

## ANALYSIS OF ONOMATOPOEIA IN *KUNG FU PANDA 2* MOVIE BY USING NVIVO

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### **Abstract**

*This study was aimed at determining: (1) the types of onomatopoeia by using NVivo, (2) the mimetic meanings classification of onomatopoeia by using NVivo (3) the English to Indonesian onomatopoeia translations in contextual meaning and their icon, index, and symbol of both languages used in Kung Fu Panda 2 Movie by using NVivo.*

*This research is a descriptive study with a qualitative approach because the main purpose of this study is to find out the facts or descriptions of the onomatopoeia by using an application named NVivo. Contents analysis is a type of research because this research is centered on certain content or movie characteristics. The application helps analysis become more organize, analyze and visualize and unstructured information by providing tools for classifying, sorting and arranging data in ways that enable the identification of themes and patterns. The main data sources are all collected from movie scenes containing English onomatopoeia and supporting sources are from Indonesian onomatopoeia, both native speakers and other literature.*

*As a result of research shows that the origin of 46 onomatopoeia: First, all types can be found in the film either they are lexical and non-lexical or personal, associative, but example. Likewise, all the structured divisions regarding the meaning of mimesis can be found, they namely phonomimetics, phenomimetics, psychomimetics, phonomimetics & phenomimetics, and phenomimetics & psychomimetics. Lastly, provide that English as well as Indonesian is iconic and symbolic, nothing indexical. Besides, that to obtained from asynchronous angles as follows:*

*(a) a few onomatopoeia can be natural and lexical derivation, (b) one onomatopoeia can convey more than one mimetic meaning classification, (c) one onomatopoeia can be characterized for more than one marker foundation, (d) sound symbolism is implemented, (e) maximum onomatopoeia are monosyllabic, only few have 2 phrases each reduplication, and (f) it's far proven that the origin of each languages have total identical, almost equal, very distinct, and completely distinctive.*

*Keywords: onomatopoeia, semantic, sound symbolism, NVivo*

## 1. INTRODUCTION

Language is the primary tool in organising interaction between people. Language has a totally important position due to the fact language could make human beings recognize each other. Fromkin (2009) states that the supply of human existence and power is language. So, language makes conveying information easier between humans. Language may be studied scientifically. Our knowledge of language is called linguistic information. Puschmann (2008) explains that linguistics seeks to construct specific information about language, by sending it to a systematic and objective study. Linguistics also has a theoretical approach that can be labeled as a systematic approach. (Fromkin, Rodman, & Hyams, 2014).

Furthermore, Sugahara (2010) explains that onomatopoeia is the expression of a particular language. Onomatopoeia is a phrase that represents the meaning of sounds and actions that occur in a situation. Onomatopoeia also describes a situation or picture that occurs without a convoluted and prolonged clarification so that the reader right now is familiar with a situation or event this is happening. (Fukuda, 2003: 20) onomatopoeia is an adverb that describes the country, the sound of an item, or the sound of interest in an ongoing situation, inclusive of the sound of a massive explosion "boom", the sound of a duck "quack-quack" or a cat "meow", the sound of a that comes from moves, such as the sound of coughing "ugh! ugh!" subsequently it's far called onomatopoeia or phrases onomatopoeia.

This study is interested by reading onomatopoeia movie for numerous motives. the first purpose the author sees studies on onomatopoeia has no longer been completed by means of many humans. second, English onomatopoeic words are vital for English learners to understand in a foreign language. Many people do not know about them.

The very last reason is that a word that represents the sound of something might also have a couple of meaning in different contexts. as an example, the sound of a smartphone is 'ring' however in a distinctive context the phrase 'ring' refers to the sound of a doorbell. every other example of the phrase for the sound of a helicopter flying is 'rrrrr' but, in a distinctive context, the sound 'rrrrr' refers back to the sound of a gun. there's additionally an example from the statistics source the sound phrase 'kthunk' refers to the sound of a gun, but in a specific context the word 'kthunk' may be the sound of a sword. From this reality, it is essential to know the contextual that means of onomatopoeic phrases.

