# AN ANALYSIS FORM AND MEANING OF ONOMATOPOEIA IN "EGGNOID" DIGITAL COMIC

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## Abstract

This research describes the types of violations found in the film "Rudy Habibie" which uses Rudy as the main character. This pragmatic research approach uses descriptive methods. Data collection was carried out by watching films, writing down conversations so that a script could be made, then after collecting the data containing maxim violations into a table. Data analysis was carried out by grouping data based on type, strategy and function of maxim violation, analyzing and describing data results based on Grice's theory. The research results concluded that there were four types of maxim violations as follows: 23.27% violated the maxim of quantity, 58.62% violated the maxim of quality, 13.8% violated the maxim of relevance, and 4.31% violated the maxim of manner. Of the 116 data on maxim violations contained in films, maxim violations are violations committed by the main character with a percentage of 58.62% out of 100%.

**Keywords**:  Analyzing; Flouting Maxim; Pragmatic

## INTRODUCTION

Language is a communication tool that is commonly used by everyone in everyday life as a tool to convey information (Moats, 2020). In everyday applications, people use symbols which are part of language units(Sasamoto & Jackson, 2016). Each word has a relationship to the object it refers to; for example onomatopoeia is part of semantics. The reason may be because onomatopoeia is part of semantics (Pischedda, 2017). Onomatopoeia is a form of human language, its sound reflects the feelings of onomatopoeia, so that readers can understand the meaning of onomatopoeia used by comic artists in comics. Most people are still confused or don't know what onomatopoeia is in everyday life. Onomatopoeia is a form of auditory iconography, namely the name of an object that is produced by imitating the sound that object makes. (Котлер, 2013). Onomatopoeia is a common expression used in ordinary spoken and written language (Kambara et al., 2014b) .

Some types of onomatopoeic words imitate sounds, for example the sound of a clock: "Tick-tock". Others imitate states or emotions, such as "Zig-zag". Onomatopoeia has an important role in types of literary works such as drama, film, poetry, songs, novels and comics because onomatopoeia beautifies and makes language more effective and communicative in describing objects, movements and situations so that it can describe a literary work (Aliyeh & Zeinolabedin, 2014). In the era of globalization, types of comics have developed due to technological advances, with the presence of digital comics in people's lives. Digital comics are a type of comic that uses computer applications, has colored images, balloon text with dialogue and also musical effects  (Petersen, 2023). Other experts say that digital comics are deliberately created to be read in digital format (digital-born), some are adaptations of print publications (print-born). Some of these comics explicitly use digital technology (Aggleton, 2019).

One example is the comic "Eggnoid" which is a digital comic from the Line webtoon application created by comic artist The Red Cat. This comic tells the story of love and friendship (Martins, 2019). This comic is a romantic genre, contains fictional scenes accompanied by modern art, so this comic is even more beautiful and many people are interested in reading this comic. Based on the explanation above, the digital comic "Eggnoid" is supported by the large number of onomatopoeia in the content of the story, making the writer interested in analyzing the comic "Eggnoid" to find out its form. and the meaning contained in the Eggnoid Comic "Eggnoid" with the research title "Analysis of the Form and Meaning of Onomatopoeia in the Digital Comic "Eggnoid". Based on the explanation above, the problem raised is onomatopoeia, and the main problem is analyzing and finding the form and meaning of onomatopoeia in the digital comic "Eggnoid". The main question of this research focuses on the form and meaning of onomatopoeia in Eggnoid digital comics (Kambara et al., 2014a).

## METHOD

This research is qualitative research using a descriptive approach. The aim of this research is to determine the onomatopoeic form and meaning of the digital comic "Eggnoid" as a communication medium. Research subjects are all aspects covered in the research. In this research, data was obtained from primary and secondary sources. The main data source is related to the research topic. The data collection technique was librarian research. In this research, the author uses a qualitative approach because this research focuses on the analysis or interpretation of written material in context. The approach is visible: after analyzing the data collected regarding the form and meaning of onomatopoeia in digital comics, the author reads and writes manuscripts containing onomatopoeia. Digital comic script "Eggnoid" based on Ullman's theory. The data analysis technique is a method used by the author to analyze data after collecting the data as a whole. Ullman's theory was applied based on the systematic process and techniques described above to analyze the data used in this research. The procedure used was as follows: The first author read and recorded comic manuscripts containing onomatopoeia as data in this research. The second data collected by the author was analyzed categorically based on its form and meaning. The third found the form and meaning of onomatopoeia in the digital comic "Eggnoid". The final conclusion of the research is based on data analysis

## RESULTS AND DISCUSSION

### Results

This section also contains detailed information about the types of onomatopoeia, as well as an explanation of the lexical and contextual meaning of onomatopoeia. Data on all onomatopoeia in the Eggnoid digital comic is presented in the table below.

