

## A STYLISTIC ANALYSIS OF ONOMATOPOEIA IN WALT DISNEY'S 5 MINUTE PRINCESS STORIES BOOK

### ANALISIS STILISTIKA ONOMATOPE PADA BUKU WALT DISNEY YANG BERJUDUL 5 MINUTE PRINCESS STORIES

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#### Abstract

This research uses a stylistic approach to analyze onomatopoeia in Walt Disney's *5 Minute Princess Stories* Book. The objectives of this research are: identifying the types of onomatopoeia employed in Walt Disney's *5 Minute Princess Stories* book, finding the meanings evoked by the onomatopoeic words in Walt Disney's *5 Minute Princess Stories* book, and explaining how onomatopoeia helps the readers or audiences comprehend the stories in Walt Disney's *5 Minute Princess Stories* book. This research used qualitative research. The data of this research were taken from Walt Disney's *5 Minute Princess Stories* Book. The results of this research are: (1) Lexical and nonlexical onomatopoeia are found in Walt Disney's *5 Minute Princess Stories* Book. Lexical onomatopoeia is more effective in delivering the ideas to the children because it is more commonly used in daily language. (2) Lexical and contextual meanings are used to determine the meaning of the onomatopoeic words found in Walt Disney's *5 Minute Princess Stories* Book. The meanings evoked by the onomatopoeic words support the comprehension of the stories. (3) Onomatopoeia has a power to make children, as readers or audiences, learn and imagine how something happens in the stories. Onomatopoeia can build children's imagination and make them understand the content of stories.

**Keywords:** Onomatopoeia, Types, Meanings, Functions, Walt Disney's *5 Minute Princess Stories* Book

#### Abstrak

Penelitian ini menggunakan pendekatan stilistika untuk menganalisis onomatope pada buku Walt Disney's *5 Minute Princess Stories*. Tujuan dari penelitian ini adalah: mengidentifikasi tipe onomatope yang terdapat pada buku Walt Disney's *5 Minute Princess Stories*, menemukan makna pada kata-kata onomatope pada buku Walt Disney's *5 Minute Princess Stories*, dan menjelaskan bagaimana onomatope membantu pembaca atau penonton memahami cerita pada buku Walt Disney's *5 Minute Princess Stories*. Penelitian ini menggunakan penelitian kualitatif. Data penelitian ini diambil dari buku Walt Disney's *5 Minute Princess Stories*. Hasil penelitian ini adalah sebagai berikut: (1) Onomatope leksikal dan nonleksikal ditemukan pada buku Walt Disney's *5 Minute Princess Stories*. Onomatope leksikal lebih efektif dalam menyampaikan gagasan-gagasan kepada anak-anak karena ini lebih sering digunakan dalam percakapan sehari-hari. (2) Makna leksikal dan kontekstual digunakan untuk menentukan makna dari kata-kata onomatope dalam buku Walt Disney's *5 Minute Princess Stories*. Makna yang ditimbulkan dari kata-kata onomatope mendukung pemahaman dari isi cerita. (3) Onomatope mempunyai kekuatan untuk membuat anak-anak, sebagai pembaca atau penonton mempelajari dan membayangkan bagaimana sesuatu terjadi dalam cerita. Onomatope dapat membangun imajinasi dan membuat mereka paham dengan isi cerita.

**Kata kunci:** Onomatope, Tipe, Makna, Fungsi, Buku Walt Disney's *5 Minute Princess Stories*

## INTRODUCTION

Style is used in all literary works, including in children's and adults' books. However, children's and adults' books have different characteristics. Hunt (2000: 3-4) avers that children's books are different from adults' books: they are written for a different audience, with different skills, different needs, and different ways of reading; equally, children experience texts in ways which are often unknowable, but which many of us strongly suspect to be very rich and complex.

There are many kinds of children's books; one of which is called children's storybook. Children's storybook is a story that contains a message by illustrations and written texts. This book contains a variety of themes which are mostly based on the experience of everyday life. The characters in this book are usually humans and animals. Children's storybook contains intrinsic elements of literature, such as: setting, plot, theme, character, and point of view.

Style in children's storybooks deals with the way writers deliver the story using a certain style to be understood by children as the readers or audiences. In most children's storybooks, writers need to make their stories more lively and interesting for children. They need stories that evoke imagination and fantasy. The writers create words that imitate sounds associated with objects or actions. They make use of onomatopoeic words in their stories.

In a book entitled *Stylistics*, Simpson writes that onomatopoeia is categorized as sound patterning under stylistics; he states that

Onomatopoeia is a feature of sound patterning which is often thought to form a bridge between 'style' and 'content' (Simpson, 2004: 67). In other words, a writer wants to deliver content by using onomatopoeia as a style.

