

CHAPTER II

LITERATURE REVIEW

A. Theoretical Basis/Concept

1. Linguistics

According to Oviogun (2020), theoretical linguistics is a discipline that analyzes language, as well as the interaction between language and things outside of language, in order to discover the rules that apply in the object of study. Its actions are only theoretical in nature. Meanwhile, applied linguistics is a subject that attempts to research language or language interactions with aspects other than language in order to solve practical societal problems.

According to Oviogun (2020), there are traditional linguistics, structural linguistics, transformational linguistics, generative semantic linguistics, relational linguistics, and systemic linguistics based on the flow of language theory and the theory used in language investigation.

A subfield of linguistics called semantics investigates the meaning conveyed by language. According to (Leech, 1974), meaning is an idea or notion that can be communicated from the speaker's mind to the listener's mind by being realized in one language or another. Since meaning must be communicated in every written and spoken word, understanding this research is very important. The author uses semantic theory in this study. The purpose of this study is to determine the figurative language and the use of meaning contained in the fantasy short films entitled "Goldilocks and the mystery book", "The goose girl", and "The lazy girl story".

2. Figurative Language

According to Rahim (2019) Figurative language is frequently provided with terms that are equated, compared, or paired with meanings that are generally unrelated. Figurative language terms have very deep and exact meanings. There is an implied meaning in figurative language that the listeners are unaware of. Analysis of figurative language by Verdonk cited in Silvia (2018), figurative language is a type of language style science. Figurative language is usually used when someone says or writes something to create the same meaning. So, Words used in figurative language are frequently used in ways that cause them to be equated, compared, or linked to meanings that are typically unrelated. The meanings of the words used in figurative language are very complex and clear. Figurative language contains an implied meaning that the listeners are not aware of. And figurative language is a kind of scientific language style. When attempting to convey the same meaning through speech or writing, figurative language is frequently used.

3. Types of Figurative Language

In this study, the writer employs Perrine's (1992) concept of figurative language to explain topics that are not generally expressed. Figurative language can effectively convey meaning. Perrine categorizes into 12 groups. Simile, metaphor, personification, apostrophe, synecdoche, metonymy, symbol, allegory, paradox, hyperbole, understatement, and irony are all examples of literary devices. According to Perrine (1992) the types of figurative language is:

a. Simile

The definitions of a metaphor and a simile are actually the same. They both contrast two things that are wholly dissimilar. Similes compare two items by using expressions like "like," "as," "than," "similar to," or "resemble.

b. Metaphor

According to Perrine, there are similarities between metaphor and simile. Both of these involve a comparison of two objects that are fundamentally dissimilar. The usage of connecting words is the sole thing that sets them apart. The poet used the connective term in the simile.

c. Personification

Personification is the practice of imbuing creatures, objects, or thoughts with human characteristics. It is a subtype of metaphor and an implicit comparison with a human being as the figurative analogy. Personification is a literary device that describes objects as having human-like characteristics.

d. Apostrophe

Apostrophes are used to refer to absent people or non-human objects as if they were alive, present, and able to respond to what is being said. Apostrophes are another type of personification in which inhuman or inanimate objects are referred to directly as though they were human or living things.

e. Synecdoche

According to Perrine synecdoche is the utilization of a part to represent the whole. This sort of metaphorical language arises when the writer uses only a portion of what is meant to be said.

f. Metonymy

Metonymy is the use of something that is closely related to something that is actually meaningful. It can be said that metonymy is the replacement of a word naming an object with another word that is closely related.

g. Symbol

Symbol as something that represents more than it is.

