Translation of Onomatopoeia and Iconicity in Children Story Book: *Crocoffein – Coffee of Friendship* by Watiek Ideo and Fitri Kurniawan

A Thesis
Submitted to Faculty of Adab and Humanities
In Partial Fulfillment of the Requirement for the Degree of Strata One

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ABSTRACT


This research aims at analyzing iconicity in translating of onomatopoeia words on Children Story Book: Crocoffein-Coffee of Friendship by Watiek Ideo and Fitri Kurniawan. It also aims at knowing the kinds of onomatopoeia word in children story book Crocoffein- Coffee of Friendship by Watiek Ideo and Fitri Kurniawan.

The researcher uses descriptive qualitative method in the form of comparative analysis, in which researcher will describe the theories in this study, analyze the kinds of onomatopoeia, and iconicity of onomatopoeia words between Indonesian and English. Then, the translation of the onomatopoeia words are compared phonology between the Indonesian and English language. In this paper, the researcher analyzes how the onomatopoeia words can be translated through the concept of iconicity. It also discusses the theory of Charles Sanders Pierce, who declares that language is an icon and analysis of sound symbolism.

From the analysis, the researcher finds that onomatopoeia words are almost iconicity, because a pattern in Indonesia word and English word is almost reduplication. It is a reason that the onomatopoeia words can be iconicity for speakers of the different language.
APPROVEMENT

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DECLARATION

I hereby declare that this submission is on my work and that, to my knowledge and belief, it contains no material previously published or written by another person nor material which to substantial extent has been accepted for the award of any other degree or diploma of the university or other institute of higher learning, except where due to acknowledgment has been made in the text.

Jakarta, September 2015

The researcher
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In the name of Allah SWT, the Most Gracious, the Most Merciful

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Jakarta, September 2015

The Researcher
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CHAPTER I

INTRODUCTION

A. Background of the Study

Language is a communication tool, especially when it uses to interact for humans. The important of the language almost cover all areas of life, because someone who experience, feel, and think can know with others, if it is expression in language, both oral and written.

In language, the relationship between meaning and sound is a problem for translators when translating. This problem can be addressed from two perspectives, arbitrary and iconicity. Language begins as a system of emotive language signs, grunts, moans and cries. However, it becomes less iconic. Finally, the signs become arbitrary and it is possible that the emotion and iconic signs will disappear, so that the language will be completely arbitrary.

The word iconic is part of instinct, emotion and intuition which is the ancient language features. Language will continue to reveal things like: emotive and intuitive behavior in children talk, the language of religion, comics and oral poetry. According to Fischer & Müller, iconicity is the similarity between concepts, impressions, ideas about something, an object in one's perception of the

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2 Ibid., p. 2.
3 Ibid., p. 2.
world, and how someone sees the world in a different way.\textsuperscript{5} The idea of sounds that have meaning in themselves called sound symbolisms and it is a relationship of sound to the specific semantic field. It is associated with iconicity and it can be used to explain the use of onomatopoeia.\textsuperscript{6}

Onomatopoeia is an imitation of the sound which is very influenced by the culture of speakers. For examples: onomatopoeia word for chicken sound. In English, written as \textit{Cockadoodledoo}, while in Indonesia is \textit{Kukuruyuk}. According Mar'at, artificial animal sounds different in many languages for two reasons. First, animals or things that produce sound do not have the same physical organs like humans. Secondly, every language phonological system is different.\textsuperscript{7} Therefore, researcher is interested in the translation of onomatopoeia word from Indonesian to English as a second language which has a system of different languages and cultures.

There are a few things behind the selection of the two languages as the research target. Indonesian and English are the two languages from different language families. Indonesian is the language that is in the area of the Austronesian family; while English is a member of Germanic languages belonging to the Indo-European language family.\textsuperscript{8} Allegedly the two languages have a vocabulary that is onomatopoeia for the universality of the language factor,

\textsuperscript{5} Olga Fischer and Wolfgang Müller (eds), \textit{From Sign to Signing}, (Philadelphia: John Benjamin. 2003), p. 46.
\textsuperscript{8} Pamela Perniss, Robin L. Thompson, and Gabriella Vigliocco. \textit{Iconicity as A General Property of Language: Evidence from Spoken and Signed Language}, (London: University College London, 2010), vol 1, p. 3.
especially phonological and differences in the origin of language families. For example: in English has onomatopoeia knock knock (a knock activities, hit the door). When it transcribed in phonemic become /nɔːk/ /nɔːk/ is almost similar to the Indonesian onomatopeia tok tok /tok/ /tok/. Those words are almost same because the two languages not derived from the same parent language, or Indonesian language borrowing words from English and on the contrary, but it more because of the nature of onomatopoeia is like to imitate sounds.

