

THE ANALYSIS OF TYPES AND FUNCTIONS OF INTERJECTIONS USED IN WEBTOON DIGITAL COMIC

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Abstract

The aims of this research is to describe the types and function of interjections used in Webtoon Digital Comic, the differences of used between primary that has 4 subdivided and secondary interjection. The type of this research was a descriptive qualitative research. The data were taken from five genre of Webtoon Digital Comic, they were drama, fantasy, romance, sci-fi and comedy. The data were collected by download 1 title in each 5 genres and then used highlighter to identifying the types and function of interjection. The researcher used table instrument to categories the types and function of interjection used. It is found there are primary and secondary interjection, but the most commonly used is primary interjection that has appeared with 333 (65.81%), while for secondary interjection it just appeared in 173 (34,18%). The results showed that in primary interjection the most frequently found was Expressive function with 167 times, followed by Phatic that has frequency 95 times, and the lowest frequency was comes from Conative that appeared 71 times. Furthermore, in Secondary Interjection result showed there was no significance difference in the use of noun, adjectives, verb and adverb functions.

Key words: Interjection, webtoon

A. INTRODUCTION

Language is a system of communication which consists of a set of sounds and written symbol which are used by people everywhere. It is used by people for doing communication in daily life. There are two types of languages, spoken and written language. Spoken languages are in the form of conversation, dialogue and speech. Written languages are reflected in the forms of newspaper, novel, magazine, short story, drama and comics. This paper focuses on comic.

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In the case of written language, according to Clark and McNeill (1992), comic is a kind of literary work that pressurized on motion and action that is displayed through a sequence of images that are made specifically with a mixture of words. Every sentence in comic contains words that relate to another words to come to a certain meaning. The sequenced sentences in the comics are followed by *expression (spoken language)* and graphic communication (*drawing*). Comic is the literary work that contains images with sentences as an explanation of the images. Every image may be interpreted in different ways.

The sentences or word in the comic can be interpreted from image, expression and graphic communication (*drawing*). On the other hand, the images can interpret the emoticon from using interjection as the marking of action from the images used by the writer. Interjection is word or non-word which can stand on its own and have their own word class that is found in any languages to express emotion, mental state, or attitude of someone to a situation in comic; it often shows in vocal gesture. Interjection is a relatively conventionalized vocal gesture (or more generally linguistics gesture) that expresses a speaker's mental state action as attitude or reaction to a situation. It could also call as a filled pause, a part of speech that usually does not have grammatical connection to the rest of the sentence. That simply expresses emotion of speaker. Interjection may also be directed at someone to acquire a desired reaction.

Ameka (2006: 744) states that typology of interjection can be divided into two types they are; primary interjection and secondary interjection. Furthermore, Ameka (2006: 744) states in the term of their function, interjection can be categorized into three: expressive, conative, phatic. Expressive interjection may be subdivided into two groups that indicate the speaker's mental state, emotive and cognitive interjection. Whereas, for conative and phatic interjection there is no subdivided into group. Expressive interjections are vocal gestures which are symptoms of the speaker's mental state. Expressive has two subdivisions as emotive and cognitive. Emotive interjection are those that express the speaker's state with respect to the emotions and sensations they have at the time. Cognitive interjection are those that pertain to the state of knowledge and thoughts of the speaker's at the time of the utterance. Conative interjection interjections are those expressions that are directed at an auditor. They are aimed at getting someone's attention or demand action or response from someone for example, '*sh!* I want silence here'. Phatic interjection is used in the establishment and maintenance of communicative contact. It shows feedback signaling vocalizations, use in various interactional routines greeting and leave-taking, such as *mhm, uh-huh, yeah*.

Word is a part of linguistics that have clear meaning, such as; *sorry, damn, blast, goddammit, Bother!, Help!, Fire!*. If there is no interjection in a comic, the reader will not feel the emotions and the message from the story will not be conveyed well to the reader. Every component in comic has related each other to makes the reader understand well about the story, sentences cannot be interpreted without a picture of the comic itself, and also there must be the word or non-words of interjection to get the strong feeling about the situation in comic. In surveys, researcher also finds that in webtoon comics there are always new interjections uses by the author of comics in webtoon, because every author has style in write comic such as the use of interjection to express feeling about the

characters in the comics in most situation such as annoyance, anger, frustration, feeling sorry.

It is important to find out whether the use of interjectional words is in accordance with the sentences that exist after or before the use of the word interjection. If there is no interjection word in the comic and if there is only an image and non-word, the reader will not be able to interpret the expression contained in the comic images. And this problem will be a serious problem for readers who do not understand the expression in the picture. So, interjection is important to discuss in this study because it can help the reader to understand the emotion or action of the situation in the comic story. With the use of interjection, the reader may easily catch the information of the story itself, because in comic it has component that relates each other for understanding well about comic story.

