There is no strict rule in generating of new brands because they are copyrighted by certain company.

2.1.7. Compounds

Compound is the combination process of two or more free morphemes into a new single form. It can be in the form of Noun such as *skateboard*, *airplane*, *afternoon*, *offspring*, *hairdresser*, *blackboard*, *handwriting*, in the form of Verb, as *housekeep*, *overcook*, etc, and in the form of Adjective for example *left-handed*, *good-looking*, *headstrong* and others.

There is no regulation of compound spelling. Compound can be written as a single word, as hyphenated word, or as two words, for example *icecream*, *ice-cream* or *ice cream* (Brinton, 2000:93). However, although it is spelled in two words, compound is a single word which has a single meaning.

2.1.8. Root Creation

Root creation is the rarest process of word formation which the inventions of entirely new roots are created (Brinton, 2000:100). The simplest of these words are onomatopoeia which words are invented from the sound they refer, such as *splash*, *sizzle*, *cuckoo*, *cock-a-doodle-doo*, *buzz*, *beep*, *ding-dong* etc. Most of onomatopoeic words are new creations and fresh-minted in the popular imagination (Crystal: 1987). Although onomatopoeia is considered as the primitive language, they develop and often to be used in modern life. Therefore, the statement of onomatopoeia as the basis or the core

of language is correct. The new term *splash* can be adapted to *splish*, *splosh*, *splooosh* and *splush* (McArthur: 1998).

2.2. Onomatopoeia

2.2.1. The Definition of Onomatopoeia

The term of onomatopoeia is originated from Latin roots, ‘*onoma*’ and ‘*poiein*’. As its Greek suggests, onomatopoeia is the making ‘*poiein*’ of a name or word ‘*onoma*’ from natural sounds. Aronowitz (2002) considers that onomatopoeia is as words whose sounds suggest their meanings. He gives specific example of onomatopoeic words in several contexts such as *thud*, *whoop*, *whoosh*, *boom*, *aarrgh* which are often found in a comic book. It can be in the form of word or phrase. While Tonge (2005) mentions that onomatopoeia is a word whose sound imitates the actual sound to which it refers, such as *pop*, *sizzle*, and *crash*. Onomatopoeia is also defined as the meaning of thing or action by a vocal imitation of the sound associated with it (Whitman: 2001). However onomatopoeia can be defined as formation of word or words whose sounds like the action or thing they name or refer to.

Linguists suggest that onomatopoeia included in sound-symbolic which refers to a direct correlation between the sounds and the senses of language. Therefore, they argue that onomatopoeia may reverse the theory of arbitrariness because of the direct link between the form and the meaning. When they look at onomatopoeic words more closely, they consider that there is an arbitrary of those words. Onomatopoeia is not direct imitations of sounds

but some sort of interpretation with a psychological basis the way of thinking (Nordlander, 1992:97).

All languages of the world have different onomatopoeia. For example an English pig will produce the sound *oink* while a France one, *groin-groin*, and Chinese pig produce the sound *hulu-hulu*. The variations of onomatopoeia in every Country appear because each of them interprets onomatopoeic words in accordance with their phonological system and culture.

Onomatopoeia is a rhetorical device to create an effect for the reader about certain sound to make sentence more interesting. '*The chicken make a noise*' will be more attractive when changed as '*the chicken clucking*'.

Onomatopoeic words will invite the reader to imagine the exact sound of the chicken clucking. Another example is '*the balloon hit me*' can simplified by the word *pow!*

English has restricted number of onomatopoeia than Japanese and Indian. However English onomatopoeia expands their uses for some cases as well. Besides, onomatopoeia also develops continually in expanding their use.

There are three kinds of onomatopoeia which reflects the relationship between meaning and sound. They are direct onomatopoeia, associative onomatopoeia and exemplary onomatopoeia.

- a. Direct onomatopoeia is in which the words are similar to the actual sound they refer to, such as *bang*, *hiss*, *cluck*, and *moan*.

- b. Associative onomatopoeia is the category of onomatopoeic words because association, not because they resemble the object or the action they represent.
- c. Exemplary onomatopoeia is based on the amount and character of the physical work done by the speaker in uttering the word.

2.2.2. The Origin of Onomatopoeia

Serious debate about the origin of language and the correlation between the words and the meaning of language generates two contradiction arguments, Conventionalist and Naturalist. The Conventionalist argues that words or names for things based on an agreement between speakers (Fromkin & Rodman: 1999). The Conventionalist also emphasizes the arbitrary relationship between word and things, a principle accepted by modern semantics. In other hand, the Naturalist opposes that there is natural connection between the word-formation and the essence of things, and the meaning of words just by hearing them.

There are some theories related to the natural sound in which one of them is onomatopoeia.

The Pooh-Pooh Theory

This theory also determined as '*Interjectional Theory*' which suggests that the language come from expression of human emotion, such as pain, anger, happy, or other (Yule: 2006). According to Darwin in '*The Expression of the Emotion*', human's feelings such as pain, disgust, or contempt create a

tendency to contract all the muscles of the body, including face and lips to produce a sound, such as the interjection ‘*ouch*’ indicating of pain.

The Ding-Dong Theory

This theory tries to determine the relationship between the sounds and the senses of word. Speech arises because people react to the stimuli in the world around them and spontaneously produce sounds which in same way reflected to the environment (Crystal: 1987). For example the utterance ‘*bye-bye*’ followed by waving hands that indicates ‘good bye’.

The Yo-He-Ho Theory

This view underlines the development of language in social context. Language is produced because of human physical effort, such as people work together (Crystal: 1987). However, when people get a command-sound they will do strong body movement and automatically produce rhythmical yells. In Indonesia, for example, people often yell the utterance “*olobis kuntul baris*” when they move a certain weight things which have meaning “move this thing!”.

Bow-Bow Theory

This theory was proposed by Max Muller from German. He states that the simplest word is imitative of natural sounds, such as ‘*cuckoo*’, which is then originated as the name of bird and ‘*bow-wow*’ which is originated as the dog’s bark becomes the name of dog. This theory is also supported by Jespersen on his book entitled ‘*Language, Its Nature, Development and Origin*’

by giving the chronological theory. First the lower animals are original enough to cry and roar, and then man comes and makes a language for himself by imitating his inferiors. Sounds which are produced without any meaning can be used to designate the creature it self to have communication.

Those natural sound theories support the Naturalists' view of the language origin. They believe that sound and meaning have tight connection, while Conventionalists argue that the name of something based on the agreement without any relationship to its meaning. They disagree with naming of something based on its sounds because it is difficult to name something abstracts or something which cannot produce a sound. In fact, both of Natural and Conventional elements exist in language.

2.2.3. The Characteristics of Onomatopoeia

Onomatopoeia has common word class like other words. They consist of Noun, Verb, Adjective and Adverb. Besides, it has also phonological feature and word variation as the characteristics.

1. Phonological Feature

There are some phonological features appear in onomatopoeic words. Vowels which are pronounced by opening the mouth convey the idea of more massive object, while vowels which are formed by almost closing the lips suggest slighter movements or smaller objects (Smith: 1956). It is not that *i* is associated with weakness and *u* is associated with strong, but the relation correlates to the relation between small and big. For

example *dong* is deeper in sound than *ding*, *clank* than *clink*, and *chip* is slighter action than *chop*.

The combination *bl-* indicates motion, and generally the use of the breath, such as *blow*, *blast*, *blab* and *blubber*, while *fl-* indicates the impulsion of clumsy movement, such as *flounder*, *flop* and *flump*. The combination *gr-* results such words like *grumble* which expresses something of the same meaning such as *groan*, *grunt* and *grudge*. Besides, *sr-* creates loud outcry expression words, as *scream* and *screech*.

Dofs (2008:5) also explain that sometime onomatopoeia can be connected to clusters sounds which contain of *-sn*, such as *sneeze*, *sniff*, and *snuffle*. The sound combination spelled *-sh* also has its own pattern of associations. It relates the sound to a sudden, loud sound or a rapid, a noise or action that is broken down into a mixed mass of smashing or rustling sounds, turbulent, destructive motion such as *dash*, *crash*, *slash*, and *smash*.

A 'stop' consonant like *p* or *b* at the end of word suggests a sound or movement suddenly stopped, such as *whip*, *clip*, *snip*, *clap*, *rap*, *slap*, *flap*, and *snap* (Smith: 1956). Words ended by *-mp*, like *bump*, *dump*, *slump*, *thump*, convey the sense of duller heavier sounds.

Boey (1982, P.14) also explains that *zzzz* happens when we make a buzzing sound. When the vocal cords are drawn lightly together, the air passing trough between them causes them to vibrate. In addition, the sound of *ssss* indicates a hissing sound.

2. Variation of Word

- a. Capital letters: it suggests an importance and loudness, such as '*POW!*' shouted hit.
- b. Multiple vowels: it shows the word is expressed longer than usual, such as '*Theeeeeeeey're OFF!*' screamed man.
- c. Repetition of initial letter: it imitates stammering, such as '*M-m-master...*' someone stammered, '*M-m-master, p-p-please...*'
- d. Exchanging letters to imitate an accent, such as '*Vell, ve fought bravely*'.

