



An Analysis Types of Onomatopoeia Words in Batman & Spiderman Comic

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ABSTRACT

Language is the most important thing used daily by humans to communicate directly or indirectly. Quite a lot of research that discusses language and one of them is onomatopoeia. Onomatopoeia is an object or action based on sound imitation associated with the object or action. It can be divided into four types; Mechanical Onomatopoeia, Fast Motion Onomatopoeia, Musical Onomatopoeia, and Fighting Onomatopoeia. The article entitled “An Analysis Types Onomatopoeia Word in Batman & Spiderman Comic”, aims to identify the types of onomatopoeia words found in Batman & Spiderman Comic. To analyze the data, the main theory used in this article is the onomatopoeia theory proposed by Elizabeth (2013). This study uses a Descriptive qualitative method to present descriptive and qualitative data to support the data contained in Batman & Spiderman. The results of this study indicate the types of onomatopoeia which include Mechanical, Fast Motion, Musical, and Fighting Onomatopoeia. Of the 29 data found in Batman & Spiderman Comic, the onomatopoeia type of Fighting mostly occurred with 18 data, followed by mechanical onomatopoeia with 3 data, musical with 6 data, and fast motion with 2 data.

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

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INTRODUCTION

Language is the most important thing used for everyday by people to directly and indirectly communicate, also have to learn to avoid a miss understanding. According to the philosophy express in the myth and religious of each person, language is the source of human life and power (Fromkin, 2009: 3). Therefore, language makes conveying information more accurate. Knowledge of language is called linguistic knowledge. (Sugahara, 2010) states that onomatopoeia is a certain language expression. it means that onomatopoeia have many languages and some language have a certain language expression.

Onomatopoeia is an object that imitates the sound produced by the object (Gasser, 2006: 4). Forms of onomatopoeia can be found in our daily lives more easily. (Pollard, 2001:706) accordings that, “Onomatopoeia, also known as echoism, refers to the formation

of words by imitating natural sounds associated with the objects or actions involved". For example: *ding-dung, yak-yak, boom, yoshh, crazzhhhh*. The word onomatopoeia there in every language. Every language has its own onomatopoeia, such as German onomatopoeia, English onomatopoeia, Japanese onomatopoeia and others. For example: While pig says "*oink*" in English, it says "*buu*" in Japanese, "*grunz*" in German, "*knor*," in Dutch and others.

This study is interested in analyzing onomatopoeia comic for several reasons. The first reason the author sees not enough research on onomatopoeia. Second, Onomatopoeia has English words that are important for comic readers, especially those in the English language field to know, to know the purpose of the onomatopoeia words formed. The last reason is that a word representing a particular sound may have more than one meaning in the context of different meanings. For example, the sound of a telephone is '*ring*' but in a different context the word '*ring*' refers to the sound of a doorbell. Another example of the word for the sound of sparks is '*eshzzzz*' but, in a different context, the sound '*eshzzzz*' refers to the sound of an air gun. There is also an example from the data source the sound word '*ding-dung*' refers to the sound of the clock ticking, but in a different context the word '*ding-dung*' can be the sound of something surprising coming. From this evidence, it is important to know the contextual meaning of onomatopoeic words.

Some of previous studies on the word onomatopoeia have been reviewed, of course, it will be very helpful for this research process and can understand more deeply about matters related to onomatopoeia so that this research can be clearer and more accurate. Previous research will be a lot of inspiration in this research process.

The first is from Adnyana (2013) in his thesis entitled Onomatopoeia in the Adventures of Tintin Comic. The result of this study showed there are 168 data that found in the Adventures of Tintin comic such as : 70 data for mechanical types of onomatopoeia word, 19 data (Fast Motion), 2 data (Musical), 6 data (Food preparation and Eating), 29 data (fighting), 6 data (Animals), 21 data (Sound of nature), 13 data (sound made by human) and 123 data (miscellaneous sound). The descriptive qualitative method was applied in breaking down the information of the review. The difference between this study and to the study from Adnyana (2013) study is in the data source. Here study use Batman & Spiderman comic. Comic as the data while Adnyana use The Adventures of Tintin Comic as the data source.

The second review related to this research from Jannah's (2016), in entitled A Study of Onomatopoeia in Doraemon Comic Series. The result showed that there are 15 onomatopoeic word found in Doraemon comic series. She found three meanings in her research. They are lexical, contextual, and onomatopoeia meaning. The differences between this study and the study done by Jannah (2016) is in term of the data source and the theory. This study use Batman & Spiderman as the data source and use Elizabeth (2013), as the theories, while Jannah use Doraemon comic series as the data source and use Wardaugh and Abdul Chaer (1994) as the theories.