Technological advancements make some aspects of life change, one of them is the habit of reading from book to e-book, comic book to e-comic. Since the use of digital comic can be applied for entertains purposes, lately digital comic developers massively have created various applications and websites for digital comic. There are some digital applications of comics. They are Webtoon, ComicRack Free, Challenger Comics Viewer, Comica, Astonishing Comic Reader, Ngomik, Simple Comic Viewer, Dark Horse Comics, Archie Comics, and Comics. One of familiar applications in Indonesia is Webtoon. In this study, the researcher will analyze the interjection used in digital comics, in this case, is webtoon as one of most popular digital comic in the world.

Webtoon is a digital comic application that originated in South Korea. Webtoon has been downloaded for 1.068,532 in google playstore. It was first popularized in 2007. This application can be found in play store and apple store in smartphone easily. It contains thousands of stories with twenty two kinds of genres: comedy, romance, drama, fantasy, thriller, action, horror, slice of life, heartwarming, superhero, sports, sci-fi, informative, post-apocalyptic, zombies, school, supernatural, animals, crime/mystery, inspirational, all ages and historical stories from various creators all over the world. Besides, Webtoon consists of all vertical stripes that are formed with a vibrant and colorful cartoon style. The use of language in Webtoon is easy for readers to understand, because it is supported by a complete component in comics that are interconnected in conveying stories in comics. One of the strong components of the comic besides sentences and images (*visual language*) is the use of interjection.

According to the previous study about interjection, especially used in literary work, many topics have been discussed, such as the research of Yuniarty (2018) discussed "Interjection in Student Conversations". Pamungkas (2016) also did research about interjection found in movie "Interjection in Teenage Mutant Ninja Turtles 2014 Movie Dialogue". Yuliana (2013) study about "Interjection found in English Comic Books, Scooby-Doo Where Are You". So some linguist did research about interjection. But, they just analyzed one genre of the comic. In this research, the researcher will analyze five genre of twenty-two genres of webtoon digital comic to make conclusion or research more useable for the next researcher. The researcher will choose five genres in Webtoon by choosing one title in every genre. The purpose of this is to know the use of interjection in five genres from twenty-two of webtoon as a sample of this research.

B. RESEARCH METHOD

This research is a descriptive qualitative research since the data in this research was elaborated in the form of explanation and classification of data. This research will be focused on the classification of the data and content analysis, because the researcher only analyzed the written language form of interjection.

According to Nunan (1993), qualitative research is a kind of research in which the method of data collection is non experiment. The data of this research found in Webtoon Digital Comic, was analyzed by using categories based on Ameka Theory about Interjection.

C. RESULT AND DISCUSSION

1. Research Finding

There are two main parts presented in this finding. The first is about types of interjection in Webtoon. Second, is about the finding function of Interjection in Webtoon.

The data of interjection found in Webtoon in this research was classified based on Ameka (1996). They are 516 of interjection found in five genres of webtoon digital comic. The findings are presented in the following table below.

Table 1. Types of Primary Interjection in 5 Genre of Webtoon

No	Genres	F	%
1.	Drama	84	25,23
2.	Fantasy	33	9,91
3.	Romance	54	16,22
4.	Sci-fi	65	19,52
5.	Comedy	97	29,13
TOTAL		333	

Table 1 shows that 333 of primary interjections found in 5 genres of webtoon digital comics. Based on the data the frequency of primary interjection found in Comedy was higher than others genres, the frequency of primary interjection in comedy with 97 (29,13%) followed by drama with 84 (25,23%) primary interjection and then follow by sci-fi with 65 (19,52%) primary interjection found. These genres were the top 3 found primary interjection of Webtoon.

Table 2. Types of Secondary Interjection in 5 Genre of Webtoon

No	Genres	F	%
1.	Drama	44	25,43
2.	Fantasy	34	19,65
3.	Romance	29	16,76
4.	Sci-fi	23	13,29
5.	Comedy	43	24,86
TOTAL		173	

Table 2 shows that 173 secondary interjections have been found in 5 genres of webtoon digital comic. Based on the data the frequently of secondary interjection found in 3 genre have the same average, they are drama with 44 (25,43%) of secondary interjection, followed by Comedy with 43 (24,86%) of secondary interjection and also Fantasy with 34 (19,65) of secondary interjections.

