# AN ANALYSIS OF ONOMATOPOEIAS IN GARFIELD COMIC

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## ABSTRAK

Dalam skripsi ini dibahas jenis-jenis dan makna onomatope yang terdapat dalam komik *Garfield* tahun 2006. Dalam pengumpulan data, penulis menggunakan metode observasi dan teknik catat (Sudaryanto, 1993). Untuk analisis data digunakan metode padan referensial (Sudaryanto, 1993). Dalam menganalisis jenis-jenis onomatope digunakan teori Ullman (1962). Kemudian untuk menganalisis dan memperkuat maknanya digunakan teori makna leksikal (Lyon, 1995) dan makna kontekstual (Ullmann, 1962).

Hasil penelitian menunjukkan bahwa ada dua jenis onomatope yang terdapat dalam komik*,* yaitu onomatope pertama dan kedua. Onomatope pertama merupakan peniruan langsung dari bunyi yang dihasilkan oleh sebuah benda, sedangkan onomatope kedua berasal dari perpaduan bunyi yang dihasilkan oleh karakteristik khusus suatu benda dan bunyi gerakannya. Selain itu, makna dari onomatope-onomatope tersebut dapat didasarkan dari dua segi, makna leksikal dan kontekstual. Makna leksikal adalah makna yang mengacu pada deskripsi makna yang terdapat dalam kamus, sedangkan makna kontekstual merujuk pada konteks pemakaian onomatope dalam komik. Dari 15 data yang dianalisis, jenis dan makna onomatope yang dominan ditemukan dalam komik *Garfield* adalah onomatope kedua.

**Kata Kunci:** *onomatope, onomatope pertama, onomatope kedua, makna leksikal dan makna kontekstual*


## ABSTRACT

This study discusses the types and meaning of onomatopoeias found in *Garfield* (2006) comic. In collecting the data, the writer used observational ethod and note taking technique (Sudaryanto, 1993). In analyzing the data, referential identity method (Sudaryanto, 1993) is applied. The types are analyzed by referring to Ullman's (1962). The meanings are analyzed and strengthened by using the lexical meaning (Lyon, 1995) and contextual meaning (Ullmann, 1962) theories.

The results show that there are two types of onomatopoeias found in the comic, the primary and secondary onomatopoeias. The primary onomatopoeia is the direct imitation of a sound produced by an object while secondary onomatopoeia comes from the sound combination produced by the specific characteristic of an object and its movement. In addition, the meanings of onomatopoeias derive from the lexical and contextual meanings. The lexical meaning refers to the dictionary meaning and the contextual refers to the context of an onomatopoeia in the comic line. From 15 data, the dominant type found is the secondary onomatopoeia.

**Key words:** *onomatopoeia, primary onomatopoeia, secondary onomatopoeia, lexical meaning, contextual meaning*

## 1. Introduction

Onomatopoeia is naming of an object which imitates the sound produced by the object (Gasser, 2006: 4). The form of an onomatopoeia can be found in our daily life. It may derive from the sound of an object, an animal and an action. For examples, the onomatopoeias which derives from the sound of an object are the sounds of a bell, a horn or a telephone; from the animal's sounds are the sounds of cats, cows and from the action's sounds are the imitated sounds of falling, gun shooting or cough. Such sounds can arbitrarily represent certain objects or actions. Among various media, onomatopioeic words are featured heavily in comic.

Basically, comics are created to entertain, since comic itself literally means funny. As in Webster's Comprehensive Dictionary (2003: 262), comics means "to provoke mirth, funny and ludicrous". A comic consists of picture and language expressions. Actually, when people reads a comic, he or she does not only enjoy the images but also deals with the linguistic expressions. One of them onomatopoeia, makes comic dialogues become more attractive.

At present, there are many "onomatopoeic words created productively in line with this, Hock (1986: 50) states that "since the imitation of sound can proceed in more than one way and time, consequently onomatopoeic forms can be created at any time." Onomatopoeias have been increasingly produced, as can be found in Garfield comic stips.