Onomatopoeia is a term to sign the creation of words which resemble sounds in real life. The words which reflect the sound in real life are called onomatopoeic words. Putting onomatopoeia in children's storybook is a great way to make children, as readers or audiences, interested in understanding the stories.

In this study, the researcher analyses the use of onomatopoeia in Walt Disney's *5 Minute Princess Stories* book. When she read the storybook, she found numerous onomatopoeic words. An example of the onomatopoeic word is the word Brrrr that is categorized as nonlexical onomatopoeia which means a sound of shivering. The word Brrrr also performs the referential, expressive, and stylistic or poetic functions in order to help the readers or audiences comprehend the story. The researcher has a big curiosity to understand more about other onomatopoeic words' types, meanings, and how onomatopoeia helps the readers or audiences comprehend the stories.

Besides, there are only few discussions about onomatopoeia in children's storybooks in English Literature Study Program, Faculty of Languages and Arts, State University of Yogyakarta. In other discussions of stylistics, most students chose novel, poetry, songs' lyric or play as the object of the research. The previous researcher who used different objects

from this research is Juani Vinafari who wrote the research entitled *A Stylistic Analysis of Repetition As a Musical Device in the Dwarfs' Songs in The Hobbit Novel by J. R. R. Tolkien*. Another researcher is Hapny Masnur Hutagalung who wrote *A Stylistic Analysis of Syntactic Deviations in the Collected Poems of Langston Hughes Edited by Arnold Rampersad & David Roessel*.

The object of the research is different from the previous ones. The researcher chooses children's storybook because it is one of literary works which mostly uses onomatopoeia in delivering an idea. The researcher selects Walt Disney's *5 Minute Princess Stories* book which contains considerable onomatopoeic words to be identified.

## **RESEARCH METHOD**

### **Type of Study**

The researcher used qualitative approaches in collecting the data. According to Vanderstoep and Johnston (2009: 7), a qualitative research produces narrative or textual descriptions of the phenomena under study. Since the product of this research was textual descriptions instead of matter of measures, qualitative approach was the most appropriate approach.

### **Time and Place of The Study**

This study is conducted from September 2017 to October 2018 in Yogyakarta.

### **Subject of The Study**

The subject of this study came from Walt Disney's *5 Minute Princess Stories* book.

The researcher used all of the stories in Walt Disney's *5 Minute Princess Stories* book. There were 12 stories in the book.

### **Data, Instrument, and Data Collection**

#### **Techniques**

The data were in the written forms consisting narrations and dialogues. The source of the data was a printed book published by Disney Press, and it was published in 2011.

The researcher had an important role in the research of reading the object and writing the data in order to find out the types, meanings, and explaining how onomatopoeia helps the readers or audiences comprehend the stories in Walt Disney's *5 Minute Princess Stories* book. Another important instrument in this research was the data sheet.

The data collection techniques in this research consisted of 7 steps: (1) reading the text, (2) underlining and identifying the onomatopoeic words, (3) validating the data by consulting them to the experts whether the data are considered as onomatopoeic words or not, (4) revising the data, (5) categorizing the types of onomatopoeia, (6) gaining the meaning of each onomatopoeic words, (7) explaining how onomatopoeia helps the readers or audiences comprehend the stories.

#### **Data Analysis**

After the data were selected and collected, they were analyzed. Moleong (2001: 103) states that data analysis is a process of organizing and classifying the data into a pattern category and basic of analysis in order to find a theme and formulate working hypothesis as the data suggest. In this research,

the researcher used textual analysis since she looked for the types, meanings, and functions of words, and the unit of the analysis is a text.

## DISCUSSION

### A. Types of Onomatopoeia

Simpson(2004:67)classifies onomatopoeia into two types: lexical and nonlexical form.

#### a. Lexical Onomatopoeia

Lexical onomatopoeia is a form of onomatopoeia which draws upon recognised words in language system. Thus, the lexical onomatopoeic words appear in dictionary.

- (1) **WHAM/wæm/!***Suddenly, the castle gardener barged through the attic door.* (Datum 02).

The word *WHAM* occurs on the seventh page, in third paragraph, in the first line. The onomatopoeic word *WHAM* is categorized as lexical onomatopoeia because it can be found in Oxford dictionary.

#### b. Nonlexical Onomatopoeia

It is possible for the writer to create his/her own onomatopoeic word even if the word does not appear in language system, this kind of onomatopoeia is called nonlexical onomatopoeia. Nonlexical onomatopoeia seems more flexible and does not integrate with a language system.