Table 3. Expressive Intejction in 5 Genres of Webtoon

No	Expressive		Genre										F	%
	Em	Cg	Dr	%	Fa	%	Ro	%	Sc	%	Co	%		
1	Wow	Wow	13	56,52	2	8,70	1	4,35	1	4,35	6	26,09	23	13,77
2	Oh	Oh	16	40,00	2	5,00	12	30,00	4	10,00	6	15,00	40	23,95
3	Ah	Ah	6	37,50	1	6,25	0	0,00	0	0,00	9	56,25	16	9,58
4	Ugh		6	21,43	7	25,00	2	7,14	9	32,14	4	14,286	28	16,77
5	Huh!	Huh?	2	8,33	6	25,00	0	0,00	7	29,17	9	37,50	24	14,37
6	Argh		0	0,00	3	75,00	0	0,00	0	0,00	1	25,00	4	2,40
7		A-ha	0	0,00	0	0,00	0	0,00	0	0,00	2	100,00	2	1,20
8	Hup		0	0,00	1	0,00	0	0,00	0	0,00	0	0,00	1	0,60
9	Gah		0	0,00	0	0,00	0	0,00	1	100,00	0	0,00	1	0,60
10	Geh		0	0,00	0	0,00	0	0,00	1	100,00	0	0,00	1	0,60
11	Ow		0	0,00	0	0,00	3	100,00	0	0,00	0	0,00	3	1,80
12	Ouch		0	0,00	0	0,00	1	100,00	0	0,00	0	0,00	1	0,60
13	Woohoo		1	25,00	0	0,00	0	0,00	0	0,00	3	75,00	4	2,40
14	Ack		1	33,33	0	0,00	0	0,00	2	66,667	0	0,00	3	1,80
15	Whoops		0	0,00	0	0,00	0	0,00	0	0,00	2	100,00	2	1,20
16	Whoa		0	0,00	0	0,00	2	100,00	0	0,00	0	0,00	2	1,20
17	Whew		0	0,00	0	0,00	1	33,33	0	0,00	2	66,67	3	1,80
18	Phew		0	0,00	0	0,00	0	0,00	1	100,00	0	0,00	1	0,60
19	Oops		0	0,00	0	0,00	0	0,00	1	100,00	0	0,00	1	0,60
20	Aw		3	42,86	1	14,29	1	14,29	1	14,286	1	14,29	7	4,19
21	TOTAL												167	

Table 3 shows that the expressive function found in 5 genres, from the table of the Expressive function above the highest frequency comes from the interjection *oh* was appeared with 40 (23,95%), and then followed by the interjection *ugh* 28 (16,76%), and then the third highest frequency followed by the interjection *huh* and *wow* that appeared with 24 (14,37%) and 23 (13,77%).

Table 4. Conative Function Found Interjection in 5 Genre

No	Conative	Genre										F	%
		Dr	%	Fa	%	Ro	%	Sc	%	Co	%		
1	Hey	19	35,85	3	5,66	9	16,98	12	22,64	10	18,87	53	74,65
2	Heh	1	20	0	0,00	4	80,00	0	0,00	0	0,00	5	7,04
3	Hi	1	14,29	0	0,00	2	28,57	1	14,29	3	42,86	7	9,86
4	Eh	0	0	0	0,00	1	50,00	1	50,00	0	0,00	2	2,82
5	Shhhh	0	0	0	0,00	1	100,00	0	0,00	0	0,00	1	1,41
6	Pshhh	0	0	0	0,00	1	100,00	0	0,00	0	0,00	1	1,41
7	Ew	0	0	0	0,00	1	100,00	0	0,00	0	0,00	1	1,41
8	Ahem	0	0	0	0,00	1	100,00	0	0,00	0	0,00	1	1,41
Total											71		

Table 4 shows that the conative function found in 5 genres, from the table of the conative function above the highest frequency comes from the interjection *hey* in 5 genre. The conative interjection *hey* with 19 (74,64%), and then followed by the interjection *hi* with 7 (9,85%), and then the third highest frequency followed by the interjection *heh* with 5 (7,04%) and the lowest comes from the interjection *shhh*, *pshh*, *ew*, *ahem* with 1 (1,40%).