## 2. LITERATURE REVIEW

### A. Onomatopoeia

Onomatopoeia is a word that imitates the actual sound of something. Onomatopoeia additionally affords human movements, animal sounds, or any sound and motion be a word. Onomatopoeia is normally determined in writing styles as a proof of voice. Onomatopoeia is part of morphology which is covered in word formation morphology. There are several methods of word formation in morphology and one in all them they're onomatopoeia.

Jorden in Meskin (2019: 54) says that onomatopoeia is often used for certain purposes affect in a non-public, emotional way, and is used not only in comics or writing but addition to communication. Onomatopoeia is a speaker's expression that explains sound with words. Furthermore, Sugahara (2010: 1) believes that onomatopoeia is a unique linguistic expression due to the fact that its phonological form appears extra without the delay associated with that meaning. much different from Sugahara, Seyyedi (2013: 1) have the belief that onomatopoeia, the imitation of words from herbal sounds, is a common phenomenon defined in all languages in this sector. Dofs (2008: five) also says that onomatopoeia is a form of auditory icon sign, a call to an object is made of the sound animation it produces. on the other hand, researchers also argues that onomatopoeic phrases are human expressions that make up their words certain produce or subtlety to be understood and remembered.

### **1. Types of Onomatopoeia**

These following theory are used to determine the type of onomatopoeia used in Kung Fu Panda 2 movie. According to Simpson in Zubbaidi (2014: 148) states that there are two types of onomatopoeia as follows:

**a) Lexical Onomatopoeia**, it refers to words that are known in language system and can be found in dictionaries, words such as crack, crashes, and rings whose pronunciation applies to them symbolically non-language references. For example the ring in the OED is defined as the phone produces a series of resonant or vibrating sounds to sign incoming call". It can be assumed that the ring is a lexical onomatopoeia because it has meaning and can be found in dictionaries.

**b) Non-Lexical Onomatopoeia**, on the other hand, refers to a group of sounds that echoes the world in a more unmediated way, without intercession of linguistic structures, such as marked hitting scenes are represented as *kroww* and *kromp*, both of which can't be found anywhere dictionaries but they have sound symbolism like hitting so can assume that they are non-lexical onomatopoeia.

Meanwhile, Bredin (1996: 568) divides onomatopoeia into 3 types, as follows:

#### **a) Direct Onomatopoeia**

Direct onomatopoeia is the sound of a word that resembles the sound of whose names are like hiss, moans, squeaks, roars, and hums. these words has some acoustic similarities to the original object however isn't always exactly the same as the original sound. This has happened because onomatopoeia is not just imitating the sounds of nature, however additionally restricted via distinctive conventions in every language.

For example, the phonemic shape limits the degree of similarities among onomatopoeia and its item. That is why the onomatopoeic phonetic form isn't like the language different. An example of this kind is clicks within the computing field, namely comes from the sound when clicking the mouse and is now used as a verb or noun to express the action of pressing a button at the mouse or similar tool.

#### **b) Associative Onomatopoeia**

Onomatopoeia belongs to this type because of the association, is not it to imitate the objects or actions they mark. for instance, the noun whip comes from old English and consistent with OED defined as 'fast movement or jumping'. Does no longer have onomatopoeic speedy moves sound motivational but have institutions with the action after the formation of the noun.

#### **c) Exemplary Onomatopoeia**

The determination is based on the amount of physical attempt of speaker to say a word. A speaker takes a little effort to pronounce agile and agile rather than slow and lazy. there is additionally an association effect when pronouncing those words. the primary words suggest sharp and fast, at the same time as the last phrases indicate sluggish and lazy.

