



## An Analysis Types of Onomatopoeia Words in *Batman Beyond* Comic

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### Abstract

Language is very important for every people, by using language people can communicate with each other in daily life. There are a lot of studies that discuss language and one of them is onomatopoeia. Onomatopoeia is naming objects or actions based on the imitation of sounds associated with the object or actions. It can be divided into five types; Mechanical Onomatopoeia, Fast Motion Onomatopoeia, Musical Onomatopoeia, Fighting Onomatopoeia, and Animals Onomatopoeia. The article entitled “An Analysis Types of Onomatopoeia Words in *Batman Beyond* Comic, aims to identify the types of onomatopoeic words are found in *Batman Beyond* comic. To analyze the data, the main theory used in this article is the theory of onomatopoeia proposed by Marry Elizabeth. This research used a descriptive qualitative method to present the data descriptively and qualitatively to support the data found in *Batman Beyond*. The result of this study shows the types of onomatopoeic which include Mechanical, Fast Motion, Musical, and Fighting Onomatopoeic. From 56 data found in the *Batman Beyond* Comic, the types of fighting onomatopoeic are most commonly occurring with 26 data and followed by the mechanical onomatopoeic with 17 data, and the fast motion with 12 data.

**Keywords:** *language, onomatopoeia, types of onomatopoeia.*

### Abstrak

Bahasa merupakan hal yang sangat penting bagi setiap orang, dengan menggunakan bahasa orang dapat saling berkomunikasi dalam kehidupan sehari-hari. Banyak sekali penelitian yang membahas tentang bahasa dan salah satunya adalah onomatopoeia. Onomatopoeia adalah penamaan objek atau tindakan berdasarkan tiruan suara yang terkait dengan objek atau tindakan tersebut. Ini dapat dibagi menjadi lima jenis; Onomatopoeia Mekanis, Onomatopoeia Gerak Cepat, Onomatopoeia Musikal, Onomatopoeia Pertarungan, dan Onomatopoeia Hewan. Artikel berjudul “Analisis Jenis Kata Onomatopoeia dalam Komik *Batman Beyond*, bertujuan untuk mengidentifikasi jenis-jenis kata onomatopoeia yang terdapat pada komik *Batman Beyond*. Untuk menganalisis data, teori utama yang digunakan dalam artikel ini adalah teori onomatopoeia yang dikemukakan oleh Marry Elizabeth. Penelitian ini menggunakan metode deskriptif kualitatif untuk menyajikan data secara deskriptif dan kualitatif untuk mendukung data yang terdapat di *Batman Beyond*. Hasil penelitian ini menunjukkan jenis onomatopoeia yang meliputi Mekanik, Gerak Cepat, Musikal, dan Onomatopoeik Fighting. Dari 56 data yang ditemukan di *Batman Beyond* Comic, jenis pertempuran onomatopoeia paling banyak terjadi dengan 26 data dan diikuti oleh onomatopoeik mekanik dengan 17 data, dan gerak cepat dengan 12 data.

**Keywords:** *bahasa, onomatopoeia, tipe onomatopoeia*

## **Introduction**

Language is the main tool in establishing interactions between humans. Language has a very important role because language can make people understand each other. Fromkin (2009) states that the source of life and human strength is language. So, language makes conveying information easier across people. Language can be studied scientifically. Our knowledge of language is called linguistic knowledge. Puschmann (2008) explains that linguistics seeks to establish explicit knowledge of language, by sending it to systematic and objective studies. Linguistics also has theoretical methods which can be classified as scientific methods. (Fromkin, Rodman, & Hyams, 2014). Furthermore, Sugahara (2010) explains that onomatopoeia is a certain language expression.

Onomatopoeia is a word that represents the meaning of a sound and action that occurs in a situation. Onomatopoeia also describes a situation or picture that occurs without a complicated and lengthy explanation so that the reader immediately understands a condition or incident that is happening. (Fukuda, 2003: 20) onomatopoeia is an adverb that describes a state, the sound of an object, or the sound of activity in an ongoing situation, such as sound of big explosion “*boom*”, sound of Duck “*quack-quack*” or cats “*meow*”, sound derived from action, such as the sound of cough “*ugh! ugh!*” known therefore as onomatopoeia or onomatopoeic words.

This study is interested in analysing onomatopoeia in comics because of some reasons. The first reason is the writer sees this research about onomatopoeia has not been done by many people. Second, the English onomatopoeic words are important to be known by English learners in foreign language. Many people do not know about them. The last reason is that a word that represents a sound of something may have more than one meaning in different contexts. For example, a sound of a telephone is ‘*ring*’ but in a different context the word ‘*ring*’ refers to the sound of a door bell. The other example of the word for the sound of a flying helicopter is ‘*rrrrr*’ but, in a different context the sound ‘*rrrrr*’ refers to the sound of a shooting gun. There is also an example from a data source of the word sound ‘*kthunk*’ refers to the sound of a gun, but in different contexts the word ‘*kthunk*’ could be the sound of a sword. From this fact, it is important to know the contextual meanings of onomatopoeic words.

## Method

This method was adopted by observing the conversation in the comic *Batman Beyond*. In this study, several techniques were used to obtain data. The procedure of collecting the data was as follows, the first is reading the comics and trying to understand the meaning of the onomatopoeic words found in *Batman Beyond* comic. The second is identifying onomatopoeic words used by characters in the comic *Batman Beyond*. And the last is note-taking of onomatopoeic words found in the *Batman Beyond* comics. For the data were analyzed by using a descriptive qualitative method. In analyzing the types of onomatopoeia found in *Batman Beyond* comic, this study used the theory that was proposed by Elizabeth (2013), and the result of this study is presented by using formal and informal method. For formal method, the data of this study is supported by using a table to make a data clearly presented meanwhile informal method was used for the data of this using narrative form in explaining the types of onomatopoeia word.