Table 5. Phatic Function Found Interjection in 5 Genre

NO	Phatic	Genre										F	%
		Dr	%	Fa	%	Ro	%	Sc	%	Co	%		
1	Yeah, Y-yeah	6	27,27	0	0,00	3	13,64	8	36,36	5	22,73	22	23,16
2	Uh	4	36,36	0	0,00	1	9,09	6	54,55	0	0,00	11	11,58
3	Ahhh..!, Ah, ahhhhh	4	26,67	0	0,00	0	0,00	2	13,33	9	60,00	15	15,79
4	Hm, hmmhm	2	11,11	1	5,56	0	0,00	7	38,89	8	44,44	18	18,95
5	Yes	0	0,00	2	66,67	1	33,33	0	0,00	0	0,00	3	3,16
6	Duh	0	0,00	0	0,00	3	100,00	0	0,00	0	0,00	3	3,16
7	Umph	0	0,00	0	0,00	0	0,00	0	0,00	3	100,00	3	3,16
8	Psh	0	0,00	0	0,00	0	0,00	1	100,00	0	0,00	1	1,05
9	Am..	0	0,00	1	100,00	0	0,00	0	0,00	0	0,00	1	1,05
10	Haha	0	0,00	1	9,09	1	9,09	1	9,09	8	72,73	11	11,58
11	Yup	0	0,00	0	0,00	2	100,00	0	0,00	0	0,00	2	2,11
12	Hehe	1	100,00	0	0,00	0	0,00	0	0,00	0	0,00	1	1,05
13	Yay	0	0,00	1	100,00	0	0,00	0	0,00	0	0,00	1	1,05
14	Um	0	0,00	1	50,00	1	50,00	0	0,00	0	0,00	2	2,11
15	Brb	0	0,00	1	100,00	0	0,00	0	0,00	0	0,00	1	1,05
Total											95		

Table 5 shows that the phatic function found in 5 genres, from the table of the conative function above the highest frequency comes from the interjection

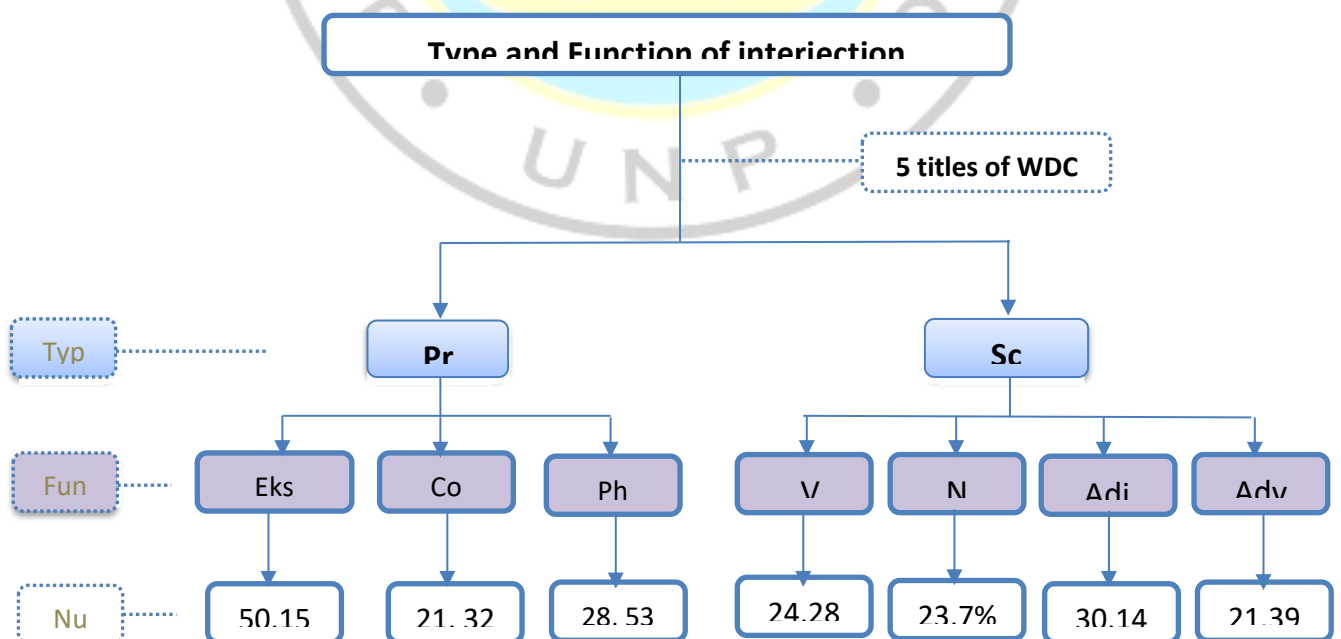
yeah with 22 (23,15%). The conative interjection *hey* with 19 (74,64%), hmm with 18 (18,94%) and then followed by the interjection *ahhh* with 15 (15,78%), and then the third highest frequency followed by the interjection *heh* with 5 (7,04%) .