3. Short Spelling

Onomatopoeia is spelled in the short form, word or word phrase based on the sound they represent, for example *splash, click, clip, cluck, oink* and others. The shortness of onomatopoeia is caused by the imitation of its sound disposed of short spelling. In fact, some of them have long spelling such as *cock-a-doodle-doo* (sound of cocks) and *too-wit-too-woo* (the sound of owls). However the short spelling of onomatopoeia becomes the dominant one.

4. Fresh

It refers to the characteristics of onomatopoeia that are produced by a new-up to date word, which is almost different from the existing word. Such as the term of *whap* develops into *whop, wop* and *whap*, which has the meaning of a loud cry or shout.

2.2.4. The Type of Onomatopoeia

Onomatopoeic words are divided into two major types, reduplicated and non-reduplicated.

1. Reduplicated Onomatopoeia

Reduplication is the construction of onomatopoeic words in which the initial syllable or the entire word is double (Brinton 2000).

Reduplication of onomatopoeia is divided into two categories, exact reduplication and ablaut reduplication.

a. Exact Reduplication

Onomatopoeic words which are categorized in this type such as *pooh-pooh*, *clap-clap*, *blah-blah* and so on.

b. Ablaut Reduplication

Onomatopoeic words which its vowel changes while the consonants are similar, such as *tick-tock*, *flip-flop*, etc

2. Non-reduplicated Onomatopoeia

Onomatopoeic words are formed without any repetition, such as *splash*, *cuckoo*, *rumble*, *buzz* and others. Different from Japanese and Indian, the numbers of non-reduplicated English onomatopoeia are much better than reduplicated one.

The differences between reduplicated and non-reduplicated onomatopoeia both in Japanese and Indian influence their part of speech. Reduplicated onomatopoeia is often considered as Verb, such as “*kusu-*

kusu” (to giggle), “*niko-niko*” (to smile) and “*kul-kul*” (feel cool). The different type of English onomatopoeia gives no effect to their word class.

2.2.5. The Use of Onomatopoeia

Onomatopoeic words are usually considered to be features only of literary expression as in poetry, or of such restricted areas as child language such as *bow-wow*, or the language of comic strips like *zap!* and *pow!* (Crystal: 1987). While Shrine in McArthur (1998) suggests that onomatopoeia is common in children’s stories (*buzz!*), in comic books and cartoons (*wham! kaboom!*), in the language of advertising (Kodak disk cameras go *bzzt-bzzt and flash-flash*), and for the writer who want to build up an effect (... the grinning *Fe-Fi-Fo-Fum* giant swinging his axe...).

Elizabeth (2003) assumes that the use of onomatopoeia can be divided into some group; (1) fast motion onomatopoeia express the sounds of speed seem often begins with *s* or *z* such as *zap*, *zing*, *zip*, *swish*, *swoosh*, *zoom*, or *whoosh*, (2) musical onomatopoeia is related to the specific music instrument such as *twang* for the sound of guitar or banjo and *plunk* for key board, (3) food preparation and eating onomatopoeia, such as *crackle*, *sizzle*, *fizz*, *crunch*, (4) fighting onomatopoeia often appears in comic books such as *bam*, *hump*, *smash*, *thump*, *bang*, (5) animal onomatopoeia conveys the sound of animals such as *meow* for cat, *oink* for pig, *bow-wow* for dog, *roar* for lion, and *moo* for cow, and (6) mechanical onomatopoeia such as *buzz*, *beep*, *click*, *clack*, *clink*, *clatter* and so on which most of them begin with *cl*. Moreover, another example of onomatopoeic words used for machine and their sounds are *beep-*

beep for the ringtone of mobile and *vroom* or *brumm* for the engine. *Zaps* is used to describe the sound made by laser weapon as well in science fiction.

Generally, onomatopoeia is often used for writing devices, as for poetry, comic strips or *Manga* (Japanese comics), billboards, advertisement, song, prose, novels, news headlines and cartoons. Onomatopoeia is used because it is difficult to describe sound. Therefore, with onomatopoeia these sounds can be visually written and displayed. The use of onomatopoeia also saves words and space and makes the sentence more imaginative.

Onomatopoeia is used in utterance as well as slang language. Sholikha (2007) identifies onomatopoeia as one of the characteristics of slang language. For example, *buzz*, *icky*, *yucky*, *dweeb*, etc. The use of onomatopoeia in slang expression expands its function not only for written form but also in verbal language as well.

2.2.6. The Meaning of Onomatopoeia

Onomatopoeic words often change their meaning. Therefore semantic identification of onomatopoeic words is more tentative than formal identification. There are two interpretations related to the meaning of onomatopoeia, they are lexical meaning and contextual meaning.

a. Lexical Meaning

Lexical meaning refers to the dictionary definition. It is the meaning of the term in common usage. Onomatopoeic words have many synonyms, such as *ba-dooomm* and *baaa-dooow* which have meaning the sound of explosion. They are often multi meaning as well such as *poink*

which has some meanings as the bouncing sound or the sound of small metallic hit (Taylor: 1997).

b. Contextual Meaning

Contextual meaning is the meaning of word in particular situations and certainly in different kind of context (As'ad: 2007). It might be a reason, justification, assumption, explanation, or other function of the context. The context of sound may often provide enough clues to comprehension. There is less room for determinacy because the author is trying to say something fresh and new, and thus one has to scan relatively more items in his sequence of symbols (Widdowson: 1971).

Onomatopoeic words are considered as symbolic language, therefore, the meaning depends on the context in which it is used (Widdowson: 1971). More than one level of their meaning is expressed (Crystal: 1987). Therefore, different interpretation appears when someone tries to find out the meaning of onomatopoeic words.

2.3. Avatar: The Last Airbender

Avatar: the Last Airbender is also known as *The Legend of Aang*. It is series an adventure and fantasy genre created by Michael Dante Dimartino and Bryan Konietzko originated from United States. The series are written in three books, those are water, earth and fire, within some chapters in each book. In the series' terminology, each episode is referred to 'chapter', and each season as a 'book'.

2.3.1. Plot Synopsis

The series was started by discovering *Aang* and his flying bison, *Appa*, from the iceberg by two teenage siblings from the Southern Water Tribe, *Katara* and *Sokka*. *Aang* was the Avatar who had been trapped in the iceberg since his escaping from his home 100 years ago. *Aang* discovered to the bitter fact that during his absence, a century long war had been waged. All of the Air Nomads had been destroyed. The Water Tribes were in crisis. The Fire Nation continued to expand its territories to the Earth Kingdom which was the only true barrier to Fire Nation's conquest.

As the Avatar, *Aang* had to master all four elements in order to keep all Nations in peace and harmony. Therefore, after being freed from the iceberg, *Aang* joined *Katara* and *Sokka* on long journey across the world to give *Aang* the skills to defeat the fire lord and to end the war.

2.3.2. Characters

Main Characters

- **Aang** is a 12-year-old Airbender of the Air Nomads' Southern Air Temple (chronologically 112 years-old), protagonist of the series. He is fun-loving boy and childish. Many obstacles and horror wars shape him into being physically and mentally suited for the task to maintain the world in order.
- **Katara** is a 14 years old Waterbender of the southern Water Tribe. She is mature, loving and responsible. *Katara*, along with her brother, *Sokka*, discover *Aang* at the beginning of the series.

- **Sokka** is a 15-year-old warrior of the Southern Water Tribe who accompanies Aang to defeat the Fire Lord. He can not bend an element but he is extremely clever.
- **Toph** is a 12-year-old blind Earthbender who teach Aang earthbending. She sees and feels vibrations in the ground with Earthbending. Toph is selfish, bitter and arrogant because of her overprotective parents. Finally she learns what is mean to be part of team.
- **Zuko** is the exiled 16-year-old prince of the Fire Nation. Zuko was obsessed with capturing the Avatar to restore his honor in the eyes of Fire Lord Ozai. He is temperamental, bitter, and cold to anyone because of his conflicted life. Finally he joins the Avatar to help him master Fire Bending.
- **Azula** is the 14-year-old-princess of the Fire Nation, Zuko's younger sister. She is dangerous opponent for the Avatar. She has sadistic personality and sees other as expendable.
- **Iroh** is a retired Fire Nation general and Prince Zuko's uncle. Iroh is a cheerful and kind old man. He is much older, more powerful, and experienced than the other main characters. He chooses to take a less active role in the affairs of the series and acts as the advisor and guide to nearly everyone he meets, especially Zuko.

Secondary Characters

There are some characters that appear as supporting characters in Avatar series. They are Appa (*Aang's* most important animal friend), Momo (*Aang's* winged lemur), Avatar Roku, Suki, Jet, Princess Yue, which all of them are *Aang*

friends, and Fire Lord Ozay, Long Feng, May, Ty Lee, who want to capture the Avatar.