- (2) *As they walkeed in, Stella began to bark. Grrr /grrr/!* *Woof!* (Datum 09)

The onomatopoeic word *Grrr* occurs in the fourth story of Walt Disney's *5 Minute Princess Stories* book entitled *The Princess and the Frog: A Surprise Guest*. *Grrr* occurs on page

56, in second paragraph, in the second line. The onomatopoeic word *Brrrr* is categorized as nonlexical onomatopoeia because it has not been recorded in any language systems.

### B. Types of Meanings

#### a. Lexical Meaning

Lexical meaning refers to the dictionary definition. It means that in determining the meaning of an onomatopoeic word is based on the dictionary meaning. However, a word usually has several meanings. Thus, it needs a careful examination to elaborate the sense of the onomatopoeic word before deciding what a statement actually means.

- (3) **Splash/splæ /!** *Before Aurora could stop him, Crackle jumped into the water.* (Datum 35)

The word *Splash* can be found in the story entitled *Sleeping Beauty: Aurora and the Helpful Dragon*. *Splash* occurs on page 166, in second paragraph, in the first line. The onomatopoeic word *Splash* in datum 35 has several meanings which are separated into noun and verb forms. According to the text, the onomatopoeic word *Splash* is applied as a noun. Based on Oxford Dictionary (2010: 1436), the onomatopoeic word *Splash* has five noun meanings. The first meaning is the sound of something hitting liquid or of liquid hitting something. The second meaning is a small amount of liquid that falls onto something. The third meaning is a small area of bright colour or light that contrasts with the colours around it. The fourth meaning is a small amount of liquid that you add to a drink. The fifth meaning is an article in newspaper.

However, the suitable meaning for the onomatopoeic word is the first one. Something which hits liquid is Crackle, a dragon. Crackle jumps into the water after Aurora chases after it. The writer applies a lexical onomatopoeic word which has lexical meaning to make the narration and dialogue understandable for the children as the readers or audiences. The lexical onomatopoeic word *Splash* is a word which has been commonly spoken by people.

#### b. Contextual Meaning

Contextual meaning refers to the meaning of a word that is found in particular situations. The context and situation of where a sound occurs may provide enough clues to interpret the meaning of onomatopoeic words. The contextual meaning is being observed in Walt Disney's *5 Minute Princess Stories* book to understand the meaning of onomatopoeic words which are not presented in any language systems, such as in a dictionary.

- (4) He tried to bark. "**Woofgrr** /**wufgrr**/, *woofgrr*." (Datum 32)

The onomatopoeic word *Woofgrr* can be found in the story entitled *Sleeping Beauty: Aurora and the Helpful Dragon*. It occurs on page 164, in second paragraph, in the second line. The writer applies the onomatopoeic word to express the sound of a little dragon that tries to bark like a dog. This onomatopoeic word makes the readers and audiences easily understand how hard the little dragon named Crackle barks. To make the readers and audiences easily understand the meaning, the writer gives a short explanation before the onomatopoeic word *Woofgrr*. The explanation is in the sentence *he*

*tried to bark*. This clue makes the children as readers or audiences can easily understand the meaning of the onomatopoeic word.

### C. FUNCTIONS OF ONOMATOPOEIA

There are three functions of onomatopoeia employed in the book. They are referential, expressive, and stylistic or poetic functions. The three functions can help the children, as readers or audiences, understand the stories.

#### a. Referential Function

The referential function is the main function of onomatopoeia because it implies that each onomatopoeic word has a specific meaning.

- (5) *Yip! Yip! Woof/wuf! Woof!* They couldn't more excited. (Datum 07)

The onomatopoeic word *Woof* appears in the third story entitled *Beauty and the Beast: Belle and the Castle Puppy*. The word *Woof* occurs on page 48, on second paragraph, on the first line. The word *Woof* has a specific referential function. It is to represent the excitement which happens to the puppy. Children, as readers or audiences, have limited experience and knowledge. They may difficult to understand how a puppy communicates or talks to others. Thus, onomatopoeia is a bridge to get a better understanding of how an animal talks or communicates.

#### b. Expressive Function

Onomatopoeia performs an expressive function as it can evoke images and can arouse feelings in the recipients.

- (6) **Zap/t :p!** Buttercup's hooves returned to the normal color. (Datum 18)

The onomatopoeic word *Zap* also appears in the story entitled *Sleeping Beauty: Buttercup the Brave*. *Zap* occurs on page 103, in second paragraph, in the first line. The writer applies the word *Zap* to describe the sound of fairy's wand which can change something very fast. In this case, the fairy changes the color of Buttercup's hooves color into their normal color. There are two expressive functions of the onomatopoeic word *Zap*. The first expressive function of the onomatopoeic word *Zap* is to evoke the imagination of how a wand changes something very fast. The second onomatopoeic word is to arouse the feeling of surprise. Children as readers or audiences not only imagine, but also react to the onomatopoeic word which they read or heard.