Perhaps the symbol is best viewed as an inferred metaphor. In this sense, a symbol is considered as having values different from those of whatever is being signified.

h. Allegory

Allegory is a narrative or description with a deeper meaning hidden under the surface. An allegory is a description having a hidden meaning. The following meaning differs from its description.

i. Paradox

A paradox is an expression that contradicts itself. A paradox is a seemingly contradictory statement that is yet true. It could be a statement or a scenario. However, some paradoxical statements are more than just wordplay.

j. Hyperbole

Exaggeration that is used in the service of the truth is known as hyperbole. Hyperbole is a figure of speech that exaggerates by bringing up a subject. Overstatement, often known as an overstated statement, is used to portray something or a state of circumstance in a more dramatic manner than the actual condition. It might be absurd or amusing.

k. Understatement or Litotes

Understatement, also known as Litotes, is defined by Perrine as stating less than one meaning, which may exist in what is stated or simply in how it is said. The inverse of understatement is overstatement.

l. Irony

Irony, according to Perrine, is the polar opposite of what one intends. An author employs the tactic for irony purposes, inviting the reader into the author's confidence and showing him as an inventor who is constantly at a loss

for material to support his story and undecided about how to continue it. The human inclination to strike a pose or wear a mask is defined as irony in language. Understanding irony requires awareness of the situation in which it is applied.

In this research, the writer only focuses on finding figurative language types of metaphor, hyperbole, simile, symbol and personification. Because metaphor, simile, symbol, personification, and hyperbole are often used in movies because they have the ability to add deeper emotional, visual, and narrative dimensions to the story. In movies, metaphors are used to describe a concept, feeling, or situation in a more powerful and memorable way. Similes are often used in movies to help the audience understand a situation or character better. Symbols are used in movies to visually communicate themes, emotions, or concepts. In movies, personification can make non-human objects or creatures feel more alive and meaningful. hyperbole is often used to highlight a feeling or situation dramatically.

4. Types of Meaning

Leech proposed the theory that was utilized to examine the meaning of figurative language in the fairytales short film. Collocative meaning, emotive meaning, reflected meaning, conceptual meaning, connotative meaning, thematic meaning, and stylistic meaning are the seven categories of meaning identified by Leech.

a. Collocative Meaning

Geoffrey Leech defines collocative meaning as the associations a word acquires as a result of the meaning of words that tend to occur in its environment.

b. Affective Meaning

According to Leech, the conceptual or connotative substance of words is commonly utilized to overtly express affective meaning. Affective language is a sort of language that can represent the speaker's inner feelings, such as his feelings toward the listener or the subject of his speech. This idea can be effectively communicated by using the correct words with a lot of emotive content.

c. Reflected Meaning

According to Leech, reflected meaning is the meaning that develops in situations of multiple conceptual meaning when one meaning of a word contributes to our reaction to another. The connection at the vocabulary level of the language is what is meant by the reflected meaning.

d. Conceptual Meaning

It is widely believed that conceptual meaning, also known as "denotative" or "cognitive" meaning, is the key component of linguistic communication. In contrast to other forms of meaning, it can be demonstrated that it is crucial to the fundamental operation of language.

e. Connotative Meaning

Connotative meaning is a phrase's expressive value that extends beyond its purely conceptual substance. In the connotative sense, additional properties, whether physical, psychological, or social, are mentioned. The stated word's connotative meaning can be any of the referent's characteristics.

f. Thematic Meaning

Leech defines thematic meaning as "the order, focus, and emphasis with which a speaker or writer organizes the message."

g. Stylistic Meaning

Stylistic meaning, according to Leech, is what a piece of language reveals about the social environment in which it is used. The way language is employed has an impact on its stylistic meaning. Various linguistic dimensions and levels can explain style-related meaning.

Using Leech's theory, the writer will discuss the connotative meaning of each figurative language in a fantasy short film in this study. Perrine's theory, as explained in the first part, is used to study and classify figurative language.

5. Fairy Tales

a. Definition of Fairytales

The subject of this study is short story that are part of fairytales. Fairytales are fictional stories that aim to entertain while also containing moral values, Habsari (2017). Fairy tales are both entertaining and educational. Entertaining because the content is in the form of entertainment and is liked by children who like to imagine things that are not real. Fairy tales, in addition to being entertaining, also contain wise advice for readers and listeners, Saidah (2019).

b. Fairytales Category

According to Habsari (2017), there are six categories into which fairy tales can be categorized: fantasy, sage, fables, legends, funny stories, solace stories, and parables.