## **2. Mimetic Meaning Classifications of Onomatopoeia**

Oskar Rydblom in Siwi (2015:26) determined that the meanings of onomatopoeia words may be sorted of sound related and non-sound related meaning. In details, he divides them into three classifications, as follow:

- a) Phonomimetic Meanings means meanings that represent sound. it is described as words mimicking sound of animate and inanimate item. for example, crack in OED is defined as a line at the floor of something along which it has split without breaking apart or a unexpected sharp or explosive noise.
- b) Phenomimetic Meanings means the meanings that represent actions or visual. The definition of phenimimetic meanings is almost similar with Bredin's associative onomatopoeia. Phenomimes represent visual or textual experience like manner of motion and roughness of skin.
- c) Psychomimetic Meanings Psychomimetic meanings are related to emotional states and reactions. The meaning can be carried by action with emotions or emotional reactions. Psychomimes represent internal experience of emotion and bodily sensation like taste and smell. Pultchik in Siwi (2015:30) proposed that there are eight primary emotions: anger, fear, sadness, disgust, surprise, anticipation, trust, and joy.

## **3. Charles Sanders Peirce's Triadic Semiotics Theory**

Charles Sanders Peirce (1935:367) stated that there are three aspects of signal. they are representamen, item, and interpretant. in the e book called *The collected Papers of Charles Sanders Peirce*, Peirce says that a signal is something stands for something. The technique of widespread ought to generate a never-ending collection of relationship, so an interpretant will be a representamen again and so on. classification effort which made by Peirce to the signal has the different way, even though it turned into now not pretty simple. Peirce prominent the varieties of signs and symptoms to be: icon, index, and symbol based at the relation between representamen and item.

In the other hand, Icon is a sign which denotes and have the character of the object, whether the object actually exist or not. In the icon, the relationship between representamen and object is materialized as similarities in some quality. While, Index is the sign which is connected with the object because of the cause and effect condition. The last, Symbol is a general law or idea which operates only in a particular situation, areas, or society. Symbol is also called as the type of sign which is arbitrary and conventional according to the agreement or convention of society.

## **4. Kung Fu Panda 2 Movie**

Kung Fu Panda 2 is a 2011 3D American laptop-lively motion/comedy film and sequel to Kung Fu Panda. It was produced by way of DreamWorks Animation, distributed by using Paramount pics, and directed by Jennifer Yuh Nelson. The original voice forged of the first film reprised their returning characters' roles, and have been

joined through new cast participants Gary Oldman, Michelle Yeoh, Danny McBride, Victor Garber, Jean-Claude Van Damme, and Dennis Haysbert. The movie changed into released on May 26, 2011.

Po and his friends struggle to prevent the peacock villain from conquering China with a deadly new weapon, but first the Dragon Warrior must come to terms with his past. After a year as a dragon warrior, the fat but fearless Po (Black) is a hero in China along with Crane (go), Mantis (Rogen), Monkey (Chan), Viper (Liu), Tigress (Jolie), and Shifu ( Hoffman). but complications arise even when the villain Shen (Old Man) starts to wreak havoc. everyone is ready to fight, but Po is unprepared at the same time when he finds out Shen was modified into his enemy as a baby.

Po, the fat but fearless Dragon Warrior, is now complacent, living a sweet and smooth life with his equally enlightened friends, Tigress, Viper, Monkey, Crane, and Mantis in the quiet Valley of Peace. However, as Po hones his inner peace abilities, the evil peacock Lord Shen and his invincible secret weapon suddenly appear, threatening to win over China. Now, ahead of this new formidable foe, the black-and-white Kung Fu master wants to dig deep into his unknown origins to possess the threat of battle, and significantly, fulfill his destiny.

### **5. NVivo**

NVivo is a qualitative data analysis (QDA) software program evolved by means of Tom Richards in 1999, with a view to assist the researcher to growth the exceptional in their research. It has several big blessings which can be in dropping the variety of guide duties and imparting the time effectiveness to the researcher in drawing the end (Wong, 2008, as referred to in Hilal & Alabri, 2021). NVivo is type of code tool that permits the customers to replace the guide device (paper and pen) right into a software.

