

THE ONOMATOPOEIA IN ROBERT VENDETTI'S COMIC "THE FLASH"

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Abstract

This research studied about the onomatopoeia in Robert Vendetti's comic "The Flash". The aims of this research was to find the kinds of onomatopoeia that are used by the author in The Flash comics and to know the lexical and contextual meanings of those onomatopoeia words in The Flash comic. This research applied descriptive qualitative method where the data were analyzed through Bredin's theory. The researcher found that there are twenty-nine Onomatopoeia words that applied in The Flash comic and there are some onomatopoeia words that has no lexical meaning and some contextual meaning are similar with the lexical meaning. The researcher concluded that most of onomatopoeia words that applied in The Flash comic is Direct Onomatopoeia and there are only two Associative Onomatopoeia that applied in The Flash comic. The implication of this research is to give more description and comprehending about onomatopoeia. Moreover, it can be a reference for the student of Adab and Humanities faculty who attracted to observe the similar research.

Key words: Onomatopoeia, comic, lexical and contextual meaning

Abstrak

The Onomatopoeia in Robert Vendetti's Comic "The Flash". Penelitian ini belajar tentang onomatopoeia di Robert Vendetti komik "Flash". Tujuan dari penelitian ini adalah untuk menemukan jenis onomatopoeia yang digunakan oleh penulis dalam komik Flash dan mengenal makna leksikal dan kontekstual kata-kata onomatopoeia dalam komik Flash. Penelitian ini menerapkan metode kualitatif deskriptif yang mana data dianalisis melalui teori Bredin's. Peneliti menemukan bahwa ada dua puluh sembilan Onomatopoeia kata yang diterapkan dalam komik Flash dan ada beberapa onomatopoeia kata-kata yang tidak ada artinya leksikal dan beberapa arti kontekstual sama dengan makna leksikal. Peneliti menyimpulkan bahwa sebagian besar kata-kata onomatopoeia yang diterapkan dalam komik Flash adalah Onomatopoeia langsung dan ada hanya dua Onomatopoeia asosiatif yang diterapkan dalam komik Flash. Implikasi dari penelitian ini adalah untuk memberikan keterangan lain dan memahami tentang onomatopoeia. Selain itu, dapat menjadi referensi untuk mahasiswa Fakultas Adab dan humaniora yang menarik untuk mengamati penelitian serupa.

Kata kunci: Onomatopoeia, komik, leksikal dan kontekstual makna

INTRODUCTION

Onomatopoeia is an imitation of the natural sound of thing that formed into words. The concept of onomatopoeia sometimes was difficult to be understood without examples, because examples make readers easier to understand about onomatopoeia word. It helps the reader to illustrate the sounds of the words that they pronounce. Dofs (2008: 4) defines onomatopoeia as a form of sound that named by its object that imitates the natural sound inproducing.

Onomatopoeia has different meaning in every country particularly animal sound. There are three significant countries that have different onomatopoeia, such as Japan, America, and Korea. Besides, talking about animal sound that it depends on the country or the culture for example, sound of dog in Japanese is “wan-wan”, while in America is “bark-bark”, and in Korean is “wang-wang”. Moreover, Ogata (2006: 3) argues onomatopoeia as an imitation of sound that describes animals and natural phenomena. Beside that, Kambara (2010: 1) states that onomatopoeia words represent states, movements, feelings, emotions, and their expression to make the words more life. Onomatopoeia is used to explain a sound of thing or expression by word. Al-Qur'an also shows some verses which contain the example of onomatopoeia word based on the natural sound, such as;

فَأَرْسَلْنَا عَلَيْهِمْ رِيحًا صَرْصَرًا فِي أَيَّامٍ نَحْسَاتٍ لِنَنْذِرَهُمْ عَذَابَ الْخِزْيِ فِي الْحَيَاةِ الدُّنْيَا وَلَعَذَابُ الْآخِرَةِ أَخْزَىٰ وَهُمْ لَا يُنصَرُونَ^{١١}

Translation:

“We sent a howling gale against them during some disastrous days, so we might let them taste the torment of humiliation during worldly life. Yet torment in the Hereafter will be even more humiliating, and they will never be supported” (Q.S. Al-Fushilat: 16).