## Result and Discussion

Onomatopoeia are found in this research, presents the types of onomatopoeia found in *Batman Beyond*. According to the theory from Elizabeth (2013), there 6 types of onomatopoeia, namely Mechanical, Fast Motion, Musical, Food Preparation and Eating, Fighting and Animals. In this research, explains about the data found in the comic *Batman Beyond* comic. The researcher only focuses on analysing the types onomatopoeic words. However, the occurrence of each type was different. Based on table, it can be identified that there were a total of 56 data of onomatopoeic words found in *Batman Beyond* comic. Fighting onomatopoeia types is the most presented occurred with 26 data. This is related to the fact that *Batman Beyond* is a superhero comic which mean that there are a lot of fighting scenes.

In percentage of the data is also presented to inform the reader which one is the most common that is found in *Batman Beyond*. For the mechanical onomatopoeic word is 17 data, fast motion 12 data, Musical only 1 data, and fighting is 26 data.

Table 1. Types of onomatopoeic word in *Batman Beyond* comic

Types of onomatopoeia	Total data
Mechanical	17
Fast motion	12
Musical	1
Fighting	26
Total	56

The data of this research was presented by showing the pictures (screenshots) of the comic with its subtitle to show the onomatopoeic word which was being analyzed types of onomatopoeia. The discussion is concerned with the analysis of the data taken from the comic.

### Data 1: Fast Motion onomatopoeia word



Onomatopoeic word: whoosh

Elizabeth (2013), words that convey a speed sound often beginning with the letter 'z' or 's'. Example: *vroom*, *whoosh*, *swish*, *swoosh*, *zap*, *zing*, *zip*, and *zoom*. The onomatopoeic word above can be categorized as fast motion onomatopoeia because the word onomatopoeia whoosh appears in the Bath-wraith action when he flies, and the onomatopoeic word whooossh appears in the Bat-wraith action when he comes out of the hole.

**Data 2: Fighting onomatopoeic word**



Onomatopoeic word: skrasshh

Elizabeth, (2013), the action words that often appear in comic books during fight scenes. Including terms like *pow*, *bif*, *bam*, *whom*, *thump*, *smash*, *zowie*, *bang*, and *wham* are some of them. The onomatopoeic word above can be categorized as fighting onomatopoeia because the onomatopoeic word “skrasshh” here comes from batman beats Hush.



### Data 3: Fighting onomatopoeic word



Onomatopoeic word: shokk

Based on theory proposed by Elizabeth (2013), the action words that show up in comic books during fighting scenes are onomatopoeic. Including terms like pow, bif, bam, whom, thump, smash, zowie, bang, and wham are some of them. Including terms like pow, bif, bam, whom, thump, smash, shokk, bang, etc. Wham are some of them the onomatopoeic word above can be categorized as fighting onomatopoeia because the onomatopoeic word shokk here comes from Catwoman's action to kick Batman.

#### Data 4: Mechanical Onomatopoeic Word



Onomatopoeia word: Szzzakkk

Based on the theory put forward by Elizabeth (2013), the word onomatopoeia szzzakkk can be categorized as mechanical onomatopoeia because mechanical sounds appear to be a number of common words in the language. Examples include; horn, beep, vroom, clang, boing buzz, beep, whirr, click, clack, clack, clink, clink. The word szzzakkk comes from the stun gun used by Hush to injure Philip Cobb.

### Data 5: Musical Onomatopoeic Words



Onomatopoeia word: eeeeeeee

Based on the theory proposed by Elizabeth (2013) some words are associated with specific music instruments or sound produce by humans, the *twang* of guitar, *oompah* for a tuba, *plunk* for a keyboard. Others imitate a metallic sound, and these often end in “ng”; *ting*, *ding*, *ring*, *ping*, *clang*, *bong*, *brrring*, *jingle*, and *jangle*. Then sound produce by humans. For example; eeeeeeee, lalalalala, aaaaaaaaaah etc. And the onomatopoeic word above can be categorized as Musical onomatopoeia because the onomatopoeic word **Eeeeeeee** comes from the sound from Dr. Reid when she was shocked to meet Blaine Emmick.



## **Conclusions**

Based on the data analyzed in *Batman Beyond* Comic, using the theory proposed by Elizabeth (2013), for the problem it was found all types of onomatopoeia proposed by Elizabeth (2013), five categories are found, they are Mechanical, Fast Motion, Musical, Food Preparation and Eating, Fighting and Animals. Mechanical onomatopoeia imitates machine noise, Fast Motion that convey sound of speed, Musical contain music instrument sound, Food Preparation and Eating contain eating sound, Fighting contain the action word, and Animals the word used for animal sound.

## *Finding 2*

## ***Discussion***

The discussion is written to interpret and describe the significance of your findings in light of what was already known about the issues being investigated, and to explain any new understanding or insights about the problem after you have taken the findings into consideration. It should connect to the introduction by way of the research questions or hypotheses you posed and the literature you reviewed, but it does not simply repeat or rearrange the introduction; this section should always explain how your study has moved the reader's understanding of the research problem forward from where you left them at the end of the introduction.

Compare your finding with other researcher. Such as, (Hapsari & Ena, 2019), (Triastuti, 2020), (Putri & Sari, 2020), (Handayani, Rozimela, & Fatimah, 2020), (Addinna, Ovilia, & Asfina, 2019).

## **CONCLUSION**

The conclusion is intended to answer the research problems or purposes. It helps the readers understand why your research should matter to them after they have finished reading the paper. It is not just a summary of the main topics covered or a re-statement of your research problem, but a synthesis of key points and, if applicable, where you recommend new areas for future research.

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