

Onomatopoeia Found in Tintin Comics

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This research focuses on the use of onomatopoeia in the Tintin comic. This study aims at describing the types of onomatopoeia in Tintin comic. This is a descriptive qualitative research. The data of this research are onomatopoeic forms found in Tintin comics. The data sources of this research are 3 Tintin comics, namely Tintin in the Tibet, Tintin and the Alph-Art, and Tintin and Picaros. To collect the data, the writers use documentation (Tintin comic) and content analysis. Data analysis in this study consists of three stages such as data reduction, data display, and conclusion. There are 51 data of onomatopoeia. The writers find there are 3 types of onomatopoeia; phonomime onomatopoeia (29), phenomim onomatopoeia (12), and psychomime onomatopoeia (10). The phonomime onomatopoeia is the most dominant onomatopoeia found.

INTRODUCTION

Om Telolet Om... Maybe some of us still remember that expression. The phrase that appeared at the end of 2016 and early 2017 were very familiar and even became viral in cyberspace and among the public, especially those who claim to be the *Bis Mania* community, even this phenomenon has reached foreign countries. *Om Telolet Om* started from the habit of children around the Jepara-Kudus highway asking the bus driver they call *Om* to sound the bus horn, and it turns out that the horn sound is not just a "tin-tin" but sounds like a *telolet* sound. Actually, the children initially mentioned *Om Klakson Om* so that the driver sounded the horn and coincidentally the sound of the bus usually resembled the sound of *Telolet* so they replaced it with the word *Telolet*. There are interesting things about what the children have done in terms of language knowledge. The children analogized the sound of *telolet* with the sound of a horn. These children substitute indirectly showing one of the characteristics of language, namely Onomatopoeia.

In simple terms, onomatopoeia is a word or group of words imitating the sound associated with what is described. The sounds that are imitated are not only animal sounds, nature sounds, but also human voices. In everyday life, there are many words that imitate the sound produced by an object in real life. For example, the sound of the telephone ringing, the sound of the horn (*tin-tin, din din*). In addition, there are also sounds that are imitated by animal sounds such as the sound of dogs (woof), the sound of the cat (meow) and so on are known as onomatopoeia (Chang, 2018).

The use of onomatopoeia is often found in comics instead of other media. In comics, onomatopoeia represents sound effects (Chang, 2018). It means that the widely used of onomatopoeia in comics and magazines because of its effectiveness in creating good sound effects in these media.



Figure 1. Sleepy Donald Duck

Figure 1 shows how the sleepy Donald Duck who tried to grab the phone ringing is. There are 3 onomatopoeias found in Figure 1 such as rrrrrring, grummel, and suefz. Rrrringgg is an imitation of the sound of a telephone. The use of rrrringgg as onomatopoeia is to give the readers imagination of the sound of the telephone ringing. Meanwhile grummel and suefz possibly refer to a grumbling sound. Those onomatopoeias describe Donald Duck's feeling when he answers the phone during his bed time.

There are several definitions that relate to onomatopoeia. Etymologically, onomatopoeia derives from the Greek words namely *onoma* (name) and *poeieo* (to make) so onomatopoeia means name making. In general, the usage of a term that phonetically mimics, looks like, or refers to the sound that it describes is known as onomatopoeia. Onomatopoeia refers to the words made by imitating the sound and name of an object or action by imitating the sound of the object associated with the object (Chang, 2018). In addition, Dofs in (Rauf, 2016) defines onomatopoeia as a type of sound that is designated by its object and reproduces a natural sound. Additionally, Ogata in (Rauf, 2016) mentions that a sound-imitated description of animals and phenomena in nature called onomatopoeia. Tiwiyanti also writes that onomatopoeia is a word that has the similar sound with the sound that describes certain objects (Tiwiyanti, 2016).

Meanwhile, Gasser in (Eliza, 2013) mentions onomatopoeia as naming of objects that imitate the sound produced by that objects and the form of onomatopoeia can be the sound of certain object, animal, and actions. Along with the previous definition, Assaneo in (Muliawati & Yusnida, 2019) explains that

onomatopoeia is defined as an imitative-driven transformation of natural sounds into a word.

