



Types of Onomatopoeia Found in Comic Jojo's Bizarre Adventure: Jojolion

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Abstract

This study showed that onomatopoeia is a sound word that describes an event that occurs frequently in daily life. Finding the different types of onomatopoeia used in a comic is the goal of this study. The comic book Jojo's Bizarre Adventure: Jojolion served as the study's data source. This study also uses Elizabeth's (2013) onomatopoeia theory to help identify the many types of onomatopoeia in the Jojo's Bizarre Adventure: Jojolion comic. This study combined the method of observation with a qualitative descriptive approach. Reading comics, identifying and attempting to understand onomatopoeia words and their types, then taking notes on the findings are some of the steps of the observation method that is utilized. This study employed the comic book Jojo's Bizarre Adventure: Jojolion and discovered several types of onomatopoeia, including Mechanical, Fast Motion, Food Preparation and Eating, Fighting, and the last Animal. 50 data of onomatopoeia found in the comic Jojo's Bizarre Adventure: Jojolion, the type of Fast Motion found the most with 31 data or 62%, followed by Fighting with 8 data or 16%, then Mechanical 6 data or 12%, Food Preparation and Eating with 4 data or 8% and Animal 1 data or 2%.

Keywords: *onomatopoeia, comic, Jojolion*

Abstrak

Penelitian ini mengungkap tentang temuan onomatopoeia sebagai kata suara yang merepresentasikan suatu hal yang terjadi di kehidupan sehari-hari. Adapun tujuan dari penelitian ini untuk mencari tipe-tipe onomatopoeia yang terdapat pada sebuah komik. Penelitian ini menggunakan komik Jojo's Bizarre Adventure: Jojolion sebagai sumber data. Teori onomatopoeia dari Elizabeth (2013) juga digunakan pada penelitian ini sebagai pendukung dalam mencari tipe-tipe onomatopoeia pada komik Jojo's Bizarre Adventure: Jojolion. Metode deskriptif kualitatif digunakan dalam penelitian ini dengan metode observasi. Adapun metode observasi yang digunakan terbagi menjadi beberapa tahapan seperti membaca komik, mengidentifikasi dan mencoba untuk mengerti kata onomatopoeia serta tipenya, lalu mencatat hasilnya. Dari beberapa jenis onomatopoeia, penelitian dengan komik Jojo's Bizarre Adventure ini ditemukannya jenis Mechanical, Fast Motion, Food Preparation and Eating, Fighting, dan terakhir Animal. Dari 50 data onomatopoeia yang ditemukan pada komik Jojo's Bizarre Adventure: Jojolion, tipe Fast Motion paling banyak ditemukan dengan 31 data atau 62%, diikuti dengan Fighting dengan 8 data atau 16%, lalu Mechanical 6 data atau 12%, Food Preparation and Eating dengan 4 data atau 8% dan Animal 1 data atau 2%.

Kata kunci: *onomatopoeia, komik, Jojolion*

Introduction

Language is a tool that people use to communicate with one another. Fromkin (2009) claims that language is the source of human life and strength. They use it to express ideas or share information. The use of language by people can be seen in many forms; they can be used orally during conversation or in written communication. Other than a tool to communicate, Grosjean (1982) explain that it is also a symbol of social group identity, an emblem of group membership and solidarity. It means that language does not strictly only about words, but it can be in the form of signs and symbols.

In literature, sign and symbol is a technique of figurative language in which an image, thing, concept, sign or symbol is utilized to signify something other than its literal meaning in the application to beautify sentences used and provide various meanings and interpretations. The language used for beauty is called figurative language. Verdonk (2003) stated that figurative language is kind of stylistic. on the other side, McKenzie (2016) said that figurative language is a tool to communicate the idea in the literal meaning of the word to other people. It is known that figurative language is commonly found and used in various media such as novels or comics.

Figurative language comes in different forms and one of them is Onomatopoeia. Onomatopoeia is a part of figurative language that has an important function to explain what the meaning of the sound word is. Elizabeth (2013) suggests that the development or usage of words that mimic the things or actions they identify or allude to is known as onomatopoeia. It is a group of written or spoken words that imitate the sounds of various objects, animals, or actions in an event. Elizabeth also stated that there are six types of onomatopoeia words: mechanical, fast motion, musical, food preparation and eating, fighting, and the sixth type, animals. Some examples are boom from the sound of a bomb or meow from the sound of a cat. On the other hand, Pollard (2001) recognizes that onomatopoeia is an echoism or word formation that imitates the sound of engaging with an object or action such as wink-wink, yak-yak, or crash.