2.3.3. Cultural Adaptation

Avatar adopts some Asian cultures to create a fantasy world, such as the philosophy of four classical elements for its bending arts; water, earth, fire and air. According to Chinese philosophy, water means '*adaptive*', while earth means '*strong*'. Fire has meaning as '*intense*' and air has a sense of '*peaceful*' and '*harmonious*'. Beside philosophical adaptation, Avatar also mix the other elements of Asian culture, such as religion, fighting styles, art and even clothes the characters wear.

2.4. Previous Studies

Gnanasundaram (2008) investigated *Onomatopoeia in Tamil* and found that 0.5 of words in Tamil are onomatopoeia. He collected the data from the Tamil lexicon which 580 from 117.762 words are onomatopoeia, then he classified them based on their formal and semantic function. He suggested that the addition of affixes have an effect to words' meaning.

Reuven Tsur (2001) investigated *Onomatopoeia: cuckoo-language and tick-tocking* through a brief phonetics of the nature of onomatopoeia. He explained that there is an acoustic coding of onomatopoeic words forming, especially for '*Cuckoo*' and '*Tick-Tock*' languages. He gathered the data from the European cuckoo's song from a tape issued by the *Israeli Nature Conservation Association* and the evidence for intuition of respondent for the sound *tick-tock*

language. He used the instrument analysis called spectrograph to measure the high and the low of acoustic sounds. The findings of his research explained that the cuckoo song actually has sound more like [hu hu]. Then, the [k] is better suited than the [p] or the [t] to imitate the metallic click of the clock.

Tsoi W.C. Thomas and C. Hoi W. Clara examined *the Characteristic of Onomatopoeia* by providing a descriptive explanation of onomatopoeia from twelve different languages. They looked at the formation of general lexicons from onomatopoeia and explained how these lexicons work from syntactic perspective. The result shows that onomatopoeic words are as productive as any other word. They can develop into Nouns, Verbs, Adjectives, and Adverb, which become part of daily vocabulary.

The study of Onomatopoeia in Avatar Comics provides theoretical linguistics as well as the previous studies although it discusses onomatopoeia from different point of view. All the previous studies analyzed onomatopoeia lexically, but this study encourages discovering the lexical and contextual meaning of onomatopoeia in *Avatar* comics. Additionally, the previous studies analyzed onomatopoeia in utterance form, while this study describes English onomatopoeic words in written form, particularly onomatopoeia found in *Avatar* comics. This study also has similarities to those previous studies within the research method. All of the study use descriptive qualitative method to dig the finding. However, this study fills the gap of linguistics field of the previous studies.

CHAPTER III

RESEARCH METHOD

This chapter presents the elements of research method, they are: research design, data sources, research instrument, data collection, and data analysis.

3.1. Research Design

This study uses a descriptive qualitative method to answer the statement of the problem. Qualitative research is descriptive in that the researcher is interested in process, meaning, and understanding gained through words or picture (Creswell, 1994:145). Moreover, qualitative method is also described as the research procedure presenting the descriptive data (Moleong, 2006:4). Conducting qualitative research is to gain deeper interpretation of something because qualitative research is interpretative research. As such the biases, values, and judgment of the researcher become stated explicitly in the research report (Creswell, 1994:147). Usually the data are in the written or spoken form rather than number.

Qualitative method will be appropriate for facing multi facts (Moleong, 2006: 9). This method is designed to answer the statement of the problem by providing theory and by using inductive design. Inductive design is started by providing several theories then applied to the real phenomenon.

Descriptive qualitative method is appropriate design in conducting this study because this study is aimed at describing onomatopoeic words constructed in *Avatar* comics. This method will be flexible to answer the statement of the

problems suggested in the first chapter. Besides, the data are interpreted and displayed descriptively and systematically based on the supporting theory.

3.2. Data Sources

This study takes the data from *Avatar* comic series scanned from *Nick Magazine*, one of American magazines for children. There are some chapters that available to get, they are; ‘*The Bridge*’, ‘*Going Home Again*’, ‘*Sokka the Avatar*’, ‘*It’s Only Natural*’ and ‘*Gym Time*’. All the data are onomatopoeic words which are constructed in *Avatar* comics, such as *splash*, *rumble*, *whoosh*, and *crack*.

3.3. Research Instrument

In a qualitative method, the researcher is the primary instrument for data collection and analysis rather than through inventories, questionnaires, or a machine (Creswell, 1994:145). In addition, internet is another crucial instrument of this study because it is the main source of the data. The data are originated from Nick’s magazine site by downloading from <http://www.theavatarportal.com/books.html>. Besides providing the data, internet also offers several online onomatopoeic dictionaries, such as “Ka-Boom” *A Dictionary of Comicbook Words on Historical Principles* Compiled & Edited by Kevin J. Taylor. So, the meaning of onomatopoeic words not only found in printed dictionary but also from online dictionary. In addition, the supporting theories are also retrieved from internet. Therefore, this study uses internet as one of the important instruments because of previous reasons.

3.4. Data Collection

Data collection procedures in qualitative research involve some basic types: observation, interviews, and documents. Observation is a monitoring to the certain object by using our sense. It is also called as experimental type because the data are collected based on the experiment of the researcher (Moleong, 2006:174). Observation is useful in exploring topics that may be uncomfortable for informants to discuss. The second type of data collection is interview which involves question to collect the data. It is useful when informants cannot be directly observed (Creswell, 1994:150). The last type is document which means collecting the data from printed text or movie (Moleong, 2006:216). Public documents can be newspapers or magazines, while private documents can be journal, diary or letter (Creswell, 1994:150-151). There are several reason people like using documents to collect the data. It allows a researcher to obtain the language and words of informants. Besides, it saves the time and the expense of transcribing.

This study applies the third type of data collection that is documents to obtain onomatopoeic words constructed in *Avatar Comics*. Based on the previous explanations, the data are collected from scanned Nick's magazine through some steps. Firstly, the element of rhetorical step is reading the *Avatar* comics by using scanning reading process and making notes while searching for onomatopoeic words in that comics. Then the data are listed systematically to be easy analyzed.

3.4. Data Analysis

In qualitative analysis there are several activities proposed, collecting the data, sorting the data into categories, and formatting the data into a qualitative descriptive text (Creswell, 1994:153). *The study of Onomatopoeia in Avatar Comics* offers several steps in analyzing the data. The first step is listing the onomatopoeic words based on their chapter. The next step is describing onomatopoeic words found in *Avatar* comics by using the theories related to their types, their characteristics, and their use while looking for the lexical meaning of the onomatopoeic words from the dictionary. The next step is interpreting the meaning of onomatopoeic word based on the context. The last step is making division of onomatopoeic words in *Avatar* comics based on the general preference.

CHAPTER IV

FINDING AND DISCUSSION

This chapter presents onomatopoeic words constructed in *Avatar* comic based on their chapters. This section also gives detail information related to the characteristics, the type and the use of onomatopoeia. Then it analyzes the description of the meaning both lexical and contextual meaning.

4.1. Finding

The following points present all onomatopoeic words constructed in *Avatar* comic, particularly in several chapter of *Avatar* comic from Nick's magazine. They are '*The Bridge*', '*Going Home Again*', '*Sokka the Avatar*' '*It's Only Natural*' and '*Gym Time*'.

4.1.1. The Bridge

The Bridge tells about the adventure of *Aang* and his friends after being defeated by Fire Nation. There are some onomatopoeic words appear in this chapter, especially onomatopoeic words related to the water motion because it takes place on the sea.

1. Splash (page 4)

The phonological feature appearing is *-sh* which describes a noise or action that is broken down into a mixed mass of smashing or rustling sounds, such as *dash*, *slash*, and *smash*. Besides, the type of *splash* onomatopoeic word is non-reduplicated onomatopoeia because it has no repetition. The use of *splash* is to explain fast motion, exactly for water movement against something big.

The original meaning of *splash* is the sound of a body falling into a liquid (Webster's College Dictionary: 1999). Then the meaning of *splash* improves become the sound of water motion against something strongly. It happened when the water benders attacked the enemy's ship. Then, they manipulated the water from the sea to sink the colony of enemies. The ship then had a serious damage.

2. Fwooshh (page 4)

The word *fwooshh* has the second type of variation of word that is multiple vowels. It indicates the word that is expressed longer than usual. The type of *fwooshh* onomatopoeic word is non-reduplicated onomatopoeia because there is no repetition. The use of *fwooshh* is to visualize fast motion made by a liquid.

Fwooshh is originated from the word *fwoosh* which has meaning the sound of a magical force being transmitted (Webster's College Dictionary: 1999). In *Avatar* comic, *fwoosh* is the sound of water movement made by some water benders. Both lexical and the contextual meaning of *fwoosh* is almost similar. Both of them draw the sound caused by magical movement. Yet the context specifies more on magical force of water.

3. Bramn (page 4)

The type of *bramn* is non-reduplicated onomatopoeia because it only consists of one word. *Bramn* is used to describe a sound made by something attacking.

Bramn is originated from *bram* which has meaning the sound of a collision (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). In *Avatar* comic, *bramn* is onomatopoeic word suggesting the sound of earth bending manipulated by *Toph* which collided to the enemy's ship.

