

## ONOMATOPOEIA IN MOVIE *HOW TO TRAIN YOUR DRAGON*: SEMIOTIC APPROACH

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### **Abstract**

There were so many movies that using onomatopoeia in their script. Onomatopoeia was when the sound of a word imitated what the word referred to. One of those movies was *How To Train Your Dragon*. Moreover. Words can be categorized as onomatopoeia if it fulfilled a certain condition and divided into three types of onomatopoeia. However there were types of sound that explained the processes and sources of that sound of words. Because of that, this study wanted to analyze those two topics from the aspect of the references to the meaning of the signs. The data were collected and analyzed in five steps: 1) downloading the movie script from *fandom.com*, 2) transcribing in table of analysis, 3) analyzing the semiotic aspects of onomatopoeia using Peircian model and 4) classifying their types using Bredin's theory and then 5) analyzing the process of onomatopoeia using semantic extension. This research found twenty one onomatopoeia that consist of thirteen direct onomatopoeia, six associative, and two exemplary. Also, the researcher have been gathered the type of sound. They were two voice – human, six voices – non-human, and twenty three noises, or sound produced by non-living this. Using these theories, onomatopoeic words can be further classified and analyzed both types and process, and these findings are expected to help the investigation of language analysis especially in analyzing onomatopoeia.

**Keywords:** Onomatopoeia, types of onomatopoeia, types of sound, piercian semiotic model

### **1. INTRODUCTION**

Humans are social beings and people have social relationship between each other (Bakhurst, 1995, p.34). In order to communicate of course we have to see first how the language itself begins. In the origin of language, language is categorized into different types according to how they are produce. Those types are arbitrary and imitation (Barbieri, 2010, p.212). Language can be seen as arbitrary because the source of arbitrariness is different from the sign. In arbitrary, the sign is a cultural convention that shared

by a community (Bouchard, 2013, p.24). Meanwhile, words that imitate the sounds of nature called Onomatopoeia. This statement is strengthened by Hugh Bredin in his journal, Onomatopoeia as a Figure and a Linguistic Principle, said that onomatopoeia is form whenever the sound of a word imitate the sound that the word refers to (1996, p.555) which can be imitation of the natural phenomenon; especially in imitate their sounds (Sapir, 1921, p.4).

Moreover, Hugh Bredin also had been categorized some of onomatopoeia words into their types, as example word “bang” that categorized as direct onomatopoeia because the sound of the word resembles the sound that it names, word “whip” that categorized as associative onomatopoeia because the sound of the word associates with the sound made by whip, and word “sloth” that categorized as exemplary onomatopoeia because the sound of the word includes concepts of properties such as slowness (1996, p.558, 560, 566). Moreover, there are some sources and processes of how that sound has been made. According to Kimi Akita, there are two types of sound that become the resource of the sound. They are voices that divide into human and non-human, and noises (Akita, 2013, p.24, 25).

In this research, the author chooses the *How To Train your Dragon* movie script to be analyzed in the types of onomatopoeia that consist in the text of the movie. The reason why the author chooses the movie script is because the author think that this movie script is have many possibilities to have the three types of onomatopoeia in it. Onomatopoeia exist in vocabulary of every language to give people the information of how the sound in the reality is represented (Chandler, 2017, p.2) and that is why onomatopoeia is used in literary works such as novel, short story, poetry (Lestari, 2014, p.1).

In semiotic perspective, Onomatopoeia is included into iconic sound, because it is only the representation of natural sounds (Chandler, 2017). Ferdinand de Saussure in his book *Course in General Linguistic* define semiotics that in his book called semiology as the study of sign in society life and semiology is from Greek word ‘semefon’ that means

sign (1916, p.16). Therefore, this research uses semiotic approach in analyzing onomatopoeia and adds semantic analysis on onomatopoeia by Akita since language is of semiotic sources in communication.

## 2. LITERATURE REVIEW

The first related study is the research that has been done by Leni Tiwiyanti. In this research, the author discuss how deals with onomatopoeic word in English and Indonesia; and she also focuses on the word classes of the onomatopoeic words and how to translate the novel from English to Indonesia (Tiwiyanti, 2016, p.43). In her research, the author found the word class that consists of 28 verb, 14 noun, 8 interjection, and 5 adjective. Moreover, in the translation procedures, the author found borrowing is applied to 2 data, literal translation is applied to 14 data, transposition is applied to 8 data, modulation is applied to 1 data, and equivalence is applied to 33 data (Leni Tiwiyanti, 2016,p.44).