The underline word is example of onomatopoeia word in Al-Qur'an which means howl of the wind to people who will get a punishment from Allah. Furthermore, Bredin in Dofs (2008: 4) explains that there are three kinds of onomatopoeia, they are; Direct Onomatopoeia, which are the real sound of the thing they refer to. Associative Onomatopoeia, are a words imitation because of associations, not what they refer to the object or the action they represent. The last is Exemplary Onomatopoeia, based on the quantity and physical character by the speaker in uttering the word. The three types of onomatopoeia above have been covered all of the onomatopoeia that usually found in comic books.

Comic is a picture book that tells about many stories, which have texts to describe the roler mean to do. In its text, the author often uses many onomatopoeias to express the roler's feelings. Many people, especially in US, equate comic books with the superhero genre or dismiss them as kiddy's fare. Bennett (2009: 1) states that comic is not a genre but it is a medium of human expression just like movies and prose that can express our ideas, feelings, and emotions in any genre.

Comic also known as sequential art which has definition as a series of at least two images that tells a tale. Sequential art is a creative expression, distinct discipline, an art and literary form that deals with the arrangement of pictures or images and words to narrate a story of dramatize an idea. McCloud in Geppi (2015: 2) defines comic book as considered a visual piece of art in sequence. Comic book refers to longer multi page publications such as The Flash.

Studying about onomatopoeia in comic is something interesting and this is the first in my department, and it certainly makes me more excited to conduct into research. In this research, the researcher is intersted to observe and to find out the

lexical and the contextual meaning of onomatopoeia word in The Flash comics. Lexical meaning refers to dictionary meaning while contextual meaning is the meaning of word based on the situation or context of the word produce. The Flash is one of the most popular character that produced by DC comic. The Flash is a comic that tells about a man who gets a super power by an accident from laboratory explosion. He has a super speed movement and he tries to help people with his power. And by the accident, Barry as the Flash becomes a superhero who tries to protect his town from his enemy. He has lot of enemies which is just like another superhero. Barry works in CCPD (Central City Police Department) as a forensic detective, he also works in S.T.A.R Labs as the research object of his power and to increase his super power speed movement. The Flash also won many awards like Saturn Award as the best superhero adaptation television series, People's Choice Award as the favorite new TV drama and many else. Hence, the researcher is interested in conducting a research under the title "The Onomatopoeia in Robert Vendetti's Comic "The Flash".

Problem Statement

It deals with explanations above that onomatopoeia is one of the most important part in comic because it explains any sounds that makes in comic. Most of comic authors use onomatopoeia to make their comic more life, fun, and interesting to be read by the readers. Moreover, the researcher formulated the research questions to give more specific views about onomatopoeia in comic and the meaning of each onomatopoeia words as follows;

1. What kinds of onomatopoeia that are used by the author in The Flash comics?
2. What are the lexical and contextual meanings of those onomatopoeia words in The Flash comics?

Objectives of the Research

Based on the problem statements above, the objectives of research are as follows:

1. To find out the kinds of the onomatopoeia words that used by the author in The Flash comics.
2. To describe the lexical and contextual meaning of those onomatopoeia words in The Flash comics.

Significance of Research

This study is supposed to be a previous finding for the next researchers who want to conduct the same field about onomatopoeia and comic book or another picture book. This research also expected to be one of information sources about onomatopoeia and comic. Theoretically, this research is aimed to enrich our comprehending about the special language, especially onomatopoeia. Practically, this research is supposed to give useful contribution for people to use onomatopoeia words for certain purposes, such as for writing expression or slang expression, even in general conversation.