4. Krak (page 4)

The type of *krak* is non-reduplicated onomatopoeia because it is a single word. While the use of *krak* onomatopoeic word is to visualize something breaking. The lexical meaning of *krak* is a cracking sound (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). Between the lexical meaning and contextual meaning is almost identical. The word *krak* was raised to make the reader know that the enemy's ship was smashed by *Toph's* earth bending. With powerful bending, the enemies were defeated.

5. Squaak (page 5)

The type of *squaak* is non- reduplicated onomatopoeia and the use of *squaak* is included in animal onomatopoeia in which it is a sound produced by a bird. Lexically, the meaning of *squaak* is bird's sound. In fact, the use of *squaak* is to draw the sound produced by an eagle in order to answer what its owner's order. The owner of eagle wanted it to deliver a letter for fleet's station. Therefore, the eagle produced a sound as the agreement to accept the instruction.

6. Smunch (page 5)

Smunch has type of non-reduplicated onomatopoeia and it is used to describe human action. Lexically, it has meaning of a cross between a smother and a punch, generally forceful and quite painful (<http://www.urbandictionary.com/define.php?term=smunch>). In this context, *smunch* is to bite something. This comic tells the reader that there was a crewman ate a fried chicken. He bit a fried chicken and it results the sound of *smunch*.

7. Bonk (page 5)

Bonk has type of non- reduplicated onomatopoeia. The use of *bonk* onomatopoeic word is to define fast motion caused by something falling and it creates a sound like ‘*bonk*’ or in Indonesian the sound might be ‘*dunk*’ or ‘*dong*’.

The lexical meaning of *bonk* is the sound made by an object striking the head (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). There is similar meaning between the dictionary meaning and the context illustration. *Bonk* in *Avatar* comic is the sound produced by a fried chicken falling on someone’s head. The crewman who ate a fried chicken was proud of himself and unconsciously a fried chicken which was on his hand fell down onto his friend’s head.

8. Sploosh (page 7)

Like *fwooshh*, the word *sploosh* has variation of word that is multiple vowels. It indicates the word that is expressed longer than usual.

The type of *splooosh* is also same as all previous type that is non-reduplicated onomatopoeia. Lexically, *splooosh* has meaning of a splashing sound (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). The comic strip describes *splooosh* as the sound of water bending manipulated by *Katara* to attack the enemies. The power of water is quite strong to defeat the enemies. Therefore, it results sound like *splooosh* suggesting a strong of splashing water.

9. Thwap (page 7)

The meaning of this onomatopoeic word can be identified from the way of spelling by opening the mouth which indicates the movement of a strong object. Besides, the stop consonant *-p* also suggests the sound or movement suddenly stopped. The type of *thwap* is non-reduplicated onomatopoeia. While the use of *thwap* is a fighting onomatopoeia in which the battle was happened at that situation.

The lexical meaning of *thwap* is a playful hit around the head, usually done with some sort of random object, such as a book (Harriet: 2006 <http://www.urbandictionary.com/define.php?term=thwap>). The contextual meaning of *thwap* is the sound of someone being hit by something. One of the water bender hit the enemy by using water bending. Then the enemy flung away and it results the sound of *thwap*.

10. Fsshhh (page 7)

There is identical phonological feature as *-sh* from the word *fsshhh*. Yet *-sh* from the word *fsshhh* is like *ssss* that is a hissing sound (Boey:

1985. P. 14). The type of this word is non-reduplicated onomatopoeia and its use is to explain the sound of something spreading.

Fsshhh is originated from *fssh* which has meaning the sound of a rapidly moving air (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). Between the lexical and the contextual meaning are almost same. In *Avatar* comic, the word *fsshhh* caused by the sound of poisonous gas exploded from a stink bomb. The gas coming from stink bomb results a horrible smell which disturb the enemies. *Fsshhh* in this context has meaning of the sound of gas spreading.

11. Clank (page 7)

The phonological feature which conjures up from the word *clank* is *cl-* in which it is used to visualize mechanic onomatopoeia. Yet in this context, *cl-* is indicated to describe metallic stuff. In addition, the type of this word is non-reduplicated onomatopoeia.

The lexical meaning of *clank* is a sharp metallic sound reverberant like a *clang* as the *clank* of chains (Webster's College Dictionary: 1999). Then the meaning of this word develops to the sound of sharpened bamboo falling down against the floor. When the warriors sucked the stink smell then they lost their power and dropped their weapon. *Clank* is the sound resulted from this weapon against the floor.

12. Krakk (page 8)

There is no clear phonological feature appears from *krakk* onomatopoeic word. Furthermore, the type of *krakk* is like the previous

onomatopoeic words that is non-reduplicated onomatopoeia. The use of *krakk* is included in fast motion echoed by something cracking.

Krakk is originated from the word *krak* which has meaning a cracking sound (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). In this chapter, *krakk* is the sound of cracking metal. As the earth bender, *Toph* used her ability to split the part of ship in order that it is used to string the enemies.

13. Fwip (page 8)

The type of this onomatopoeic word is non-reduplicated Onomatopoeia. In addition, the use of *fwip* is included in fast motion Onomatopoeia. The lexical meaning of *fwip* is the sound of a fast swiping action (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). In this context, *fwip* is a swiping sound of boomerang. When *Sokka* threw his boomerang to attack his enemies, there is *fwip* as the effect of boomerang swiping sound.

14. Kreekk (page 8)

The type of *kreekk* is non-reduplicated onomatopoeia while the use of *kreekk* is to picture a fast motion created by metallic stuff. *Kreekk* is originated from *krkk* which its meaning is a cracking sound (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). In this context, the sound of *kreekk* was noised by a stick of metal folded two enemies with powerful energy.

15. Scrunch (page 8)

The type of *scrunch* onomatopoeic word is non-reduplicated onomatopoeia in which there is no repetition of the syllable. The use of *scrunch* is fast motion onomatopoeia just like the use of *kreekk*. The word *scrunch* is originated from the word *crunch*.

The lexical meaning of *scrunch* is to crunch or crash (Webster's College Dictionary: 1999). The context tells the reader that there was a special feature of something moving. The stick of metal scrunched two enemies means that the stick of metal held two enemies tightly. The sound of *scrunch* has meaning of to hold the enemies tightly and it results of a cracking sound.

16. Crreeeaaak (page 11)

It has the second type of variation of word that is multiple vowels which indicates the word that is expressed longer than usual. *Crreeeaaak* is originated from *creak* onomatopoeic word. Moreover, the type of *crreeeaaak* is non-reduplicated onomatopoeia. The use of *crreeeaaak* is to explain something opening and creating a sound.

The lexical meaning of *crreeeaaak* is a harsh sound like a rusty hinge, such as un-oiled part of a working machine (Webster's College Dictionary: 1999). In *Avatar* comics, the word *crreeeaaak* explains the sound of gate opening. The gate was very big and it echoed a long vowel like *crreeeaaak*.

17. Sniff (page 13)

It has phonological feature of *-sn* which indicates of cluster sound. Furthermore, as the previous onomatopoeic words, the type of *sniff* is non-reduplicated onomatopoeia because there is no repetition. While the use of *sniff* onomatopoeic word is to describe human action.

The lexical meaning of *sniff* is an act of sniffing or an act of smelling (Webster's College Dictionary: 1999). The context pictures that *Toph* smelled her clothes which is like an ash. Both the lexical and the contextual meaning have similar aim, that is to draw an act of smelling. It is categorized as Verb onomatopoeia because it describes human activity.

4.1.2. Going Home Again

Going Home Again informs the reader about the time when *Zuko* was persuaded to come back to the *Fire Nation*. There are some onomatopoeic words which appear in this chapter belong to verb onomatopoeia, such as *clap-clap*, *dust* and *slp*.

1. Foom (page 1)

The type of *foom* onomatopoeic word is non-reduplicated onomatopoeia. It is used to draws the sound of fast motion, especially fire element. The lexical meaning of *foom* onomatopoeic word is the sound made by a rocket launcher (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). In *Avatar* comic, *foom* pictures the sound of fire bending created by *Zuko* as the fire bender.

2. Clap-clap (page 4)

There is no similarity of *cl-* in *clap-clap* and *cl-* in mechanic onomatopoeia, such as *click* or *clang*. *Clap-clap* is one example of reduplicated onomatopoeia with exact reduplication.

The lexical meaning of *clap-clap* is a noise made by striking two things together, as hands in applauding (Webster's College Dictionary: 1999). In *Avatar* comic, *clap-clap* has meaning an applauding. *Azula* applauded to her assistants while giving instruction. Both the lexical and the contextual meaning have similar sense that is clapping hands but they have different class of word. The lexical meaning indicates that *clap-clap* is Noun form, while in contextual meaning it suggests Verb form.

3. Smack (page 4)

Smack is included in non-reduplicated onomatopoeia. It is used to make an effect of fast motion created by human action. The lexical meaning of *smack* is to strike sharply, especially with the open hand (Webster's College Dictionary: 1999). In this context, *smack* draws the effect echoed by two assistant crashing to each other and it results the *smack* sound.