The second related study is the research that has been done by Silvia Mega Kusuma. In this research, she discuss about how the translation strategy to translate the phenomena of onomatopoeia in the comic book (Kusuma, 2013, p.3). In her study, the author found some onomatopoeia words that actually the words that the author found are not onomatopoeia but interjections. For example, in her study she found word “Yee Haw”, and input that word to the data of onomatopoeia (Kusuma, 2013, p.34).

The third related study is the research that has been done by Marietta Dea Karina. In this research, she discuss about what is the types of onomatopoeia that authors used in children’s literature and also how is the children’s understanding on the definition of the

onomatopoeic words in the children's books (Karina, 2017, p.3). In her study, the author found forty words of direct onomatopoeia, twelve words of associative, and six words of exemplary. The words that include in direct onomatopoeia are ding dong, bump, crack, knock, etc. because these words directly imitates the sound of referring object (Marietta Dea Karina, 2017, p.46).

The fourth related study is the research that has been done by Flori Lestari entitled *Onomatopoeia Translation in Wreck-It Ralph The Movie*. In this research, she discuss about what is the word class and how to translate the onomatopoeia in English to Indonesian Language in the movie (Flori Lestari, 2014, p.4). In her study, the author found that in translating onomatopoeia into target language onomatopoeia needs several methods; one of those methods is find the types of onomatopoeia, but in the analysis the author find the onomatopoeia from their word class (Lestari, 2014, p.32).

The fifth related study is the research that has been done by Keisuke Kambara and Koji Tsukada entitled *Onomatopen: Painting Using Onomatopoeia*. In this research, they found that they can apply effects to images and drawing lines using onomatopoeia (Keisuke Kambara and Koji Tsukada, 2010, p.53). In their study, the authors use the onomatopoeia to applied it into painting software, where the onomatopoeia have two main functions as switching brushes and editing images (Keisuke Kambara and Koji Tsukada, 2010, p.45).

The last related study is the research that has been done by Tiara Eliza entitled *An Analysis of Onomatopoeia in Garfield Comic*. In this research, she found that in the Garfield comic has primary and

secondary onomatopoeia. She also identifies the onomatopoeic words, lexical and contextual of the comic (Eliza, 2013, p.15). In her study, the author found the primary and secondary onomatopoeias, where consists of 5 primary onomatopoeia and 10 secondary onomatopoeia (Eliza, 2013, p.15)

This research used semiotic approach in classifying the types of onomatopoeia, and using semantic extension by Akita to analyze further. In semiotic analysis, the Piercian model is used which consist of representamen: 1) the representation: the form that the sign takes; 2) an object: something to which the sign refers or which it represents, and 3) an interpretant: the effect produced by the sign or the sense made of it: (Daniel Chandler, 2017, p.29). Those onomatopoeic words were classified using types of onomatopoeia proposed by Bredin which is divided into three namely direct onomatopoeia, associative onomatopoeia and exemplary onomatopoeia.

To analyze the process of forming the sound of types of onomatopoeia words, the researcher will use method from Kimi Akita. In his method, there are two things that will be used to analyze the process of forming the sound. First is finding the semantic topology of OFs by determined the types of sound. According to Akita, there are two types of sound, voice and noise (Akita, 2013, p.24). A sound will be categorized as voices or noises if it is fulfilled the terms. The terms of voices are vocal and animate sounds; and for noises are non-vocal and inanimate sounds (Akita, 2013, p.24). Second is by using the Event-stcutural constraint where the analysis will be divided into two according to the semantic topology of OFs. If the type of sound includes into voice will be analyzed using voice

frame where the voice frame consist of the vocal sound, animate entity, and stimulus (Akita, 2013, p.31). Then, if the type of sound includes into noise will be divided into two different analyses according to their elements. The one that consist of elements such as impactor, impactee, the state of impactee, particular manner of impacting, and instrument will be analyzed using an impact event; and the one that consists of elements such as causer, particular means of causation, object, its initial state, its resultant state will be analyzed using an change-of-state event.