Scope of Research

In this research, the researcher focused on identifying the onomatopoeia words in The Flash comic by using Bredin's theory who divides the onomatopoeia into three

parts, they are; a) direct onomatopoeia, b) associative onomatopoeia, and c) exemplary onomatopoeia. The researcher only took three chapters in The Flash comics because these chapters have many onomatopoeia words. The researcher described the lexical and the contextual meaning of the onomatopoeia word that found in The Flash comics.

Pertinent Ideas

Comics

Comics are easy to recognize but difficult to define. Simply, comic is a collection of images with text as explanation and describe the pictures. This part explains about definition of comic and genre of comic.

Definition of Comic

Driest (2006:9) states that comics always consist of at least two distinct images in a deliberate combination. In other hand, Salor (2013: 1) says that comic can create a narrative and emotional impact by combining the visual and textual form constantly. Deals with the definition above, the researcher concludes that comic book as a group of images that tell a tale with a text as an explanation of the images. The story of comic can be from the author feeling about their circle or their idea.

Moreover, Cohn (2005: 1) finds that comics consist of images and text, most of the images in a sequence. However, comics are used in different ways to find something new in art and literature. Beauchamp (2013: 1) finds that comic book or funny books are place for the adventures of colorful characters with any story. Besides that, comic is not only for entertainment but also for education because some comic tells about history.

Based on the expert's opinion above, the researcher assumes that comic can be defined as another way to express our idea, feeling or imagination into sequence of image with text as explanation of the image like movie and poetry. Comic also can be used as a medium of information, narrative history and many else. In some cases, comic could be classified in some genre, such as fairy tales or legends.

Genre of Comic

Genre is group of book with similar style, form, or content. The term of genre also applies to other types of media, such as music, movie, play, television show, and artwork. In this part, the researcher will explain the kinds of genre based on Routman's (2005: 1) opinion. It can be divided into nineparts as follows:

1. Fairy Tales is story about fairy or other magical creatures, usually for children and the written utilized the traditional style.
2. Legends are story about national hero or folk hero which has a basis in fact but also include imaginative material.
3. Myths are legend or traditional narrative based on historical events, which reveal human behavior and natural phenomena by its symbolism.
4. Autobiographies are story of personal human's life that written by that person.
5. Picture Books are book with many pictures where the story depends on the story. There can be picture books of almost any genre.

6. Historical Fiction is imaginative stories with fictional characters, event in historical setting.
7. Science Fiction is set in future that scientific or technological advance that can be possible.
8. Mysteries are imaginative stories with solution of secret, problem, and crime.
9. Superhero are stories about people with super power which got by an accident, gift and even from born.

Comic is a sequence of pictures and texts that tell a tale without any sound. Comic has a special language which represents any sounds that usually known as onomatopoeia.

Onomatopoeia

Onomatopoeia is a word that imitates the real sound of something. Onomatopoeia also presents human action, animal sound, or any voice and movement into a word. Onomatopoeia is usually found in writing style as an explanation of sound. Onomatopoeia is part of morphology that include into word formation of morphology. There are several word formation processes in morphology and one of them is onomatopoeia.

In reading comics the readers usually get onomatopoeic words, those words represent certain situation in the story of the comic. Those words are a way to try conveying the same situations and sounds that the writer has thought. In this part, the researcher will present the definition of onomatopoeia and types of onomatopoeia, as follows:

Definition of Onomatopoeia

Jorden in Martin (2002: 54) says that onomatopoeia is often used to express an impression in a personal, emotional manner, and used not only in comic or writing but also in conversation. Onomatopoeia is an expression of the speaker that explains a sound with words. Futhermore, Sugahara (2010: 1) has a notion that onomatopoeia is a special language expression because its phonological form appears to be more directly associated with its meaning. It is different from Sugahara, Seyyedi (2013: 1) has a notion that onomatopoeia, the imitative making of words from natural sounds, is a common phenomenon found in all languages of the world. Dofs (2008: 5) also says that onomatopoeia is a form of auditory icon sign, a name for an object which is made from animation of the sound it produces. In the other hand, the researcher also opines that onomatopoeia word is about human expression to make the words they produce or express easy to be understood and to be remembered. The speaker use onomatopoeia to make their conversation or their speech more interesting, so does the writer especially the comic author. The author uses this onomatopoeia as an explanation of the sound in comic. It is also used to make the comic more life, interesting and fun to be read by the comic lovers. Based on the experts' opinion above, the researcher concludes that onomatopoeia is an imitation of the real sound that forms into word. Onomatopoeia also is a special language or expression with its phonological form. It also can be from the natural situation or situation that makes by people itself. Onomatopoeia usually used in comic books or any picture book to