The third is from Chang (2018) an article of a journal *the Analysis of Onomatopoeia in the Adventure of TinTin and the Blue Lotus*. The result in her study showed she found 60 data onomatopoeia word in her data source *the Adventure of TinTin and the Blue Lotus*. The similarity with this study that to find out the types of onomatopoeia. The differences between this study to the study from Chang is the data source. Here, this study used Batman & Superman comic as the data source. While Chang used *the adventute of TinTin and The Blue Lotusas* data source.

The fourth is from Eliza (2013) An analysis of onomatopoeias in Garfield comic. The results show that there are two types of onomatopoeias found in the comic, the primary and secondary onomatopoeias. The primary onomatopoeia is the direct imitation of asound produced by an object while secondary onomatopoeia comes from the sound combination produced by the specific characteristic of an object and its movement. In addition, the meanings of onomatopoeias derive from the lexical and contextual meanings. The lexical meaning refers to the dictionary meaning and the contextual refers to the context of an onomatopoeia in the comic line. From 15 data, the dominant type found is the secondary onomatopoeia. The similarity with this study that to find out the types of onomatopoeia. The differences between this study to the study from Eliza is theories. This study use onomatopoeia theory proposed by Elizabeth (2013). While Eliza types are analyzed by referring to Ullman's (1962).

The last one is The Sugahara (2010). He conducted the research project to examine the onomatopoeic words in English through spoken and written in London and British Corpus. The result of this study is a list of 287 onomatopoeic words based on the OED, 252 words in the list occur as verbs and 226 occur as nouns, 194 words functions as both verbs and nouns (85.8% of the 226 nouns). Then the most frequent and most onomatopoeic words in spoken English (i.e. the LLC) are pop, dash, dash, bounce; the most frequent and most onomatopoeic words in written English (i.e. LOB) are murmur, flap, mutter; the most frequent of onomatopoeic in spoken corpus are pop, bash, bounce; and written corpus murmur, flap, mutter. The difference between this study and to the study from Sugahara (2010) study is in the data source. Here study use Batman & Spiderman comic. Comic as the data while Sugahara use London and British Corpus as the data source.

METHOD

The data source of this study was taken from Batman & Superman Comic which consist of many Onomatopoeia words in Batman & Superman Comic. There were 29 Onomatopoeia words in Batman & Spiderman Comic. the researcher chooses the data from the Batman & Spiderman comic because this comic has many onomatopoeia words found in the comic. The researcher wants to analyze those comic deeper to be able to know the types of onomatopoeia word.

In collecting the data, this study used documentation and observation method. The writer took these the following step. The first is reading comics and starting to try to understand the meaning or intent of the words onomatopoeia found in Batman & Spiderman Comic. The second, Identifying onomatopoeia words using by characters in Batman & Spiderman comic. And the last is note-taking of onomatopoeia words found in Batman & Spiderman Comic.

In this research the data was analyzed by descriptive qualitative method. Descriptive qualitative method is a kind of research which uses description in analyzing data to found the problems of Types of Onomatopoeia Words in Batman & Spiderman Comic based on the theory proposed by Elizabeth (2013).

When analyzing the types of onomatopoeia found in Batman & Spiderman Comic, this study using the theory possess by Elizabeth (2013), and the results of this study are present using formal and informal methods. Regarding the formal method, this data is support by using tables so that the data is present clearly so that it can be easily understood, while the informal method is using for this data as a narrative form in explaining the types of onomatopoeia words.

FINDING

Types of Onomatopoeia Found in Batman & Spiderman Comic

In this part presents analysis data on the types of onomatopoeia found in *Batman & Spiderman* Comic. The theory from Elizabeth (2013), there are 4 types of onomatopoeia, namely Mechanical, Fast Motion, Musical, and Fighting. This study describes the data contained in the *Batman & Spiderman* comics. This study only focuses on analyzing the types of onomatopoeic words. Based on the table, it can be seen that there are 29 data on onomatopoeic words found in *Batman & Spiderman* comics. The most commonly presented type of onomatopoeia occurred with 18 data. This is related to the fact that *Batman & Spiderman* is a superhero comic which means a lot of fight scenes.

The percentage of data is also presented to explain to the reader which ones are the most commonly found in *Batman & Spiderman* comics. For onomatopoeic, fighting 18, musical 6, fast motion 2, and mechanical 3 data.

