Onomatopoeia in Comic *Pokemon Adventure Volume Five* by
Hidenori Kusaka

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ABSTRACT

This study is about onomatopoeia in *Pokemon Adventure volume five* comic. The problem of this study is what kind of onomatopoeia does appear in comic. The aim of this study is to find out kinds of onomatopoeia appear in comic. This study used theory from Paul Simpson. This study used qualitative method in analyzing the data. The results of this study, the researcher found fifty data of onomatopoeias that divided into two kinds of onomatopoeia, lexical and nonlexical onomatopoeia. The twenty data of lexical onomatopoeias are: yaaaaaaawwn, squeeze, glance, boom, sigh, gasp, phew!, stare, crumble, gulp, rolllll, slip, hmmm, swish, mumble mumble, whoa!, pop, wobble, jump, and ahem. The thirty data of nonlexical onomatopoeias are: fwoosh, vsh, shf shf, huf, pfff, fwap fwap, vrooom, zzz, waaa!!, sshhooooo, mmmmmmm, hyooooo, sssshhhhhhh, poing, kching, tink tank tink, blub blub, tadaa, tok tok tok, heh, sploosh, klink klink, hahahaha, pi!, grrr, glug glug, blup blup, whrl, blush, and pyuu.

Key words: Comic, Onomatopoeia, Lexical Onomatopoeia, Nonlexical Onomatopoeia.

INTRODUCTION

Reading a comic becomes interesting for some people. Basically because it contains many pictures in one page. The story mostly can be told in the pictures. Besides that reading a comic has their unique way to read it. Not everyone can read comic easily at first because they have to know from where to where to read it so they can understand how the story flows. In some comics, there is onomatopoeia. Onomatopoeia is a word that phonetically imitates, resembles or suggests the sound that it describes.
There are many comics that have been published, most of them are from Japan and in Japanese is called *manga*. One of the comics that is well-known by people is *Pokemon Adventures*. It is a comic series authored by Hidenori Kusaka. It was illustrated by Mato for the first nine volumes and starting from Volume 10 it has been illustrated by Satoshi Yamamoto. It is published by Shogakukan under the Ladybird Comics Special series.

Pokemon itself is a short of pocket monster. This comic has been published in other language for example in English. From all volumes that have been published, the researcher chooses *Pokemon Adventures volume five*. The story is about the journeys of Yellow trying to find the missing Red after a beaten-up Pikachu (Red's pokemon) ends up at the doorstep at Oak's Lab. In the meantime of finding Red, Yellow gets attacked by the members of the Elite Four and their quest to make an all-Pokémon world.

Based on the story, the researcher wants to analyze a comic *Pokemon Adventure volume five* which contains many onomatopoeias to be analyzed. The story of *Pokemon Adventure* comic supports the existence of onomatopoeia in every part of action or situation that produced sounds. The researcher wants to show what onomatopoeia that appears in the comic and the classification of onomatopoeia in that comic.

This study takes onomatopoeia as a main discussion of the research. There are many onomatopoeias that appear in *Pokemon Adventure* comic that can be discussed as the main problem to do this research. This study may not take all onomatopoeia that appears in the comic.

The researcher hopes this study can increase the knowledge of students, especially English Literature students about onomatopoeia in comic. This study is expected to give benefits in terms of the development of comics in English in general, and the efficiency of onomatopoeia in comics in particular. Also to know what are onomatopoeias in English in the comic *Pokemon Adventure*. 
That is why the researcher choses this topic entitled *An Analysis of Onomatopoeia in Pokemon Adventure Volume 5*.

The problem of the study is what kinds of onomatopoeia does appear in comic *Pokemon Adventure*? Based on the problem of the study above, the objective of the study is to find out kinds of onomatopoeia that appear in comic *Pokemon Adventure*.

**THEORETICAL REVIEW**

**Onomatopoeia**

Simpson (2004, p.67) says that, “Onomatopoeia is a feature of sound patterning which is often thought to form a bridge between ‘style’ and ‘content’”. It can occur either in a *lexical* or a *nonlexical* form, although both forms share the common property of being able to match up a sound with a nonlinguistic correlate in the ‘real’ world.

While Pollard (2001, p.706) claims that, “Onomatopoeia, also known as echoism, refers to the formation of a word by imitating the natural sound associated with the object or action involved”. In English, words imitating the sound of metal are *clash, clank, ting, tinkle, clang, jangle, tick-tack, ding-dong*, etc.; words copying the sound of water or liquid are *splash, bubble, fizz, sizzle, splish-splosh, drip-drop*, etc.; *neigh, baa, moo, miao, screech, hiss, cock-a-doodle-doo* are few examples of words imitating the sounds of different animals; and *giggle, chuckle, shriek, snort, sneeze, snigger, smack, whisper, grunt, grumble, mumble, sputter, murmur, chatter, gurgle, whoop* are some examples of sounds produced by humans.
**Kinds of Onomatopoeia**

Based on the structure of the sound-symbolic expressions in phonological iconicity by De Cuypere (2008, p.108), onomatopoeia is divided into two types, lexical and nonlexical onomatopoeia.