Garfield is one of the comic stips originated from United States of America. It was written by Jim Davis and first published on June 19, 1978. It tells about the life of a cat named Garfield, the main character; his owner, Jon Arbuckle; and Odie, Arbuckle's dog. Until 2006, it has been published in roughly 2,580 newspapers and journals, and held the Guinness World Record for being the world's most widely syndicated comic strip. The name of Garfield was taken from the name of Davis's grandfather. Garfield is an orange, fuzzy, and tabby cat. The strips are mostly on the interactions among Garfield, John and Odie. Common themes included in the strips are Garfield's laziness, eating obsess, Monday hatred and diets. In their interactions, onomaotpoeias frequently accur.

## 2. Background of the Research

### 2.1. Identification of the Problem

Onomatopoeic words found in Garfield comic strip can be analyzed from many aspects. In this case, I focus on two aspects: the kinds and the meanings of the onomatopoeic words. They are formulated in the following research questions:

1. What are the kinds of onomatopoeic words featured in Garfield comic?
2. What are the meanings of the onomatopoeic words?

## 2.2. Theoretical Framework

In this research, I describe about onomatopoeic words featured in comic, such in Garfield comic. Therefore, onomatopoeia's theory, the kinds of onomatopoeia and the meaning of the words will be explained bellow.

### 2.2.1. Onomatopoeia

Onomatopoeia, or also known as onomatopoeic word, derives from Greek that means "name making". It also means "make their own names" (Robertson, 1954: 186). "Onomatopoeia is a word that imitates nature sounds that are often natively thought to be completely iconic since it is perfect replicas of the actual sounds they refer to" (Pierce in Antilla, 1972: 14). Thus, onomatopoeia is the naming of an object which derives from the imitation of the sound produced by the object itself. For example, the word *'quack'* is an imitated word that represents the sound of a duck. Furthermore in relation to the concept of 'symbol', onomatopoeia can also be symbolic since it is immediately evident in a comparison among different languages.

Languages of the world have different onomatopoeia. For example, an English pig will produce the sound *oink* while France's is *groin-groin*, and Chinese's is *hulu-hulu*. A dog's sounds are *kukure* in Nepali and *kutta* in Hindi. These variations occur because each language user interprets onomatopoeic words in accordance with their phonological system and culture (Thomas, 2004:15). However, semantically, the of onomatopoeias are (Ullman 1962:84):

1. Primary onomatopoeia (PR)

   The primary onomatopoeia is the imitation of sound by sound. The sound is produced by the object itself. Onomatopoeia occurs in words, which imitate sound, and this suggests the object described (Alexander, 1963:20). In this case, naming of an object by imitating the sound produced by the object itself, like *buzz, crack, growl, hum, plop, roar, squeak, whizz*. Thus, primary onomatopoeia can be called as the onomatopoeic words that imitate the natural sounds of an object. For example,

   | | |
   |---|---|
   | bell | 'ding ding' |
   | car beeping | 'horn' |
   | phone | 'br-r-r-ring' |
   | | (Thomas, 2004: 19) |

2. Secondary onomatopoeia (SC)

   The secondary onomatopoeia is the sound that occurs because of the relation between the sound of an object and its movement (*dither, dodder, quiver, slink, slither, slouch, squirm,*

*and wriggle*) or based on the movement only (Ullman, 1962: 84). This onomatopoeia derives from actions. The onomatopoeic words exist in a drawing are considered derive from certain actions if they resemble or suggest that action described in the drawing itself (Alexander, 1963:20). In other words, the secondary onomatopoeia can be called as the sound of onomatopoeic words which is produced by the integration between the sound of an object and action. For instance,

| | |
|---|---|
| sound of eating | 'chomp chomp' |
| sound of drinking | 'gulp gulp' |
| collision of other object | 'thum/thud' |
| collision of metals | 'clang' |