Onomatopoeia words are commonly found in comics, but not only in comics, onomatopoeia is also present in other literary works. Such as children story book. Children story book is a story that contains a message by illustrations and written text. This book contains a variety of themes which are mostly based on the experience of everyday life. The characters in this book usually are humans and animals. The children story book contains intrinsic elements of literature, such as: flow, structure, character, setting, theme, etc.

In translating a book, the translator is expected to be able to understand and know the variety of vocabulary and terms contained in it. According to Vermeer, the language is part of a culture that is not possible to translate texts from different cultures, such as English and Indonesian. However, a good translator should ideally not only master the language but also the culture of the language, so the translation that can be accepted by the reader.

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Furthermore, translation is communication between cultures.\textsuperscript{10} For that, researcher aims at analyzing the types of onomatopoeia and to analyze iconicity in translation \textit{Crocoffein- Coffee of Friendship} by Watiek Ideo and Fitri Kurniawan using analysis of icon image and phonology to provide an accurate representation of the onomatopoeia words in both languages and compare its representation.

B. Focus of Study

Based on the background of study, this study will focus to discuss types of the onomatopeia word in children story book \textit{Crocoffein- Coffee of Friendship} by Watiek Ideo and Fitri Kurniawan, and analyze Iconicity in translating of the onomatopeia words on children story book \textit{Crocoffein- Coffee of Friendship} by Watiek Ideo and Fitri Kurniawan.

C. Research Questions

Based on the background of study, this study will discuss:

1. What are the types of Onomatopoeia?


D. Significances of the Study

The results of this study are expected to give contribution for academic studies, especially for knowing about the kind of onomatopoeia and analyzing the iconicity of onomatopoeia words between Indonesian and English using the theory of iconicity by Charles Sanders Pierce. Practically, this study is expected to help translator to know how the iconicity theory can be applied to translator in translating of onomatopoeia words.

E. Research Methodology

1. The Objective of Research

Based on the formulation of the problem, in general, this study aims to:

a. Analyze the types of onomatopoeia from the data.

b. The way translator translates onomatopoeia words between Indonesian and English using the theory of iconicity.

2. The Methods of Research

The research method in this research is descriptive qualitative research in the form of comparative analysis, in which researcher will describe the theories that will use in this study. The data will be analyzed for collecting of onomatopoeia words. Moreover, the data is analyzed the types of onomatopoeia, and iconicity of onomatopoeia words between Indonesian and English. Then, the
translation of the onomatopoeia words are compared phonology of onomatopoeia words between Indonesian and English language that will be visible differences in representation and to provide an accurate representation of the onomatopoeia words in both languages and compare its representation.

3. The Instrument of Research

This qualitative study utilizing the researcher herself for obtaining qualitative data about the onomatopoeia words in Indonesian and English translation of the children story book *Crocoffein - Coffee of Friendship* by Watiek Ideo and Fitri Kurniawan by reading, collecting and analyzing the data. It uses the relevant theories of Onomatopoeia that will analyze types of onomatopoeia and the concept of iconicity of Charles Sander Pierce that support this research.

4. The Unit of Analysis

As the unit of analysis, this research uses the children story book *Crocoffein - Coffee of Friendship* by Watiek Ideo and Fitri Kurniawan in Indonesia and English translation.

5. The Techniques of Data Analysis

Data of onomatopoeia words are taken from the children story book *Crocoffein - Coffee of Friendship* by Watiek Ideo and Fitri Kurniawan in Indonesian and English translation. First, the data of the onomatopoeia words
from the children story book *Crocoffein- Coffee of Friendship* by Watiek Ideo and Fitri Kurniawan will create column to see the equivalent word of English and Indonesian, iconicity, pages, and meaning. Second, researcher takes 10 data of onomatopoeia word for re-analyzing. The data is analyzed of the meaning and classified into the types of onomatopoeia. Third, the data is analyzed from the picture to see the meaning and equivalent word for analyzing of iconicity. Moreover, researcher analyzes pronunciation and phonemic to compare the representations of English and Indonesian. It will make a difference in pronunciation and will provide a direct comparison between the Indonesian and English.

6. Research Design

The problems, analysis and presentation of data analysis are arranged in the chapter per chapter. There are:

Chapter I contains an introduction that includes the background of study, focus of study, research question, significant of study, and research methodology.

Chapter II describes the theories that will be used in analyzing the data, include: previous research and concept (definition of translation, definition of onomatopoeia, definition of iconicity, and sound Symbolism).