**Table 1.The data of onomatopeia in "Eggnoid" comic**

| No | page | Episode | Onomatopeia Word | Types of onomatopeia | | Types of meaning | | Process to classify types and meaning |
|---|---|---|---|---|---|---|---|---|
| | | | | SO | PO | LM | CM | |

| No | | | Onomatopoeia | | | | Description |
|---|---|---|---|---|---|---|---|
| **1** | 1 | 1 | Tap! Tap! | √ | | √ | This onomatopeia can be secondary onomatopeia because the sound from movement steps of foots, and can be part of lexical meaning because the meaning the reall meaning from steps of foots |
| **2** | 1 | 1 | Whish | √ | | √ | This onomatopeia can be secondary onomatopeia because is movement from body Ran, and can be contextual meaning because the meaning from whish adjust based activity of movement body |
| **2** | 1 | 1 | Whish | √ | | √ | This onomatopeia can be secondary onomatopeia because is movement from body Ran, and can be contextual meaning because the meaning from whish adjust based activity of movement body |
| **3** | 3 | 2 | Snif... | | √ | √ | Can be primary onomatopeia because the sound like people cry and can be lexical meaning because has the real meaning of people cry |
| **4** | 3 | 2 | Sob... | √ | | √ | Can be secondary onomatopeia because the sound resultfrom activity |

| No | | | Word | | | | Description |
|---|---|---|---|---|---|---|---|
| | | | | | | | out thesnot from nose, and can be contexual meaning because adjusted based activity out the snot from nose |
| 5 | 3 | 3 | pshhh | √ | | √ | Can be secondary onomatopeia because the sound result from movement of the eggpoud open the window, and can be contextual meaning because adjused the sound of open the window |
| 6 | 3 | 3 | Huh...? | | √ | √ | Can be primary onomatopeia because imitation sound same like people confused, and can be lexical meaning because have the real means from someone when confused |
| 7 | 3 | 3 | Tsss | √ | | √ | Can be primary onomatopeia because have the sound imitation of movement gas, and can be contextual meaning because the sound prodeced from movement eggpod |
| 8 | 4 | 4 | Dun dun! | √ | | √ | Can be seondary onomatopeia because the sound produce from show the person and can be contextual meaning because have the meaning |

| | | | | | | |
|---|---|---|---|---|---|---|
| | | | | | | movement of eggpod show that there is person in there |
| **9** | 4 | 4 | Um... | √ | √ | Can be primary onomatopeia because have the real imitation sound when think something, and can be lexical meaning because have the real meaning of the sound from mouth when confused about something |
| **10** | 4 | 4 | Gulp | √ | √ | Can be primary onomatopeia because the sound same like swallow spittle, and can be lexical meaning because have the real meaning from people swallow the spittle |
| **10** | 4 | 4 | Gulp | √ | √ | Can be primary onomatopeia because the sound same like swallow spittle, and can be lexical meaning because have the real meaning from people swallow the spittle |
| **11** | 4 | 4 | Whoosh | √ | | √ | Can be secondary onomatopeia because the result get from movement people to standup, |

| 12 | 5 | 5 | Ha | √ | | √ | Can be primary onomatopeia because have the real imitation sound from people shock, and can be contestual meaning because the meaning Ha adjust for people confused not laugh |
| 13 | 7 | 6 | Chirp | | √ | √ | Can be primary onomatopeia because have the real imitation sound from bird, and can lexical meaning because have the real meaning of the sound bird |
| 14 | 14 | 7 | Hm | | √ | √ | Can be primary onomatopeia because have the real imitation sound from people when tired, and can be lexical meaning because have real meaning from sound people when tired |
| 15 | 8 | 7 | Z | √ | | √ | Can be secondary onomatopeia becauese imitation sound result from activity mouth when sleep, and can be contextual meaning because the meaning adjusted onomatopeia Z as someone when sleep |