#### c. Stylistic or Poetic Function

The stylistic or poetic function of onomatopoeia is to get an aesthetic gain and to emphasize an event or phenomenon.

- (7) Coral dropped her cymbal a second time. **Clang/clæ** // Then she tripped and landed on top of a kettledrum. (Datum 04)

The onomatopoeic word *Clang* occurs in the second story entitled *The Little Mermaid: A Special Song*. *Clang* occurs on page 19, in first paragraph, in the third line. The onomatopoeic word *Clang* is written two times, in datum 03 and 04. *Clang* is written two times to emphasize the annoying action in a calm situation. The onomatopoeic word *Clang* implies that the sound is loud and strong which can make Sebastian, a crab, mad to her.

## CONCLUSIONS AND SUGGESTIONS

### Conclusion

Based on the findings and discussion, the first conclusion is that there are two types of onomatopoeia which are found in Walt Disney's *5 Minute Princess Stories* book. They are lexical and nonlexical onomatopoeia. Lexical onomatopoeia is the onomatopoeic word which has been recorded in dictionary. It seems like a normal word which has consonant and vowels. The nonlexical onomatopoeia is the onomatopoeic word which is created without the intercession of grammatical and lexical structure. However, lexical onomatopoeia is the dominant type of onomatopoeia employed in the storybook. It shows that lexical onomatopoeia is more effective in delivering the ideas to the children. Moreover, it is more commonly used in daily language.

Meanwhile, the second conclusion is that there are two types of meanings of onomatopoeia. They are lexical and contextual meanings. The types of meanings depend on the types of the onomatopoeia. The researcher gets the meaning of lexical onomatopoeia based on the dictionary. Then, for nonlexical onomatopoeia, the researcher gets the meaning based on the contextual meaning. The contextual meaning is found based on the interpretation regarding to the context or situation. Since the most dominant type of onomatopoeia employed in this storybook is lexical onomatopoeia, the researcher mostly gets the meanings based on the dictionary, especially Oxford Dictionary. The meanings evoked by the onomatopoeic words support the

content of the stories. The understanding of onomatopoeic words' meaning can help children comprehend the content of the stories.

The third conclusion is explaining how onomatopoeia helps the readers or audiences comprehend the stories in Walt Disney's *5 Minute Princess Stories* book. There are three functions of onomatopoeia which can help the readers or audiences comprehend the stories. They are referential, expressive, and stylistic or poetic functions. All onomatopoeic words have the three functions as their genuine characteristics of onomatopoeia. The first function of onomatopoeia indicates that an onomatopoeic word has a referential idea. It means that an onomatopoeic word is not a meaningless word. It refers to something related to the content of the story. By this function, the children comprehend an idea through onomatopoeia.

The second function of onomatopoeia shows that onomatopoeia can arouse the children's imagination and certain feeling. By the second function of onomatopoeia, children not only understand the meaning of an onomatopoeic word, but also get the imagination of how a certain sound happens. Furthermore, they will get a certain feeling after imagine it, such as the feeling of surprise, shock, frightened, and many more. From this function, it can be inferred that onomatopoeia is not only making a name or a word from a natural sound, but also a medium to make children feel and learn.

The third function of onomatopoeia indicates that an onomatopoeic word is applied

to make a story more vivid and interesting for the children. It is also applied to emphasize a certain situation. By the third function, the children not only read or hear the plot, but also interested to understand the content of the story. The three functions of onomatopoeia indicate that onomatopoeia is an effective tool to make the children easily comprehend the stories.

### **Suggestions**

Regarding a study in onomatopoeia, the following portrays two suggestions addressed to two parties.

For the students of English Language and Literature study program, especially those concerning on linguistics, are suggested to gain more knowledge and information about onomatopoeia. Onomatopoeia can help the children as readers or audiences comprehend stories. Therefore, analysing onomatopoeia in children's storybook is worth to do. A researcher studying onomatopoeia would not only understand the role of onomatopoeia in storybook, but also can learn how to use onomatopoeia in children's storybook.

Conducting a study of onomatopoeia is worth to do. There are so many specific topics could be identified in onomatopoeia, such as types, meanings, how onomatopoeia helps the readers or audiences comprehend the stories, etc. This study only focuses on the children's storybook. Hence, it is recommended to conduct an advanced study which aims to reveal onomatopoeia in other genres.

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