Furthermore, onomatopoeia according to Pierce in Antila in (Chang, 2018) is a word that duplicates nature sounds that are frequently natively considered to be entirely distinctive as it is exact duplicates of the original sounds they refer to such as the sound of a **quack** imitating the sound of a **duck** in English, and *wek wek* in Indonesia. Fromkin, Rodman, and Hyams in (Alameer, 2019) see onomatopoeia as words in which their pronunciation defines their meaning, for example, meow (cat), buzz (insect).

Assaneo writes that onomatopoeia is a unique language condition because it instinctively imitate sounds to establish a connection with the objects they resemble (Muliawati & Yusnida, 2019). In addition, the widely recognized cross-language phenomenon known as onomatopoeia happens when a linguistic component is phonetically influenced by the sound of the reality it transmits (Kirtchuk, 2011). Seyyedi argues that onomatopoeia, the making of words imitating natural sounds, is a common phenomenon found in all languages of the world (Seyyedi & Akhlaghi, 2013). Meanwhile, according to Kambara onomatopoeia words serve to give words more life by representing states, actions, sentiments, and feelings (Rauf, 2016).

From several definitions related to onomatopoeia, it can be concluded that onomatopoeia is related to the process of sound or action imitation to certain object such as human, animal, and natural phenomena. Onomatopoeia with sound imitation includes bang bang (sound of weapon), riinnng (sound of phone ringing), whoooo whooo (sound of an owl), whizz (sound of the wind). Afterward, onomatopoeia that relates to action imitation can be like glug glug (drinking), zzzz (sleeping), chomp chomp (eating), smack (kissing), and scratch (tearing up). In addition, onomatopoeia also can represent action, sentiments, and feelings. Dealing with feeling and sentiments, onomatopoeia includes argh (annoyed), aaaahh (pain). Finally, onomatopoeia classifies as a unique and cross-language phenomena since it can be found in all languages around the world such as knocking the door; knock

knock (English), tok tok (Indonesia), toc toc (Mexico/Spanish), puk puk (Polish), the barking dog; Woof woof (English), Gav Gav and Tyav tyav (Russia), ouaf ouaf (French).

There are many linguists explaining the types of onomatopoeia. Ullamn in (Eliza, 2013) classifies onomatopoeia into two, namely primary onomatopoeia and secondary onomatopoeia. Primary onomatopoeia occurs due to imitating sound with the sound produced by the object itself. Meanwhile, according to Alexander in (Alameer, 2019) primary onomatopoeia occurs in words and sound that refers to the certain object. In this case onomatopoeia belongs to a word that is produced by imitating the sound produced by the object itself such as buzz (bee), growl (bear), hum (human), plop (mud puddle), roar (lion), squeak (pig), whizz (wind) and the sound of objects such as bell (ding ding), car beeping (horn), phone (riiingg). Secondary onomatopoeia occurs due to the relationship between the sound of an object and its action. Alexander in (Alameer, 2019) states that the secondary onomatopoeia is the imitation of the sound due to the certain action. This onomatopoeia is a combination between the sound of an object and its action, for example, chopm chomp refers to eating, gulp gulp refers to drinking, Thum/thud refers to colliding.

On the other hand, Bredin in Dofs in (Rauf, 2016) divides onomatopoeia into three: Direct Onomatopoeia, Associative Onomatopoeia, and Exemplary Onomatopoeia. Direct onomatopoeia refers to the original sound of the object being referred to such as buzz (bee), hiss (snake), moo (cow). Associative Onomatopoeia refers to the sound imitation due to its similarity of the object and the word denoted such as cuckoo (bird), bubble, whip, scratch, splatter, cackle, cough, whisper. Exemplary Onomatopoeia refers to the sound imitation based on the quantity and physical work of the speaker in pronouncing it such as nimble, dart, slothful, sluggish, mumble.

Thomas in (Chang, 2018) mention that there are four types of onomatopoeia, namely Calls of animals (animal sounds), sounds of nature (natural sounds), sounds made by human (human sound) and other sounds. Meanwhile,

Shibatani and Martin in (Hasada, 1994) distinguish onomatopoeia into (1) phonomime onomatopoeia which imitates the type of sound produced by nature such as the sound of animals, objects and humans, (2) phenomime onomatopoeia which describes the action, the nature, appearance, circumstances, situations, and conditions of the world outside, (3) psychomime onomatopoeia which symbolizes psychological states, body feelings, and inner feelings. Contrary to phonomimes, which are known as (sound-) onomatopoeia, phenomimes and psychomimes are frequently referred to as mimetic words.

