ONOMATOPOEIA USAGE IN "*AO NO HAKO*" MANGA

Archi Maulana Ibrahim

Universitas Komputer Indonesia, Bandung, Indonesia

Mohammad Ali

Universitas Komputer Indonesia, Bandung, Indonesia

ABSTRACT

This study aims to describe the types of onomatopoeia based on the theory stated by Kindaichi (1989) and the meaning of onomatopoeia based on the theory stated by Ono (2016). The data source of this research is a manga titled "*Ao no Hako*" by Kōji Miura chapter 1. The method used in this research is qualitative method with descriptive analysis approach. The result of this research is the discovery of 27 data on the use of onomatopoeia which in terms of types, the most appearing type is *giongo* as much as 14 data, followed by *giyougo* 8 data, then gitaigo 4 data and the last is *giseigo*. Then in the meaning section that appears, there are meanings related to humans, namely 13 data Followed by 13 data related to objects.

Keywords: Japanese Onomatopoeia, Manga, Meaning, *Ao no Hako*, Types Onomatopoeia

INTRODUCTION

Onomatopoeia are words that contain the sound of language or also known as sound imitation, such as animal sounds, human voices laughing or crying, and various sounds around us (Aibonotika & Rahayu 2013). Meanwhile, Chaer (in Damayanti, Putu 2023) Onomatopoeia is the name in Indonesian for words made by imitating sounds. However, Japanese words called onomatopoeia describe both situations and sounds.

In Japanese Ono (2016) explains that Onomatopoeia is a word called a word that represents the sound of inanimate objects (*giongo*), words that show the sounds of animals and humans (*giseigo*), words that describe the state of inanimate objects (*gitaigo*) and so on. The word[オノマトペ] itself comes from the French word *onomatopée*, which is pronounced onomatopoeia. In English it is onomatopoeia. (Putri, Kusrini, Sugihartono 2020)

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Onomatopoeia is commonly employed in daily life to depict non-verbal actions such as phenomena, motions, and the state of objects or situations. In the Japanese language, onomatopoeia holds a vital role and is considered essential.

A country famous for its frequent use of onomatopoeia is none other than Japan. There are around 400 to 700 onomatopoeic words that Japanese people use in daily life (Rdj, Yulia, and Yani 2018). Some basic forms of onomatopoeia help distinguish them from other words. Onomatopoeias are used in both writing and speaking. The former are usually used in daily conversation, while the latter are found in written works, such as comics and newspapers.

The use of Japanese onomatopoeia is synonymous with literary works especially in manga. Many studies have examined onomatopoeia in manga such as research conducted (Dewi 2019) which analyzed the meaning in the manga *Haikyuu!!!* Vol 8. In the study, the onomatopoeias that appeared were classified based on their type and then analyzed in the meaning section. The result of the study is that the manga *Haikyuu!!!* includes all types of onomatopoeia and also the meaning that comes out the most is the meaning related to the sound of the ball. Although the meaning of ball is the most but the form of onomatopoeia is different.

Furthermore, research conducted (Wibawati, Andika, Graciano, Khodijah 2022) on onomatopoeia in *Yotsubato* manga. The results of the study are 4 types of onomatopoeia used are *giongo, giseigo, giyougo,* and *gijougo*, and the most frequently used onomatopoeia is the *giongo* type.This study is different from previous studies, because this study uses data sourced from the manga *'Ao no Hako'* chapter 1 which has a sports genre but is different because it is more likely to be flavored with romance. The purpose of this study is to find out the types and meanings contained in the manga *'Ao no Hako'* chapter 1.

