



An analysis of the onomatopoeia in “COCO” movie

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ABSTRACT

Background: when people watch movies, they not only enjoy the pictures and the action but also related to linguistic expression. One of them is onomatopoeia, which makes dialogue in the film becomes more interesting.

Purpose: This research aims to describe kind of onomatopoeic words used in the COCO movie.

Design and methods: This method of this research was a descriptive qualitative research. The data were analyzed for collecting the primary and secondary onomatopoeia. In collecting the data for the analysis the source data was taken from the movie entitled “COCO”. In collecting data, at this step, there were some steps that would be applied by the researchers: 1) Watch the movie, 2) Identify the dialogues and action which had Onomatopoeia from the movie, 3) List the Onomatopoeic words by marking and selecting the onomatopoeic words from the movie by applying note taking technique

Results: this research revealed 20 onomatopoeic expressions or words and these 20 expressions were divided into 3 classifications, namely the first classification is onomatopoeic words, the second classification is onomatopoeic meaning, and the third classification is contextual meaning. Furthermore, this study exposed 9 primary onomatopoeia and 11 secondary onomatopoeia from the data. Based on the classification of onomatopoeia with the voice described, the researchers found 8 human voice data, 1 animal voice data, 11 other sounds.

Keywords: onomatopoeia, movie, expression

Introduction

Language is a system of arbitrary verbal symbols that is used to communicate amongst people (Akbari et al., 2020). In regards to the origins of language, which are linked to natural sound sources. The formation of words based on the sounds associated with the object in question. Although it is suggested that it is the language of early man, it has evolved over thousands of years. Humans have been honing their abilities to hear and speak for thousands of years, mostly through the use of sound to communicate.

There are various kinds of sounds in everyday life that resemble the sound made by an object, such as the sound of a telephone “ring-ring” or the sound of a vehicle horn “toot! toot!” There are also animal sounds, such as a dog “woof” or a cat “meow”, as well as other sounds related to animals. Other sounds, such as a growl (“Grrr”) or the pain of falling (“Ouch”), are associated with an action. Such sounds can be freely described in words that resemble the sound of certain objects, animals, or actions. Onomatopoeia is a term used to describe sound terms. Onomatopoeia, a phenomenon studied in linguistics, is frequently exploited in literature and entertainment. In some mediums, such as poetry, comics, and movie, it has been used to describe events and expressions that are for the sake of fun and

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metaphor. This time the researchers will analyze Onomatopoeia in an animated movie. Onomatopoeia can also be found in numerous films as a verb, noun, or adjective. The researchers notice a variety of onomatopoeia in discussion, particularly in the animated film 'COCO,' and hence is interested in evaluating and examining the meaning of onomatopoeia.

Movie is a branch of art that usually contains a person's life story, fiction, and biography as public entertainment (Dayana & Helmanto, 2020). Movies usually depict about love, life, politics, violence etc. Movie also called motion picture or movie, series of still photographs on movie, projected in rapid succession onto a screen by means of light. Because of the optical phenomenon known as persistence of vision, this gives the illusion of actual, smooth, and continuous movement. Film is a remarkably effective medium in conveying drama and especially in the evocation of emotion. The art of motion pictures is exceedingly complex, requiring contributions from nearly all the other arts as well as countless technical skills (for example, in sound recording, photography, and optics). Emerging at the end of the 19th century, this new art form became one of the most popular and influential media of the 20th century and beyond. As a commercial venture, offering fictional narratives to large audiences in theatres, film was quickly recognized as perhaps the first truly mass form of entertainment. Without losing its broad appeal, the medium also developed as a means of artistic expression in such areas as acting, directing, screenwriting, cinematography, costume and set design, and music.