- 1) Fantasy: a story that features the supernatural or the supernatural that doesn't exist in reality. In fantasy fiction, the impossible is made conceivable. The fictional characters and settings created by the author do not exist in reality and have no impact on it.

- 2) Sage: Legends including bravery, heroics, or magic.
- 3) Fables: Fables are tales about animals who can interact with humans or behave in human-like ways.
- 4) Legend: A form of fairy tale that tells the story of an event connected to the beginning of a thing or place.
- 5) Humorous stories: Tales that spread across the neighborhood and make people laugh.
- 6) Consolation stories: These are typically expert-delivered tales told as part of a narrative intended to amuse party visitors.

In this study, the writer chose to analyze the use of figurative language in short fantasy movie because one of the language elements of fantasy stories is to use figurative meaning.

6. Fantasy Story

a. Definition Fantasy Story

Steven S. Long claims that a fantasy story is one that involves magic, parallel universes, or both, making it impossible for the story to take place in the "real world." For the majority of readers, magic, otherworldly settings, and primitive technology are the three key components that make fantasy.

b. Elements of Fantasy Story

According to Steven S. Long, the elements of fantasy story is:

- 1) Magic, magic is a component of fantasy. The existence and effects of magic virtually serve as a definition of fantasy by themselves; only the lowest of Low Fantasy settings are entirely devoid of magic. Fantasy magic can range from minor and uncommon to common and strong, depending on the subgenre. It typically includes of evoked effects

that characters may control as well as spells that characters can cast.

- 2) Alternate Worlds, a different world is Fantasy's second key defining feature. The majority of fantasy stories are set in a world that has elements of Earth mountains, seas, a moon at night, people who build cities, wield swords, and ride horses but also has significant differences. One thing is that magic usually exists along with fantastical creatures and races (like griffins) (such as dwarves and elves). Another is that the geography is distinct and frequently given flavorful names. For a lot of fantasy stories, the more realistic the world is the more flavorful, detailed, and "dramatic verisimilitude" it has the better the story will be.
- 3) Low Technology, the majority of fantasy stories use primitive technology, comparable to that used by Earth's medieval civilizations. Fantasy fiction often features characters without indoor plumbing, telephones, or access to modern medicine. They ride on horses rather than in cars, use swords rather than guns, and must rely on their own strength rather than that of machines or electricity. Naturally, some fantasy tales deviate from this rule. Urban Fantasy, which by definition takes place in a "modern" world of automobiles and television, is the most typical exception. The technology in some urban fantasy games may even be more advanced than that which is currently available on Earth. The second is a world in which magic has taken the place of technology. Instead of creating firearms that use

gunpowder, the people who live in these settings have created enchanted pistols that fire solely through magic.

c. Form of Presentation of Fantasy Stories

There are two forms of presenting fantasy stories, the first is in the form of story text and the second in the form of story video.

1) Story text

Story texts are stories written in books. Story texts can be found in novels, reading books, children's storybooks, comics, and even textbooks. Story text can be in the form of narrative text. Kartika cited in Hasibuan (2018) says that narrative texts are generally imaginative, although some are factual. Narratives can be in the form of fairy tales, mysteries, romances, science fiction and biographies.

2) Story video

A story video is a video that basically aims to explain a storyline. Video is an electronic medium for recording, transcribing and broadcasting moving visual images. According to Canning cited in Muslem (2017) video is best defined as the selection and sequence of messages in an audio-visual context. Stories in the form of videos can be found in series on television, movies that air in theaters or movies available on movie applications or on video sharing webs, namely the YouTube application.

The writer chooses a video in the form of a movie because in this case, video is an effective medium for conveying information

in the process of learning English. Videos can help students to capture the message of the video by looking at the facial expressions, gestures, and attitudes of the images in the video.

7. Fairy Tales and Stories for Kids YouTube Channel

The writer chose fantasy movie from YouTube because YouTube is easy to access. On YouTube, there are many channels that provide short movies with various types of stories, one of which is a type of fantasy story. And for this research the writer chose Fairy Tales and Stories for Kids YouTube channel.