LITERATURE REVIEW

Onomatopoeia

Chaer (2012: 47) says that the symbol of onomatopoeic words (words derived from sound imitation) shows the situation or condition it represents. Ramadhani and Pratita (2018) state that language consists of sounds and symbols. There are several words related to these two things and their symbols come from the sound of the object they represent. For example, the symbol "meow" is used in Indonesian to symbolize a four-legged animal called a cat, and "guk guk" is also used to symbolize a four-legged animal called a dog. In Japanese, onomatopoeia is written using the katakana letter オノマトペ, which is defined as a word that symbolizes the state, movement, and mood of a person in addition to the sounds or sounds of living things such as animals and humans, as well as sounds produced by inanimate objects and natural phenomena (Tamori in Ali, 2023).

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(Razak & Hajjar 2012) says that In Japanese, onomatopoeia encompasses giongo (擬音語), giseigo (擬声語), and gitaigo (擬態語), collectively known as mimetic words. Giongo represents sounds, such as "tonton" for light knocking and "dondon" for heavy drumming. Giseigo imitate animal and human sounds, like "wanwan" for dog barking, and also include human cries. Gitaigo depict states or mannerisms, such as "nikoniko" for a cheerful smile and "niyaniya" for a sly grin.

Types of Onomatopoeia

Alifa and Artadi (2021) in their journal explain that Japanese onomatopoeia is called *giongo* and *gitaigo*. *Giongo* are words or symbols of language that have language sounds such as the sound of people laughing, crying, animals, and so on, as well as various kinds of sounds of objects that come out in this world, echo sounds and the like. While *Gitaigo* is a word similar to *giongo*, there are words that indicate states such as fuwafuwa (フワフワ) and bonyari (ぼんやり), and the like. However, Kindaichi (in Rdj, Yulia, and Yani, 2018) also explained that the 2 types of onomatopoeia can be classified in more detail as follows:

1. *Giongo*

Giongo are words that imitate the sound of inanimate objects or living things.

Giongo can be divided into 2 types, namely:

a.   *Giongo* that imitates the sound of inanimate objects.

b.   *Giseigo* which imitates the sound of living things.

2. *Gitaigo*

Gitaigo is an onomatopoeia that describes a state or situation. More specifically*, gitaigo* means words that indirectly describe an event that is not directly related to sound. According to Kindaichi in Muldani (2021) explains that gitaigo can be divided into two, namely, *gitaigo, giyougo*, and *gijougo.*

a.   Gitaigo

Gitaigo is an onomatopoeia that describes a state or situation.

b.   Giyougo

Giyougo is an onomatopoeia derived from the condition of living things.

c.   Gijougo.

Gijougo is an onomatopoeia that represents or depicts human feelings or it can be understood that Gijougo is the sound of imitating words that symbolically describe human emotions or moods.

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Meaning of Onomatopoeia

Ono (2016), explains that the classification of the meaning of onomatopoeia

is divided into:

(1) 自然'Shizen' or onomatopoeic meaning related to imitation.

sounds and states of natural phenomena such as weather, temperature, liquid, fire, and soil,

and soil. For example: ザーザー 'Zaazaa'、スースー 'Suusuu', etc.

etc.

(2) 人間 'Ningen' or the meaning of onomatopoeia related to

humans such as imitations of human voices, movements and states.

For example: じろじろ'Jirojiro', ぺらぺら'Perapera', おぎゃあおぎ

ゃあ'Ogyaaogyaa', and so on.

(3) 事物 'Jibutsu' or onomatopoeia related to things such as the movement or change of objects, the shape or state

of objects, or the sounds that objects make.

the sound an object makes. For example: キイ 'kii'、ドンドン'dondon'、and ガチャガチャ'gachagacha'

METHODOLOGY

In this research, a descriptive qualitative research method. According to Djajasudarma (in Huwaida and Yulia 2018) descriptive research is a research method that shows the nature, characteristics, and description of data by sorting out existing data and seeing that it is based on what it is. The steps taken by the author when collecting data, namely reading and listening to the manga *'Ao no Hako'* chapter 1 and collecting the data into Microsoft excel by tabulating onomatopoeia samples, types, meanings, and original meanings.