Beekhuizen, J (2017) states five important tasks in which NVivo ease analysis of qualitative data. This software organize data in order and briefly shown, manage data from many resources, and also manage the idea in order to understand conceptual and theoretical issues in research. Then, Query data: by posing several questions of the data and utilizing the software in answering these queries.

There are some terminology in NVivo Beekhuizen (2017), as follows:

- a. Cases is a subject of participant. Through case, the information is gained.
- b. Nodes is collecting the response of question in one place to easier the identification of theme
- c. Attributes The descriptor of case. Can be name or something else.
- d. Classification Classifying the cases based on the theme.

### **3. RESEARCH METHODS**

This method was adopted by observing the conversation in the Kung Fu Panda 2 movie. In this study, several techniques were be used to obtain data. The procedure of collecting the data was as follows, the first is watching and trying to understand the meaning of the onomatopoeic words found in the movie. The second is identifying onomatopoeic words used by characters in the movie. Afterward, to make the result of the data analyze, the researcher do the second analyze by using NVivo software.

The stage in analyzing the data by using NVivo were, the researcher describe the data to be involved in the software then upload the data, then creating the names of nodes,. In this case, nodes named as the kinds of onomatopoeia, then merging nodes to

classify the data needed. After that, data which had been found would be query analyze, then data found and shown as a data table in research findings.

The data were analyzed by using a descriptive qualitative method. In analyzing the types of onomatopoeia used the theory that was proposed by Maher (2018), and the result of this study is presented by using formal and informal method. For formal method, the data of this study is supported by using NVivo software and shows a table to make a data clearly presented meanwhile informal method was used for the data of this using narrative form in explaining the types of onomatopoeia word.

#### 4. FINDINGS

There were 46 onomatopoeias that found in *Kung Fu Panda 2* movie based on the data collecting procedure. The data was presented as in the form of table below

No.	Onomatopoeia	Code Sample
1.	<i>ding dong</i>	1, 8, 9, 40
2.	<i>yeah</i>	2
3.	<i>riiing</i>	3, 7, 62, 92
4.	<i>brrrrrrr</i>	4
5.	<i>aaaaaaa</i>	5, 77
6.	<i>click</i>	6, 91
7.	<i>pow</i>	10, 17, 20, 26, 32, 44, 74
8.	<i>ddddddd</i>	11, 79
9.	<i>crash</i>	12
10.	<i>kpok</i>	13
11.	<i>kroww</i>	14, 75
12.	<i>krak</i>	15, 47
13.	<i>sock</i>	19, 22, 24, 28, 30, 34, 46
14.	<i>whap</i>	18, 21, 25, 29
15.	<i>chop</i>	16, 23, 27, 31, 33
16.	<i>poom</i>	35
17.	<i>smak</i>	36, 45
18.	<i>kissy kissy</i>	37, 78
19.	<i>boom</i>	38
20.	<i>blam</i>	39, 94
21.	<i>whip</i>	41
22.	<i>thok</i>	43, 48, 50
23.	<i>whak</i>	42, 49

The research findings could be supplied in the form of table below for each varieties of onomatopoeia stated above that utilized in *Kung Fu Panda 2* movie to make it easier to understand.

