

**THE SEMIOTIC SIGNS ON CHAPTER COVERS
IN THE GRAPHIC NOVEL MAUS: “A SURVIVOR’S TALE”
BY ART SPIEGELMAN**

THESIS

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ABSTRACT

Alfatih, Muhammad Faiz. 2014. **The Semiotic Signs on Chapter Covers in the Graphic Novel *Maus: A Survivor's Tale* by Art Spiegelman**. Study Program of English, Universitas Brawijaya. Supervisor: Endang Sasanti; Co-supervisor: Tantri Refa Indhiarti

Keywords: semiotics, sign, code, chapter cover, graphic novel, *Maus*.

Language is important in daily life because people need to communicate with one another in their society. A sign is another way to communicate among each other. In order to do that, visual signs may be used which contain some pictures with a special meaning to express the messages through the signs in the illustrative pictures such as chapter cover in the graphic novel. Meanwhile, a sign will have no meaning without codes inside it. The writer conducted a study about the semiotic analysis on chapter cover in the graphic novel *Maus: A Survivor's Tale* by Art Spiegelman based on Peirce's triadic theory and Codes theory by Chandler. There are two problems solved, namely: (1) What symbol, icon, and index on chapter covers of the graphic novel *Maus: A Survivor's Tale* by Art Spiegelman are, and (2) What kinds of codes are used in interpreting the meaning of signs of the chapter cover in the graphic novels *Maus: A Survivor's Tale* by Art Spiegelman are.

This study uses qualitative approach since the data are not in the forms of numbers or statistic calculation. The writer conducts the content or document analysis to analyze the signs and the codes used in chapter cover of the graphic novel *Maus: A Survivor's Tale* by Art Spiegelman. There are six chapter covers in the graphic novel *Maus* and the writer chooses all of chapter covers, namely *The Sheik*, *The Honeymoon*, *The Prisoner of War*, *The Noose Tightens*, *Mouse Holes* and *Mouse Trap*.

This study reveals that some signs represent the content of the graphic novel. In the chapter cover, symbols, icons, and indexes in the first chapter cover and symbols, icons, and indexes in the second chapter cover are found. From the third to the sixth chapter cover also, symbols, icon, and indexes based on Peirce's the mode theory are found. Meanwhile, there are codes proposed by Chandler. The codes found are social codes such as verbal language, the bodily codes, commodity codes, textual codes, and interpretative codes.

The writer suggests the Faculty of Cultural Studies, Universitas Brawijaya give more references related to semiotics studies. The writer also suggests the next researcher broaden the semiotics scope and analyze the other objects.

ABSTRAK

Alfatih, Muhammad Faiz. 2014. **Tanda - tanda Semiotika dalam Sampul Bab di Novel Grafis *Maus: A Survivor's Tale* oleh Art Spiegelman**. Program Studi Sastra Inggris, Universitas Brawijaya.

Pembimbing: (I) Endang Sasanti (II) Tantri Refa Indhiarti

Kata Kunci: Semiotika, tanda, kode, sampul bab, novel grafis, *Maus*.

Bahasa sangat penting dalam kehidupan sehari-hari karena orang butuh berkomunikasi dengan orang lain dalam masyarakat. Tanda adalah cara lain untuk berkomunikasi antara satu sama lain. Untuk itu, dapat digunakan tanda-tanda visual yang mengandung beberapa gambar dengan arti khusus untuk mengekspresikan pesan melalui tanda-tanda dalam gambar ilustrasi seperti pada novel grafis. Sementara itu, tanda akan ada artinya tanpa kode di dalamnya. Penulis melakukan penelitian tentang analisis semiotik pada sampul bab dalam grafis novel *Maus: A Survivor Tale* oleh Art Spiegelman. Ada dua masalah yang harus diselesaikan, yaitu: (1) apa simbol, ikon, dan indeks di sampul bab dari novel grafis *Maus: A Survivor's Tale* oleh Art Spiegelman, dan (2) Apa jenis kode yang digunakan dalam menafsirkan arti tanda-tanda pada sampul bab dalam novel grafis *Maus: A Survivor's Tale* oleh Art Spiegelman.

Penelitian ini menggunakan pendekatan kualitatif karena data tidak dalam bentuk angka atau perhitungan statistik. Penulis melakukan isi atau analisis dokumen untuk menganalisis tanda-tanda dan kode yang digunakan dalam bab sampul grafis baru *Maus: A Survivor's Tale* oleh Art Spiegelman. Ada enam sampul bab dalam novel grafis *Maus* tetapi penulis memilih semua sampul bab yaitu *The Sheik*, *The Honeymoon*, *The Prisoner of War*, *The Noose Tightens*, *Mouse Holes* dan *Mouse Trap*.

Penelitian ini mengungkapkan bahwa beberapa tanda-tanda mewakili isi dari novel grafis. Dalam sampul bab, simbol, ikon, dan indeks di sampul bab pertama dan simbol, ikon, dan indeks di sampul bab kedua ditemukan. Dari sampul bab pertama sampai sampul bab keenam, simbol, ikon, dan indeks berdasarkan teori Mode Peirce ditemukan. Sementara itu, ada kode yang diusulkan oleh Chandler. Kode yang ditemukan adalah kode sosial seperti bahasa verbal, kode tubuh, kode komoditas, Kode tekstual, dan kode interpretatif.

Penulis menyarankan Fakultas Ilmu Budaya, Universitas Brawijaya memberikan referensi lebih pada kajian Semiotika. Penulis juga menyarankan peneliti selanjutnya memperluas lingkup tentang semiotika dan analisis objek lain.

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