4. Ksh (page 4 and 8)

The type of *ksh* is non-reduplicated onomatopoeia while the use of *ksh* is fast motion onomatopoeia created by something breaking. *Ksh* is originated from *kssshhh* or *kssh*. The lexical meaning of *ksh* is the crashing sound of breaking glass (Ka-Boom! A Dictionary of Comicbook

Words on Historical Principles: 1997). In page 4, *ksh* visualizes the sound of breaking plates. When *Ty Lee* was in hurry, some plates in her hands were falling down and made a sound effect of *ksh*. While in page 8, the meaning of *ksh* is ice breaking. *Jin* threw her ice knife and she failed to shoot the fish then the ice knife was broken.

5. Dust (page 6)

As the previous onomatopoeic word, *dust* is categorized in non-reduplicated onomatopoeia. It is used to describe human action. The original meaning of dust is to clear dust away or to remove dust from (Webster's College Dictionary: 1999). *Dust* reveals the act in which *Azula* cleaned her dress by using her hand. Then her action was pictured by the word *dust* to make the reader know what the character did.

6. Fwaap (page 7)

As the word *thwap* in chapter "the Bridge" a stop consonant *-p* suggests a sound or movement suddenly stopped. *Fwaap* is originated from *fwap*. Furthermore, the type of *fwaap* is non-reduplicated onomatopoeia. *Fwap* is used to describe fast motion onomatopoeia.

The lexical meaning of *fwaap* is the sound of a slap (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). In this context, the meaning of *fwaap* is the sound of slapping fish on *Zuko's* head. Actually *Mai* was angry at that time. Therefore, she put the fish on *Zuko's* head roughly. Then it results the 'fwaap' sound.

7. Crack (page 7)

The type of *crack* is non-reduplicated onomatopoeia while it is used to explain the sound of something cracking. The lexical meaning of *crack* is a sharp noise or something cracking. In colloquial expression, the meaning of *crack* is a sharp blow while in slang language its meaning is a try (Webster's College Dictionary: 1999). In this chapter, the meaning of *crack* is the sound of ice breaking. *Mai* cracked the ice for throwing knives.

8. Hwik (page 7 an 8)

Hwik is non-reduplicated onomatopoeia which is used to suggest fast motion. It is originated from the word *wik* which has the original meaning to flick ones eye with a finger using a slapping motion (<http://www.urbandictionary.com/define.php?term=wik>). While in this context, *hwik* is sounded by fast motion of ice knife. Both in page 7 and 8 the meaning of *hwik* are same. *Mai* and *Jin* shot the fish by using ice knife. It results a *hwik* sound suggesting fast motion of ice movement.

9. Sploorch (page 8)

Sploorch is non-reduplicated onomatopoeia and it is used to describe something sticking. *Sploorch* is originated from *splorch* onomatopoeic word which has meaning the sound of mnemonic ectoplasm as created by mutant hex power (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). In this context, *sploorch* visualizes the ice knife stuck the fish on *Zuko's* head.

10. Dodge (page 8)

Dodge is included in non-reduplicated onomatopoeia. It is used to describe the sound of something falling. Lexically, the meaning of *dodge* is an act of evading, while in colloquial expression the meaning of *dodge* is a trick (Webster's College Dictionary: 1999). In this context, *dodge* is the sound of a fish falling down from *Zuko's* head. At that time, *Zuko* was shocked and the fish which was on his head dropped away.

11. Slp (page 8)

Slp is non-reduplicated onomatopoeia. In addition, it is used to describe body movement. The word *slp* is identical to the word *slap* which has meaning the sound of an open handed blow (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). While in this context, *slp* is similar as the word *slip*. When *Zuko* was shocked because of ice knives shooting, he slipped and then he fell down into the fountain. Therefore, the author put the word *slp* on *Zuko's* foot in order that the readers understand what happened to the character.

12. Ker-Sploosh (page 8)

The type of *ker-sploosh* is non-reduplicated onomatopoeia and it is used to describe a liquid movement. Besides, *ker-sploosh* has phonological feature *-sh*. Although it seems consisting of two words, actually *ker-sploosh* is a word with a single meaning. *Ker* is an unstressed syllable prefixed to onomatopoeic and other expressive words. It is forming

adverbs or interjection such as, *kerplop*, *kerplunk*, *ker-sploosh* (Webster's College Dictionary: 1999).

As the previous description, *splloosh* has meaning of a splashing sound (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). In this context, the meaning of *ker-sploosh* is the way of *Zuko* falling down into the fountain.

13. Tk-tk (page 9)

Tk-tk is one example of reduplicated Onomatopoeia with exact reduplication. It is used to pictures human action. It is originated from the word *tak* which has meaning a mechanical sound (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). In *Avatar* comic, *tk-tk* suggests a stepping sound. When *Zuko* and *Mai* walked to go home, their step was pictured by the word *tk-tk*.

4.1.3. Sokka the Avatar

This chapter tells about the section in which *Sokka* pretend to be the *Avatar*. Then there were enemies hunted him. Therefore, most onomatopoeic words appear in this chapter draw the sound of fighting.

1. Whap (page 2)

As the previous description that a stop consonant *-p* suggests a sound or movement suddenly stopped. *Whap* is included in non-reduplicated onomatopoeia which is used to describe a striking object. The original meaning of *whap* is a loud cry or shout, as excitement or joy

(Webster's College Dictionary: 1999). While in this context, *whap* pictures the sound of a fake foxy against *Sokka's* face.

2. Wink (page 3)

Wink is non-reduplicated onomatopoeia and it is used to describe human action. *Wink* has original meaning to close and open one or both eyes quickly (Webster's College Dictionary: 1999). In *Avatar* comic, *wink* draws *Sokka* blinked one of his eyes. Between the lexical and the contextual meaning are almost identical.

3. Yank (page 8)

Yank is one of the examples of non-reduplicated onomatopoeia. It is used to draw human action. The original meaning of *yank* is to tug on something (<http://www.urbandictionary.com/define.php?term=yank>). In this context, *wink* is an act of pulling something. Exactly, it draws *Sokka's* action that pulled *Katara* and *Toph's* hand in order that they would stay beside him.

4. Clap-clap (page 10)

As the chapter "*Going Home Again*", the lexical meaning of *clap-clap* is a noise made by striking two things together (Webster's College Dictionary: 1999). In this context, the meaning of *clap-clap* is similar as *clap-clap* in the previous chapter that is clapping hands. The audience appreciated to *Sokka's* ability. Therefore she gave him applause.

5. Smack (page 10)

As the previous chapter the lexical meaning of *smack* is to strike sharply (Webster's College Dictionary: 1999). There is different meaning between *smack* in the previous chapter and the meaning of *smack* in this context. *Smack* was echoed by water movement striking *Sokka's* head. It seems that the water was manipulated to tease *Sokka* by giving him a sharp blow.

6. Boomp (page 10)

As the previous onomatopoeic words, *boomp* is non-reduplicated onomatopoeia. It is belong to fast motion onomatopoeia which is used to draw an object movement. *Boomp* onomatopoeic word is originated from the word *boom* which has meaning the sound of an object hitting the ground (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). In this context, the word *boomp* has meaning the sound of earth bending against *Sokka*. The earth was manipulated by *Toph* to mock her friend, *Sokka*.

7. Rumble (page 10 and 12)

Rumble is one of non-reduplicated onomatopoeia which is used to picture a reverberating sound echoed by an object. Lexically, *rumble* has meaning to make a deep or continue sound, as a thunder. In slang expression, *rumble* has meaning to take part in a street fight between teenage gangs (Webster's College Dictionary: 1999). In page 10, the meaning of *rumble* is the reverberating noise echoed by earth bending.

Toph manipulated her native element for many times. Therefore, it results continue sound. While in page 12, *rumble* draws the sound of earth bending manipulated by *Toph* to attack the enemies.

8. Swoosh (page 10)

Swoosh has phonological feature *-sh* like, *splash*, *fwoosh*, *splloosh*, *whoosh* etc. It is belong to non-reduplicated onomatopoeia which is used to picture a rustling sound. *Swoosh* has lexical meaning to move with or make a rustling or brushing sound (Webster's College Dictionary: 1999). In this context, *swoosh* has meaning to move something creating a brushing sound. The brushing sound was resulted by water movement manipulated by *Katara*.

9. Shoom (page 11)

Shoom is non-reduplicated onomatopoeia which is used to draw an object movement. Lexically, *shoom* has meaning a zooming, rushing sound, such as of a fireball (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). While this context show that *shoom* pictures a sound of chain being manipulated by the enemy. The chain movement created sound such as a rushing sound.

10. Shiink (page 11)

Shiink is originated from the word *shing* which has meaning of the ringing sound of a bladed weapon in flight. It is included non-reduplicated onomatopoeia which is used describe something moving fast. As mentioned before that the lexical meaning of *shiink* is the ringing sound

(Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). In this context, the word *shiink* pictures a sound of something moving fast. When the enemies could find *Sokka* who impersonated to be the Avatar, they caught *Sokka* by using a chain and pulled him away. It results the sound of *shiink* which shows fast motion onomatopoeia.