### 3. RESEARCH METHOD

#### 1. Data and Source of Data

In this research the data will be the onomatopoeia words that researcher found in the transcript of the movie that retrieved from *fandom.com*.

#### 2. Method of collecting data

In this research the data that has been collected are included to qualitative documents (Creswell, 2014, p.241), including writing projects, dialogs, and narratives. In order to get the data, the researcher will do some steps:

- 1) Download the transcript of How to Train Your Dragon movie in *fandom.com*
- 2) Sort and divide the words in the transcripts that include in the three types of onomatopoeia
3. Method of Analyzing Data

In this research, the researcher will count the data and using the qualitative method to analyze the data. The researcher will analyze the words that has been sorted and divided into the three types of onomatopoeia. Because in this research the data will search on how many words that include into three types of onomatopoeia and explain why that word include to that type. Because

this kind of combination method is providing a more complete understanding to a research problem (Cresswell, 2014, p.32).

No.	Types of Onomatopoeia	Onomatopoeia
1.	Direct	Pop (D), Crack (D), Knock (D), Boom (D), Bang (D), Crash (N), Slam (N), Swoop (D), Cough (N), Whisper (N), Snap (N), Chomp (N), Smack (N)

D: found in dialogue sentence  
 N: found in narrative sentence

### 4. RESULT AND DISCUSSION

The researcher will deliver the data that has been found and the analysis of the data. The data and the analysis will be divided into two parts according to the problem formulation about the types of onomatopoeia and including to what type of sound those types of onomatopoeia.

#### 4.1 Types of Onomatopoeia

In this part, the researcher will provide the types of onomatopoeia that has been found in the How to Train Your Dragon Movie transcript. There are twenty one words that include to the types of onomatopoeia that provide in a table. This table contains of three types of contents. The first one is the number. Second is about the types of onomatopoeia; direct onomatopoeia, associative onomatopoeia, and exemplary onomatopoeia. The third content is the onomatopoeia that researcher has been found and been classified into their own types. Moreover, the researcher also gives the source of the onomatopoeia, whether from dialog sentence or narrative sentence. These data will provide in the table below.

No.	Types of Onomatopoeia	Onomatopoeia
1.	Direct	Pop (D), Crack (D), Knock (D), Boom (D), Bang (D), Crash (N), Slam (N), Swoop (D), Cough (N), Whisper (N), Snap (N), Chomp (N), Smack (N)
2.	Associative	Crush (D), Honk (D), Blast (N), Whistle (N), Growl (N), Roar (N)
3.	Exemplary	Shrill (N), Whoo-hoo (D)

D: Dialogue sentence

N: Narrative sentence

**Table 1** Types of Onomatopoeia found in transcript

As we can see above there are three types of onomatopoeia that we can found in the table according to the Hugh Bredin's types of onomatopoeia that are direct, associative, and exemplary (1996, p.558, 560, 563). Moreover, there are thirteen direct onomatopoeia, six associative onomatopoeia, and two exemplary onomatopoeia. Also the researcher will use the Piercian model of sign that contains of representamen as what form does the onomatopoeia word takes, object as what is the onomatopoeia word refers to or which it represents, and interpretant as what is the effect of onomatopoeia produced to the meaning of the word (Chandler, 2017, p.29). The researcher will elaborate the analysis below.

a. Direct onomatopoeia

According to Hugh Bredin, a word classified as a direct onomatopoeia if that word fulfilled two criteria. They are the denotation of a word is a class of sounds and the sound of the word resembles a member of the class (Bredin, 1996, p.558). As we can see, in this in this case direct onomatopoeia has the largest number with thirteen data that include to this type of onomatopoeia. These data are classified

as direct onomatopoeia because they meet the requirement that has been state before.

As the researcher stated above, to analyze the data before classified the words become types of onomatopoeia, the researcher use Pierce's model of the sign that contains of representation as what form does the onomatopoeia word takes, object as what is the onomatopoeia word refers to or which it represents, and interpretant as what is the effect of onomatopoeia produced to the meaning of the word (Chandler, 2017, p.29). From using that method, the researcher found thirteen data, and below is an example of the data.