The channel focuses on presenting fairy tales of various genres such as Cinderella, Little Red Riding Hood, Snow White, and others. In addition, these channels may also include fictional stories and cartoon characters that are popular among children. The content on such channels is usually in the form of animation or visual storytelling that appeals to children. The short movies are complemented by attractive illustrations, fun music, and expressive and attention-grabbing voice-overs. The purpose of such channels is to entertain and educate children while introducing them to the world of fairy tales, morals, and imagination. Fairy tales and Stories for Kids YouTube Channel currently has about 2 million subscribers. The duration in each Movie is around 20 - 30 minutes. English Fairy Tales is kind of cartoon movie with short duration in each title. In this research, the writer chose short movie with fantasy genre from Fairy Tales and Stories for Kids YouTube Channel to analyze.

B. Review of Relevant Research

There have been numerous past studies on figurative language. Previous study will assist the writer in completing this research. In this section, the writer will discuss many earlier studies that served as inspiration for the thesis.

The first research by Putra (2018), with the title "Figurative language in Grace Nicholas' poem." The information came from Grace Nichols' poems. The problem is stated as follows: 1) What forms of figurative language are employed in Grace's three poems?) What is the theme of each poem and how does it relate to figurative language? There are two theories used: Knickerbocker and Reninger's (1963) Figurative Language theory and Sybille's (1985) Theme theory. The data acquired in this study were evaluated qualitatively using sociolinguistic theory, namely the politeness standards provided by Robin Lakoff and Geoffrey Leech. The study discovered six categories of figurative language in the three poems: metaphor, personification, hyperbole, simile, synecdoche, and symbol.

The second research by Swarniti (2022), with the title "Analysis of figurative language in easy on me song lyric." The purpose of this study is to categorize and analyze the lyrics of Adele's song Easy On Me based on the metaphorical language utilized. This study suggests qualitative research. The data source for this study was a song lyric from Adele's song Easy On Me. In this study, data was gathered by observation. Miller and Greenberg's (1981) figurative language theory was applied. Each data set was descriptively evaluated using figurative language theory. The outcome of this study is Comparative Figurative Language, with just four data points identified in personification. It was discovered in Contradictive Figurative Language hyperbole (3 data), litotes (2 data), and paradox (1 datum). In Correlative Figurative Language, it was found in this data source, namely: allusion (1 datum), ellipsis (2 data), metonymy (2 data), and symbol (8 data). The most data found in data source was symbol.

The third research by Mukti (2022), with the title "Analysis of figurative language in the movie Sing 2 by Garth Jennings: a semantic study." The purpose of this study is to explain the figurative language in the movie Sing 2. In this study, a qualitative descriptive research methodology is used. In this study, X.J. Kennedy's theory of figurative

language was used, which states that there are eight types of figurative language: metaphor, irony, simile, personification, hyperbole, allusion, metonymy, and symbol. Identification was done by studying the dialog transcripts and interpreting the figurative language in each debate based on the literature: X.J. Kennedy. This study discovered four types of figurative languages: 12 metaphors (52.4%), 8 hyperboles (34.7%), 2 ironies (8.6%), and 1 sign (4.3%). Because the discourse in "Sing 2" necessitates critical thought on the part of the viewer, metaphor is frequently used. Each metaphorical term in Sing 2 has a non-literal meaning, which alters the effect of the characters' dialogue.

From the findings of the previous research above, there are found several similarities and differences with the research that the author conducted. The similarities with previous research are that the method used is descriptive qualitative research, the research point is figurative language, and the question discussed is the type of figurative language. The difference with previous research is in the theory. The first study used two theories, namely the theory of Figurative Language by Knickerbocker & Reninger (1963) and the theory of Theme by Sybille (1985). The second study used the theory of Miller and Greenberg (1981). The third study used the theory of figurative language by X.J., Kennedy. And in this study the writer uses the figurative language theory of Perrine (1992). The difference is also found in the discussion of the analysis. In the first study, it analyzed poetry, and the second study it analyzed song lyrics. In this study entitled "ANALYSIS OF FIGURATIVE LANGUAGE FOUND IN FANTASY SHORT MOVIES FROM FAIRY TALES AND STORIES FOR KIDS YOUTUBE CHANNEL" which focuses on fantasy short movies, the writer will not only examine the types of figurative language in fantasy short films, but will also describe the connotative meaning in the vocabulary and patterns.