<div align="right">(Thomas, 2004: 19)</div>

### 2.2.2. Meaning

Cruse (2004:125) states that meaning is regarded as a concept. In his opinion, conceptual thinking helps people to organize and store their knowledge by relating it to other things they know. This research particularly discusses the meaning of word. In line with this, Ullmann describes the meaning of words "The meaning of word is reciprocal and reversible relationship between sound and sense" (Ullman, 1964: 57). In this case, in discussing the meaning of a word, the relationship between the sound and the word cannot be separated. Since this research focuses on the meaning of word, the writer uses lexical (LM) and contextual (CM) meanings to analyze the meaning in this research. By regarding that lexical and contextual meaning are appropriately used to analyze the meaning of words, in discussing meaning, there are two bases of interpretations of meaning in this research. They are lexical and contextual meaning.

Lexical meaning refers to the dictionary definition. A dictionary word is 'lexeme'. The noun 'lexeme' is related to the words 'lexical' and 'lexicon' (lexicon as having the same meaning as 'vocabulary' or 'dictionary' (Lyon: 1995: 47). Therefore, lexical meaning can be called the meaning of a word. In other words, lexical meaning refers to the referent that can be observed through the sense. It is the real meaning. For example, *rat*. Based on the dictionary, the word 'rat' refers to a small animal that likes dirty place and can bring dieses of typhus.

On the other hand, the meaning derives from context is called the contextual meaning. It can be said as the meaning of words that are found in particular situations (Ullmann, 1962:64). It might be a reason, justification, assumption, explanation, or other function, of the context. The context of a sound may often provide enough clues to interpret the meaning of onomatopoeic words when they have not yet recorded in dictionaries.

## 2.3. Methodology

There are three steps in conducting this research: collecting the data, analyzing the data and presenting the result of analysis (Sudaryanto, 1993: 5). In collecting the data, I applied non participant observational method which means that I was not involved in the dialogues of the comic's characters. At this step, there were some procedures applied. Firstly, the comic was downloaded from www.4shared.com. I took one edition, the 2006 edition, because it is the best edition of Garfield comic. There are 33 onomatopoeic words found. The data were chosen based on the pictures which contain onomatopoeic words. Then, due to a lot of the similar forms of data, only 15 different onomatopoeic words are described in the analysis. Secondly, the onomatopoeic words were marked and selected from the comic strips by applying note taking technique (Sudaryanto, 1993: 135).

The data are analyzed by applying referential method (Sudaryanto, 1993: 13). Referential method was applied by describing a reference of the onomatopoeic words of the Garfield comics. In analyzing the data, there are some steps followed. Firstly, I categorize the kinds of the onomatopoeic words based on Ullmann's (1962). Secondly, I describe the meanings of the onomatopoeic words. At this step, I indentify the meanings following two categorizes: lexical and contextual meanings. To determine the lexical meaning, I refer to Oxford Dictionary published in 2010. Moreover, to determine the category of the contextual meaning, I apply the theory that was proposed by Ullmann (1962).

The results of analysis are presented by using informal and formal methods. The informal method is the way of presenting the findings of analysis by using verbal language, while formal method is a method which is written in the form of symbols and signs. The result of this study is explained in the forms of the arguments or verbal language and supported by using tables. The explanations are then supported by the scanned colorful pictures in order to make them more alive and interesting.

## 3. Review of Related Literature

There are three previous studies on onomatopoeia which are relevant to this research. They are written by Takashi Sugahara (2010), Tsoi. W. C and C. Hoi. W (2004) and Gnanasundaram (2008).