**Lexical Onomatopoeia**

According to Simpson (2004, p.67), “Lexical onomatopoeia draws upon recognized words in the language system, words like *thud, crack, slurp* and *buzz*, whose pronunciation enacts symbolically their referents outside language”.

Meanwhile Attridge (2004, p.148-149) defines “… lexical onomatopoeia is dependent for its effectiveness on the reader’s internalization of the rules of English graphology, phonology, and morphology, as well as on a knowledge of the onomatopoeic conventions of specific literary culture. Thus we can trace the operation of phonesthetic constellations (behind “twinkling, linked,” for instance, hover such words as “tinkle,” “clink,” “ting,” etc.).” Lexical onomatopoeia can be defined as dependent for its effectiveness that draws upon recognized words in the language system.

**Nonlexical Onomatopoeia**

According to Attridge (2004, p.136), nonlexical onomatopoeia is “… the use of the phonetic characteristics of the language to imitate a sound without attempting to produce recognizable verbal structures, even those of traditional “onomatopoeic” words”.

Simpson (2004, p.67) states that, “Nonlexical onomatopoeia, by contrast, refers to clusters of sounds which echo the world in a more unmediated way, without the intercession of linguistic
structure. For example, the mimicking of the sound of a car revving up might involve a series of nonlexical approximations, such as *vroom vroom*, or *brrrrm brrrrm*, and so on”. Nonlexical onomatopoeia can be defined as the use of the phonetic characteristics that refers to clusters of sounds without the intercession of linguistic structure.

**Research Method**

This study uses qualitative method to analyze the data that have been taken from *Pokemon Adventure* comic. Creswell (2014) defines, “Qualitative research is an approach for exploring and understanding the meaning individuals or groups ascribe to a social or human problem”. (p.4).

**Source of the Data**

The source of the data used in this study is a comic entitled *Pokemon Adventure volume five* by Hidenori Kusaka in 2001. The comic is illustrated by Mato. This comic is based on the game by Tsunekazu Ishihara and Satoshi Tajiri. This comic published by Chuang Yi Publishing Pte Ltd. This comic has original Japanese edition that published in 2000 by Shogakukan Inc., Tokyo. English translation rights in Singapore arranged with Shogakukan Inc. through The Kashima Agency for Japan Foreign-Rights Centre.

In this study, the classified data is interpreted based on the kinds of onomatopoeia, lexical and nonlexical onomatopoeia. The data that have been collected provided with explanations.

**RESULT OF THE STUDY**

**Lexical Onomatopoeia**

Lexical onomatopoeia is dependent for its effectiveness that draws upon recognized words in the language system. Lexical onomatopoeia has a clear and lexically proven meaning. In this
study, the researcher found about twenty lexical onomatopoeias from fifty onomatopoeias in the comic. The findings can be interpreted below:

<table>
<thead>
<tr>
<th>NO</th>
<th>PAGE</th>
<th>ONOMATOPOEIA WORDS</th>
<th>DISCUSSION</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>7</td>
<td>yaaaaaawwn</td>
<td>This onomatopoeia is included in lexical onomatopoeia because it can be lexicalized to word <em>yawn</em> as we know <em>yawn</em> is an action of opening mouth widely usually because of tired or bored. It added more alphabets to make it more dramatic and makes the character have a long yawn. This onomatopoeia shows that Yellow yawning because she is just waked up after take a sleep.</td>
</tr>
<tr>
<td>2</td>
<td>7</td>
<td>squeeze</td>
<td>This onomatopoeia is included in lexical onomatopoeia because it refers to word <em>squeeze</em> that it is an act of pressing something, usually with your hands. In this onomatopoeia, the character Yellow said “G’morning Pikahu” while squeezing Pikachu that is beside her.</td>
</tr>
<tr>
<td>3</td>
<td>7</td>
<td>glance</td>
<td>This onomatopoeia is included in lexical onomatopoeia because the word refers to <em>glance</em> that it is a quick look to somewhere. “So where in heck is he?” said Yellow, glanced at near her to look for Blue who is missing.</td>
</tr>
</tbody>
</table>
| 4  | 9    | boom               | This onomatopoeia is included in lexical onomatopoeia because the word refers to a loud deep sound. “A falling
boulder!!”. In this case, a big rock fell from above Blue and it makes a loud sound.

This onomatopoeia is included in lexical onomatopoeia because the word refers to *sigh* that it is a sound to emit a deep breath, sometimes expressing weariness like disappointed, sad, tired, etc. Usually by taking and letting out a long deep breath that can be heard. “Umm... sorry about last night”. Yellow showed a sigh because she felt sad for making Blue some trouble.

This onomatopoeia is included in lexical onomatopoeia because the word refers to *gasp* which means a sound uttered by a person choking. This onomatopoeia shows a quick deep breath your mouth open, especially because you are surprised or in pain. This onomatopoeia shows that Pikachu surprised because a Pokemon named Kitty suddenly missing, then Pikachu saw that Kitty chased a flying leaf.