Table 1 Types of Onomatopoeia Found in Batman & Spiderman Comic

results	No	Types of onomatopoeia	Total data	The of this
	1	Fighting	18	
	2	Fast motion	2	
	3	Mechanical	3	
	4	Musical	6	
		Total	29	

research data are presented by displaying screenshots of the comics and their subtitles to show the data on onomatopoeia words being analyzed for the types of onomatopoeia. 18 Fighting Onomatopoeia, 2 Fast Motion Onomatopoeia, 3 Mechanical Onomatopoeia, and 6 Musikal Onomatopoeia data. The discussion relates to the appropriate analysis of data taken from comic.

DISCUSSION

1. Fighting Onomatopoeia

(a) **Pokow**



Picture 1. (Batman & Spiderman, 2011: 38)

The picture 1 shows Mr. Fisk angry then pounced on Wilson with the excuse that Mr. Fisk accused Wilson of never curing the cancer suffered by Mr. Fisk's wife. then Wilson denied it by not admitting it on the grounds that there was an artificial cancer virus created by someone. hear that reason, Mr. Fisk was annoyed and then beat Wilson until he bounced. after that, Wilson's body was lifted and hugged tightly by Mr. Fisk who asked who someone who created the cancer virus. then Wilson was released from Mr. Fisk after hearing Wilson's answer is you.

In this picture, the word "*pokow*" represents the sound of a punch. This word is classified into Fighting onomatopoeia which represents the sound of an action. According to Elizabeth (2013), action words or actions that appear in comic books during scenes are onomatopoeic. The word onomatopoeia above is categorized as fighting onomatopoeia, it can be seen from the picture because the word onomatopoeia "*pokow*" here comes from the hard blow of Mr. right hand. Fisk to Wilson until it bounces. So the word onomatopoeia "*pokow*" can be categorized as onomatopoeia fighting because the sound "*pokow*" appears as the effect of a hard blow from the hand.

(b) Chock



Picture 2 (Batman & Spiderman, 2011: 31)

The picture 2 shows Mr. Fisk will kill Batman & Spiderman in the fight after their intrusion is discovered. With Wilson in the back to remind Mr. Fisk to control his emotions. Mr. Fisk and his troops attacked Batman & Spiderman, there was a fierce battle between Mr. Fisk's troops and Batman & Spiderman, resulting in a fight for each of the opponents they faced.

In this picture, the word "*chok*" represents the sound of hitting. This word is classified into Fighting onomatopoeia which represents the sound of an action. According to Elizabeth (2013), action words or actions that appear in comic books during scenes are onomatopoeic. The word onomatopoeia above is included in the category of fighting onomatopoeia, this can be seen from the picture because the word onomatopoeia "*chok*" here comes from Batman's hard punch that hit Mr. Fisk's chin so that he bounced back and forth. So the onomatopoeia word "*chok*" can be categorized as onomatopoeia fighting because the sound "*chok*" appears as the effect of a hard blow from Batman's hand.

(c) Waped



Picture 3 (Batman & Spiderman, 2011: 32)

Pictures 3 show that Wilson has been defeated and that Batman & Spiderman is still in a strong fight with the rest of Mr. Fisk and Wilson, when they had packed up their troops, there was a roar from Batman & Spiderman and Batman & Spiderman paused for a moment to see something that would appear suddenly by looking in one direction to confirm something was coming.

In this picture, the word *"waped"* represents the sound of a punch. This word is classified into Fighting onomatopoeia which represents the sound of an action. According to Elizabeth (2013), action words or actions that appear in comic books during scenes are onomatopoeic. The word onomatopoeia above is included in the category of fighting onomatopoeia, this can be seen from the picture because the word onomatopoeia *"waped"* here comes from Spiderman's blow that hits one of the criminals in front of Spiderman who wants to attack him with the weapon he carries. So the word *"waped"* onomatopoeia can be categorized as onomatopoeia fighting because the *"waped"* sound appears as a hard hit effect from Spiderman's hand.

2. Musical Onomatopoeia

(d) Hahahahaha



Picture 4 (Batman & Spiderman, 2011: 45)

Picture 4 shows Batman & Spiderman has gathered, Mr. Fisk and his wife, Vanessa, and Wilson and his wife, Helen, are in the same room at Mr. Fisk's Laboratory, who is thinking about his future plans to fight Batman & Spiderman. and Wilson think that as Batman, Spiderman, and Mr. Fisk. Wilson's enemy was his friend, then Wilson suddenly laughed.