1) Pop

The researcher found this onomatopoeia in dialogue sentence. From the table above, the researcher examine that the "pop" word's representamen is the word 'popped' because the form of the onomatopoeia "pop" in that sentence is the word "popped". The object of the onomatopoeia "pop" in that sentence is the dragon's head that popping because according to the Pierce's model of the sign especially in object point explain that what the onomatopoeia word refers and it taken from the "...he **popped** a dragon's head..." part which the word "pop" refers to the dragon's head that popped. The interpretant of the onomatopoeia "pop" is the meaning to the dragon's head that explode with a light sound. From the explanation before, it can be said that the onomatopoeia "pop" is direct onomatopoeia because we can see that the interpretant of this word said that dragon's head is explode with light sound and according to the Hugh Bredin's criteria, and it fulfilled those criteria. The analysis will be summarized in the table below.

Data source	Sentences	Onomatopoeia	Representamen	Object	Interpretant	Types of onomatopoeia
Dialogue sentence	"...They say that when he was a baby, he <b>popped</b> a dragon's head clean off of its shoulders..."	Pop	Word 'popped'	Dragon's head popping	Word 'pop' meaning dragon's head is explode with light sound	Direct, because the sound of the word 'pop' resembles the sound that it names

**Table 2** Types of onomatopoeia of word "pop"

b. Associative onomatopoeia

Different to Direct Onomatopoeia where a word classified as direct onomatopoeia if the denotation of a word is a class of sounds and the sound of the word resembles a member of the class (1996, p.558). According to Hugh Bredin, a word classified as associative onomatopoeia if the sound of a word resembles a sound associated with whatever it is that the word denotes (1996, p.560). As the results, the researcher found six data of Associative Onomatopoeia in the transcript. The researcher found these data by using Pierce's model of the sign. It is the same method as how the researcher classified words as direct onomatopoeia. The researcher will provide an example of the six data analysis below using that method.

1) Roar

The researcher found this onomatopoeia in narrative sentence. From the table above the researcher examine that the representamen of this

onomatopoeia is word "roars" because the form of onomatopoeia 'roar' is word "roars" in that sentence. The object of this onomatopoeia is a dragon that shout loudly, because this object was taken from "Toothless **roars** in fear at the sight of the eel" part in that sentence, and the word "roars" in that sentence refers to a dragon that shout loudly. The interpretant of this onomatopoeia is to the meaning of the word "roars" in that sentence that a dragon was shouting loudly because scared of eel. From the explanation before, the researcher includes this onomatopoeia into associative onomatopoeia because the object and the interpretant show that the sound of word "roars" associated with the dragon that produce that sound. As Hugh Bredin stated above that associative onomatopoeia is the sound of a word resembles a sound associated with whatever the word denotes (1996, p.560).

Data source	Sentences	Onomatopoeia	Representamen	Object	Interpretant	Types of onomatopoeia
Dialogue sentence	" <b>Whoo-hoo!</b> "	Whoo-hoo	Word 'whoo-hoo'	A woman is happy	Word 'whoo-hoo' means a woman is happy and shout loudly	Exemplary, because the word 'Whoo-hoo' represents happiness

**Table 3** Types of onomatopoeia of word "roar"

c. Exemplary onomatopoeia

According to Hugh Bredin, a word can be categorized as exemplary onomatopoeia by the amount and character of the physical work used by a speaker (Bredin, 1996, p.563). Moreover, Bredin gives example that words nimble and dart need less muscular and effort to utter those words than do sluggish and slothful.

That means nimble and dart having the property of quickness, while sluggish and slothful having the property of slowness. In the table above, the researcher found two exemplary onomatopoeias that one of those onomatopoeias will be examined below.

Data source	Sentences	Onomatopoeia	Representamen	Object	Interpretant	Types of onomatopoeia
Narrative sentence	“Toothless <u>roars</u> in fear at the sight of the eel”	Roar	Word ‘roars’	Animal shout loudly	Word ‘roar’ means a dragon shout loudly because scared of eel	Associative, because the word ‘roar’ associated with the dragon

**Table 4** Types of onomatopoeia of word “whoo-hoo”

1) Whoo-hoo

The researcher found this onomatopoeia in dialogue sentence. From the table above, the researcher examine that the representamen of this onomatopoeia is word “whoo-hoo” because the form of onomatopoeia ‘whoo-hoo’ is word “whoo-hoo” in that sentence. The object of this onomatopoeia is a woman is happy, because this object was taken from “**Whoo-hoo!**” part in that sentence, and the word “whoo-hoo” in that sentence refers to a woman that happy and shout that word. The interpretant of this onomatopoeia is to the meaning of word “whoo-hoo” in that sentence that a woman is happy and she shout that word loudly. From the explanation before, the researcher includes this onomatopoeia into exemplary onomatopoeia because when the speaker uttering the “whoo-hoo” word will produce high and powerful sounds so that word has the property of

happiness. Moreover, the object and the interpretant already show that onomatopoeia “whoo-hoo” contains property of happiness by shout that word loudly. The analysis will be summarized in the table below.