##### 1. Research Findings of Types of Onomatopoeia

No.	Onomatopoeia	Types
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1.	<i>ding dong</i>	Direct	Lexical
2.	<i>yeah</i>	Direct	Lexical
3.	<i>riiing</i>	Direct	Lexical
4.	<i>brrrrrrr</i>	Direct	Non-Lexical
5.	<i>aaaaaaa</i>	Direct	Non-Lexical
6.	<i>click</i>	Direct	Lexical
7.	<i>pow</i>	Direct	Lexical
8.	<i>ddddddd</i>	Direct	Non-Lexical
9.	<i>crash</i>	Direct	Lexical
10.	<i>kpok</i>	Associative	Non-Lexical
11.	<i>kroww</i>	Associative	Non-Lexical
12.	<i>krak</i>	Direct	Lexical
13.	<i>sock</i>	Associative	Lexical
14.	<i>whap</i>	Associative	Lexical
15.	<i>chop</i>	Associative	Lexical
16.	<i>poom</i>	Direct	Lexical
17.	<i>smak</i>	Associative	Lexical
18.	<i>kissy kissy</i>	Associative	Lexical
19.	<i>boom</i>	Direct	Lexical
20.	<i>blam</i>	Direct	Lexical
21.	<i>whip</i>	Associative	Lexical
22.	<i>thok</i>	Direct	Non-Lexical
23.	<i>whak</i>	Associative	Lexical
24.	<i>wkow</i>	Associative	Non-Lexical
25.	<i>whump</i>	Direct	Lexical
26.	<i>hop</i>	Associative	Lexical
27.	<i>kshhh</i>	Direct	Non-Lexical
28.	<i>kink</i>	Direct	Lexical

29.	<i>kank</i>	Direct	Lexical
30.	<i>beep</i>	Direct	Lexical
31.	<i>whzzz</i>	Direct	Lexical
32.	<i>shfff</i>	Associative	Non-Lexical
33.	<i>zwip</i>	Associative	Lexical
34.	<i>shwaaa</i>	Direct	Non-Lexical
35.	<i>ponk</i>	Direct	Lexical
36.	<i>tmp</i>	Associative	Lexical
37.	<i>plok</i>	Direct	Lexical
38.	<i>paf</i>	Direct	Lexical
39.	<i>glare</i>	Associative	Lexical
40.	<i>kromp</i>	Associative	Non-Lexical
41.	<i>zum</i>	Associative	Lexical
42.	<i>sag</i>	Associative	Lexical
43.	<i>whud</i>	Associative	Lexical
44.	<i>prod</i>	Associative	Lexical
45.	<i>thonk</i>	Associative	Lexical
46.	<i>kshiinn</i>	Direct	Non-Lexical

## 2. The Mimetic Meaning Classifications of Onomatopoeia Findings

Based on Oskar Rydholm's theory of mimetic meaning that there are three mimetic meaning classifications of onomatopoeia, there are (a) phonomimetic meaning, it means meanings that represent sound; (b) phenomimetic meaning, it means meanings that represent visual or action; and (c) psychomimetic meaning, meanings are related to emotional states and reactions.

## 3. Research Findings of Mimetic Meaning Classifications of Onomatopoeia

No.	Onomatopoeia	Signified Sound	Mimetic Meaning Classifications	Mimetic Meaning
1.	<i>ding dong</i>	bell ringing	Phonomimetic	resonant
2.	<i>yeah</i>	singing	Psychomimetic	joy
3.	<i>riing</i>	telephone ringing	Phonomimetic	resonant
4.	<i>brrrrrr</i>	school bell ringing	Phonomimetic	loud, deep, resonant
5.	<i>aaaaaaa</i>	gaudy	Phenomimetic	gaudy
6.	<i>click</i>	lamp switching	Phonomimetic	sharp, short



7.	<i>pow</i>	hugging and hitting	Phenomimetic	sudden, hard
8.	<i>ddddddd</i>	bass picking	Phonomimetic	resonant
9.	<i>crash</i>	hitting	Phonomimetic & Phenomimetic	loud, sudden, destruction
10.	<i>kpok</i>	hitting	Phenomimetic	sudden, hard
11.	<i>kroww</i>	hitting	Phenomimetic	sudden, hard
12.	<i>krak</i>	hitting	Phonomimetic & Phenomimetic	sharp, loud, sudden, hard
13.	<i>sock</i>	hitting	Phenomimetic	sudden, hard

#### 4. Peirce's Triadic Theory on English and Indonesian Translation

##### a. Onomatopoeia Findings

Based on Charles Sanders Peirce's triadic semiotics theory is that whether both onomatopoeia from English and Indonesian are (a) icon, the connection between sign and object because its similarities, for example, picture and map; (b) index, the connection between sign and object because causality, for example, smoke caused by fire; or (c) symbol, connection between sign and object because the agreement or convention in societies, for example: flag, a traffic signal, and linguistic sign.