In this picture, the word *"hahahahaha"* represents the sound of human laughter. This word is classified into musical onomatopoeia caused by humans, such as playing drums, touching body parts, dropping other objects from human activities. According to Elizabeth (2013), action words or actions that appear in comic books during scenes are onomatopoeic. It appears frequently and appears as a number of other common words. The word onomatopoeia above is included in the category of musical onomatopoeia, this can be seen from the picture because the word *"hahahahaha"* onomatopoeia can be categorized as Musical onomatopoeia because the sound of Musical here comes from Wilson's happy laughter who laughs at what he thinks in the laboratory. It was the sound of human action, that of Wilson's laugh.

(e) Snap



Picture 5 (Batman & Spiderman, 2011:13)

The picture 5 shows in a building there is a little conversation in Mr. Fisk's office with his aide. Then suddenly Vanessa came with her aide into Mr. Fisk surprised Mr. Fisk's aides. Then warmly greeted by Mr. Fisk offering a welcome drink, namely wine. at that time each of the adjutant spoke to each other to annoy and anger Mr. Fisk then ordered his aide to leave the office. and soon followed by Vanessa who fiddled with her fingers to indicate that her aide had to leave the room. after that the business discussion between Mr. Fisk and Vanessa started.

In this picture, the word "snap" represents the sound of your fingers snapping. This word belongs to onomatopoeia music caused by humans, such as playing drums, touching body parts, dropping other objects from human activities. According to Elizabeth (2013), action words or actions that appear in comic books during scenes are onomatopoeic. It appears frequently and appears as a number of other common words. The word onomatopoeia above is included in the category of music onomatopoeia, this can be seen from the picture because the word "*snap*" onomatopoeia can be categorized as Musical onomatopoeia because the sound is Musical because here it comes from the movements of pulling Vanessa's fingers which means instructions for her bodyguards to leave the office leaving her. It was a human-made sound, Vanessa snapping her fingers. In the dictionary there is a "*snap*" which means a kind (biting, snapping, and breaking).

(f) Click



Picture 6 (Batman & Spiderman, 2011:43)

The picture 6 shows Mr. Fisk and Wilson pressed the blast button they thought would match the explosion they had programmed into the computer. But no, there was an explosion that was beyond the program they had planned on the computer. everyone in the computer lab was shocked including Mr.Fisk, Wilson, Vanessa, Batman & Spiderman. Spiderman guesses that someone has reprogrammed Wilson's computer.

In this pictures, the word "*click*" represents the sound of a button on a computer. This word belongs to onomatopoeia music caused by humans, such as playing drums, touching body parts, dropping other objects from human activities. According to Elizabeth (2013), action words or actions that appear in comic books during scenes are onomatopoeic. It appears frequently and appears as a number of other common words. The word onomatopoeia above is included in the category of music onomatopoeia, this can be seen from the picture because the word "*click*" onomatopoeia can be categorized as Musical onomatopoeia because the sound is Musical because here it comes from when Mr. Fisk and Wilson pressed the blast button they thought would match the explosion they had programmed into the computer. It was the sound of the explosion control button Mr. Fisk pressed and Wilson was watching. it is the sound of the results of human actions. Another definition of "*click*" is the sound of clicking or snapping sounds in the dictionary.

3. Mechanical Onomatopoeia (g) Whapf



Picture 7

(Batman & Spiderman, 2011:43)

The picture 7 shows the scene where Batman arrives and defeats the villains to protect Tania from Mr. Fisk. Batman has convinced Tania and asked her to go to a safe place, but Tania refuses Batman's invitation and throws and throws the smoke boss on the floor next to Batman's feet and makes Batman not see anything, only a cough that Batman feels. After that, Tania ran away from Bataman and left her room. Then Batman is alone in the room to recover his eyesight from the smoke bomb.

In this picture, the word "*whapf*" represents the sound of a smoke bomb button exploding. Based on the theory proposed by Elizabeth (2003) the word onomatopoeia above can be categorized as mechanical onomatopoeia because the word onomatopoeia "*whapf*" here comes from the sound of a smoke bomb explosion. In terms of the field, the word comes when Batman has defeated the villain and before leaving Talia after the conversation between Batman and Talia is over. then suddenly Talia threw a smoke bomb on the floor. So, the word "*whapf*" onomatopoeia

can be categorized as mechanical onomatopoeia because the mechanical sound here comes from the sound of a smoke bomb explosion.