**4.2 Types of Sound**

In this part, the researcher will provide the types of sound of the types of onomatopoeia that has been discussed before. The researcher has been found thirty one data and provided in a table. The table contains of three contents. The first one is about number. The second content is about types of sound according to Akita that consist of voice – human, voice – non-human, and noise (Akita, 2013, p.24, 25). The third content is the source of the data that divides into two columns, narrative sentence and dialogue sentence. The table will be shown below.

No.	Types of Sound	Source of Data	
		Narrative sentence	Dialogue sentence
1.	Voice – human	whispering	whoo-hoo
2.	Voice – non-human	shrill, growls, coughs, roars, roar	honking
3.	Noise	crashing, slams, blast, swoops, crushes, to blast, whistle, blasting, blasts, blasted, swoops, slams, snapping, chomping, knocks, smacked	popped, crush, crack, knocking, boom, bang, blasted

**Table 5** Types of Sound Found in the Transcript

As we can see in the table above, there are thirty one data of type of onomatopoeia that researcher has been categorized the data to their types of sound. According to Akita, there are 2 types of sounds, they are voices that divide into human and non-human; and noises (2013, p.24, 25). The researcher has been classified those data into two voice – human, six voice – non-human, twenty three noises. Furthermore, the researcher also analyzes the origin of the sound by using event-structural constraints by Akita. According to Akita, there are two types of event-structural constraints, they are voice and complex (noise) that divided into impact event and change-of-state event (2013, p.31, 32). The researcher will elaborate the analysis below.

a. Voice

According to Akita, sound will be classified as voice if it is a vocal that uttered by human or animals (2013, p.24). Moreover, as stated above, the researcher has been found two voice – human and six voice – non-human.

Some of those data will be elaborate below.

- 1) Human
  - a) Whoo-hoo

The researcher found this data in dialog sentence. The semantic topology of OFs from this data in that sentence is voice – human, because the word whoo-hoo is the sound of shouting of a happy woman. According to Akita, voices are vocal or animate sounds (Akita, 2013, p.24) and the sound of shouting of a happy woman is vocal and it includes in human because it was uttered by woman. The event-structural constraint of this data categorized as simple – voice, because according to the semantic topology of OFs, this data consists of voice elements. Moreover, the researcher elaborates those elements of this data where the vocal sound is a shout, the animate entity is a woman because the entity who uttered that sound is a woman, and the stimulus is happy because the woman was won a race. The analysis will be summarized in the table below.

Source of the data	Clause	Semantic Topology of OfS		Event-structural constraints			Further Explanations
		Voices		Noises	Simple		
		Human	Non-Human		voice	Complex (noise)	
Dialogue sencece	Whoo-hoo!	Shouting of a			Simple	Complex (noise) Impact event Change-of-state event	a. Vocal sound: a



happy woman	b. shout Animate c. entity: a woman Stimulus: happy
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**Table 6** Types of sound of word “Whoo-hoo”

- 2) Non-Human
- a) Growls

The researcher found this data in narrative sentence. The semantic topology of OFs from this data in that sentence is voices – non-human, because the word ‘growls’ is the sound of a dragon in anger. According to Akita, voices are vocal or animate sounds (Akita, 2013, p.24) and the sound of dragon in anger is vocal and it includes in non-human because it was uttered by animal. The event-structural

constraint of this data categorized as simple – voice, because according to the semantic topology of OFs, this data consists of voice elements. The researcher elaborates those elements of the data where the vocal sound is growl, and the animate entity is dragon because the entity that produced that sound is a dragon, and the stimulus is angry because the dragon was shot by a man using catapult. The analysis will be summarized in the table below.