11. Splash (page 12)

As the chapter “*the bridge*”, *splash* has meaning the sound of a body falling into a liquid (Webster’s College Dictionary: 1999). Both the first *splash* and *splash* in this context have similar meaning that is a sound of water motion against something strongly. The water which was manipulated by *Katara* attacked the enemy with powerful energy and resulted *splash* sound. Both of *splashes* are used to describe the sound of water bending.

12. Boom (page 13)

Boom is non-reduplicated onomatopoeia in which there is no repetition either exact or ablaut. Moreover, it is used to draw a movement causing a vibrating sound.

Originally, the meaning of *boom* is a deep reverberating sound (Webster’s College Dictionary: 1999). While in this chapter *boom* has meaning of the reverberating sound resulted by something fallen. When *Sokka* fell down onto the earth, it results a deep vibrating sound *boom*. The sound looks deep and continuous because it is caused by something hit the ground.

4.1.4. It's Only Natural

This chapter pictures *Sokka's* activity when he wanted to teach *Bosco* to survive in the wild like a real bear. Therefore, onomatopoeic words which appear in this chapter are identical to the natural sound, like *splash*, *splish*, and so on.

1. *Zzzz* (page 1)

Zzzz is one of familiar onomatopoeic word people often use. *Zzzz* happens when someone make a buzzing sound. When the vocal cords are drawn lightly together, the air passing trough between them causes them to vibrate (Boey: 1982. P. 14). *Zzzz* is categorized as non-reduplicated onomatopoeia and the use is to draw sound made by human.

The lexical meaning of *zzzz* is a sound made by a sleeping person (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). In *Avatar* comic, *zzzz* was echoed by a sleeping bear, not by human anymore.

2. *Splash* (page 5)

As the previous explanation, the original meaning of *splash* is the sound of a body falling into a liquid (Webster's College Dictionary: 1999). In this chapter, the meaning of *splash* is different from *splash* in the first chapter. *Splash* in the beginning chapter has meaning a sound of water motion against something strongly, whereas in this chapter *splash* has same meaning to the lexical meaning that is the sound of a body falling

into a water. The sound of *splash* was echoed when *Sokka* tried to catch a fish but he failed and fell into the river.

3. Sploosh (page 5)

As *splash* onomatopoeic word, *splloosh* also has *-sh* phonological feature in which it indicates a rustling sounds. The type of *splloosh* is non-reduplicated onomatopoeia while the use of *splloosh* is fast motion onomatopoeia resulted by water movement.

Based on the beginning chapter, *splloosh* has meaning of a splashing sound (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). *Splloosh* in this context is different from *splloosh* in the beginning chapter. *Splloosh* does not picture a sound of strong water movement anymore, but as *splash*, in this chapter *splloosh* pictures the sound of water splashing created by *Sokka* because his body was falling down into the water.

4. Spilsh (page 5)

As *splash* and *splloosh* onomatopoeic words, *splish* also has *-sh* phonological feature in which it indicates a rustling sounds. The type is non-reduplicated onomatopoeia while the use of *splish* is to describe the water movement.

Splish is originated from *splash* which has similar meaning that is a splashing sound. In this context, *splish* is resulted by water splashing. When *Sokka* failed to catch a fish he was drifted away. Then he came back

to his friends and all his clothes were wet through. *Sokka* splashed the water from his clothes to make him felt more comfortable.

5. Eeeee

It is included in exemplary onomatopoeia which indicates the utterance of the character. *Eeeee* is onomatopoeic word produced by human being. It belongs to non-reduplicated onomatopoeia.

The lexical meaning of *eeee* is the diminishing cry of a falling person or the sound of a scream (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). This context also pictures *Sokka* who shouted loudly when he was threw away in the river.

6. Sbof (page 6)

Sbof is one of example of non-reduplicated onomatopoeia. It is originated from the word *bof*. It is used to draw human action. In this context, the meaning of *sbof* is the sound of something being hit or punched. It happened when *Sokka* punched the king's bear and it results the *sbof* sound.

4.1.5. Gym Time

Gym Time is an additional chapter to entertain the readers. It gives a funny rhetorical story about the collaboration among the characters. Onomatopoeic words appear in this chapter are similar as in the previous chapter.

1. Blah-blah (page 1)

Blah-blah is reduplicated onomatopoeia which has an exact reduplication. It is used to describe human action. Besides, the

combination *bl-* indicates motion, and generally the use of the breath, such as *blow*, *blast*, *blab* and *blubber*.

Lexically, *blah-blah* has meaning a cheap talk. It is usually used in colloquial expression (Webster's College Dictionary: 1999). In this context, *blah-blah* has similar meaning as the dictionary meaning. The comic strip pictures the discussion among the characters when they would have a dodge ball class. The words *blah-blah* indicates keep talking or having discussed.

2. Rumble (Page 1)

As the previous explanation, the word *rumble* is one of non-reduplicated onomatopoeia which is used to picture reverberating sound. *Rumble* has meaning to make a deep or continue sound. *Rumble* in this context is almost similar as previous *rumble*, exactly in chapter "Sokka the Avatar" page 10 and 12, which has meaning the sound of earth bending. Although the earth benders are different but the meaning of rumble is similar. In this chapter, the earth bending was manipulated by *Avatar Kiyoshi* to tell her class about the sign of her presence.

3. Whoosh (page 1 and 2)

There is phonological feature *-sh* conjures up from the word *whoosh* which indicates a rustling sound. The use of this word is fast motion onomatopoeia expressing the sound of speed. It belongs to non-reduplicated onomatopoeia which is used to picture an object movement.

Lexically, *whoosh* has meaning a loud rushing noise, such as of air or water or to move swiftly with a gushing or hissing noise (Webster's College Dictionary: 1999). In the first page, the word *whoosh* draws *Aang* as the air bender manipulated the air to show his power. His action results the hissing sound *whoosh*. While in page 2, the meaning of *whoosh* is to move something into. Avatar Kiyoshi uses her power to throw *Zuko* into the arena. Her action results a hissing sound, just like the previous *whoosh* onomatopoeic word.

4. Ba-boom (page 1)

Ba-boom is non-reduplicated onomatopoeia although it seems reduplicated one. It is used to draw a reverberating object. The dictionary meaning of *ba-boom* is a deep, reverberating sound (Webster's College Dictionary: 1999). In this context, *ba-boom* pictures the reverberating sound created by *Azula* when she manipulated her ability to make a thunder.

5. Bam (page 2)

Bam has type of non-reduplicated onomatopoeia which is used to describe fast motion caused by an object. *Bam* has dictionary meaning the sound made by a punch (Ka-Boom! A Dictionary of Comicbook Words on Historical Principles: 1997). In this context, *bam* is used to describe earth bending against *Zuko*. Avatar Kiyoshi used her ability to bend her native element in order to move *Zuko* into the arena.

4.2. Discussion

From the characteristic of Onomatopoeia, all onomatopoeic words which have been found in *Avatar* comic are in the short form. They are spelled no more than two syllables. Besides, most of them also spelled in one syllable, as *splash*, *bam*, *thwap*, *whoosh*, *clank*, *krak*, *splooosh*, *scrunch*, etc.

One of the identical characteristic of Onomatopoeia constructed in *Avatar* comic is a phonological feature which influences to their meaning. The most familiar phonological feature of Onomatopoeia constructed in *Avatar* comic is *-sh* which describes a noise or action that is broken down into a mixed mass of smashing or rustling sounds, such as *splash* in chapters *It's Only Natural* (p.5), *Sokka the Avatar* (p.12), and *The Bridge* (p.4), *splooosh* in chapter *It's Only Natural* (p.5), and *The Bridge* (p.7), *fwooshh* in chapter *The Bridge* (p.4) etc. Furthermore, the phonological feature appears is a 'stop' consonant like *-p* at the end of word which suggests a sound or movement suddenly stopped, such as *bomp* in chapter *Sokka the Avatar* (p.10), *fwaap* in chapter *Going Home Again* (p.7), *whap* in chapter *Sokka the Avatar* (p.2) etc.

The other phonological features appear are *-cl*, *ssss*, *bl-*, and *zzzz*. Meanwhile, these features show rarely in *Avatar* comic. Based on the theory suggests that most of onomatopoeic words begin with *-cl* suggest mechanical onomatopoeia such as *clank* in chapter *The Bridge* (p.7). Then *ssss* indicates a hissing sound, as *fsshhh* in chapter *The Bridge* (p.7). The combination *bl-* indicates motion, and generally the use of the breath, such as *blah-bah* in chapter

Gym Time (p.1) while *zzzz* is caused by a buzzing sound, such as *zzzz* in chapter *It's Only Natural* (p.1).