Simpson in (Al-Zubbaidi, 2014) mentions that lexical onomatopoeia refers to words recognized in the language system as words such as thud, crack, slurp and buzz, whose symbolic pronunciation becomes their reference outside the language. Non-lexical onomatopoeia, on the other hand, refers to a group of sounds that echo the world without the mediation of linguistic structures such as vroom vroom or brrrrmmmm brrrrmmmm.

A comic is invented by a Rudolphe Topfer, a Swiss cartoonist in 1873 (Firdaus et al., 2021). Etymologically, the word comic is taken from Greek term, komikos, meaning humor. Wigans states Comics as a type of graphic art that frequently use the sequential arrangement of images and text to communicate a story, idea, or piece of information. They may occasionally lack words and depict speech instead using conventions and symbolism, such as word balloons (Putri et al., 2017). Comics are a medium for expressing ideas in images combined with text or visual information. Suwastomo concludes that a comic is a piece of art that tells a series of stories in image form about characters and incidents that can be hilarious, puzzling, etc (Suwastomo, 2016). Along with the previous definition, Firdaus et al define a comic as a narratively organized collection of images that includes dialogue (Firdaus et al., 2021).

Experts argue that the two most common forms of comics are comic book and comic strips. A comic book is a novel or a collection of stories expressed in pictures, text, and other visual information on the other hand comic strips having

similar components when compared to comic books; only they are shorter. Strip comics are continual comics that are printed in newspapers (Suwastomo, 2016).

Comic elements include panels, letters, balloons, captions, and borders. Panels are the most basic element in a comic strip. Panels can be square, round, or triangular. The panel is the place where all the other elements are delivered. The images represent the character's appearance, actions, and facial expressions, whereas letters are any text on a comic page that is used to emphasize important words. Balloons are for text, usually include a pointed end that connects the balloon to the character speaking or thinking of the words written in the text. Speech balloons are usually straight-edged balloons, while thought balloons are usually bubble-eyed. Text is used for narration or transition text. Borders are lines that enclose panels, balloons, and captions. Together, they tell the story in several well-ordered panels.

Comics become interesting because they do not only contain images but also language expressions, one of which is onomatopoeia. Onomatopoeia is widely used in comics and poetry. Onomatopoeia is a part of linguistics that describes events and fantasies. Guynes in (Chang, 2018) states that Onomatopoeia in comics is a representation of sound effect that is manifested in graphic/written form. Onomatopoeia is usually called sound effect. Sasamoto and Jackson in (Sunarya & Sutono, 2021) state that onomatopoeia is a communication phenomenon. Sangoi in (Alameer, 2019) relates onomatopoeia between comic books, magazines and stories with the effectiveness of linguistic phenomena to increase the attractiveness of comics, magazines.

Onomatopoeia is widely used in comics, magazines because onomatopoeia is very effective in creating good sound effects in these media. Onomatopoeia helps provide voice support for comic readers so that readers can imagine when reading comics. Many comic writers use onomatopoeia to express the feelings of the characters. Onomatopoeia is an image of the mind that can give imagination to comic readers when reading comics.

The function of Onomatopoeia according to Aliyeh and Zeinolabedin in (Alameer, 2019) are enriches the reading content. Onomatopoeia gives a livelier situation, condition, or appearance. In addition, it develops the level of musicality of spoken and written texts. Furthermore, it stimulate the reader's impression of the message to reveal a vivid and realistic description of the attitudes, gestures or behavior and emotional phenomena Maino in (Hasada, 1994). Again, the employment of onomatopoeia in comics aids the reader in recognizing the significance of an object that would otherwise be meaningless if no explanation were provided (Firdaus et al., 2021).

There are many studies related to onomatopoeia in comics which can be broadly grouped into several fields. First are studies of onomatopoeia in education field such as (1) Tiara Eliza (2018) Using Onomatopoeia in Comic to Improve Vocabulary. The results of this study indicate that teaching vocabulary using onomatopoeia in comics can be used to increase students' vocabulary, (2) Aulia Putri et al (2017) The Effect of Onomatopoeia in Comic Strip and Instrumental Motivation towards Students' Reading Comprehension Achievement. This study aims to determine whether there is a relationship between students' understanding of reading skills in students who are taught using onomatopoeia on comic strips on motivation, (3) Bambang Suswanto (2016) Teaching Using Comic as A Media To Improve Student's Vocabulary Mastery at Tenth Grade of SMAN 1 Muntok. The study reports that students taught using comic has greater achievement than those of not taught using comic, therefore comic can be used as one of media to teach vocabulary.