Source of the data	Clause	Semantic Topology of OfS		Event-structural constraints			Further Explanations
		Voices	Noises	Simpl e	Complex (noise)		
		Human	Non-Human	voice	Impact event	Change -of- state event	
<b>Narrative sentence</b>	<i>A Monstrous Nightmare growls and alights itself as it climbs up the catapult</i>		The sound of dragon in anger	√			a. Vocal b. sound: growl c. Animate entity: dragon Stimulus: angry

**Table 7** Types of sound of word “Growls”

- b. Noise

According to Akita, sounds classified as noise if it is non-vocal or it produced by a non-living things (2013, p.24). Moreover, as stated above, the researcher found twenty three data that classified as noises. one of those data will elaborate below.

- 1) Crush

The researcher found this data in dialog sentence. The semantic topology

of OFs from this data in that sentence is noise, because the sound of this word is the sound of mountains pressed really hard and this sound was taken from “...He could **crush** mountains...” part. According to Akita, noises are non-vocal or inanimate sounds (Akita, 2013, p.24) and the sound of word ‘crush’ is non-vocal. The event-structural constraint of this data categorized as complex – change-of-state event,

because according to the semantic topology of OFs before, this data consists of that elements. The researcher elaborates those elements of the data where the causer is a man, the particular

means of causation is crushing, the object is mountains, its initial state is towering, and its resultant state is leveled. The analysis will be summarized in the table below.

Source of the data	Clause	Semantic Topology of ofs		Event-structural constraints			Further Explanations	
		Voices		Noises	Simple	Complex (noise)		
		Human	Non-Human			voice		Impact event
<b>Dialogue sentence</b>	<i>He could-- He could crush mountains, level forests, tame seas!</i>			The sound of mountains pressed really hard			√	a. A causer: b. a man A particular c. means of causation: d. crushing An e. object: mountains Its initial state: towering Its resultant state: leveled

**Table 8** Types of sound of word “crush”

2) Smacked

The researcher found this data in narrative sentence. The semantic topology of OFs from this data in that sentence is noise, because the sound of this word is the sound of a guy that got hit by dragon’s tail and this sound was taken from “...getting smacked with Toothless’ tail...” part. According to Akita, noises are non-vocal or inanimate sounds (Akita, 2013, p.24) and the sound of word ‘smacked’ is non-vocal. The event-structural constraints of this data categorized as complex – impact event, because the semantic topology of OFs is noise and that noise is the sound

of a guy that got hit by dragon’s tail so that it is called an impact event. The researcher elaborate that impact event where the impactor is a dragon because the dragon who smack the guy, the impactee is a guy because the guy who got smacked, the state of impactee fleshy solid because human is a solid thing that consist of flesh, a particular manner of impacting smack because the dragon hit the guy by smack him, and the instrument is dragon’s tail because the dragon using its tail to smack the guy. The analysis will be summarized in the table below.

Source of the data	Clause	Semantic Topology of Ofs		Event-structural constraints			Further Explanations	
		Voices		Noises	Simple	Complex (noise)		
		Human	Non-			voice		Impact

	Human		event	of-state event
<b>Narrative sentence</b>	<i>He tries to get back on the saddle, getting smacked with Toothless' tail in the process</i>	The sound of someone hit by something	√	a. Impactor: a dragon The c. impactee: a guy The state d. of impactee: fleshy e. solid A particular manner of impacting: smack An instrument: dragon's tail

**Table 9.** Types of sound of word “smack”

## 5. CONCLUSION

From the onomatopoeia that researcher gathered from the How To Train Your Dragon Movie transcript, there are thirteen direct onomatopoeia, six associative onomatopoeia, and two exemplary onomatopoeia. The researcher was showed some of those data analysis that prove those data classified correctly. As example, *pop* classified as direct onomatopoeia because the interpretant of the word resembles to a dragon's head that popped, *roar* classified as associative onomatopoeia because the object and the interpretant of the word associate with a dragon, and *whoo-hoo* classified as exemplary onomatopoeia because the object and the interpretant of the word contain property of happiness.

Moreover, the researcher also have been gathered the type of sound of those words that include into the types of onomatopoeia and analyzed them. There are thirty one data that divided into two voice – human, six voice – non-human, and twenty three noise. The researcher got those data not only from

dialogue sentence but also from narrative sentence.

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