Another characteristic of onomatopoeia is fresh in which it refers to the onomatopoeic words which are produced by a new up to date word, which is almost different from the existing word. In *Avatar* comics, there is several numbers of fresh onomatopoeic words, they are:

| | | |
|----------------|--------|---------------------------|
| <i>Splash</i> | —————▶ | <i>Splish and splotch</i> |
| <i>Fsshh</i> | —————▶ | <i>Fsshhh</i> |
| <i>Bram</i> | —————▶ | <i>Bramn</i> |
| <i>Crack</i> | —————▶ | <i>Krak and Krakk</i> |
| <i>Krrrkk</i> | —————▶ | <i>Kreekk</i> |
| <i>Ksh</i> | —————▶ | <i>Ksshhh</i> |
| <i>Fwap</i> | —————▶ | <i>Fwaap</i> |
| <i>Tak-tak</i> | —————▶ | <i>Tk-tk</i> |
| <i>Wik</i> | —————▶ | <i>Hwik</i> |
| <i>Splorch</i> | —————▶ | <i>Sploorch</i> |
| <i>Slap</i> | —————▶ | <i>Slp</i> |
| <i>Boom</i> | —————▶ | <i>Boomp and ba-boom</i> |
| <i>Shoom</i> | —————▶ | <i>Shoom</i> |
| <i>Shing</i> | —————▶ | <i>Shiink</i> |
| <i>Crunch</i> | —————▶ | <i>Scruch</i> |
| <i>Creak</i> | —————▶ | <i>Creaaak</i> |
| <i>Whoosh</i> | —————▶ | <i>Swoosh and Fwoosh</i> |

The most prominent type of onomatopoeic words found in *Avatar* comic is non-reduplicated onomatopoeia. It refers to onomatopoeic words which are formed without any repetition, such as *splash*, *rumble*, *zzzz* and others. There are some onomatopoeic words categorized in reduplicated onomatopoeia with exact repetition. As Brinton (2000) said that reduplication is the construction of onomatopoeic words in which the initial syllable or the entire word is double. They are *blah-blah* in chapter *Gym Time* (p.1), *clap-clap* in chapter *Going Home Again* (p.4) and *Sokka the Avatar* (p.10) and *tk-tk* in chapter *Going Home Again* (p.9).

The findings support the theory that English often uses non-reduplicated than reduplicated onomatopoeia. It is different from Japanese and Indian which have a great number of reduplicated onomatopoeia.

There are some categorizing of onomatopoeic word based on their use, they are:

1. Sounds of nature

They refer to onomatopoeic words echoed by natural sound, such as:

| | | |
|----------------|--------|----------------------------|
| <i>Splash</i> | —————> | The sound of water |
| <i>Fwoosh</i> | —————> | The sound of hissing air |
| <i>Sploosh</i> | —————> | The sound of water |
| <i>fshhh</i> | —————> | The sound of air spreading |
| <i>Splish</i> | —————> | The splashing sound |
| <i>Foom</i> | —————> | The sound of fire motion |

| | | |
|---------------|--------|----------------------------------|
| <i>Swoosh</i> | —————> | The sound of air bending |
| <i>Boomp</i> | —————> | The sound of earth bending |
| <i>Rumble</i> | —————> | The sound of earth reverberating |

2. Sounds made by a human

They refer to sound created by human, either body movement or sound created. In *Avatar* comic, there are only two sounds created by human that is *zzzz* the sleeping sound and *eeeeee* a screamed sound. On the other hand, the number of sound of body movement is much better than sound produced by human.

| | | |
|--------------------|--------|--|
| <i>Smunch</i> | —————> | To bit |
| <i>Sniff</i> | —————> | To sniff |
| <i>Smack</i> | —————> | To smack |
| <i>Tk-tk</i> | —————> | To step |
| <i>Clap-clap</i> | —————> | To clap |
| <i>Slp</i> | —————> | To slip |
| <i>Ker-slpoosh</i> | —————> | Falling into a liquid |
| <i>Ba-boom</i> | —————> | Making a reverberating sound, like a thunder |
| <i>Sbof</i> | —————> | To punch |
| <i>Wink</i> | —————> | To close one or both eyes |
| <i>Dust</i> | —————> | To remove dust from |
| <i>Yank</i> | —————> | To pull of |
| <i>Blah-blah</i> | —————> | Keep a talk |
| <i>Swoosh</i> | —————> | To make a rustling sound |

3. Calls of animal

Call animal is a sound produced by an animal. In *Avatar* comics, there is only one of call animal found. The example is *squaak* in chapter *The Bridge* (p.5)

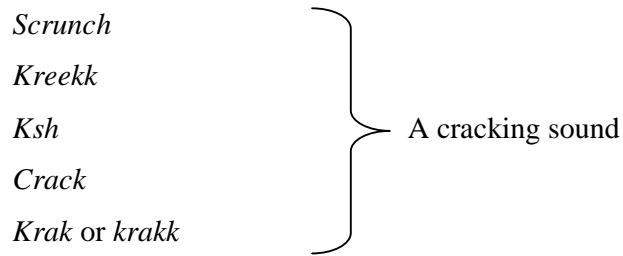
4. Miscellaneous Sound or everyday sound

They refer to kind of sounds resulted by an object, such as *shiink*, *shoom*, *fwip*, *clank*, *fwaap*, *krak*, *bong*, *crreeaaaak*, *scrunch*, *dodge*, *hwik*, etc.

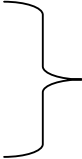
4.3. The Implication of the finding

Discussing about the meaning of onomatopoeia which is very tentative, there are two part of meaning division from onomatopoeic words constructed in *Avatar* comics. They are lexical and contextual meaning. Lexical meaning is the meaning taken from the dictionary, while contextual meaning is the meaning of onomatopoeic words based on the context. Sometime they are similar but they are often different from each other.

Lexically, there are some onomatopoeic words which have synonym meaning, such as *scrunch*, *kreekk*, *ksh*, *crack*, and *krak* which have meaning a cracking sound. For further understanding, the synonym categorizations are listed on the following scheme.




Splash
Sploosh
Splish




A splashing sound

Smack
Boomp
Whap
Bam



A hitting sound

Boom or Ba-Boom
Rumble
Bramn



A reverberating sound

Based on the finding, not all lexical meanings are identical to the contextual meaning. Some dictionary meaning changed because of the different context. Therefore, the statement that semantic identification of onomatopoeic words is more tentative than formal identification is true. Some of onomatopoeic words have different context from the original meaning from the dictionary. Here are the similar both lexical and contextual meaning of onomatopoeic word constructed in *Avatar* comics.

| | | |
|----------------------|----------------------|------------------|
| <i>Fwoosh</i> | <i>Boomp or Boom</i> | <i>Sniff</i> |
| <i>Krak or krakk</i> | <i>Swoosh</i> | <i>Clap-clap</i> |
| <i>Squaak</i> | <i>Shoom</i> | <i>Smack</i> |
| <i>Bonk</i> | <i>Splash</i> | <i>Fwaap</i> |

Fsshhh

Splash

Crack

Clank

Blah-blah

Dodge

Yank

Dust

Wink

Rumble

Ksh

Fwip

Beside all the examples above, other onomatopoeic words constructed in *Avatar* comics have different meaning from dictionary meaning.

CHAPTER V

CONCLUSION AND SUGGESTION

5.1. Conclusion

From the explanation of the previous chapter, it can be concluded that onomatopoeic is the formation of word or phrase which its sounds suggest the meaning. Onomatopoeia is used for writing devices, as for poetry, comic strips or *Manga* (Japanese comics), billboards, advertisement, news headlines and cartoons.

The object of this study is *Avatar* comics. It is a fantasy genre created by Michael Dante Dimartino and Bryan Konietzko originated from United States. This study uses some chapters to be the object of the study. They are '*The Bridge*', '*Going Home Again*', '*Sokka the Avatar*' '*It's Only Natural*' and '*Gym Time*'.

Sometime the lexical meanings of onomatopoeic words which are constructed in *Avatar* comics are different from the contextual meaning. They changed because they have to adapt in the situation of the story, but some of them are exist in their original meaning. The meaning of onomatopoeic words has an identical idea to the context of the comics.

5.2. Suggestion

People have different way to express their idea, even the way of using language technique. One of the languages they often use is onomatopoeia, the formation of word which its sound suggest the meaning. People tend to use

onomatopoeia for several reasons, for slang expression or writing devices, such as comic strips, advertisements, or fables.

Beside the characteristics of onomatopoeia, there is an interesting object appears from this study. Meaning deviation appears occasionally in different context. For instance, not all of onomatopoeic words which are constructed in *Avatar* comics have similar meaning both in lexical and contextual meaning.

This study have discussed about the meaning of onomatopoeia, either in lexical and contextual meaning. Many people do not consider about the position of onomatopoeia in linguistics field. Therefore, this study suggests to the next researchers to investigate the study of Onomatopoeia deeply in different context, as in syntactical aspect or the other point of view, such as the addition of suffixes in modifying their word class or their meanings.