Second are the research on onomatopoeia conducted on poetry such as that was conducted by Haitham K. Al Zubbaidi (2014) Functions of Onomatopoeia in Modern English and Arabic Poetry: A Study in selected Poems by Lawrence and Al-Sayyab. The results of this study indicate that the use of onomatopoeia is associated with cultural differences. The research on the use of onomatopoeia on poetry was also done by Walen Carera et al (2019) Analysis Onomatopoeia in Selected Poem by Lee Emmett. The study focuses on types of onomatopoeia.

Third are studies focusing on comparing onomatopoeia of two languages such as that conducted by Abdullah Alhasan Alameer (2019) *The Linguistic Feature of Onomatopoeia Word in Arabic-English: A Contrastive Study*. The results of this study indicate that Arabic and English can use onomatopoeia in different situations and settings. In addition, this study also shows that there are similarities related to onomatopoeic grouping, onomatopoeic meaning, and sound. Candra Alim Tohari et.al. (2016) *The Phonological Analysis of Animal Sounds in English and Indonesians*. They provides 20 animal onomatopoeia from English and Indonesia that then examined by using phonology and phonetics theory to find their similarities and differences both in consonants and vowel.

Research related to onomatopoeia is also carried out in translation studies. Leni Tiwiyanti (2016) with the title *An Analysis on Onomatopoeic Words and Their Translation Proceduring in Harry Potter and The Prisoner of Azkaban and Its Translation Version*. The results show that onomatopoeia in the form of a verb becomes the most dominant type of word after nouns, adjectives, and interjections. Meanwhile, there are 5 translation procedures found, namely; borrowing, literal translation, transposition, modulation, equivalence sets. Rosa Munoz-Luna (2019) *The Translation of Onomatopoeias in Comics: Linguistic and Pedagogical Implications*. This case study particularly focuses on how onomatopoeias and interjections are handled in the translations in order to figure out how significantly culture and context have an impact on the various linguistic counterparts. The use of comic strips in foreign language education has some pedagogic implications that are also examined.

The last one is the type of research that often appears in the discussion of onomatopoeia is the type of onomatopoeia, and the meaning of onomatopoeia. Walen Carera et al (2019) *Type and Meaning of Onomatopoeia in Selected Poems by Lee Emmett*. The results of this study indicate that there are two types of onomatopoeia, namely primary onomatopoeia and secondary onomatopoeia. The most dominant type of onomatopoeia is secondary onomatopoeia. Abdul Muin et al (2016) *The Onomatopoeia in Robert Vendetti's Comic "The Flash"*. The

research found two types of onomatopoeia in the comic “The Flash”, namely direct onomatopoeia and indirect onomatopoeia. This study also shows that onomatopoeia can have both lexical and contextual meanings. Aprilia Chang et al (2018) also conducted onomatopoeic research related to type and meaning with the title *The Analysis of Onomatopoeia in the Adventure of Tintin and the Blue Lotus*. This study focuses on onomatopoeia classification. The results showed that based on Ullman's theory; there were two types of onomatopoeia (primary and secondary onomatopoeia). Onomatopoeia is also classified based on the sound that describes it, namely the human voice, the sound of nature, the sound of animals. In terms of its meaning, onomatopoeia has a contextual meaning. Onomatopoeia as a form of speech act in the research, the most dominant is declarative speech act.

Meanwhile, in this study, the writers also focus on the classification. However, the writers use the classification of onomatopoeia from Hasada which consists of phonomime onomatopoeia, phenomime onomatopoeia, Psychomimes onomatopoeia. The writers use Hasada theory because Hasada's theory present onomatopoeia not only in terms of physical (type of sound), in terms of action/nature but also in term of psychological state.