The first research is from Sugahara (2010). He conducted the research project to examine the onomatopoeic words in English through spoken and written in London and British Corpus. The aim of the research is to provide (dictionary-based) list onomatopoeic

words in English, to look at the distribution of onomatopoeic words through spoken and written in two corpora and then to clarify grammatical/semantic features of representative onomatopoeia words. For the procedure of collecting the data, he spread questioners from two corpora to classify the kinds of onomatopoeic words in English written and spoken. He obtained a list of 287 of onomatopoeic words and employed London Lund (LLC) and The Landcaster-oslo/Bergen (LOB) corpora to come up with the frequent list of these words. Sugahara's study treated the top of 30 frequent in each corpus as the most frequent words. Then, in analyzing the data, he used Tamori and Schourup's theories that propose the general grammatical classes of English onomatopoeia. This theory examines noun or verb. In connection to the grammatical classes of English onomatopoeia, he examined the onomatopoeic words nouns that serve as verbs. He also uses Oxford English Dictionary (OED), to obtain a list of onomatopoeic words in English. The next step, he closely examined the actual usage of onomatopoeic expression of these frequent and most onomatopoeic words (i.e representative onomatopoeic words) in the two corpora. Finally he compared the features of these words in spoken and written corpus. The result of this study is a list of 287 onomatopoeic words based on the OED, 252 words in the list occur as verbs and 226 occur as nouns, 194 words functions as both verbs and nouns (85.8% of the 226 nouns). Then the most frequent and most onomatopoeic words in spoken English (i.e. the LLC) are *pop, dash, dash, bounce;* the most frequent and most onomatopoeic words in written English (i.e. LOB) are *murmur, flap, mutter;* the most frequent of onomatopoeic in spoken corpus are *pop, bash, bounce*; and written corpus *murmur, flap, mutter*.

Tsoi W. C. Thomas and C. Hoi W. Clara (2004) examined the characteristics of onomatopoeia by providing a descriptive explanation of onomatopoeia from twelve different languages. They looked at the formation of general lexicons from onomatopoeia and explain how these lexicons work from syntactic perspective. Furthermore, the aim of this study is to find out the characteristics of onomatopoeia words in the world's languages. It is also hopes that from the characteristics, they can reveal some of the underlying language universals. In conducting this research, the data are from 12 languages (Cantonese, mandarin, Italian, Spanish, German, English, Lithuanian, Finnish, Turkish, Swahili, Korean and Japanese) and from different language families. 10 of them were first-hand data from native speakers collected either in person or through the internet, while the other 2 were second-hand data from internet web sites and dictionaries. In analyzing the data, they took the phonological analysis of onomatopoeia perceptive. They used the Sapir Worfh hypothesis to propose that sounds perceived by a hearer are in fact dependent upon the phonological system of his

language. "Sound effects are verbalized by means of the phonemes of a language according to how the speakers hear the effects". Afterward, they examined the onomatopoeic words based on the development of onomatopoeia. In general, onomatopoeias can be developed into four parts of speech, namely nouns, verbs, adjectives and adverbs. The results show the onomatopoeias in distinct word classes. Onomatopoeia are found in every language and due to their imitative nature, onomatopoeia for the same sound in different languages often share some universal characteristics. Despite a common origin, onomatopoeia for the same sound in different language is influenced or restricted by the different phonological system. In addition, onomatopoeic words are as productive as any other words. They can develop into Nouns, Verbs, adjectives and adverb, which become part of daily vocabulary.

Gnanasundaram (2008) investigated onomatopoeia in Tamil. The aim of the research is to collect the phonetically motivated or onomatopoeic words in Tamil and classify them based on the basis of their formal and semantic functions. These words have been collected from the Tamil Lexicon. Tamil Lexicon consist of 1, 17, 762 words including compounds, dialect variation, and borrowings. 580 of them are onomatopoeic words, either single, reduplicated or echo. He collected the data from the lexicon of 117.762 onomatopoeic words, and classified them based on their formal and semantic function. This study are divided in six chapters. The first chapter describes the onomatopoeic words that are single words, the onomatopoeic expressions which are not reduplicated. The second chapter describes the onomatopoeic words that are reduplicated. The onomatopoeic expression always occurs in double and the part of it cannot isolated occur. The third chapter describes the onomatopoeic words that are echoes. These are also the reduplicated words with a difference. The fourth chapter describes the sequences of alliteration and assonance. The fifth chapter describes the words which are primary onomatopoeia. The sixth chapter studies the onomatopoeic value of particular sounds. In summary, this research shows that 0.5 of words in Tamil are onomatopoeia.