(h) Riing



Picture 8 (Batman & Spiderman, 2011:15)

The picture 8 shows Mr. Fisk, suddenly the sound of Mr. Fisk rings with the unknown calling him. immediately Mr. Fisk rushed out of the room with a panicked mind. with Talia in the office space can reduce the tension experienced by Mr. Fisk. there is a conversation between Talia and Mr. Fisk.

In this picture the word "*riing*" represents the sound of a phone call. Based on the theory proposed by Elizabeth (2003) the word onomatopoeia above can be categorized as mechanical onomatopoeia because the word onomatopoeia "*riing*" here comes from the sound of a telephone call. On the pitch, the word came when Wilson received a call from someone he didn't know outside the building. then suddenly Wilson was scared after receiving the call he just thought someone was terrorizing him then rushed out of the office with Vanessa who was in his office. Thus, the word "*riing*" onomatopoeia can be categorized as mechanical onomatopoeia because the mechanical sound here comes from the sound of a telephone call, it appears as a number of other common words.

4. Fast Motion Onomatopoeia

(i) Thwip



Picture 9 (Batman & Spiderman, 2011:15)

The picture 9 shows Spiderman battling many baddies by jumping up and down against and dodging enemies above his head using his netting rope. many criminals that can be conquered by spiderman, suddenly from behind there is one criminal who wants to stab spiderman using a sharp knife. But Spiderman casually beats the last villain by just elbowing him back. some of the baddies who had fallen on the building in that fight.

In this picture, the word "*thwip*" represents the spray of netting rope in Spiderman's hand. This word is included in the fast motion onomatopoeia caused by the speed of objects, wind, body, dropping other objects from human activities. Based on the theory proposed by Elizabeth (2013). The word onomatopoeia above can be categorized as fast-moving onomatopoeia because the onomatopoeia word "*thwip*" is like an object that is released quickly and has a faint sound from somewhere accompanied by the roar of the wind. This sound comes from spiderman releasing the net from his hand to avoid his villain. In terms of terrain, the type of onomatopoeia that moves quickly "*thwip*" appears in the scenes of Spiderman and Batman fighting the villains. It happened in the building. The character in the scene above is Spiderman avoiding his enemy by jumping with his net rope. The mode of this word is to create a clear image in the reader's mind of Spiderman releasing the net from his hands to jump off the villain.

(j) Kraash



Picture 10 (Batman & Spiderman, 2011:7)

The picture 10 shows Spiderman jumping into a building to carry out a crime raid by David Mamet and his squad. Spiderman penetrates and breaks the building's windows to enter the building to attack and thwart the evil plans of David Mamet and other criminals. Spiderman hit and kicked all the criminals in the building until one by one Spiderman managed to defeat him alone.

In this picture, the word "*kraash*" represents the appearance of the spiderman breaking the window. This word is included in the onomatopoeia fast motion caused by the speed of objects, wind, objects, dropping other objects from human activities. Based on the theory proposed by Elizabeth (2013). The word onomatopoeia above can be categorized as fast-moving onomatopoeia because the word onomatopoeia "*kraash*" is like the fragments of objects produced by humans and then falling. This sound comes from spiderman emerging from the window by breaking the window of the building to attack. In terms of terrain, the type of onomatopoeia that moves

fast "*kraash*" appears in the scene of Spiderman raiding the plot of a crime that will be carried out by David Mamet and other criminal villains. It takes place inside a building. The character in the scene above is Spiderman who is very skilled at fighting against David Mamet and his troops. The mode of this word is to create a clear picture in the reader's mind about the type of onomatopoeia "*kraash*" which is a fast motion onomatopoeia.

CONCLUSION

This study is An Analysis Types of Onomatopoeia Words in Batman & Spiderman Comic. Based on the data analyzed in Batman & Spiderman Comic, using the theory proposed by Elizabeth (2013), for the problem it was found four types of onomatopoeia proposed by Elizabeth (2013), four categories are found, they are Mechanical, Fast Motion, Musical, and Fighting Onomatopoeia. Mechanical onomatopoeia imitates machine noise, Fast Motion that convey sound of speed, Musical onomatopoeia contain music instrument sound, and Fighting onomatopoeia contain the action word. Four the types of onomatopoeia found in the comic include the following: 3 Mechanical, 2 Fast Motion, 6 Musical, and 18 fighting. Among four types of onomatopoeia, Fighting was the most common that occur in the Batman & Spiderman comic, because the movie is about fighting with scenes showing the battle between superhero and villain.

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