explain the sound in that comic. In order to find out and classify the onomatopoeia word that will be found in The Flash comic, the researcher will use Bredin's theory as the main theory who divides onomatopoeia into three types.

Types of Onomatopoeia

Onomatopoeia can be divided into the sounds that they refer or they reflect. Bredin in Dofs (2008: 4) divides onomatopoeia become three types, they are;

Direct Onomatopoeia

Direct Onomatopoeia can be defined as an imitation of real sound of thing. The easy way to recognize Direct Onomatopoeia word is when you have a different perception about onomatopoeia word with another people. Examples, sound of knocking door can be knock-knock, tok-tok, duk-duk, etc. Other examples are: boom, splash, toss, crack, duarr, bang, etc. This type is always used by the author in every comic genre, but frequency find in action genres.

Associative Onomatopoeia

Associative Onomatopoeia is representation of sound that associated by a *group* of people. Most of Associative Onomatopoeia represents animal sound or another associated sound. Examples: cuckoo (and other birds), bubble, whip, scratch, splatter, cackle, cough, whisper. This type is rarely find in superhero or another action genre but sometime used in comic that talk about animal or scientific fiction.

Exemplary Onomatopoeia

Exemplary Onomatopoeia is form of word that imitates a real sound based *on* the physical work or the quantity of the sound it represents. Examples: nimble, dart, slothful, sluggish, mumble. This type is difficult to find in every single genre of comic but usually used in sport comic and the author also rarely used this type in their comic.

Lexical and Contextual Meaning

Onomatopoeia words often change their meaning. Therefore, semantic identification of onomatopoeic words is more tentative than formal identification. There are two interpretations related to the meaning of onomatopoeia, they are lexical meaning and contextual meaning.

Lexical Meaning

Taylor in Laili (35: 2008) lexical meaning refers to the dictionary definition. Onomatopoeia words have many synonyms, such as Ch-boom and Skaabooooom which have meaning the sound of explosion. Onomatopoeia also has multi meaning such as crack which has some meaning as thing cracking or someone is being punch.

Contextual Meaning

As'ad in Laili (36: 2007) contextual meaning is the meaning of word in particular situations and certainly in different kind of context. It might be a reason, justification, assumption, explanation, or other function of the context. The context of sound may often provide enough clues to comprehension. Moreover, Widdowson (36:

2008) said that onomatopoeia words are considered as symbolic language, therefore, the meaning depends on the context in which it is used.

Method

The researcher used descriptive qualitative method in order to answer the research question. Descriptive qualitative method is appropriate method to do this study, because this study is about describing onomatopoeia words that were found in The Flash comics. Creswell (2003: 18), argues that qualitative method is one in which the inquirer often makes knowledge claims based primarily on constructivist or advocacy/participatory perspectives or both. It also used strategies of inquiry such as narratives, phenomenologist, ethnographies or grounded theory studies. Therefore, the researcher assumes that this method is flexible to solve the problem of this research.

Data Source

There are sets of data that used in this research. These data are obtained from the three chapters of The Flash comics, they are; Skeletons in the closet, Power loss, and Selkirk's altar of death: The End of the Road. The researcher used those three chapters in order to find out some onomatopoeia words that used by the author in The Flash comic. The researcher chooses three chapters of The Flash comics because the story of these chapter is connected each other. Besides, these comics contains a few onomatopoeia words that interest to analyse.