One of the tools that can be used to get an example of onomatopoeia is in a comic. Onomatopoeia is an important factor in explaining an incident in a story in comics because comics are books containing pictures with stories in it. Eisner (1985) frequently referring comics by the simple term “sequential art” it contains both art and literary form. Eisner stated that comic or sequential art is a distinct discipline that deals with the arrangement of pictures and images to narrate stories or dramatize ideas. Furthermore, Longman (2001) also said that comic has many pictures, but it is easy to understand. Therefore, the use of onomatopoeia in comics is an important factor in increasing the interest of readers in reading comics. Onomatopoeia will give an imaginative effect on the expressions of the characters or what is happening in a story in comics.

The appearance of onomatopoeia in comics can be a mean of delivering communication on various things that have occurred, including in this study. Eka

Maheni (2021) and Didi Prihadi (2021) said that various superhero action comics have onomatopoeia types, including the use of Mechanical, Fast Motion, and Fighting, which put onomatopoeia in fight scenes are the points of interest in the comic. Aprilia Chang (2018) and Muhammad Rifqi Firdaus (2021) revealed that with the onomatopoeia theory by Ullman (1962) in some comics there are various types of expressions used in an onomatopoeia. An expression that includes an emotion in every scene that takes place in comics, some of which are divided into an animal, human and natural sound. Meanwhile, Annisa Nadyastiti (2021) argued that an onomatopoeia in comics is only classified into lexical and nonlexical types.

This study used a Japanese animated comic entitled Jojo's Bizarre Adventure: Jojolion in analyzing the onomatopoeia contained in the comic. The comic Jojo's Bizarre Adventure: Jojolion displays many onomatopoeia in each page than other Japanese action comics.

Method

This study employed a descriptive qualitative method to analyse the data and Elizabeth's onomatopoeia theory (2013). This study also used the comic Jojo's Bizarre Adventure: Jojolion because this comic is also a Japanese comic with the most unique art style created since 1987. Furthermore, this comic won the Grand Prize award at Japan Media Art Festival for selling 1 million Japanese yen in 2013. This study aims to find the type of onomatopoeia contained in the comic Jojo's Bizarre Adventure: Jojolion with several theories that are used as a reference. The study focused on 10 chapters of the comic Jojo's Bizarre Adventure: Jojolion in volumes 1 and 2 released by Hirohiko Araki in 2011. The study was initiated by reading each chapter to get a full understanding of the story. After that, identification of onomatopoeia words and types was conducted. A full note-taking procedure was conducted throughout this process. The result of this study was explained by using formal and informal methods. The formal method is used to explain the data with a percentage table to show the types of onomatopoeia while the informal method is to describe the meaning of an onomatopoeia word found in the comic Jojo's Bizarre Adventure: Jojolion.

Result and Discussion

This study examines 6 types of onomatopoeia found in the comic Jojo's Bizarre Adventure: Jojolion based on Elizabeth's theory (2013). These types are Mechanical, Fast motion, Musical, Food preparation, and eating, Fighting, and the last Animal. Out of these six types, only four types were found in the current study. The data produced 50 onomatopoeias in the comic Jojo's Bizarre Adventure: Jojolion, with details as follows:

Table 1. Types of Onomatopoeia in the Comic Jojo's Bizarre Adventure: Jojolion

Types of onomatopoeia	Frequency	Percentage
Mechanical	6	12%
Fast motion	31	62%
Food preparation and eating	4	8%
Fighting	8	16%
Animal	1	2%
Musical	0	0%
Total	50	100%

The table shows that from 50 onomatopoeia, there are 6 Mechanical data, 31 Fast Motion data, 4 Food Preparation and Eating data, 8 Fighting data, and 1 Animal data. Fast Motion and Fighting data are the most commonly found data types because Jojo's Bizarre Adventure: Jojolion comics are comics with lots of character movements and action comics.