To answer the problem formulation in this research, the steps that the author will take are as follows. Classify the onomatopoeia data contained in the magazine by searching for the onomatopoeia in the onomatopoeia dictionary, after finding the onomatopoeia classification, the data that has been collected is then matched based on Kindaichi's theory (1989). Classifying the data to the meaning proposed by Ono (2016), then summarizing the results of data processing and describing the types and meanings of onomatopoeia from the findings in detail.

The object of research in this study is a manga series entitled 'Ao no Hako' by Kōji Miura in chapter 1. The manga tells the story of the romantic relationship between the characters Inomata Taiki and Kano Chinatsu, which is seasoned with sports such as badminton and basketball.

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DISCUSSION

In the manga *'Ao no Hako'* chapter 1, 27 different onomatopoeia data were found. Based on the theory proposed by Kindaichi, the onomatopoeia found in this manga is divided into the following types:

Table 1: Types of Onomatopoeia found in the manga 'Ao no Hako'

No	Type of Onomatopoeia	Total
1	*Giongo*	14
2	*Giseigo*	1
3	*Gitaigo*	4
4	*Giyougo*	8

The results found in the onomatopoeia are that the type of onomatopoeia that comes out the most is giongo and the least appearing is *giseigo*. This is in line with the research conducted by (Wibawati, Andika, Graciano, Khodijah 2022) where in the manga they studied the most onomatopoeia that came out was *giongo*.

The following is a detailed description of the types of onomatopoeia that appear in the manga *'Ao no Hako'*.

1. *Giongo*

Figure 1: *Giongo* ボン

The onomatopoeia sample above is an example of a *giongo* onomatopoeia that mimics the sound of a basketball hitting the face of the main character in this manga, Inomata Taiki. This onomatopoeia is classified as a *giongo* onomatopoeia because it is a sound effect that occurs due to the impact of the ball hitting the face.

This finding is in line with what is stated in the theory proposed by Kindaichi (1989) that *giongo* onomatopoeia is the sound of an inanimate object, namely a basketball, so the data is classified into *giongo* onomatopoeia.

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Then the other *giongo* data are

1) ゴソ, グツ, ガサ, ズボ, which comes from the friction of cloth.

2) バッバッ which comes from the sound of clapping.

3) ガヒョンガヒョン which comes from grip training tools.

4) パン which comes from the racket stroke when hitting the shuttlecock

5) キュ su sound that comes from closing the faucet

6) ジャーーーーッ the sound that comes from running water

7) パスッ the sound of a basketball being passed.

8) コロン。。。。 the sound of a basketball rolling down the court.

2. Giseigo

Figure 2: *Giseigo* ギャーギャー

The sample above is an example of a *giseigo* onomatopoeia which is the sound produced by one of the characters who is teasing and yelling. This onomatopoeia is classified as *Giseigo* onomatopoeia.

The sample above is in line with what is stated in the theory by Kindaichi that the onomatopoeia is classified as a type of *Giseigo* because the sound is produced by living things, namely the human speech tool, namely the mouth.

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3. *Gitaigo*

Figure 3: *Gitaigo* ふるふる

The sample above is an example of *gitaigo* onomatopoeia, which is an onomatopoeia that describes one of the characters in the manga shaking his head. The onomatopoeia represents the sound of the shaking.

This finding is in line with Kindaichi's onomatopoeia of the *gitaigo* type, which states that it is an onomatopoeia that has nothing to do with sound but only represents the situation of shaking one's head.

Then the other *Gitaigo* data are

1) カックン which comes from the imitation of the sound of bending the legs

2) バッ imitates the sound of a person who feels interested in the topic of someone else's conversation.

3) ジタバタ imitates the sound of a restless person who can't sleep.

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4. *Giyougo*

Figure 4: *Giyougo* ポン

The sample above is a type of onomatopoeia, the *giyougo* type.