Instrument of the Research

In collecting data, the researcher used note taking as the instrument in this research. The researcher noted all of the onomatopoeia words that were found in The Flash comics and categorized it based on Bredin's theory and also mentioned the lexical and contextual meaning. The researcher also used dictionary in order to find the meaning of any onomatopoeia words that were found in The Flash comics.

Procedure of Data Collection

The procedures of collecting data that were used in this research divided into four steps, they are:

1. The researcher read the comics and tried to comprehend the story; then
2. The researcher noted down the onomatopoeia word in 3 chapters in comics that had been mentioned; and
3. The researcher categorized and transcribed the onomatopoeia word that were found in those comics;
4. Finally, the researcher wrote the lexical and contextual meaning of each onomatopoeia words that were found in those comics.

DISCUSSION

This chapter presents onomatopoeia words constructed in The Flash comics based on their chapters. This section also gives detail information about the three types of onomatopoeia and then it describes the lexical and contextual meaning of the onomatopoeia word.

The following points present all the onomatopoeia words constructed in The Flash comic, particularly in several chapter of The Flash comic by DC Comic. They are; Skeletons in The Closet, Power Loss, and The End of the Road.

Skeletons in The Closet (Chapter 38)

The chapter 38 tells about the future flash and patty to investigate the death bodies with the same death. Barry and patty try to find the cause of the death to many people. In the same time, Barry as The Flash is busy to fight the crime in Central City. In this chapter, Barry was fight with Mirror Master and his agent, Napalm. In another world, the real Barry tries to find the way out from speed force. Therefore, he got help from Shelkirk and his friends.

Datum 1: Barry and Shelkirk are looking for the speed force gate



This scene, Barry and Shelkirk is talking about how Barry can back home to Central City and safe his City. Shelkirk also tells Barry about the speed force gate that can get The Flash power back. He and his friend promise to help Barry find the way out from the speed force and back to his City. There are two onomatopoeias that shown in this scene, they are: *chk-chk* (Datum 1 page 6) and *ch-chak* (Datum 1 page 10). Word *chk-chk* in this scene describes about Shelkirk is grinding his knife while he explains about his past and the speed force gate and word *ch-chak* describe about Spotter is preparing his gun.

Datum 2: the future Flash fight with Mirror Master and Napalm



In this scene, the future Flash tries to stop Mirror Master and Napalm because they are robbing the Bank and hurt people. After defeat Napalm, Flash wants to kill him but Iris stops him because that is not what the heroes do. Moreover, Napalm got busted but Mirror Master is run away. There some onomatopoeia that shown in this scene, such as: *whok* (Datum 2 page 11), *boom* (Datum 2 page 12), *kting* (Datum 2 page 15) and *skkaaasshh* (Datum 2 page 16). Word *whok* in this scene describes about Napalm is attacking the Bank boss with his power. Word *boom* describes about Mirror Master explains about an incident. Word *kting* describes about a breaking mirror that Napalm use to escape from Barry. The last word *skkaaasshh* describes about the mirror that Napalm use to escape is explode and crash his left arm.

Based on the "Skeleton in The Closet (chapter 38), there are two onomatopoeia words in Datum 1 and four onomatopoeia words in Datum 2, they are; *chk-chk*, *ch-chak*, *whok*, *boom*, *kting* and *skkaaasshh*. Furthermore, all of the onomatopoeia words in Datum 1 explain Shelkirk and his friends' prepare their stuff to the speed force gate.

2. Power Loss (chapter 39)

The chapter 39 tells about the real Barry who tries to escape from Speed Force era was betrayed by Shelkirk and his friend. Apparently, Shelkirk wants to steal flash power so he can go back to his world too. Besides that, the future flash in Central City, tries to defeat Overload without killing him.

