

AN ANALYSIS OF TYPES OF ONOMATOPOEIA IN “ONE-PIECE” MANGA

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ABSTRACT

This research is an analysis of the types of onomatopoeia in "One-Piece" manga. This research aims to educate readers about the fact that not all comics from around the world use the same word and that each comic from each country uses a unique one. This research uses descriptive qualitative approaches to analyze data to identify issues with the use of the word onomatopoeia present in one-piece comics based on the theory of types and both formal and informal methods are used to present the findings. Observation and documentation methods were used in this research which conducted 4 techniques in collecting the data, they are: watching, note-taking, selecting, and classifying. The results of this research show that there is a significant cultural variation in the way the word is used in comics, and each culture has a different perception of these sounds. In observing this variation, readers can understand how significant cultural factors are in shaping linguistic expressions, as well as how language develops and adapts in the context of diverse societies.

Keywords: onomatopoeia, manga, type of onomatopoeia

INTRODUCTION

Onomatopoeia is a linguistic concept that describes the use of words whose sound mimics the sound or noise of the object or situation being described. According to the expert, onomatopoeia is the name of an object that mimics the sound made by the object (Gasser, 2006:4). In our daily life easier to find onomatopoeias in various forms. Onomatopoeia is a unique type of linguistic expression because it seems that its phonological shape is more closely related to its content. Ordinary words (i.e., words that are not onomatopoeic) cannot convey imaginative, lively, or scenic meanings according to Sugahara (2010; 1). Pollard states that onomatopoeia, also referred to as echoism, is the creation of words by replicating natural sounds connected to the objects or acts involved. Ding-dung, yak-yak, boom, yosh, and crazzhhh are a few examples. Every language has the word onomatopoeia. Every language has its unique onomatopoeia, including those in German, English, Japanese, and other languages. For instance, a pig may use various languages in addition to English when it says "oink," such as "buu" in Japanese, "grunz" in German, and "knor" in Dutch.

Analysis of onomatopoeia comics is a focus of this work for the goal of this research is to educate readers about the fact that not all comics from around the world use the same onomatopoeic word and that each comic from each country uses a unique one. This relates to the culture of each location; for instance, the Transformers comic in the Western region uses the word "tok" for the sound of a punch, whereas the One-Piece comic uses the word "krek" for a punch. It is evident from these two instances that there is no single word that defines the term "onomatopoeia" for a battle scenario. For another reason, to make the reader know the meaning of onomatopoeia when they read a comic. The contextual meaning of onomatopoeic words must be understood in light of this information.

Without an example, onomatopoeia might be challenging to understand, but examples help readers better understand onomatopoeia. It helps the reader by illuminating how their pronouncing words are spoken. According to Elizabeth, there are six categories of onomatopoeia words: mechanical, quick motion, melodic, food preparation and eating, fighting, and the final category is animal. Examples of onomatopoeia include the words "meow," "grrr," "hiss," "neigh," and "oink," which are all considered to be expressions of animals Sasamoto (2019).

Reviewing some of the previous research on the term onomatopoeia will undoubtedly greatly assist this research process and allow a deeper understanding of the subject related to onomatopoeia, resulting in clearer and more accurate studies. The process of implementing this research was strongly influenced by previous studies. There are four categories of onomatopoeia, including animal, battling, melodic, and quick motion, according to research by Eka Maheni (2021). It is evident from the findings above that Firdaus (2021) and Chang (2018) also reached similar conclusions. However, Lailli (2008), Wijaya (2022), and Siddiq (2019) have different conclusions. According to Lailli's research, onomatopoeia has the following characteristics: phonological properties, word variants, and spellings that are short and sound new. In contrast, Siddiq's results from 2019 show that there are three different types of onomatopoeia: imitative sound symbolism, Synesthetic sound symbolism, and Conventional sound symbolism, while Wijaya's (2022) research results show that there are three types of onomatopoeia found: Direct onomatopoeia, Associative Onomatopoeia, and Exemplary Onomatopoeia. From all the above data that will be analyzed by this study, especially from cultural variations and differences in the use of the word "onomatopoeia" in western and eastern regional comics, as well as the types of onomatopoeia seen in one-piece comics. comic.