## 4. Analysis and Discussion

From the comic, the writer found that the most dominant type of onomatopoeia is secondary onomatopoeia (SC) and the most dominant meaning is the lexical meaning (LM). The findings can be interpreted as in the following table,

Table.  The Findings

| NO | PAGE | ONOMATOPOEIC WORDS | TYPE | | MEANING | |
|---|---|---|---|---|---|---|
| | | | PR | SC | LM | CM |
| 1 | 1 | honk | ✓ | | | the sound of trumpet |
| 2 | 16 | click | ✓ | | the sound is produced by pressing on the lamp | |
| 3 | 31 | chom chew | | ✓ | the sound of someone who eats something | |
| 4 | 32 | cough hack | | ✓ | the sound produced when someone eat something rough | |
| 5 | 60 | smack | | ✓ | the sound of someone hit something | |
| 6 | 69 | splat | | ✓ | the sound of someone collide something | |
| 7 | 69 | bonk | ✓ | | the sound of the ball rebound | |
| 8 | 98 | crash | | ✓ | the sound of someone fall | |
| 9 | 140 | ring | ✓ | | the sound of telephone | |
| 10 | 181 | burp | | ✓ | the sound of belch | |
| 11 | 218 | splosh | | ✓ | | the sound of someone fall in the water |
| 12 | 272 | sluck | | ✓ | | the sound of drinking the water |
| 13 | 355 | shom | | ✓ | | the sound of someone run |
| 14 | 355 | rip tear shred | | ✓ | the sound of someone open the box | |
| 15 | 357 | beep bip boob | ✓ | | | the sound of someone press telephone number |

Here are some examples of onomatopoeias described in Garfield comic,

1. Primary Onomatopoeia

**(a) honk**

The pictures show Garfield and John who are waiting for celebrating new year. To celebrate the new year, they prepare a trumpet and a cup of coffee. When the time comes, Garfield blows up the trumpet and points the end of the trumpet close to John's ear. John is shocked and very angry because Garfield always does the same thing every year.

In these pictures, the word *honk* represents the sound of the trumpet. This word is classified into primary onomatopoeia which represents the sound of an object. According to Ullmann, primary onomatopoeia is the imitation of the sound which is produced by the object itself (1962: 84). It can be seen from the pictures, the sound *honk* appears as an effect of the blow of the trumpet.

Lexically, *honk* means 'the noise made by a goose or a car's horn (Hornby, 2010: 652). However, in this strip the word *honk* in the pictures does not mean the sound produced by a goose or car horn. It is produced by the sound of the trumpet. Therefore, the meaning of *honk* is derived from the sound of the trumpet. As seen in the picture, Garfield blows the trumpet and produces the sound *honk*. In this case, the meaning of *honk* also derives from the context of the pictures.

**(b) ring**



(Garfield, 2006: 140)

The pictures show John calls his friend, Mrs. Feeny. When they are talking, suddenly, the sound of telephone is broken. There is something trouble with John's telephone. He cannot hear the sound. He doesn't know why the sound of his telephone is broken. He puts out the telephone. A few minutes later, telephone is ringing again. John picks it up.

The word *ring* represents the sound of the telephone. Such word is grouped into primary onomatopoeia which represents the sound of object the telephone. The primary onomatopoeia is the imitation of the sound through the sound is produced by object itself (Ullmann, 1962: 84). It can be seen from the pictures when the telephone is ringing, the sound *ring* occurs. In this case, the sound of *ring* is the sound occurs as an effect of the sound of the telephone. The sound of *ring* is produced when the telephone is ringing. The classifying of *ring* sound is based on the imitation of the sound which is produced by the sound of an object.

According to Oxford Dictionary, the word *ring* has several meanings such as (1) telephone (2) be full of a sound (2010: 1013). Then based on the pictures, the word *ring* is the sound which is produced when the telephone is ringing. In this case, there are similarity between the dictionary meaning and the meaning of the pictures. *Ring* is the sound produced when telephone is ringing. Thus, the meaning of *ring* refers to lexical meaning.