The research findings that the writer had been analyzed will be presented in the form of table below for both languages of their types of link between signifier and signified, which are icon, index, and symbol for onomatopoeia that used in *Scott Pilgrim vs. the World* movie. It was conducted to make it more understandable and make easy the readers in reading it.

##### Research Findings of Peirce's Triadic Theory on English and Indonesian Translation Onomatopoeia

No	English Onomatopoeia	Icon/Index/Symbol	Indonesian	Icon/Index/Symbol
1.	<i>Ding Dong</i>	Icon	<i>Ting Tong</i>	Icon
2.	<i>yeah</i>	Icon	<i>yei</i>	Icon
3.	<i>riing</i>	Icon	<i>kriing</i>	Icon
4.	<i>brrrrrrr</i>	Icon	<i>teeetthh</i>	Icon
5.	<i>aaaaaaa</i>	Icon	<i>ah...</i>	Icon
6.	<i>click</i>	Icon	<i>klik</i>	Icon
7.	<i>ddddddd</i>	Icon	<i>der der der</i>	Icon
8.	<i>crash</i>	Icon	<i>brak plok pluk buk duk plek</i>	Icon
9.	<i>krak</i>			
10.	<i>pow</i>			
11.	<i>ponk</i>			
12.	<i>thok</i>			
13.	<i>kpok</i>			
14.	<i>kroww</i>	Symbol	<i>bruk j'der</i>	
15.	<i>sock</i>			

16.	<i>whap</i>			
17.	<i>chop</i>			
18.	<i>smak</i>			
19.	<i>whak</i>			
20.	<i>wkow</i>			
21.	<i>kromp</i>			
22.	<i>poom</i>	Icon	<i>doeeng</i> <i>dum</i> <i>duar</i>	Icon
23.	<i>boom</i>			
24.	<i>kissy kissy</i>	Symbol	<i>muach</i>	Icon
25.	<i>blam</i>	Icon	<i>dor</i>	Icon
26.	<i>whip</i>	Symbol	<i>bruk</i>	Icon
27.	<i>whump</i>	Icon	<i>bluk</i>	Icon
28.	<i>hop</i>	Symbol	<i>hap</i> <i>hop</i>	Icon
29.	<i>kshhh</i>	Icon	<i>serrrrk</i>	Icon
30.	<i>kink</i>	Icon	<i>treng</i>	Icon
31.	<i>kank</i>	Icon	<i>trang</i>	Icon
32.	<i>beep</i>	Icon	<i>tit</i>	Icon
33.	<i>shwaaa</i>	Icon	<i>wush</i> <i>serr</i> <i>werr</i> <i>sheet</i>	Icon
34.	<i>whzzz</i>			
35.	<i>zwip</i>	Symbol		
36.	<i>tmp</i>	Symbol	<i>bluk</i>	Icon
37.	<i>plok</i>	Icon	<i>plok</i>	Icon
38.	<i>paf</i>	Icon	<i>wuush</i>	Icon
39.	<i>ssshhf</i>	Symbol	<i>tes tes tes</i>	Icon
40.	<i>glare</i>	Symbol	-	-
41.	<i>zum</i>	Symbol	-	-
42.	<i>sag</i>	Symbol	<i>akh</i>	Symbol
43.	<i>whud</i>	Symbol	<i>doeng</i>	Icon
44.	<i>prod</i>	Symbol	<i>serr</i>	Symbol
45.	<i>thonk</i>	Symbol	<i>duk</i>	Icon
46.	<i>kshiinn</i>	Icon	<i>triing</i>	Icon

## 5. DISCUSSION

First, primarily based on research findings for the first hassle of study, from the three types of onomatopoeia, there had been 25 direct onomatopoeia, 21 associative onomatopoeia, and none exemplary onomatopoeia found in Kung Fu Panda 2 Movie.