The reason why this onomatopoeia is classified into the *giyougo* type is because it is an imitation of a sound that explains or describes the sound produced by a hand tapping the shoulder. this is similar to that described by (Aulia and Saifudin 2022) that the onomatopoeia that taps the shoulder is represented by ポン, but the difference is that the onomatopoeia that appears in Aulia and Saifudin's data has an additional letter (ッ), which states that the sound moves quickly or suddenly.

Then the other *Giyougo* data are

1) じんじん which comes from the sound of pain

2) ぺらぺらぺら imitates the human state of speaking quickly and eloquently.

3) じっ imitates the sound of a person staring for a long time.

4) フワッ imitation of a soft scarf condition

5) ニヤニヤ Imitation of a sad smiling expression

6) すっ imitation of breathing sound

7) ビクウ Imitation of the sound of being shocked

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The 28 onomatopoeias have different meanings as stated by Ono. The meanings of these onomatopoeias are as follows.

Table 2: The meaning of onomatopoeia in the manga *'Ao no Hako'*

No	Meaning	Total
1	Relating to Humans	13
2	Relating to Objects	13
3	Relating to Nature	1

The result of the data is that in the manga *'Ao no Hako'* chapter 1, the most onomatopoeic meanings are 24 meanings related to humans and 3 meanings related to the movement of objects. The following is an explanation of the meaning of onomatopoeia.

1. Human-Related Meanings / *Ningen*

Figure 5: Human-Related Meanings

This onomatopoeia is classified as human-related or *Ningen*. This finding is in line with Ono (2016) who classified the onomatopoeia into human-related onomatopoeia because the onomatopoeia is an imitation of the sound produced by tapping the shoulder of one of the characters in the manga.

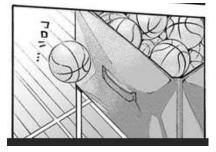2. Meanings Related to the Movement of Objects / *Jibutsu*

Figure 6: Meanings Related to the Movement of Objects

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In the sample above, the onomatopoeia is classified as meaning *jibutsu* or the movement of objects, namely the falling basketball. This finding is in line with Ono's (2016) description of the onomatopoeia as a meaning related to the movement of objects because the onomatopoeia is a basketball that has fallen from the basketball storage area.

3. Meaning related to nature / *shizen*

Figure 7: Meaning related to nature

In the sample above, the onomatopoeia that appears is classified as a meaning related to nature or *shizen*, which is the sound of running water when the character washes his hands in the sink. The data is in line with Ono (2016) because the meaning is related to nature such as the sound of water as in the example.

CONCLUSION AND RECOMMENDATION

From the results of the explanation and discussion above, it can be concluded that the type of onomatopoeia that is often used is the *giongo* type of onomatopoeia, namely 14 data out of 27 existing onomatopoeia data, while the least type of onomatopoeia that comes out is *giseigo* with 1 data. As for the meaning of onomatopoeia, out of 27 onomatopoeias, the meaning of onomatopoeia that appears is the meaning related to humans, which is 13 data, followed by the meaning of *jibutsu* or the movement of objects with 13 data, then the meaning of nature / *shizen* as much as 1 word. It can be seen that onomatopoeia in the manga *'Ao no Hako'* chapter 1 tends to use *giongo*-type onomatopoeia and also uses many meanings related to humans and meanings related to objects.

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ABOUT THE AUTHORS

Archi Maulana Ibrahim, email: archi.63820023@mahasiswa.unikom.ac.id

Archi Maulana Ibrahim is a final year student currently pursuing a Bachelor's degree in the Japanese Literature study program at the Universitas Komputer Indonesia. he has a research interest in Japanese Linguistics, especially Sociolinguistics, and Japanese onomatopoiea

Mohammad Ali, MA is a lecturer in the Japanese Literature study program at Universitas Komputer Indonesia who has taken a Bachelor's program at Universitas Pendidikan Indonesia and a Master's program at Kanazawa University. He has a research interest in Japenese Education Japanese Linguistics, especially Ateji, onomatopoeia, and translation

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