Datum 3: The Flash and Shelkirk's journey to speed force gate begin



This scene, Barry begins his journey with Shelkirk and his friends to the speed force gate. That place can give Barry his power back, so he can go back to his city. But their journey was not easy because they need to fight with the big birds which live in that era. There some onomatopoeia that shown in this scene, they are: *keeeaaawk* (Datum 3 page 9), *chomp* (Datum 3 page 9), and *skressh* (Datum 3 page 10). Word *keeeaaawk* in this scene describes a giant bird sound which ready to attack Barry and his friends. This sound also as a warning that there are group of birds are coming. Word *chomp* in this scene describes the giant bird catch one of Shelkirk friend with its mouth. And the last word is *skressh* describes about Taylor was ripped by the giant birds. There are five birds that ripped Taylor in five parts.

Datum 4: the future Flash versus Overload begin



This scene tells about the future Flash is looking for Overload and tries to stop him before kill anybody again. There are two onomatopoeias that shown in this scene, such as: *buzz* (Datum 4 page 11) and *crack* (Datum 4 page 12). Word *buzz* in this scene describes about Overload is talking about a loud sound to active his power. Therefore, word *crack* in this scene describes about the future Flash Punch Overload before he active his power.

Datum 5: The Flash and Shelkirk's last journey to speed force



This scene talks about Barry and Shelkirk is fight with the giant bird before they arrived to the speed force gate. And after arrived to the speed force gate, Barry was shock because Shelkirk betrayed him and he want to steal Barry's power. There are several onomatopoeias that shown in this scene, they are: *shnnk* (Datum 5 page 13), *kwaawk* (Datum 5 page 13), *kroom* (Datum 5 page 14), *chboom-chboom* (Datum 5 page 14), and *krak* (Datum 5 page 16). Word *shnnk* in this scene describes about Shelkirk is attacking the giant bird neck with his knife and save Barry who was catch by the giant bird. Word *kwaawk* in this scene describes about the giant bird sound when attacked by Shelkirk. Word *kroom* in this scene describes the giant bird is falling to the ground. Word *chboom-chboom* in this scene describes about Johnny shot the giant bird that was falling to make sure it is dead. Word *krak* in this scene describes about Shelkirk is attack Barry because he knows that Shelkirk is betrayed him and he just want to use Barry to steal Barry's power.

Most of types of onomatopoeia which used in The Flash comics are Direct Onomatopoeia. The three types of onomatopoeia are based on Bredin's theory that there are only two types that used in this comics, they are Direct Onomatopoeia and

Associative Onomatopoeia. The result of the finding was explained in D=Datum and P=Page.

The Kinds of Onomatopoeia in The Flash Comics Chapter 38, 39 and 40

Direct Onomatopoeia

Direct onomatopoeia is an imitation of real sound of a thing that they refer to, such as; ding-dong, whooose, shwip, etc. Moreover, there is a lot of direct onomatopoeia words that found in The Flash comics that was observed, such as; Chkchk, ch-chak, whok, boom, kting, skkaaasshh, chomp, skressh, buzz, crack, shnnk, kroom, chboom-chboom, krak, clk, krack, tick-tick, skkaaboooom, krakrak, thakoom, tap, krazzkack, shrakakk, skkssaakkz, toss, shwip and zzrkrakk. Furthermore, all of these onomatopoeia words are include to Direct Onomatopoeia because it is replaced or represented the sound of the object. It is based on Bredin's theory that Direct Onomatopoeia is a word that resembles to the sound that it means. It is also supported by Dofs (2008: 4) onomatopoeia as a form of sound that named by the object that imitates the natural sound in producing. Based on the expert above, the researcher concludes that Direct Onomatopoeia is the use of words whose sounds

imitate those of the signified object of action. Most of comic's author use different style of onomatopoeia to express one sound, for example sound of explosion. Some author use "boom" to express explosion sound and some of them use another word like "kaboom", "badoom" etc. It is proved in the Laili's thesis A Study of Onomatopoeia in Avatar Comics, she found that there are some imitating sounds of water that applied in that comic but in different onomatopoeia word, for examples; Splash, Fwoosh, Sploosh, Swoosh, Spilshand whoosh. Moreover, there are some authors who use different onomatopoeia in one sound to distinguish the source of the explosion or the types of the explosion, such as; Vendetti (The Flash), Toriyama (Dragon Ball), Yuusei (Assasination Classroom), etc. Besides, onomatopoeia word is a special language that can be used to express our feeling and sound into variant of word. The used of onomatopoeia sometimes depend on the speaker in uttering the word or express a sound into word.