Based on the provided explanation, the writer's position seems to be focused on conducting a comprehensive review of previous research on onomatopoeia to deepen understanding and inform their own study. They acknowledge the influence of previous studies on their research process and emphasize the importance of building upon existing knowledge in the field. The writer categorizes onomatopoeia into four main types based on Eka Maheni's research: animal, battling, melodic, and quick motion. Regarding the differences in findings among previous studies, there are notable variations in the categorization and characteristics of onomatopoeia. Firdaus (2021) and Chang (2018) appear to align with Eka Maheni's categorization, indicating a degree of consensus in the field. However, Lailli (2008), Siddiq (2019), and Wijaya (2022) present differing perspectives. Lailli emphasizes phonological properties and new-sounding spellings, while Siddiq identifies three distinct types of sound symbolism associated with onomatopoeia. Wijaya, on the other hand, categorizes onomatopoeia into three different types based on their functions. The critical analysis of these differences suggests that there may be ongoing debate or evolving understandings within the field of onomatopoeia studies. The discrepancies could stem from various factors such as methodology, cultural contexts, or theoretical frameworks employed in each study. Thus, it becomes crucial for the writer to synthesize these findings, identify commonalities, and possibly contribute to resolving any conflicting interpretations in their own research.

METHOD

The data source of this research is taken from One-Piece Comic which carried out 30 onomatopoeia words. This comic is used because contains several onomatopoeia words. The researcher used data from one-piece comics since onomatopoeic words were frequently used in comics. This research intends to examine these comics in-depth to identify different onomatopoeic word types. Observation and documentation methods were used in this research which conducted 4 techniques in collecting the data, they are: reading, note-taking, selecting, and classifying. Therefore, descriptive qualitative approaches have been used to analyze the data in this study, this approach of research uses descriptions to examine data to identify issues with the use of the word onomatopoeia in One-Piece comics based on the theory of types by Elizabeth (2013). The varieties of onomatopoeia present in One-Piece Comic are examined using a theory developed by Elizabeth, and both formal and informal methods are used to present the findings. The informal method employs this data as a narrative form to describe the many sorts of onomatopoeic terms, whereas the formal method supports it with tables so that the data is presented clearly and easily comprehended.

RESULT AND DISCUSSION

This section provides analysis information on the many onomatopoeic devices used in One-Piece Comic. According to Elizabeth's (2013) theory, there are 4 different forms of onomatopoeia, including Mechanical, Fighting, music, and fast-motion. The information presented in the One-Piece Comic is described in this study. The analysis of different onomatopoeic word kinds is the sole subject of this work. The table indicates that 30 onomatopoeic words from One-Piece comics are present. Fighting onomatopoeia and musical onomatopoeia are the two categories of onomatopoeia that frequently emerge in this research. Because One-Piece is an action comic, there are several battle scenes, which is relevant to the topic at hand.

The percentages of data are also presented to explain to the reader which ones are the most commonly found in *One-Piece* comics.

Table 1 Types of onomatopoeia Found in One-Piece Comic.

No.	Types of onomatopoeia	Total data
1.	Fighting onomatopoeia	11
2.	Mechanical onomatopoeia	3
3.	Fast-Motion onomatopoeia	5
4.	Musical onomatopoeia	11
	Total	30

This table appears to represent a breakdown of different types of onomatopoeia along with the total count of data for each type. Onomatopoeia refers to words that imitate the sound they denote. The data on onomatopoeia words being assessed for the varieties of onomatopoeia are displayed by showing screenshots on the panel comic and their subtitles. 11 Musical Onomatopoeia, 3 Mechanical Onomatopoeia, 5 Fast Motion Onomatopoeia, and 11 Fighting Onomatopoeia. The topic of discussion concerns how the data from the comic should be properly analyzed.

1. fighting Onomatopoeia
 - a) **BZZT!!**



Picture 1.

(Page 8/chapter 805/one-piece; Zou Arc)

In picture 2 shows that Bepo the polar bear, wanna tell Roddy that he knows Luffy. Luffy used his elastic power to make his neck like a snake and ready to attack. Roddy also had a strong power to defend from Luffy's attack with his head. And then

a little electric explosion resulted from their head slamming into one another with their different strength. In this picture, the word “bzzt!!” represents the sound of hitting. This word is classified into Fighting Onomatopoeia which represents the sound of 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, it can be seen from the picture because the word “bzzt!!” come from Roddy and Luffy’s heads slammed each other’s. Based on the onomatopoeic words above, the words used in Western comics are different from those used in One Piece comics, which originate from Japan. this can be seen from the use of the word "bzzt!!" in the One-Piece comic, while the Batman & Spiderman comic, uses the word "pokow" which means a fighting move made by a character in the story according to research by Puspayoga (2021). So, the onomatopoeia word “bzzt!!” can be categorized as onomatopoeia fighting because that word appears as the effect of electric explosions.