From the table above, the researcher concludes fifty onomatopoeias that are found from *Pokemon Adventure* comic, there are twenty onomatopoeias that are lexical onomatopoeia. The onomatopoeias that are lexical onomatopoeias are: *yaaaaaaawwn, squeeze, glance, boom, sigh, gasp, phew!, stare, crumble, gulp, rolllll, slip, hmmm, swish, mumble mumble, whoa!, pop, wobble,*
jump, and ahem. These onomatopoeias are included to lexical onomatopoeia because the structure of the word has been clear lexically and it can be recognized easily.

Nonlexical Onomatopoeia

Nonlexical onomatopoeia, contrast from lexical onomatopoeia, using phonetic characteristics that refers to clusters of sounds without intercession of linguistic structure. In nonlexical onomatopoeia, we cannot recognize the exact word without looking at other sentence or picture near to the onomatopoeia. In this study, the researcher found about thirty nonlexical onomatopoeias from fifty onomatopoeias in the comic that the findings can be interpreted below:

<table>
<thead>
<tr>
<th>NO</th>
<th>PAGE</th>
<th>ONOMATOPOEIA WORDS</th>
<th>DISCUSSION</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>7</td>
<td>fwoosh</td>
<td>This onomatopoeia is included in nonlexical onomatopoeia because there is no clear meaning about fwoosh word lexically. This onomatopoeia can refers to a sound of rushing air or water. “Yup... I followed Blue to this place just to get him to train me!”. As in the comic, this onomatopoeia shows a rush sound that produced from flying Pokemon named Charizard that Blue’s owned.</td>
</tr>
<tr>
<td>2</td>
<td>9</td>
<td>vsh</td>
<td>This onomatopoeia is included in nonlexical onomatopoeia because the meaning of vsh is not available and it cannot be recognized. This onomatopoeia shows a sound of wind with high speed</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>coming from things. In this case, it came out from pokeball that held by Blue.</td>
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<td></td>
</tr>
<tr>
<td>3</td>
<td>11</td>
<td><em>shf shf</em></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>This onomatopoeia is included in nonlexical onomatopoeia because the meaning is not clear enough. The onomatopoeia words also contained three phonemes that it cannot be recognized as a word. This onomatopoeia shows a sound of something that moved in the bushes that Yellow heard something from the bushes behind her.</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>14</td>
<td><em>huf</em></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>This onomatopoeia is included in nonlexical onomatopoeia because it does not have valid meaning lexically. In this comic, the onomatopoeia shows a sound of exhalling, blowing, puffing. “As of now...”. This onomatopoeia shows Yellow exhaled from being trained by Blue.</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>25</td>
<td><em>pfff</em></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>This onomatopoeia is included in nonlexical onomatopoeia because the meaning is not clear. It has two phonemes which the [f] typed three times to make it dramatic. This onomatopoeia refers to a sound of blowing. In this case, Pikachu that playing with Kitty tried to blow a leaf.</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>28</td>
<td><em>fwap fwap</em></td>
<td></td>
</tr>
</tbody>
</table>
| | | This onomatopoeia is included in nonlexical onomatopoeia because the onomatopoeia word cannot
be recognized. This onomatopoeia refers to a sound of flapping wings of bird. In this comic, the onomatopoeia shows a group of birds flying in the air. Their wings made a sound *fwap fwap*.

From the table above, there are thirty nonlexical onomatopoeias from fifty onomatopoeias that found in *Pokemon Adventure* comic. The onomatopoeia that is nonlexical onomatopoeia are: fwoosh, vsh, shf shf, huf, pfff, fwap fwap, vrooom, zzz, waaa!!, sshhoooo, mmmmmm, hyooooo, ssssshhhhhh, poing, kching, tink tank tink, blub blub, tadaa, tok tok tok, heh, sploosh, klink klink, hahaha, pi!, grrr, glug glug, blup blup, whrl, blush, and pyuu. These onomatopoeias are included to nonlexical onomatopoeia because there are not valid lexical forms of the words and there also cannot be recognized easily. The readers must understand first the situation by reading supporting dialogues where the onomatopoeia words typed.

**CONCLUSION**

Analyzing a comic is important in order to understand more about the comic itself. The object of this study is onomatopoeia words in *Pokemon Adventure volume five* comic. There are fifty data of onomatopoeias found in the comic. From fifty data, there are twenty data of lexical onomatopoeias and thirty data of nonlexical onomatopoeias. The lexical onomatopoeias are: yaaaaaaawwn, squeeze, glance, boom, sigh, gasp, phew!, stare, crumble, gulp, rolllll, slip, hmmm, swish, mbble mbble, whoa!, pop, wobble, jump, and ahem. And the nonlexical onomatopoeias are: fwoosh, vsh, shf shf, huf, pfff, fwap fwap, vrooom, zzz, waaa!!, sshhoooo, mmmmmm, hyooooo,
ssshhhhhhh, poing, kching, tink tank tink, blub blub, tadaa, tok tok tok, heh, sploosh, klink klink, hahaha, pi!, grrr, glug glug, blup blup, whrl, blush, and pyuu.

REFERENCES