The next result showed that there were 34 lexical onomatopoeias and 12 non-lexical onomatopoeias. In element, from 25 lexical onomatopoeias discovered within the film, it can be divided to be two specific lexical words. There had been 21 pure lexical

*Intensive Journal*, Vol. 05(1), 2022 68

words and thirteen derivative lexical words. natural lexical word can be located in OED and MWD immediately from its real form of word, as an example click on, crash, chop, growth, and so on.

In the other hand, the lexical word had to have extra from the researcher's interpretation so long as its definition was matched, there were *krak* from *crack*, *poom* from *boom*, *smak* from *smack*, *whak* from *whack*, *kank* from *kink*, *whzzz* from *whizz*, *zwip* from *whip*, *tmp* from *tamp*, *plok* from *plock*, *paf* from *paff*, *zum* from *zoom*, *whud* from *whid*, and *thonk* from *tonk*. They may be implied from their pronunciation or sound symbolism. It turned into a really worth interested fact that local speaker itself did not use standardized words or dictionary-based totally phrases into the movie.

First, here had been also non-lexical words observed in the movie which the phrase that could not be observed in dictionary, they had been *brrrrr*, *aaaaaa*, *ddddddd*, *kpok*, *kroww*, *thok*, *wkow*, *kshhh*, *shfff*, *shwaaa*, *kromp*, and *kshiinn*.

Second, there have been five mimetic that means classifications observed in *Kung Fu Panda 2* movie. It confirmed that from 46 onomatopoeias discovered in the movie, they have been 12 onomatopoeias carried by using phonomimetic meaning, 26 onomatopoeias carried via phenomimetic, 1 onomatopoeia carried via psychomimetic, five onomatopoeias carried phonomimetic & phenomimetic, and 2 onomatopoeias carried phenomimetic & psychomimetic.

In the end result changed into not merely consisted only one of the 3 classifications, but onomatopoeia can also bring multiple classification of mimetic that means, inclusive of *crash*, *krak*, *whap*, *kissy kissy*, *glare*, *whud*, and *kshiinn*.

It turned also proved that one onomatopoeia can be signified more than one signifier scene but still have the similarities context at the mimetic meaning, including *pow* (signified sound of hugging and hitting), *paf* (signified sound of falling on *sand-snow* and disappearance), and *shfff* (signified sound of woodboard-banister's friction and water tapping).

Afterwards, based at the research findings that the very best portions of mimetic that means were sudden (21) and difficult (14). moreover, the highest portions of signified sound that found in the movie had been hitting (14). It turned into confirmed that from 14 signified sounds that signifying hitting scene, they were signified with *p*, *b*, *t*, *d*, *ok*, and *g*. primarily based on sound symbolism, those letters had been represented an abrupt movement, they were *pow*, *kpok*, *kroww*, *sock*, *chop*, *smak*, *thok*, *whak*, *wkow*, *ponk*, *kromp*, *crash*, *krak*, and *whap*. *both*, *kink* and *kank* which was applied sound symbolism of vowel that [*i*] had smaller representation of sound length than [*a*] as in reality it became showed inside the scene that between those onomatopoeias had pretty unique sound size.

In addition, it become proved that most of onomatopoeias that observed in the film had been monosyllable, there was handiest syllable onomatopoeias found which turned into *ding dong* and *kissy kissy*. It additionally proved that best them that the onomatopoeias with reduplication. based on research findings for the third problem of the observe, it became confirmed that there have been 25 iconic and 21 symbolical onomatopoeias for English. For Indonesian, there have been 42 iconic, 2 symbolical, and a pair of unidentified onomatopoeias that located in *Scott Pilgrim vs. the sector* movie.