2. Mechanical Onomatopoeia
b) Kaboom!!



Picture 2.
 (Page 4/chapter 805/one-piece; Zou Arc)

Figure 2 shows Carrot surprised to see that there was a fight in Whale Forest on Zou Island. Somebody was fighting there and Wanda immediately took Carrot to that location to make sure what happened there with the animal-vehicle to stop the fight. In this picture, the word “Kaboom!!” represent the sound of explosions. This word is classified into fighting onomatopoeia which represents the sound of an action. This word is different from the word found in research conducted by Maheni (2021) where "kraka boom" is the sound of an explosion originating from a bomb explosion in the museum after Diana left the museum after fighting with witches in the Wonder Woman comic, whereas in One Piece comics use the onomatopoeic word "kaboom!!" for the sound of an explosion in the whale forest. According to Elizabeth theories, action words or actions that appear in comic books during scenes are onomatopoeic. The word onomatopoeia above is categorized as mechanical onomatopoeia, it can be seen from the picture because the word “kaboom!!” here comes from the explosions in

Rightrump Forest, the word onomatopoeia “kaboom!!” can be categorized as mechanical onomatopoeia because the sound “kaboom!!” appears as the effect of a bomb explosion in the forest.

c) RRRRRR!!

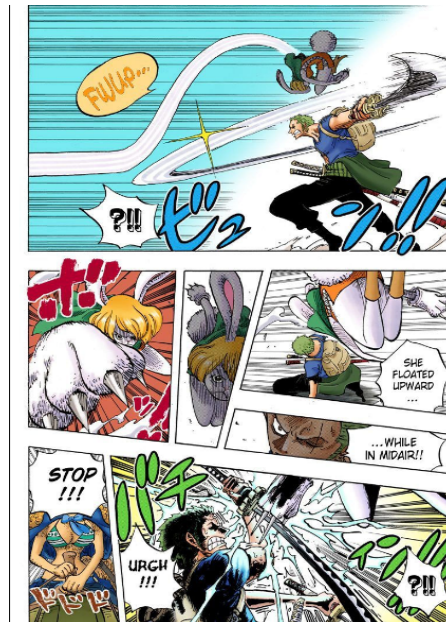


Picture 3.

(Page 08/chapter 803/One-Piece; Zou Arc)

In picture 4, Two ships bearing the Jolly Roger Pirate Blackbeard were sailing somewhere in the New World. Laffitte was on one of the boats when Jesus Burgess called to say they had stopped at Dressrosa to pick him up but that he was not there. Burgess claims he is hiding aboard a specific ship in response to Shiryu's surprise that he is still alive. The sound "rrrrrr!!" is depicted in Figure 4. This simulates the sound of a phone ringing. According to Elizabeth's (2013) theory, the word above falls under the mechanical subcategory of onomatopoeia because it contains the phrase "rrrrrr!!" coming from a vintage phone that vibrated as a caller dialed the number. The onomatopoeic terms discovered in Puspayoga's research are distinct from the words seen in the One Piece comics. The word "rrrrrr" is used in the One Piece comic book, however according to research by Puspayoga, it is "riing" in the Marvel comic books featuring Spider-Man and Batman. Although they are different from the phrases above, they communicate the same sense; specifically, the two words above represent the sound of a telephone ringing because someone from each comic wants to make a call or leave a message. As seen above, Laffitte is answering a call from Jesus Burges, who informed her that she was securely hidden on a ship. Thus, the onomatopoeia word “rrrrrr!!” is categorized into mechanical onomatopoeia because the sound comes from the telephone ringing.

3. Fast-Motion
d) FWUP..

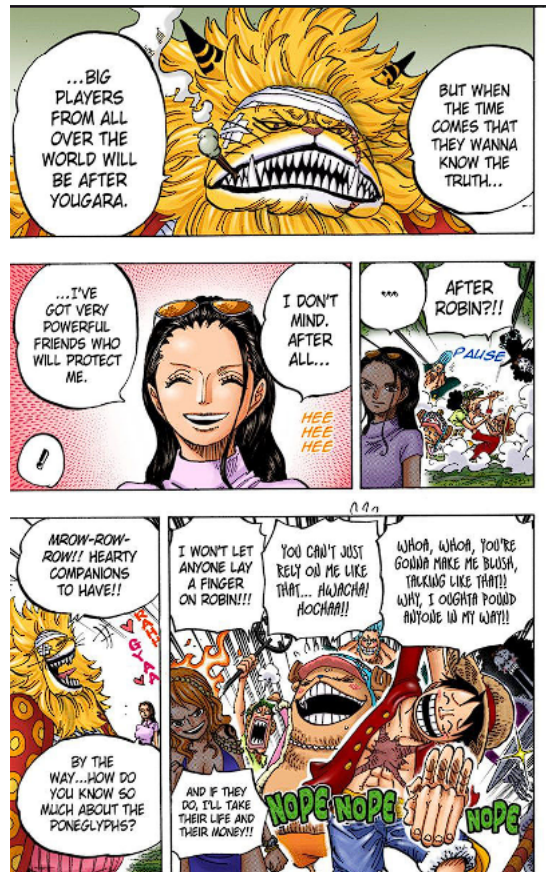


Picture 4

(Page 5/Chapter 805/One-Piece; Zou Arc)