According to (Hidayat & Indarujati, 2020) movie means a series of moving picture recorded with sound that tells a story, shown at cinema/movie. Movie or film is a term that encompassed individual motion pictures, the field of movie as an art form, and the motion pictures industry. Movies are produced by recording image from the world with cameras, or by creating images using animation techniques or special effect. In the film or movie theory, genre refers to the primary method of movie categorization. The main types are often used to categorized movie genre; setting, mood, and format. The movie's location is defined as the setting. The emotional charge carried throughout the movie is known as its mood. The film may also have been shot using particular equipment or is presented in a specific manner, or format. The function of film/movie is to educate, entertain and inspire the reader's international language (Larasati, 2017; Prayogo et al., 2021). A movie/film can teach people about history, science, and human behavior.

Actually, when people watch movies, they not only enjoy the pictures and the action but also related to linguistic expression. One of them is onomatopoeia, which makes dialogue in the film becomes more interesting. According to Leonardi (2013, p. 2), Onomatopoeias are words whose phonetic structure mimics a natural sound to represent the sound or action of the object that produced it (Körtvélyessy, 2020). Onomatopoeia, pronounced on-uh-mat-uh-pee-uh, is defined as a word which imitates the natural sounds of a thing. It creates a sound effect that mimics the thing described, making the description more expressive and interesting. In Greek onomatopoeia word comes from the Greek are onoma and poeio. Onoma means name, while poeio means making. Onomatopoeia is the naming of an object that is derived from the imitation of the sound that the object produces. The word 'oink,' for example, is a mimicked pig sound, or it can be the original sounds of language derived from natural screams of emotion such as pain, wrath, and joy. For instance, the word 'Ouch' denotes a terrible emotion.

Methods

This method of this research was a descriptive qualitative research. The data were analyzed for collecting the primary and secondary onomatopoeia. The descriptive method is used here because the researchers would describe what kind of onomatopoeic words used in the movie.

(Matthew B. Miles, 2013) illustrated that qualitative research referred to the meanings, concepts, definitions, characteristics, or metaphor, symbols and descriptions of things. In collecting the data for the analysis, the source data was taken from the movie entitled “COCO”. In collecting data, at this step, there were some steps that would be applied by the researchers: 1) Watch the movie, 2) Identify the dialogues and action which had Onomatopoeia from the movie, 3) List the Onomatopoeic words by marking and selecting the onomatopoeic words from the movie by applying note taking technique (Sudaryanto, 1993, p. 135), 4) Tabulate all onomatopoeic words based on the classification.

When analyzing a data, the researchers performs several steps. These steps were carried out after data collection: 1) The researchers classified Onomatopoeia according to type, sound, meaning, and speech acts based on the described form and function, 2) The researchers had to check the meaning of Onomatopoeia words using a dictionary, such as Merriam-Webster , and the Oxford dictionary, 3) The researchers should examine the meaning of the words contextually in “COCO” movie; 4) The researchers classify these words based on their form and function, and 5) The researchers make conclusions based on the analysis that has been done.

Findings & Discussion

This research was about onomatopoeia words and the meaning of the onomatopoeia words. Since onomatopoeia is usually performed in words or phrases, therefore the writer observed the word and phrases containing onomatopoeic expressions. Many onomatopoeia expressions that found in movie “Coco”. The several expressions were divided into four classifications. First classification is onomatopoeia words, second classification is onomatopoeia meaning, third classification is contextual meaning, and fourth classification is speech acts on form and function of the language is use. Therefore, following is the example of the result of this research that has been analyzed that can be interpreted as in the following table:

Table 1 findings

| Onomatopoeia | Onomatopoeia Meaning | Contextual Meaning |
|------------------|--|--|
| Aha-ha | understanding | The sound when Miguel understands something |
| Miguel! | used in a summoning shout | Miguel grandmother's screaming |
| haaa... | A surprised expression | A surprise by Miguel's grandmother and the people |
| Brak | items being crushed | Miguel's guitar being crushed by his grandmother |
| Duar | Explosion sound | fireworks exploding in the sky |
| woof | animals barking | The sound of a barking dog |
| brak | things being crushed | The sound of the window being broken by Miguel |
| jreng | Guitar strumming sound | Guitar sound played by Miguel |
| Aaaahh | A scream that expresses fear | The sound of Miguel screaming out of fear |
| hola | like "hi" "hello" | Greetings made by Julio's grandfather |
| Ting! | The sound of the object | The sound of the scan tool in the movie |
| Hacuh! | Sneeze sound | Sneeze sound by skull mister |
| Whoaw! | Someone's voice of admiration | The admiring voice spoken by Miguel |
| pswuush | produced by an object released upwards | The sound of a skull hand being released upwards like an arrow |
| tuk-tuk | Knock on window | The sound of the skull's hand tapping on the window |
| plak! | Hand slap sound | The sound of a slap being made to a dog |
| ha ha ha! | Loud laughing expression | The voices of the skulls laughing loudly |
| cekrek! | produced by the camera | The sound of the camera taking pictures |
| byur! | something falling into the water | The sound of Miguel falling into the pool |
| huk!uhuk! | Cough voice expression | Miguel coughing sound after being rescued |

From the results of the analysis, the researchers classified several onomatopoeia expressions which were divided into three classifications. The first classification is onomatopoeic words, the second classification is onomatopoeic meaning, and the third classification is contextual meaning. From several onomatopoeia, there are 20 onomatopoeia. Based on Ullman (1994: 83-84), namely: Primary and Secondary Onomatopoeia, researchers have found 9 primary onomatopoeia and 11 secondary onomatopoeia from the data obtained.

There are several sounds that are the same every time in the film, but the researchers only takes one of the data. The researchers found 9 primary onomatopoeia and 11 secondary onomatopoeia from the data. Based on the results of the onomatopoeia classification, the sounds described by the researchers found 8 human voices, 1 animal voice, and 11 other sounds. The researchers also analyzed onomatopoeia which was categorized as speech act, and from 20 data there were only 3 data which were considered as speech act. Since most of the data is sound objects, music and actions are not sentences or expressions like speech.

For the meaning of each onomatopoeia words the researchers have found the meaning of these words. The researchers found the meaning of each word through the Merriam-Webster and Oxford dictionaries. As for contextual meaning, researchers interpret it by watching movies and paying attention to each context to be studied. The data is obtained from onomatopoeia expressions shown in the film through the actions of the characters and the events that occur. The data that has been obtained is collected into a table. There is one thing that must be considered first by looking at the cultural background, because onomatopoeia is sometimes different in each country. Like the onomatopoeia of 'Woof-Woof-Woof' is the sound of a dog barking in Mexico, and the word 'Hola' is a greeting in Mexican.

Conclusion

The researchers has concluded that: The researchers found 20 onomatopoeic expressions or words and these 20 expressions were divided into 3 classifications, namely the first classification is onomatopoeic words, the second classification is onomatopoeic meaning, and the third classification is contextual meaning. According to the type of onomatopoeia based on Ullman (1994: 83-84), the researchers found 9 primary onomatopoeia and 11 secondary onomatopoeia from the data. Based on the classification of onomatopoeia with the voice described, the researchers found 8 human voice data, 1 animal voice data, 11 other sounds. Most of the data, 11 are secondary onomatopoeia because most of the onomatopoeia expressions in the film titled "Coco" are words with sound actions.

Suggestion

Based on the findings of this study, the researchers would like to make some recommendations for future researchers interested in onomatopoeia, literature, and reading. The following are the details: 1) The research found that using movie as a data source was easier than using other literary works such as novels, poems, or theatrical scripts since movie are more appealing to read and the English words are not too hard. 2) For researchers interested in studying onomatopoeia and iconicity.

The researchers suggest that important to find or make the onomatopoeia dictionary. It makes help for research about it. Research about onomatopoeia should be continued on another object, through a linguistic approach. Therefore, it will further increase the understanding of onomatopoeia and iconicity in linguistic and translation, reading, and literary studies. 3) For student: the researchers hope that this study can be beneficial to other students in the university, especially in understanding onomatopoeia and iconicity. The

researchers suggest that the student can explore more about onomatopoeia and iconicity for increasing knowledge and understanding.

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