| No | | | Word | | | | | Description |
|----|---|---|------|---|---|---|---|-------------|
| 16 | 8 | 7 | Gulp | √ | | | √ | Can be secondary onomatopeia because the imitation when people shock with open eyed, and can be contextual meaning because adjused based activity someone open eyes their eyes |
| 17 | 8 | 7 | Ugh | | √ | | √ | Can be primary onomatopeia because have the real imitation from people say ugh and can be contextual meaning because the meaning adjusted based people shock and would to duck out from something |
| 18 | 8 | 7 | Click | | √ | √ | | Can be secondary onomatopeia because have the real imitation when someone open thing and result the sound click, and can be lexical meaning because have the real meaning to open thing |
| 19 | 8 | 7 | Huh? | | √ | √ | | Can be primary onomatopeia because have the real imitation from people confused, and cab be lexical meaning because have the real meaning based confused people |
| 20 | 9 | 7 | Despair | √ | | | √ | Can be secondary onomatopeai because as the |

| No | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | | | | | | imitation from activity when people get problem and the meaning adjesed base when people get problem |
| **21** | 9 | 7 | Gasp | √ | | √ | Can be secondary onomatopeia because the imitation from shock, and shy person, and can be contextual meaning becuse adjusted based condition peson when shock, and shy. |
| **22** | 10 | 7 | Sssk | √ | | √ | Can be secondary onomatopeia because imitation from towel will fall, and can be contextual meaning because adjused based activity from fell towel |
| **23** | 10 | 7 | Whish | √ | | √ | Can be secondary onomatopeia because imitation activity to fasten towel and can be contextual meaning because adjesed based activity of fasten the towel |
| **24** | 10 | 7 | flop | √ | | √ | Can be secondary and contextual meaning because the onomatopeia imitation and has the meaning adjuse the activity squirmin of body |

| 25 | 10 | 7 | Thump | √ | | √ | Can be secondary, and contextual meaning because onomatopeia as imitation and have the meaning from people when embittered about her friend |
| 26 | 11 | 7 | Dundun | √ | | √ | Can be secondary onomatopeia and contextual meaning because onomatopeia have imitation and meaning from Kirana to spririt her self |
| 27 | 11 | 7 | whish | √ | | √ | Can be secondary onomatopeia and contextual meaning because onomatopeia as imitation and have meaning from looking for something |
| 28 | 12 | 8 | Thunp | √ | | √ | Can be secondary onomatopeia and contextual meaning because as imitation and have meaning from people when stress about problem |
| 29 | 13 | 8 | bahahaha | | √ | √ | Can be primary onomatopeia and lexical meaning because onomatopeia as imitation and have the meaning from laugh |
| 30 | 14 | 8 | Gulp | √ | | √ | Can be secondary and contextual meaning because onomatopeia imitation and |

| No | | | Word | | | | | Description |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | have meaning adjused based activity to hugging something |
| 31 | 14 | 8 | Thump | √ | | | √ | Can be secondary onomatopeia and contextual onomatopeia because imitation and have meaning based beating heart |
| 32 | 15 | 8 | Squeeze | √ | | | √ | Can be secondary onomatopeia and contextual meaning because as imitation and have meaning adjused based activity hold the hand |
| 33 | 15 | 8 | Jump | √ | | | √ | Can be secondary onomatopeia and contextual meaning because adjused the activity to jump |
| 34 | 15 | 8 | Hm | | √ | √ | | Can be primary onomatopeia and lexical meaning because as imitation and have the meaning from people when degree |
| 35 | 15 | 8 | Heh heh | | √ | √ | | Can be primary onomatopeia and lexical meaning because as imitation and have the meaning from when call person to speech |
| 36 | 17 | 8 | dingdong | | √ | √ | | Can be primary onomatopeia and lexical meaning because as |

| No | | | Onomatopoeia | | | | | Explanation |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | imitation and have the meaning from bell information |
| 37 | 17 | 8 | Ugh | √ | | | √ | Can be secondary and contextual meaning because as imitation and adjused the meaning from people when afraid |
| 38 | 22 | 9 | Thud | √ | | | √ | Can be secondary and contextual meaning because as imitation and adjused the meaning from people when fell the something |
| 39 | 26 | 10 | Slip | √ | | | √ | Can be secondary and contextual meaning because as imitation and adjused the meaning from people loss the baloon |
| 40 | 26 | 10 | Shhhh... | √ | | | √ | Can be secondary and contextual meaning because as imitation and adjused the meaning from baloon flies |
| 41 | 26 | 10 | Clench | √ | | | √ | Can be secondary and contextual meaning because as imitation and adjused the meaning from people clenche the arm |
| 42 | 26 | 10 | click | | √ | √ | | Can be primary onomatopeia and can be lexical meaning because imtation and as the meanig from sound the door when opened |
| 43 | 31 | 11 | Beep | | √ | √ | | Can be primary onomatopeia and can be lexical meaning because imtation and as the meanig from sound tool from heart |
| 44 | 32 | 11 | Gasp | √ | | | √ | Can be secondary onomatoepia and contextual meaning because imitation and have meaning adjused based shock |