C. Conceptual Framework

An Analysis Figurative Language and Meaning in Fantasy Short Movie

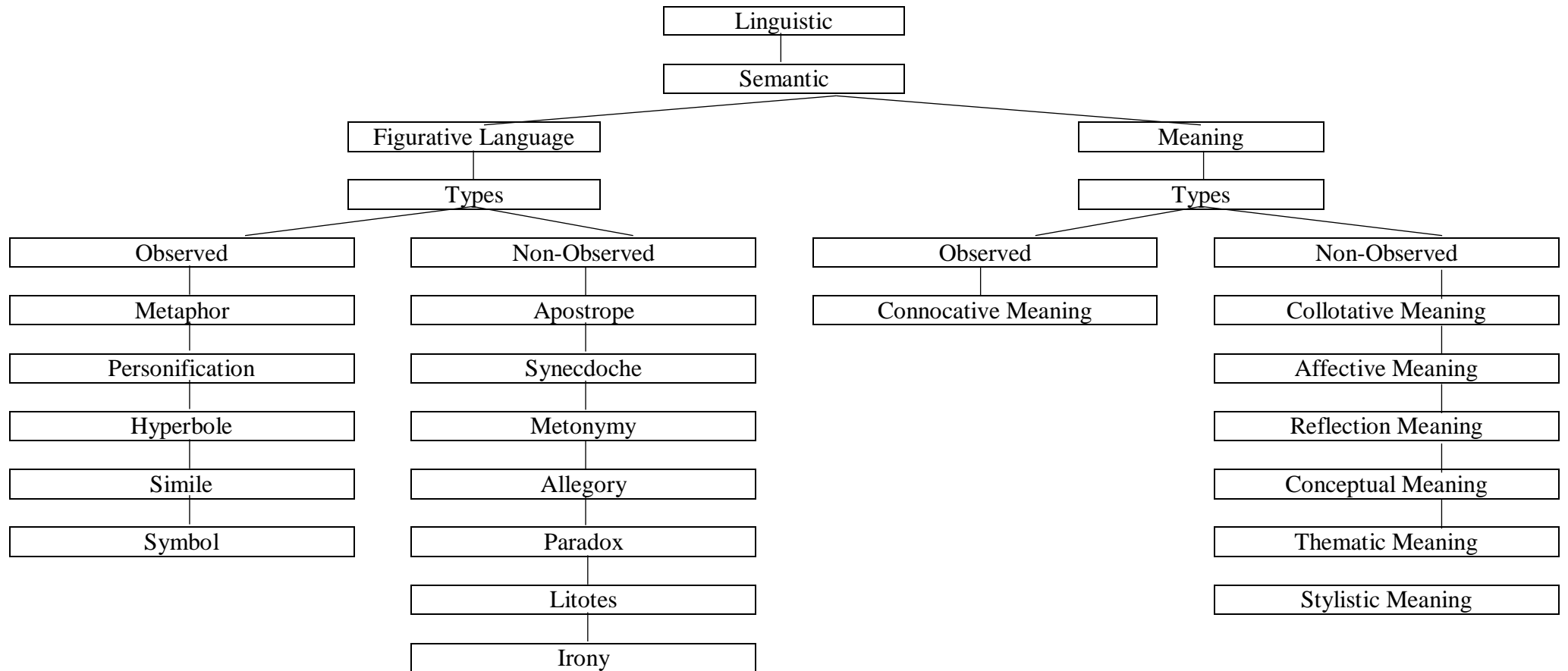


Figure 2.1 Conceptual Framework