METHOD

This research is a qualitative descriptive study. The researchers observe the phenomenon of onomatopoeia found in Tintin comics. This research uses the onomatopoeic forms found in the Tintin comics as data for the study. The research uses three comics of Tintin, namely Tintin in the Tibet, Tintin and the Alph-Art, and Tintin and Picaros. In this study, researchers used documentation and content analysis techniques through the note-taking method. Researchers used three Tintin comics that consists of Tintin in the Tibet (TiTT), Tintin and the Alph-Art (TatAA), and Tintin and Picaros (TaP) during the data collection process. Furthermore, the researchers collect data by using content analysis and documentation. This study uses researcher triangulation because this study consists of 3 researchers. Data analysis includes several steps consisting of data reduction, data display, data verification to make conclusions. Data reduction is done when

there are same data of onomatopoeia found during the research. After all the data collected, the next step is coding the data. The data code is also given based on a predetermined code system, namely **No Data/Comic Title/Page/Onomatopoeic Type**. Then the data are displayed in a table. After the data is coded, the next step is data analysis to answer the problem formulation. The data are analyzed to find the types of onomatopoeia found in Tintin in the Tibet, Tintin and the Alph-Art, and Tintin and Picaros.

FINDINGS AND DISCUSSIONS

This study analyzes the types of onomatopoeia found in Tintin's English comics. There are 3 comics (Tintin in the Tibet, Tintin and the Alph-Art, and Tintin and Picaros) that are used as data sources. Related to data collection, the researcher used content analysis. At the time of data collecting, the researchers immediately conducted data reduction. Data reduction is done when the same onomatopoeias are found and they describe the same things. However, when the researchers found the same onomatopoeias but they describe different thing, the researchers did not eliminate the data. For example, Bang which were found more than one. Based on the research finding, Bang is used to describe the sound of gun shooting, explosion, as well as collision, so the researchers treated them as different data and did not reduce them. From the data searching process, the authors found 51 data. The data are then classified based on the type of onomatopoeia on the onomatopoeia. The table below shows the types of onomatopoeia found in the 3 English versions of Tintin comics (Tintin in the Tibet, Tintin and the Alph-Art, and Tintin and Picaros)

Table 1. Types of Onomatopoeia

No	Types of onomatopoeia	Amount
1	Phonomime onomatopoeia	29
2	Phenomime onomatopoeia	12
3	Psychomime onomatopoeia	10
Total		51

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Types of Onomatopoeia found in Tintin Comics

Onomatopoeia is a word or group of words that imitates the sounds of the source it describes. There are several theories that discuss the types of onomatopoeia. In this study, researchers used the onomatopoeic type theory from Hasada. Hasada classifies the types of onomatopoeia into 3 groups, namely phonomime, phenomime, and psychomime. In this study, the researchers found three types of onomatopias, namely phonomime onomatopoeia (29 data), phenomime onomatopoeia (12 data), and psychomime onomatopoeia (10 data).

Phonomime Onomatopoeia

Phonomime onomatopoeia is a type of onomatopoeia that imitates the types of sounds produced by nature such as the sounds of animals, objects, and humans. Researchers found 29 data belonging to this group. Phonomime onomatopoeia is the most dominant type of onomatopoeia found in the Tintin comics. Phonomime onomatopoeia is the most common type of onomatopoeia and is easy to create phonomime onomatopoeia. It just imitates the sound of the object. Phonomime onomatopoeia in this study can be broadly divided into three major groups based on the object that are imitated. The following table shows the classification found in phonomime onomatopoeia:

Tabel 2. Phonomime Onomatopoeia

No	Phonomime Onomatopoeia	Data	Meaning	Amount
1	Animal Sound	Poc Poc, Tu Whooo	Sound of bird	2
2	Human sound	Achooo Mmmm , zzzzzz	Sneezing Sleeping	3
3	Object	Knock knock, Toc Toc, Rat Rat Ring ring Boom, Bang Dong Tacatacatarrrrrvrooommm, Vroommm, pinponpinpon, RRRRRR	Knocking door Phone ringing Explosion Doorbell Engine of a vehicle	3 1 2 1 4

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Bang bang, pof pof, paf paf, rat tat tat	Gun	4
Clang, poot, bong, Blam, Slam	Throwing Closing the door	3 2
Crash, skrr, bang Splosh	Collision Water	3 1
Total		29

Here are some examples of phonomime onomatopoeia found in Tintin Comi:

1) 01/TaAA/Poc Poc Poc/Phono

The phonomime onomatopoeia can be animal sound. **Poc Poc Poc** comes from the sound of a bird. As described in the comic, there is a bird outside Captain's bedroom.