Table 6. Function of Secondary Intejection in 5 Genres of Webtoon

No	Genre	Function of Secondary Interjection								
		N	%	Adj	%	V	%	Adv	%	F
1	Drama	17	38,64	6	13,64	14	31,82	7	15,91	44
2	Fantasy	7	20,59	15	44,12	5	14,71	7	20,59	34
3	Romance	6	20,69	10	34,48	5	17,24	8	27,59	29
4	Sci-fi	4	17,39	8	34,78	4	17,39	7	30,43	23
5	Comedy	7	16,28	14	32,56	14	32,56	8	18,60	43
Total		41		53		42		37		173
		23,70		30,64		24,28		21,39		

Table 6 shows that the secondary interjection have been found in 5 genres of webtoon digital comics. From the table above the highest frequency found in adjectives interjection that is 30,64 % with the the number of are 53 times. Then followed by verb with frequency is 24,27 % with the numbers of words are 42 times. The third highest frequency used is noun with the number of words are 41 times 23,69 %. The lowest used of secondary interjection is adverb that appeared about 37 times 21,38 %.

Figure 4.3. Frequency of types and function of Interjection



From the finding above shows the used of Primary interjection exist than secondary interjection. The totally of primary interjection found with 333 (65.81%), although for secondary interjection found 173 (34,18%). Based on the function of primary interjection, expressive really exist than conative and phatic. The total of expressive function with 167 (50,15%), and then followed by phatic with 95 (28,53%), the lowest found of primary interjection comes from conative function with 71 (21,32%). Meanwhile, for secondary interjection the highest frequency comes from the adjectives interjection with 53 (30,14%). But, the differences of used verb, noun, adverb and adjectives is not really significance different.

2. Discussion

The finding of the research about interjection in 5 genres of webtoon digital comic is discussed in the following paragraph, along with the generalization of the types of interjection and its analysis based on the context of the conversation in webtoon found, and also based on the related theory.

The types of interjection here were classified based on Ameka's (1996) classification. In his book, Ameka divided 2 types of interjection, they were primary and secondary interjection. In this study both Ameka's classification was found in 5 genres. And also 3 functions of primary and secondary interjection were found in 5 genres. There were 333 data of primary interjection found which is spread into 3 functions of interjection they are expressive that divided into emotive and cognitive, followed by conative and phatic functions. Furthermore, 173 datum of secondary interjection were found in 5 genres, which spread into 4 functions they were noun, adjectives, verb and adverb.

The most frequency of primary functions found in 5 genres was expressive function that appeared 167 times, followed by Phatic that has frequency 95 times and the lowest frequency came from Conative function that appeared 71 times. Meanwhile, in secondary interjection there were no significant differences in the use of the noun, adjective, verb and adverb functions.

It proves that communication in comics is very dependent on the use of interjection as a non-verbal language, so comic writers use every variation of the interjection very well, as a need-based on context and related to situation at that time. So, it is easily understood by readers.

In this case, the researcher found the commonly used of Expressive function came from the non-word *oh* (cognitive) but sometimes *oh* can be used for emotive, then the non-word *wow* and *huh*. In Conative the most commonly used was the non-word *hey* that was really exist in 5 genres, and then for Phatic the highest frequency came from the non-word *yeah* that was appeared 17 times in 4 genres.

Furthermore, researcher found secondary's function is not really significance differences used, but the most commonly used was came from the word *Oh my God*, *Oh God* as an adjectives function, and then the word *well* and *sure* as a adverb function in secondary. It showed that communication in comics is dominated of primary interjection, rather than secondary interjection as a types of interjection.

D. CONCLUSION AND SUGGESTION

Based on the finding above, the first conclusion of this research is that all types of primary interjection and secondary interjection exist in five genres (drama, fantasy, romance, sci-fi and comedy) of webtoon digital comic. According to the Clark and Mcneil (1992) comics is a kind of literary work that pressurized on motion and action that is displayed through a sequence of images that are follow by another word or non word of interjection to make a certain meaning of the story (*non verbal language*). So, from the finding of this research make sure that the 5 genre of this research has created by the good of interjection use, and the author has been give the most variants of interjection based on the situation at that time.

But, not all types of primary interjection and secondary have same frequency used in five genre of webtoon. The primary interjection has appeared in 343 datum that found in this research, while the secondary interjection has appeared in 173 datum that researcher found in this research. So, the sum is primary interjection is more exist than secondary interjection.

Related to this research, future research who interested in this study of interjection not only classified the type of interjection but also classifying each interjection according to the emotional state, and also not only used the theory of Ameka (1996).

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