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APPENDICES

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Appendix II : Table of Findings

| NO | PG | ONOMATOPOEIC WORDS | WORDS DESCRIPTION | | USE | FRESH | TYPE | | MEANING | |
|-------------------|----|--------------------|-------------------|----|---------------------|-------|------|---|---|---|
| | | | PF | VW | | | NR | R | LM | CM |
| THE BRIDGE | | | | | | | | | | |
| 1 | 4 | Splash | -sh | | Sound of nature | √ | √ | | The sound of a body falling into a liquid | the sound of water motion against something strongly |
| 2 | 4 | Fwooshh | | mv | Sound of nature | | √ | | sound of a magical force being transmitted | sound of water movement |
| 3 | 4 | Bramn | | | Miscellaneous Sound | √ | √ | | The sound of a collision | the sound of earth bending attacking something |
| 4 | 4 | Krak | | | Miscellaneous Sound | √ | √ | | A cracking sound | Something being smashed |
| 5 | 5 | Squaak | | mv | Cry of animals | | √ | | A bird's sound | A bird's sound |
| 6 | 5 | Smunch | | | Sound made by human | | √ | | a cross between a smother and a punch | To bit something |
| 7 | 5 | Bonk | | | Miscellaneous Sound | | √ | | The sound made by an object striking the head | The sound made by an object striking the head |
| 8 | 7 | Sploosh | | mv | Sound of nature | | √ | | A splashing sound | the sound of water bending attacking the enemies |
| 9 | 7 | Thwap | -p | | Miscellaneous Sound | | √ | | a playful hit around the head, usually done with some sort of random object, such as a book | the sound of someone being hit by something |
| 10 | 7 | Fsshhh | -sh | | Sound of nature | √ | √ | | The sound of a rapidly moving air vehicle | the sound of gas spreading |
| 11 | 7 | Clank | -c/ | | Miscellaneous Sound | | √ | | A sharp metallic sound reverberant | the sound resulted from this weapon against the floor |
| 12 | 8 | Krakk | | | Miscellaneous Sound | | √ | | See KRAK | the sound of cracking metal |
| 13 | 8 | Fwip | | | Miscellaneous Sound | | √ | | The sound of a fast swiping action | swiping sound of boomerang |
| 14 | 8 | Kreekk | | mv | Miscellaneous Sound | √ | √ | | A cracking sound | The noise of folding metal |

| | | | | | | | | | | |
|-------------------------|-----|-------------|----|----|---------------------------------------|---|---|---|--|---|
| 15 | 8 | Scrunch | | | Miscellaneous Sound | | √ | | To crunch or crash, the act or sound scrunching | The sound of tight scrunching |
| 16 | 11 | Crreeeaaak | | mv | Miscellaneous Sound | √ | √ | | A harsh sound like that of a rusty hinge | sound of gate opening |
| 17 | 13 | Sniff | | | Sound made by human | | √ | | An act of sniffing | An act of sniffing |
| GOING HOME AGAIN | | | | | | | | | | |
| 18 | 1 | Foom | | | Sound of nature | | √ | | The sound made by a rocket launcher | The sound of air bending |
| 19 | 4 | Clap-clap | -p | | Sound made by human | | | √ | A noise made by striking two things together | An applauding hand |
| 20 | 4 | Smack | | | Miscellaneous Sound | | √ | | To strike sharply | crashing to each other |
| 21 | 4&8 | Ksh | | | The sound t crash | √ | √ | | The crashing sound of breaking glass | The sound of breaking glass |
| 22 | 6 | Dust | | | Sound made by human | | √ | | To clear dust away | To clear dust away |
| 23 | 7 | Fwaap | | mv | Miscellaneous Sound or everyday sound | | √ | | The sound of a slap | The sound of a slap |
| 24 | 7 | Crack | | | Miscellaneous Sound or everyday sound | √ | √ | | A sharp noise, a something cracking. Colloq. A sharp blow | <i>crack</i> is the sound of ice breaking |
| 25 | 7&8 | Hwik | | | Miscellaneous Sound | | √ | | to flick ones eye with a finger using a slapping motion | The sound of fast motion of ice movement |
| 26 | 8 | Sploorch | | | Miscellaneous Sound | | √ | | The sound of mnemonic ectoplasm as created by mutant hex power | The knife stuck something hardly |
| 27 | 8 | Dodge | | mv | Miscellaneous Sound | | √ | | (N) act of evading (V) to evade as a blow or a duty (Colloq) a trick | Something falling down |
| 28 | 8 | Slp | | | Sound made by human | | √ | | The sound of an open handed blow | Slip away |
| 29 | 8 | Ker-Sploosh | | | Sound made by human | | √ | | a splashing sound | the way of falling down into the fountain |
| 30 | 9 | Tk-tk | | | Sound made by human | | | √ | A mechanical sound, as made when fastening armor | Stepping sound |
| SOKKA THE AVATAR | | | | | | | | | | |

| | | | | | | | | | | |
|--------------------------|-------|----------------------|------|----|---------------------|---|---|---|---|---|
| 31 | 2 | Whap | -p | | Miscellaneous Sound | | √ | | A loud cry or shout, as excitement or joy | Something against a face |
| 32 | 3 | Wink | | | Sound made by human | | √ | | To close and open one or both eyes quickly | To close one of eyes |
| 33 | 8 | Yank | | | Sound made by human | | √ | | to tug on something | To pull |
| 34 | 10 | Clap-clap | -cl | | Sound made by human | | | √ | A noise made by striking two things together | Applauding hands |
| 35 | 10 | Smack | | | Sound made by human | | √ | | To strike sharply, especially with the open hand | Water striking the head |
| 36 | 10 | Boomp | -p | | Sound of nature | | √ | | The sound of an object hitting the ground | The sound of earth against someone |
| 37 | 10 | Rumble | -p | | Sound of nature | | √ | | To make a continue sound. Slang. To take part in a street fight between teenage gangs | reverberating noise echoed by earth bending |
| 38 | 10,12 | Swoosh | -sh | | Sound made by human | | √ | | To move with or make a rustling or brushing sound | To make a rustling sound |
| 39 | 11 | Shoom | | | Miscellaneous Sound | √ | √ | | A zooming, rushing sound, as of a fireball | a sound of chain being manipulated by the enemy |
| 40 | 11 | Shiink | | | Sound made by human | √ | √ | | The ringing sound | a sound of something moving fast |
| 41 | 12 | Splash | -sh | | Sound of nature | √ | √ | | (N) the sound of a body falling into a liquid or | the sound of water bending |
| 42 | 13 | Boom | | | Miscellaneous Sound | | √ | | Deep reverberating sound | a deep vibrating sound |
| IT'S ONLY NATURAL | | | | | | | | | | |
| 43 | 1 | Zzzz | zzzz | | Sound made by human | | √ | | A sound made by a sleeping person | A sound of sleeping bear |
| 44 | 5 | Splash ^{3x} | -sh | | Sound of nature | | √ | | The sound of a body falling into a liquid | the sound of a body falling into a liquid |
| 45 | 5 | Sploosh | -sh | | Sound of nature | | √ | | A splashing sound | A splashing sound |
| 46 | 5 | Spilsh ^{2x} | -sh | | Sound of nature | | √ | | A splashing sound | A splashing sound |
| 47 | 5 | Eeeeeee | | mv | Sound made by human | | √ | | The diminishing cry of a falling person | The screamed sound |
| 48 | 6 | Sbof | | | Sound made by human | | √ | | Something being hit or punched | Something being hit or punched |

| GYM TIME | | | | | | | | | | |
|----------|-----|-----------|-----|--|---------------------|---|---|---|--|-----------------------------------|
| 49 | 1 | Blah-blah | | | Sound made by human | | | √ | Colloq. Cheap talk | Keep talking or having discussed. |
| 50 | 1 | Rumble | | | Sound of nature | | √ | | A continue sound | The sound of earth bending |
| 51 | 1,2 | Whoosh | -ss | | Sound of nature | √ | √ | | A hissing noise | A hissing noise |
| 52 | 1 | Ba-boom | | | Sound made by human | | √ | | A deep, reverberating sound | A reverberating sound |
| 53 | 2 | Bam | | | Sound of nature | | √ | | The sound of an explosion or the sound made by a punch | The sound of earth bending |

PF : PHONOLOGICAL FEATURE

VW : VARIATION OF WORDS

MV : MULTIPLE VOWELS

R : REDUPLICATED

NR : NON-REDUPLICATED

LM : LEXICAL MEANING

CM : CONTEXTUAL MEANING

Appendix 3

CERTIFICATE OF THE AUTHORSHIP

The undersigned,

Name : Nuri Ma'rifatil Laili

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Faculty/ Department: Humanities and Culture/ English Letters and Language

Certify that the thesis I wrote to fulfill the requirement for the degree of *Sarjana Sastra* (SS) in English Letters and Language Department, Faculty of Humanities and Culture, State Islamic University of Malang entitled “*Study of Onomatopoeia in Avatar Comics*” is truly my original work. It does not incorporate any material previously written or published by another person except those indicated in quotations and bibliography. Due to this fact, I am the only person responsible for the thesis if there is any objection or claim from others.

Malang, 21 October 2008

The Researcher,

Nuri Ma'rifatil Laili

Appendix 5

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3. SMKKN Malang (1989-1992)
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6. Monash University, Australia S2 (2006-2007)

Malang, 21 October 2008

(Galuh Nur Rohmah, M.Pd, M.Ed)