2) 32/TaAA/Tu Whooo/Phono

Another phonomime onomatopoeia found in the research is Tu-Whooo which refers to the sound of an owl. On the comic, it is described the owl is on the tree outside Tintin's room.

3) 15/TaAA/AAchoo/Phono

Achoo refers to the sound of sneezing. The term "ACHOO" refers to an inherited condition known as Autosomal Dominant Compelling Helio-Ophthalmic Outburst Syndrome, which causes excessive sneezing. The sound Achoo appears in the comic when Captain sneezes.

4) 61/TiT/zzzz/Phono

Meanwhile another onomatopoeia describing the sound of sleeping is zzzz spoken by Captain. He is singing at the first, however, he falls asleep finally while walking. There is another onomatopoeia used to describe the sound of sleeping, i.e. 14/TaAA/mmmm/Phono. It happens when Captain Haddock and Tintin attends the show of

5) 02/TaAA/Toc Toc/Phono

There are three sounds of knocking door found in the comic. **Rat**

rat rat is the sound made by knocking on a door with a hard object (such as a door knocker) in addition rat rat rat refers to a series of short, sharp taps especially made by knocking on a door. **Toc toc toc** is also an onomatopoeia describing the sound of knocking on a door in certain country such as Mexico. Meanwhile **knock knock** is a very general onomatopoeia for knocking on a door. Here is the example of the onomatopoeia of knocking the door **02/TaAA/Toc Toc/Phono**



6) **03/TaAA/Ring Ring/Phono**

Ring ring is the common onomatopoeia used to imitate the sound of phone ringing. People may use this onomatopoeia when they pretend to give a call. This onomatopoeia indicates the phone ringing.

7) **05/TaAA/Boom/Phono**

Boom describes the sound of explosion. In the comic, the onomatopoeia of Boom happens when there is a big explosion because of the terrorist attack that is broadcasted on the television. The explosion seems so hard that everyone around the television get startled.

8) **06/TaAA/Dong/Phono**

Dong describes the deep resonant sound of a large bell (<http://onomatopoeialist.com/dong/>). This onomatopoeia appears in the comic when the Twin detectives arrived at Tintin and Captain's room as shown in the following picture;



9) 07/TaAA/Bang/Phono

The onomatopoeia of Bang is usually used to describe the sound of gun shooting. There are three onomatopoeias of Bang found in the Tintin comics; however, they occur in different ways. These three Bangs are used to describe the sound of gun shooting, explosion and collision. **07/TaAA/Bang/Phono** appears when Captain Haddock and the twin detectives' cigar explode several minutes after they light the cigars on. Different from boom, it seems bang is to describe small explosion.

10) 23/TaAA/pinponpin/Phono

There are several sounds represent the sound of siren such as nee naw, wee-oww, reeeeeeeeeeee, woop, weeo, BWEEP bip bip BWEEP, eeeeeee, eeeooooeeooo, woowoo-woo, weeeooooee (Onomatopoeia Book). However the sound of siren found in the comic is represented by pinponpinpon. The siren comes from the fire brigade car. Here is the example of the data;



11) 55/TaP/RRRRR/Phono

Another onomatopoeia imitate the sound of vehicle engine is RRRRR, the sound of a helicopter. There are several sounds refers to plane such as rrrrrrrRRRRRrrrrrrr, URRRRRR. The sound appears when Tintin, Captain Haddock, and General Alcazar are in the jungle. There is a helicopter in the sky searching for them.

12) 52/TaP/Ratatat/Phono

There are several onomatopoeia used to symbolized the sounds of gun shooting such as rat-tat-tat, pew pew, pap pap, brrrrtt, boom boom, bang bang, kablam, and dut dut (<https://grammarhow.com/gunshot-sound-words/>). However in the comics, the onomatopoeia to describe the sounds of gun shooting is ratatatat. Ratata refers to a fast gun shooting. Here is the example of the use of onomatopoeia describing the gun shot;



13) 19/TaAA/clang/Phono

Clang means a noisy, metallic sound (<https://www.clarkandmiller.com/sound-words-in-english-bang-smash-crash-and-39-more/>). Another resources mentions that clang means loud ringing metallic sound, such as an aluminum baseball bat hitting the ball (<http://www.writtensound.com/index.php?term=clang>). In the comic the use of clang as onomatopoeia can be seen in the following picture when there is a tin falling behind Tintin.