**(c) bip, bop, beep**

The pictures describe Garfield and John are relaxing in a week end in the John's house. They want to complete their vacation by eating a pizza. Then, Garfield goes to the place of telephone. He wants to order the pizza. He tries to press the number of pizza's office. When the telephone is connecting, Garfield gives the telephone to John but he doesn't want to answer. Usually Garfield never orders the pizza directly. He always asks John to order the pizza and talks to servant.

The words *beep bip boob* represent the sound of someone pressing telephone number. It is categorized into primary onomatopoeia that represents the sound of an object. The primary form can be called as the imitation of sound by the object itself (Ullmann, 1962:84). In this context, the object is the telephone. The sound *beep bip boop* occurs because the sound of an object is produced by the object itself. In other words, the sound *beep bip boop* occurs as an effect when Garfield pressing the telephone number. The classifying of *beep bip boop* sound is based on the sound which is produced by the sound of an object.

Based on the context Garfield presses the telephone number that produces the sound *bip beep boop*. Thus, *bip beep boop* can be described as a sound which is produced when someone pressing the telephone number. Related to this, the meaning of *beep bip boop* can be found through contextual meaning which refers to the meaning of onomatopoeia based their context. At the end, the meaning of *beep bip boop* is the sound which is produced by pressing telephone number which describes based on the contextual meaning.

2. Secondary Onomatopoeia

**(d) cough, hack**

The pictures expose Garfield who is walking in the garden. Then, he meets a bird. The bird comes to Garfield angrily. He asks Garfield about the presence of his brothers. The bird says "*you're the cat who ate my two brothers*". The bird asks for responsibility for Garfield, since the bird thinks that his brothers have been eaten by Garfield. Afterwards, Garfield keeps silence and thinks that he wants to eat that bird because the other birds have been eaten by Garfield. Furthermore, Garfield does what he has thought. "*Cough hack cough*" the sound of he is eating the bird. At the same time, John comes to Garfield who has just already eaten the bird. And then, John sees Garfield, there is something strange with Garfield. John does not know that Garfield has eaten the bird. In Garfield's mouth, there is still the rest of part of the bird's body like wings and fur of the bird. In front of John, Garfield pretends to be innocent, in order that John does not get angry with Garfield since the bird has been eaten by Garfield.

The words *cough hack* represent the sound of someone who eats something roughly. Such words are classified into secondary onomatopoeia which represent the sound of action. Referring to this, Ullmann states "The sound appears not only an acoustic experience but also movement" (1962:84). It can be seen from the pictures, the sound *cough hack* occurs because there is merger between the sound of object and its movement. In this case, the object is something which is eaten by Garfield and the form of movement is the action when Garfield chews his food. Meanwhile, Garfield's food has rough and hard characteristics. It can be seen as a process of combining between a hard and rough

object and the motion of Garfield's mouth. The combination produces the sound *cough hack*. Therefore, the categorizing of *cough hack* sound is based on the sound combination between the object and its movement.

The meaning of words *cough hack* means 'cut with rough heavy blows' (Hornby, 2010: 263). These words have lexical meaning. It means that to determine the meaning of these words based on the dictionary meaning. And then based on the pictures described, the activity of eating something hard and rough appears the sound *rough hack*. In this case, there is a similarity meaning between the meaning of the words *cough hack* in the pictures and the meaning in the dictionary. So the words *cough hack* refer to the sound when someone eats something roughly by cutting. Thus, the meaning of the words *cough hack* has lexical meaning.

**(e) smack**



(Garfield, 2006: 60)

The pictures inform Garfield who is walking in his house. He looks gloomy and fatigue because he has bad mood on that day. Suddenly, there is a spider appearing in front of his face and dangling on the air. He gets shocked. Then, he has an idea about how to expel the spider in front of his face. Later on, he takes a newspaper which has been rolled by him. He intends to hit the spider with it. Then, there is the sound *smack*, it is the sound of Garfield hitting the spider until the spider becomes flat. A few minutes later, there is another spider. It makes Garfield feels very exasperate. He does not want to waste the time

and makes the spider becomes flat. Then, he smacks it again the last spider has the same destiny with the previous spider, they lost their soul.