1. Mechanical



Figure 1. Visualization of Mechanical Type

According to Elizabeth (2013), machine noises can be a source of mechanical onomatopoeia, which appears to make up a sizable portion of the words in this group. *Buzz, beep, whirr, click, clack, clunk, clatter*, and *clink* are a few general examples that commonly encountered. Many of these words begin with a "cl" sound. The scene was about an ambulance car that want to help Josuke and the author add the word *Weeooo* that is classified as a sort of mechanical onomatopoeia to mimics the sound of ambulance's siren that picked up Josuke and took him to the hospital on a call from Yasuho Hirose. The other example in the comic includes *Click* and *Ring* which is the sound that came from the cellphone. An example can be seen in the picture below.

2. Fast Motion



Figure 2. Visualization of Fast Motion Type

Elizabeth (2013) stated that fast motion onomatopoeia is words that convey the sound of speed seem often to begin with the letter s or z. *Boing, varoom/vroom, whoosh, swish, swoosh, zap, zing, zip*, and *zoom* are the examples. The scene was about Josuke that was sucked into mud and the author add the word *Blub* that is classified as a type of fast motion onomatopoeia because in the example below Josuke was sucked into a hole filled with mud so that the sound was created. The other example in the

comic includes *Grab*, *Pop*, and *Tap* are the sound when picking up things, footprints, popping bubbles and many more. An example can be seen in the picture below.

3. Food Preparation and Eating



Figure 3. Visualization of Food Preparation and Eating Type

Elizabeth (2013) mentions that food preparation and eating onomatopoeia can be in cooking, the oil may spatter and food may *sizzle* or *crackle*. Drinks may *splash*, *kerplunk*, or *gush* as they are poured, but hopefully, they won't drip. Soft drinks will likely *fizz* when they are opened. People frequently *nip*, *munch*, *gobble*, and *crunch* when it's time to eat. The scene was about Josuke opened the box of food of candy from Morioh city given by Yasuho and the author add word *Pop* that is also classified as food preparation and eating onomatopoeia to mimics the sound of a food box being opened by Josuke. The other example in the comic includes *Splat*, *Shuuurp*, and *Gulp*, it is classified as a sort of onomatopoeia used in food preparation and eating like the sound of a food box being opened or jam splattering.

4. Fighting



Figure 4. Visualization of Fighting Type

Elizabeth (2013) said that fighting onomatopoeia refers to the action words that appear in fighting sequences in comic books. Some examples of these words are *pow*, *bif*, *bam*, *whomp*, *thump*, *smash*, *zowie*, *boom*, and *wham*. The scene was about Joshi Higashikata's hand hitting Yasuho Hirose when he approaches Josuke and wants to fight with him. The author add the word *Kraash* that is categorized as an onomatopoeia fighting type because it mimic the sound of hand hitting something. The other example in the comic includes *Gugiiin*, *Thump*, *Bwaah* are the sound of hitting or falling from a height and many more. Examples can be seen in the picture below.

5. Animal



Figure 5. Visualitation of Animal Type

Elizabeth (2013) stated that it's important for people to be aware that contrary to what they might anticipate, the words used for animal sounds are quite different around the world. Even in English, the sounds that animals make are complex. Ducks do not *quack* or *baa* all over the world, neither do sheep. The other general example includes *meow* from cat, *moo* from cow and *bark* from dog. The scene was about the snake that want to attack Josuke and the author add word *Hisss* that is categorized as an animal onomatopoeia type because it is mimics the sound of a snake which is generally a snake hissing through the respiratory system from the hole under the snake's mouth which produces the sound *Hissss*.

Conclusion

Based on the results, it can be said that the comic book Jojo's Bizarre Adventure: Jojolion by Hirohiko Araki contains five of the six types of onomatopoeia identified by Elizabeth (2013), namely Mechanical, Fast Motion, Food Preparation and Eating, Fighting, and Animal. Out of the five types of onomatopoeia found, the Fast Motion type is the type that appears the most in the comics. In addition, the sixth types of onomatopoeia by Elizabeth (2013), there is one type that was not found, namely the Musical type because this comic is an action genre comic and not include any musical scene musical instrument in it. This study aimed to provide a suggestion to comic book fans or readers to know that onomatopoeia has many types of different purposes and meaning. With this study, it is hoped that it can avoid confusion for comic readers and can also help for further study in the future.

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