14) 49/TaP/Bong/Phono

Based on the context, Bong is a sound imitation appearing when monkeys threw a bottle to Captain Haddock. Bong means sounds of bouncing and hard hit (<http://www.writtensound.com/index.php?term=bong>).

15) 20/TaAA/Blam/Phono

Blam indicates of an explosive noise or sound, however, in the comic of Tintin it is used when someone closes the door hard and angrily. Tintin is in front of the door of a man's room and the man opens the door angrily while saying that he has no opinion and asking Tintin to leave him alone. It seems he does not want to talk to Tintin. In the end, he closes the door hard and angrily. Here is the example of the data;

**16) 22/TaAA/Bang/Phono**

The onomatopoeia used in the comic is Bang which is commonly used for imitating the sound of the gun. However, here it describes the collision between cars. Bang refers to an object that makes a short, sharp noise when coming into contact with a hard surface (<https://www.englishclub.com/vocabulary/onomatopoeia-impacts.php>).

Here is the example of the data;

**17) 47/TaP/SPLOSH/Phono**

Water onomatopoeia includes bloop, drip, drizzle, splash, spray, sprinkle, squirt, etc. In the book of Onomatopoeia, splosh refers to the sound of raining. In the comic, splosh appears when Captain falls into the stream. When his body hits the water, then splosh comes. Here is the example of the data;



Phenomime Onomatopoeia

Phenomime onomatopoeia refers to those of describing the way of doing some actions, describing traits, appearance, and condition. The researchers find 12 data belonging to phenomime onomatopoeia. They, then, can be classified into; 9 data describing some actions and 3 data describing appearance/traits/condition.

Tabel 3. Phenomime Onomatopoeia

No	Phenomime Onomatopoeia	Data	Meaning	Amount
1	Action	Glug glug Smack Fassiiii Aom Scratch Clap Sniff Pof pof pof Glub glub	Drinking Kissing Pressing the brake Praying Digging Catching Smelling Smoking Diving	9
2	Describing	Hic his zzingg	Hiccup drunk Fall down	3
Total				12

Here are some examples of phenomime onomatopoeia found in Tintin Comic;

1) 43/TaP/Glug glug/Pheno

Glug glug as an onomatopoeia refers to the sound of people drinking. Glug means making a gurgling sound when liquid substances is poured (<https://www.englishclub.com/vocabulary/onomatopoeia-food-drink.php>)

In the comic it is described that the chief of the Arumbayas (avakuki) holds a bottle of whisky then drink the whisky.

2) 04/TaAA/Smack/Pheno

In English, there are different ways to write the sound of a kiss such as muah, smack, muach xxx. In Tintin comic, the sound of kissing is described with sound smack. Smack means loud kiss (<https://dictionary.cambridge.org/dictionary/english/smack>).

3) 34/TaP/Sniff/Pheno

Sniff means drawing air through the nose. Sniff in the comic seems used to describe Captain who smells a bottle of Loch Lomond (Whisky). He opens its bottle then sniffs it.

4) 35/TaAA/Scratch Scratch/Pheno

Scratch means to tear or to mark a surface something sharp. In the comic, scratch scratch appears when Snowy is scratching the outside wall where Tintin is captived.

5) 36/TaAA/Clap/Pheno

Clap usually refers to the sound of clapping hands, however, in this comic, it represent the sound of catching something hard. In this comic, the sound of clap appears when Tintin throws something like a board flake then Snowy catch it with his mouth and teeth.

6) 56/TaP/hic/Pheno

Hic and Hips both represent the getting drunk people. Captain Alcazar gets angry to his soldier because most of his soldiers get drunk because of whisky. He warns his soldier to drop the bottle or he will shoot them. Meanwhile his drunken soldiers stop and make no sound except hic and hips.