In picture 5, The Mink tribe member Carrot unexpectedly attacks the samurai Zoro. Zoro skillfully pulled his sword to attack Carrot, but Carrot managed to dodge the blow. Carrot suddenly darted up, startling Zoro, who then whipped out her claws to attack her. With the help of his sword, Zoro was able to repel it. Suddenly, Wanda showed up and ordered them to put down their weapons. The word "fwup.." in this illustration stands for Carrot evading Zoro's assault. According to Elizabeth's theory, this word is a part of the fast-motion onomatopoeia that is brought on by human activity such as dropping objects and the speed of an object. The phrase "fwup.." is like an object that is released swiftly, hence the word onomatopoeia above can be characterized as fast-moving onomatopoeia. This noise is made by Carrot deflecting Zoro's sword blows. Scenes of Zoro (the swordsman from Mugiwara straw hat pirates) and Carrot (the mink) battling include a fast-moving onomatopoeia that goes "fwup.." as far as the landscape is concerned. The purpose of this word is to have the reader immediately see Carrot evading Zoro's assault. Where they were located in Zou's country. Didi Prihadi's research in the Batman Beyond comic differs from the word onomatopoeia found in the One Piece comic in that the former uses the word "fwup" instead of the onomatopoeic "whooshh" when Batman is trying to escape from a hole, dodging Roronoa Zoro's strikes in the carrot scene. However, the definition of the two terms above demonstrates that they both convey the movement of objects from one location to another. The purpose of this word's mode is to provide the reader with a vivid mental image of the type of onomatopoeia "fwup..", which is an onomatopoeia for fast-motion type.

4. Musical Onomatopoeia
e) hee hee hee



Picture 5

(Page 9/Chapter 818/One-Piece; Zou Arc)

The Straw Hat Pirates' Robin and King Nekomamushi are shown in image 5 being informed that Yologaria will be pursued by all the great pirates in order to locate Poneglyph (a huge and mysterious epigraph with historical knowledge written on it in ancient script in One Piece Comic) on Zou Island. Robin one of the crew of Mugiwara Straw Hat Pirates responded quickly and, with a little laughter, said that she was fine with that because being among her friends had helped her get stronger. In this picture, the word “hee hee hee” represents the sound of human laughter. This word is classified into musical onomatopoeia caused by humans, such as playing drums, touching body parts, and dropping another object from human activities. According to Elizabeth (2013), action words or actions that appear in comic books during scenes are onomatopoeia. when the information above is contrasted with the findings of Puspayoga's study, which discovered the onomatopoeic term "hahahahaha," The word onomatopoeia used in the One Piece comic, where the onomatopoeic word "hee hee hee" is used, is different from that used in the Marvel Comics' Batman and Spiderman. Although the two words employed are distinct, they yet have the same meaning—namely, that of representing sound. Laughter from a person.

CONCLUSION

This research is an analysis of the types of onomatopoeia in "One-Piece" manga. Based on the data examined in One-Piece Manga and the theory put forward by Elizabeth (2013), four categories of fighting, mechanics, fast motion, and musical onomatopoeia were identified as relevant to this issue. However, the use of the word onomatopoeia found in One Piece comics is different from the word onomatopoeia found in comics outside of Japan but has the same meaning. The onomatopoeia for "fight" consists of action words, Quick Motion communicates the sound of speed, while the Musical Onomatopoeia contains the sound of musical instruments. Mechanical onomatopoeia imitates the sound of a machine. The comic has four different variations of onomatopoeia, including 11 Fighting, 3 Mechanical, 5 Fast-Motion, and 11 Musical onomatopoeia. Fighting and Musical onomatopoeia are the two that appear most frequently in One-Piece comics out of the other four types because, in the Zou Arc only these two types of onomatopoeia appear more dominantly than mechanical and fast motion onomatopoeia. The conclusion that can be drawn is that although there are variations in the validation of the words used to express the same type of onomatopoeia, they are all valid. This indicates how important cultural background is in shaping these variations. Onomatopoeia is the expression of sounds produced by objects or phenomena, and each culture has a unique perception of these sounds. Therefore, differences in the validation of words reflect varying cultural views of these voices. This understanding also shows that language and culture are strongly linked, and language is often a reflection of certain cultural values and experiences. In the provided examples, onomatopoeia, such as "hee hee hee", "fwup..", and "rrrrrr!!", enrich the storytelling by vividly portraying sounds like laughter, swift movements, and ringing telephones, respectively, across various comic narratives. Despite differences in specific words between comics like One Piece and Batman Beyond, their shared function remains consistent in representing auditory elements within the story. In observing this variation, readers can understand how significant cultural factors are in shaping linguistic expressions, as well as how language develops and adapts in the context of diverse societies.

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