Associative Onomatopoeia

Associative onomatopoeia is the imitation of sound that associate and the word represent the object action, such as; guk-guk, bow-bow, etc. Furthermore, associative onomatopoeia is representation of animal sound or any sound that has been associated. Moreover, there are only two associative onomatopoeia words that found in The Flash comics, they are; keeeaaawk and kwaawk. Moreover, there are only two associative onomatopoeia words that found in The Flash comics and all the onomatopoeia words are include to associative onomatopoeia because that words have been associated or explain about animal sound. It is also based on Bredin's theory who said that Associative Onomatopoeia is a word that resembles to that object only. It is also supported by Sugahara (2010: 1), he said that onomatopoeia is a special language expression because it is phonological from appears to be more directly associated with its meaning. Moreover, most of Associative Onomatopoeia is used to express animal sound or a sound that explain what that word does and some of this onomatopoeia word can be found in movie.

Lexical and Contextual Meaning in The Flash Comics

Based on the kinds of onomatopoeia, all the onomatopoeia words that found in *The Flash* comics are direct onomatopoeia and associative onomatopoeia. Moreover, most of words that are used in *The Flash* comics are direct onomatopoeia, such as; *boom, skkaaasshh, chomp, buzz, crack, etc.*

Skeleton in the Closet (Chapter 38)

Skeleton in the closet tells about the real Flash who tries to find the way to escape from speed force and the future Flash try to protect Central City from the crime. There is some onomatopoeia word appear in this chapter.

- 1) *Chk-chk* has no lexical meaning but in contextual, it means a sound of grinding two irons that makes by Shelkirk. This word comes when Shelkirk explain to Flash where he came from. This word also can be used to explain human's expression. Besides, it can be used to express our ignorant expression. This word is based on Sugahara (2010: 1) that *chk-chk* is an onomatopoeia word which is stated as a special language expression. This

word actually is difficult to understand because *chkchk* is relative sound where the imitation depends on the listener visualize the sound into word.

- 2) *Ch-chak* has no lexical meaning but in contextual, it means a sound of pumping a shotgun. This word came from Spotter's gun when Shelkirk told him to keep his eyes open and keep Flash safety. This word is based on Seyyedi (2013: 1) who stated that *ch-chak* is an onomatopoeia word because it is imitating a word of natural sound.

This word is not only explaining shotgun sound but also Spotter's readiness to keep Flash alive with his shotgun as his boss said.

- 3) *Whok* has no lexical meaning but in contextual, it means a sound of Napalm hand swinging to man face. This word came from Napalm hit when he attacks the Bank visitor. In contextual, this word can be used as punching sound or kicking sound. Generally, this word is used to express wind sound when someone swings something.
- 4) *Boom* lexically it means a loud, deep or resonant sound but in contextual means an excited expression from Mirror Master when he tells Napalm about a story of his old member. This word also generally used to explain boom explosion. In conversation, this word usually used to shock someone. This word is based on Jordan in Martin (2002: 54) that *boom* is an onomatopoeia word where he stated that onomatopoeia is used to express an impression in a personal, emotional manner and not only used in comic but also in conversation.
- 5) *Kting* has no lexical meaning but in contextual, it means the sound of breaking mirror when hit by a thing that the Future Flash throws to that mirror. This word also can be used to express impact sound of iron like knife, sword, etc. This word also can be replaced with *crack* which has a same meaning in lexical or contextual meaning.
- 6) *Skkaaasshh* has no lexical meaning but in contextual, it means a sound of mirror explosion that broke Napalm right hand. This sound came from the mirror explosion when The Flash throws a peace of glasses to

Mirror Master's mirror and makes an explosion. This word has a same meaning with *boom*, *ka-boom* or another explosion sound effect. This word used by the author to distinguish the utilization of onomatopoeia word for each character in *The Flash* comics.