Psychomime Onomatopoeia

Psychomime onomatopoeia describes the psychological condition such as feeling. There are 10 psychomime onomatopoeia found in Tintin Comic as the

following table:

Tabel 4. Psychomime Onomatopoeia

No	Psychomime Onomatopoeia	Data	Amount
1	Annoyed	Sshh sshh	1
2	Distasteful food and beverage	Yeurgh Ughhh Pfoutagh	3
3	Pain	Aargh Waaah Waoaoaow AAAAH	4
4	Surprise	Eeek Zzoing	2
	Total		10

Here are the examples of the psychomime onomatopoeia:

1) 14/TaAA/ssh ssh/Psycho

Ssh ssh is used to call for silence. The onomatopoeia of ssh ssh appears when the audience asks Tintin and Captain Haddock to be quiet. They feel annoyed with Tintin and Captain Haddock's conversation.

2) 25/TaAA/Yeurgh/Psycho

Yeurgh in this comic is used to express of distasteful chewing gum. So, Captain Haddock finds a chewing gum given by Abdullah. He is so excited to taste the chewing gum, however when he tastes it he yells yeurgh. He does not like the taste because it is pepper instead of a chewing gum.

3) 42/TaTP/PFOUAGH/Psycho

PFOUAGH is an onomatopoeia used to describe the distasteful of beverage. Captain Haddock pours some whisky for him and Tintin but unfortunately Tintin refuses it. Some times after he drinks the whisky, he suddenly throws it out of his mouth. He realizes that what he just drank is

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not whisky. It is cleaning liquid.

4) 31/TaAA/AAAAH/Psycho

Onomatopoeia AAAAA is used to express pain in this comic. Mr. Akkas Edendine (Rastapopulus) feels that he has been able to beat Tintin. However, Snowy (Tintin's dog) and Captain Haddock come to save Tintin. Even, Snowy bites Mr. Akkas Edendine so he screams AAAAH to express the pain.

5) 51/TaP/eeek/Psycho

Onomatopoeia eeek happens when Captain gets surprised after he feels something creeping under his jersey. Apparently, it is an ell from the stream.

CONCLUSIONS AND SUGGESTIONS

Onomatopoeia is a universal phenomenon in language since it can be found in almost all languages. Onomatopoeia can be found in various literary works including comics. Onomatopoeia is a representation of sound which is manifested in the form of graphics/writing as sound effects in comic. Onomatopoeia is widely used in comics and magazines because of its effectiveness in producing good sound effects in these media.

In this study, the writers found three types of onomatopoeia in the English version of the Tintin comic, namely phonomime onomatopoeia (29 data), phenomime onomatopoeia (12 data) and psychomime onomatopoeia (10 data). Phonomime onomatopoeia appears in the form of animal sounds (toc toc, woo woo), object sounds (ring ring, knock knock, vroomm) and human voices (zzz, mmm). Phenomime onomatopoeia appears in the form of describing actions, and describing appearances, situations, states, and conditions such as (glug glug, smack, sniff, clap, etc). Meanwhile psychomime onomatopoeia appears in expressing annoyance, shocking, and pain (aaah, aargh, eek, etc) . The most dominant onomatopoeia found is phonomime onomatopoeia. The simple way to

create onomatopoeia is by imitating sound of animal, object or human, so there is more phonomime onomatopoeia compared with two other kinds of onomatopoeia.

This research finding also shows that same onomatopoeia may serves different description. The example is Bang that is used for three different sound description such as gun shooting, explosion, as well as collision. On the other hand, this research also finds that different onomatopoeia may also describe the same object, action, etc. The example is Bang bang, pof pof, paf paf, rat tat tat that are used to describe the sound gun shooting. Meanwhile, the sound of knocking door describes with three different onomatopoeias such as Knock knock, Toc Toc, Rat Rat.

Most of the study of onomatopoeia focuses on its types. Probably the next researchers can focus on other topics such as onomatopoeia as speech acts. Onomatopoeia is a part of language which serves main function as a means of communication, so onomatopoeias consist of speech acts. Additionally, other researchers may also study onomatopoeia based on the study of translation because each language has its own onomatopoeia. Last but not least, other researchers may also study to find out the difference use of onomatopoeias that describe the same object, action, etc. Let's say what is the difference of pof pof pof, bang bang, paf paf paf, rat tat tat as a gun shooting onomatopoeia? Does it depend on the size of the gun? Does it depend on the speed of shooting? Or does it depend on the sound produced by the gun.

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