| No | | | Word | | | | | Meaning |
|---|---|---|---|---|---|---|---|---|
| **45** | 32 | 11 | Z | √ | | | √ | Can be secondary onomatoepia and contextual meaning because imitation and have meaning adjused based sleep |
| **46** | 32 | 11 | Flop | √ | | | √ | Can be secondary onomatoepia and contextual meaning because imitation and have meaning adjused based activity duck out something |
| **47** | 32 | 11 | Thud | √ | | | √ | Can be secondary onomatoepia and contextual meaning because imitation and have meaning adjused based when fall |
| **48** | 32 | 11 | ugh | | √ | √ | | Can be primary onomatopeia and lexical meaning because as imitation sound when people fell sick |
| **49** | 34 | 12 | Tattap | √ | | | √ | Can be secondary and contextula meaning because adjused based activity beat the bed |
| **50** | 34 | 12 | Huh | | √ | √ | | Can be primary onomatopeia and lexical meaning because as imitation sound when peopleconfused |
| **51** | 34 | 12 | Grumble | √ | | | √ | Can be secondary and contextula meaning because adjused based activity when peole hungry |

Based on the table above, the author found thirty-three minor onomatopoeia and eighteen primary onomatopoeia used in comics. For meaning, the author found 17 words that obtained lexical meaning and 34 contextual meanings. In this section the problem is explained in detail using several relevant theories discussed. Based on the data found, the author found analytical data about the types and meaning of onomatopoeia in the comic "Eggnoid". There are two types of onomatopoeia, and there are two types of onomatopoeia meanings in the comic "Eggnoid". The percentage data found can be seen in the table below. Onomatopoeia, there are two types of onomatopoeia meaning in the comic "Eggnoid". The percentage data found can be seen in the table below.

**Discussion**

Based on the data found, the author found data to analyze the types of onomatopoeia and the meaning of onomatopoeia in the comic "Eggnoid". There are two types

**Table 2. Percentage of the data**

| No | Secondary onomotoeia | Primary Onomotoeai | Lexical meaning | Contextual meaning |
|---|---|---|---|---|
| 1 | 65% | 18% | 17% | 34% |

The data was reckon percentage with formula, $x = \frac{n}{N} \times 100\%$ to analysis deskriptif percentage.

**X** = the percentage of dominant type of onomatopeia or meaning
**n** = the number of onomatopeia or meaning for each group
**N** = the total number of onomatopeia or meaning

A secondary onomatopoeia is a sound that is not a direct result of an actual acoustic experience but is instead a product of the movement of an object or the physical and mental qualities of it. The author discovered 33 types of onomatopoeia used by Comicus in the comic, which received a 65% positive rating. Lexical meaning is the meaning that speakers attribute to linguistic elements as symbols of actual objects and events. The author found seventeen data from the digital comic "Eggnoid" and obtained a percentage of thirty percent. Contextual meaning is the meaning of language in context. From the data, 34 dates were found and the percentage found was 67%.

## CONCLUSION

The following are the research findings: The author found 33 secondary onomatopoeia with a percentage of 65% and 18 primary onomatopoeia with a percentage of 35%. This information can indicate that secondary sounds such as sounds arising from the movement of an object or its physical and mental characteristics, rather than directly from actual auditory experience, are known as secondary onomatopoeia. The author found 33 different types of onomatopoeia that Comicus uses in his comics, and these were given a positive rating of 65%. The lexical meaning is. The author found seventeen data points from the online comic "Eggnoid" and came up with a proportion of thirty percent. The meaning of language in its context is known as contextual meaning. 34 dates were found using this data, and 67% of the total were found. To create digital comics, only the comicus form is used. The author found 34 contextual meanings with a proportion of 67% and 17 lexical meanings with a meaning level of 33%. This data shows that comic artists are more often employed to provide contextual meaning when creating digital comics.

## ACKNOWLEDGMENTS

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