From the ones consequences that almost Indonesian onomatopoeias had been icon as they sound just like the item they signified. meanwhile, English onomatopoeias had amount of symbolical onomatopoeia as they do not sound like what the item signified and a symbolical onomatopoeia turned into extra like an onomatopoeia which relation to the signified item turned into conventional or arbitrary. the author additionally observed unidentified sign up Indonesian onomatopoeias as the ones specific onomatopoeias do not have their contrast in English, they have been, glare and zum as their actual action do no longer produce any sound in any respect. In fact, the author did not find any indexical onomatopoeia in each languages. The super reason of why there were no indexes in there has been due to the fact basically Peirce's semiotics triadic idea is more worried on visual sign instead of audio sign.

Furthermore, the author located several best or definitely equal onomatopoeias including *aaaaaaa* [a:], *klik* [klik], and *plok* [plɒk] in both languages. whereas the relaxation of them have been almost equal, for example, *ding dong* [dɪŋ dɒŋ] and *ting tong* [tɪŋ tɒŋ], *riiing* [ri:ŋ] and *kriiing* [kri:ŋ]. The amount of onomatopoeia from each languages almost had similarities on vowel, the simplest distinction were best consonants on the initial and/or the last.

meanwhile, there were onomatopoeias that pretty different like *brrrrrr* [br:] and *teeetthh* [ti:θ] of college bell sound, they each resemble to the sound that it names, yet that they had any similar characteristic of long collection. Then any other example, *kank* [kank] and *trang* [tran] of metallic-friction sound, they have two functions in not unusual and similar; the same vowel and consonant at the end. moreover, there had been onomatopoeias that absolutely extraordinary, for example the signified sound of kissing, *kissy kissy* [kɪsɪ kɪsɪ] and *muach* [muɑf], they did now not have anything in not unusual.

The really worth-thinking about motive of why there had been similarities and variations on each languages because of exclusive phonology system. Indonesian has six vocal phonemes, twenty-three consonant phonemes, and 3 diphthongs. meanwhile, English has twelve vocal phonemes, twenty consonant phonemes, and eight diphthongs.

## 6. CONCLUSION

Based on the data findings and data evaluation that located in *Kung Fu Panda 2* movie. The researcher found 46 onomatopoeias. It'd be concluded to reply issues of the take a look at and given significant consequences from unique attitude as follows:

The data findings confirmed that from 46 onomatopoeias discovered inside the film, they have been 25 direct onomatopoeias, 21 associative onomatopoeias, and none exemplary onomatopoeia. It become also resulted that there had been 34 lexical onomatopoeias and 12 non-lexical onomatopoeias. In element, from 25 lexical onomatopoeias discovered inside the movie, it is able to be divided to be two precise lexical words. There had been 21 pure lexical words and thirteen by-product lexical phrases.

The data findings showed that from 46 onomatopoeias located within the movie, they have been 12 onomatopoeias carried with the aid of phonomimetic that means, 26 onomatopoeias carried by phenomimetic, 1 onomatopoeia carried by using psychomimetic, five onomatopoeias carried by using phonomimetic & phenomimetic, and a couple of onomatopoeias carried through phenomimetic & psychomimetic. It also proved that one onomatopoeia may want to carry multiple class of mimetic meanings.

It was also proved that one onomatopoeia can be signified for more than one signifier, as an instance: pow become signified the motion of hitting and hugging. closing but no longer least, sound symbolism become applied in numerous onomatopoeias, as an instance there have been onomatopoeia *kink and kank* implemented sound symbolism of vowel. The statistics findings confirmed that from 46 onomatopoeias, there were 25 iconic and 21 symbolical onomatopoeias for English. For Indonesian, there had been 42 iconic, 2 symbolical, and a pair of unidentified onomatopoeias.

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