Onomatopoeia is a special features used by the comic writers to make their comic more representative in expressing sounds, movements, feelings, emotions and other aspects. Onomatopoeia also can be used in oral situation to make the conversation or speaking more interested or to express the speaker feeling. Besides, comic is a soundless media that only use text and image as the instrument. Comic is also used as a tool to express what the writer feels into sequent pictures through text.

Therefore, it has limits to illustrate some portrayals which are supposed to be put in the comic such as epic or heroic situations. Moreover, the onomatopoeia is used to complete what the comic writer need to make their art more alive. Functionally, the

use of onomatopoeia assists the reader of the comic to understand more what the comic writer expects. Theoretically, the findings approve the definitions and kinds of onomatopoeia. In this comic, the author creatively uses a variously onomatopoeia word to express one sound with different sources. For example, the onomatopoeia of water can be illustrated with splash, sploosh, or swoosh. This is a good way to make the comic more representative. Nevertheless, the contextual meaning of onomatopoeia word in this comic is rather difficult to understand because the reader should look the picture carefully and correlate every picture to understand the contextual meaning. Moreover, the author also uses physical and features aspect of the character in choosing the onomatopoeia word, for example the onomatopoeia words in *The Flash* comic are different from every characters and features that they used.

Moreover, the author also should add some explanation about what is happened in that scene, like narration in every scene before the onomatopoeia word is putted in the picture. The explanation or narration can help the reader to understand easier about what the onomatopoeia word means. Besides, there are some comics reader that did not know how to express an onomatopoeia word in comic. They just read the comic without know the meaning or the purpose of the author. Moreover, there also some authors that uses a general onomatopoeia without distinguishing the character or the source to make the reader easy to understand what the comic writer means.

Furthermore, Meskin (2011: 225), he argues that comic has significant resemblances with literature like they use words, they are printed in books, and they have narrative content. Besides, comic also can be used to study about another culture in the world. Comic also has a same function with another literary works such as movie, poet, graphic novel, novel, etc. However, not all comic books can be defined as literary work because not all comic books have characteristics of literary work. Besides, the characteristics of literary work based on Meyer (1997: 4), he said that anything is literature if you want to read it that way. Moreover, he also suggests that a works can be define as literary works if they are written texts, marked by careful use of language, read aesthetically and intended by the author to be read aesthetically. Comic is not only known as entertainment for children or adult but also can be used in one of some ways to study about culture, science, history, legend or biographies of famous people. Therefore, comic is sequence pictures that tells a story through narrative text to explain the story generally. Some people use comic to learn about history, science or personal biography. Comic has features to make the reader enjoy the story and make the story look alive. Onomatopoeia is one of the features that can make the story more alive, because without onomatopoeia, the comic reader will be difficult to imagine the sound effect in the comic books that make the comic more expressive and more interesting.

CONCLUSION

The explanation of the previous chapter, it can be concluded that onomatopoeia is the formation of word which the sounds suggest the meaning. Onomatopoeia is used in writing devices, such as poetry, comic strips or Manga (Japanese comics), conversation and movies. The object of this research is The Flash comics. It is Sci-Fi genre that created by Robert Vendetti from United States. This study uses three chapters of The Flash as the object, they are; Skeleton in The Closet, Power Loss, and The End of the Road.

Sometime the lexical meanings of onomatopoeia words which are constructed in The Flashcomics are different from the contextual meaning. They changed because they have to adapt in the situation of the story, but some of them are exist or close in their original meaning. The meaning of onomatopoeia words has an identical idea to the context of the comics. Moreover, most of onomatopoeia words which constructed in The Flash comics are direct onomatopoeia. Sometimes the author uses a different onomatopoeia word to express one sound because he wants to distinguish that sound based on the physical, source or type of that sound.

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