*Smack* is the sound that represents hitting something. Such word is classified into secondary onomatopoeia which represents the sound of action hitting something. The sound comes up not only the sound of the object but also its movement. It is seen from the text, when Garfield is hitting the spider by using a rolled newspaper. The sound *smack* occurs. The pictures also show that there is a process of combining between the sound of object and the motion of strike. Referring to this, the object is a newspaper which is rolled and the motion is the action of striking by using his hand then the sound *smack* comes up. From this combination, the sound *smack* can be grouped into secondary onomatopoeia.

Based on the Oxford Dictionary (2010:118), *smack* has several meanings such as (1) a sharp blow given with the open hand (2) a blow, a hit (3) a loud sharp sound. Meanwhile based on the pictures, the word *smack* can be interpreted as hitting something by using the object or hand directly. It means that there is similarity between the meaning of dictionary and the meaning of the pictures. It can be seen from the pictures, where Garfield hits the spiders by using a rolled newspaper. In this case, this word derives from lexical meaning. It means the meaning of the word has close meaning with the dictionary meaning.

**(f) rip tear shred**



(Garfield, 2006: 355)

The pictures set Garfield who is sleeping in the morning of a Christmas day. Suddenly, there is a sound which disturbs his sleeping that makes him wake up. He remembers that the day is Christmas day. He leaves him bed and runs quickly to another room to find his gift. Garfield is really happy because he thinks that John still remembers

to give him a gift in Christmas day. He opens it quickly after he finishing opening it, he doesn't find anything in the box of his gift. Actually, that's only play which is made by John and Odie. There is no a gift, the box only. It is just a joke to Garfield.

The words *rip tear shred* represent the sound of action opening the box. Such word is categorized into secondary onomatopoeia that represents the sound of an action. The sound comes up through the sound object and its movement. In this context, the sound occurs because there is a sound combination between the object and its action. The object refers to the box and the action refers to the action of Garfield which opens the box. From this action the sound of *rip tear shred* comes up.

Based on Oxford Dictionary there are several meanings of *rip tear shred* such as (1) to tear, cut or scraped from larger (2) to pull a part or into pieces with force (3) damage by pulling it apart or by butting it on sharp (2010: 1014). Meanwhile in the pictures, the words *rip tear shred* mean that the sound which is produced by the action of opening the box with pull, cut and rip. Related to this, there is similarity between the dictionary meaning and the meaning of the pictures. Besides the meaning of the words *rip tear shred* is cutting or scraping, tearing and pulling to open something. In other words, it is something referring to the box. It can be seen from the pictures when Garfield open the box of his gift with cut, pull into pieces with force and then the sound *rip tear shred* occurs. Furthermore, the meaning of *rip tear shred* has lexical meaning.

## 5. Conclusion

There are two kinds of onomatopoeic words found in the Garfield comic, the primary and secondary onomatopoeias. The primary is the imitation of the sound of an object and the secondary is the imitation of the combined sounds of an object and its movement. From 15 onomatopoeic words, 10 of them are the secondary. They are *cough hack, smack, crash, splat, chomp chew, splosh, sluck, rip tear shred, burp,* and *shom*. The other five primary onomatopoeic words are *ring, click, bio bop beep, bonk,* and *honk*.

Furthermore, there are also two kinds of meaning in identifying the onomatopoeic words, lexical and contextual. The lexical meaning refers to the dictionary meaning and the contextual meaning is based on the context of the picture. From 15 data, 11 of them contain lexical meaning (*honk, click, cough hack, smack, crash, splat, chom chew, ring, rip tear shred, burp, bonk*) and the rest contain the contextual (*splosh, bib boop beep, sluck, shom*)

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