Chapter III describes the findings of the data will be analyzed and the results of data analysis to the formulation of the problem, which include: description of data, and the data analysis.
Chapter IV contains conclusions and suggestions.
CHAPTER II

THEORETICAL FRAMEWORK

A. Previous Research

There are some researches about onomatopoeia and iconicity, the first is research that entitled “Sound Symbolism in the Language of Australia”, by Hannah Haynie, Claire Brown, and Hannah LaPalomba, (2014). This paper present about the sound symbolism in the languages of Australia and it is investigates of the evidence for several common patterns of sound symbolism, using data from a sample of 120 languages. The patterns examined here include the association of meanings denoting ‘smallness’ or ‘nearness’ with front vowels or palatal consonants, and the association of meanings denoting ‘largeness’ or ‘distance’ with back vowels or velar consonants.¹¹

The second is the research that entitled “Phonology Iconicity”, by David S. Schmidtke, Markus Conrad, and Arthur M. Jacobs, (2014). This paper presents the processing of onomatopoeic expressions, ideophones, and phonaesthemes, relations between syntactic classes and phonology, as well as sound- shape and sound affect correspondences at the level of phonemic contrasts.¹²

The third is the research by Pamela Perniss, Robin L. Thompson, and Gabriella Vigliocco, (2010) that entitled “Iconicity as A General Property of Language: Evidence from Spoken and Signed Language”. This paper presents the different types of iconic mappings that characterize languages in both modalities, including the predominantly visually iconic mappings found in signed languages. Having shown that iconic mapping are present across languages, then it proceed to review evidence showing that language users (signers and speakers) exploit iconicity in language processing and language acquisition.\(^\text{13}\)

In addition, the thesis that entitled “Onomatopoeia Translation in Wreck-it Ralph the Movie”, by Flori Lestari, (2004). She research the kinds of onomatopoeia, the translation technique and how to translate the sounded words into acceptable target language text also making the readers understand about the sounded word literature.\(^\text{14}\)

Different with those thesis and journal, in this research, researcher concerns to the types of onomatopoeia and how the translator translates of onomatopoeia words. Therefore, by analyzing the sound symbolism and phonology system of the Indonesia and English language, it can use to analyzing iconicity in translating of onomatopoeia words.


\(^\text{14}\) Flori Lestari, *Onomatopoeia Translation in Wreck-it Ralph the Movie*, (Jakarta: Adab and Humanities Faculty, 2004), p. 5.
B. Concept

1. Definition of Translation

Translation is the process of translating the meaning or message from the source language into the target language. In the process of translating, a translator must pay attention to the cultural differences of each language, therefore the translator can get a translation in accordance with the message convey for the author of the source language into the target language.

According to Newmark, giving a definition of translation is rendering the meaning of text into another language in the way that the author of intended the text. Moreover, according to Nida and Taber, "Translating Consist in reproducing in the receptor language the closest natural equivalence of a source language message, firstly in terms of meaning and secondly in terms of style." In addition, according to J. C. Catford, “translation is the replacement of textual material in one language, by equivalent textual material in another language.

From the explanation above, the definition of translation is the process of transferring the meaning of the source language text into the target language text, where a translation of the source language text and engage the target language should match the meaning conveyed by the author of the source language into the target language, so it is acceptable of the readers.

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2. Definition of Onomatopoeia

According to Ullman, Onomatopoeia word comes from the Greek are *onoma* and *poeieo*. *Onoma* means name, while *poeieo* means making.\(^{18}\) Onomatopoeia is the iconic form of the sign of hearing, and the name of an object derived from artificial sound that its produces. Some of the language is more iconic than others due to the use of onomatopoeia limited by the number of phonemes in the language. Phoneme types are available in a particular language varies, but 70 percent of the world's languages have between 20 and 37 phonemic segments.\(^{19}\)

The different individuals when imitating the sound also depends on the anatomical structure of the vocal organs. However, the capacity to represent the voice and the sound of nature has in any human language. Thus, onomatopoeia is a possibility that the universal in all languages.\(^{20}\) Onomatopoeia aims at mimicking the sounds are produced of people, animals, nature, machines and tools. The noise is coming from a knock on the door, pressing the mouse button lights or computer, it is also related to the word of onomatopoeia in English, there are: *knock* and *click*.\(^{21}\)

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There are three types of onomatopoeia which reflects that the relationship between meaning and sound can be expressed and interpreted differently, there are:

1. Direct onomatopoeia, the words that are similar to the actual sound of the human see. For examples: zoom, bang, moan, cluck, and hiss.

2. Associative onomatopoeia, this category is the onomatopoeia word because of the association, not because they resemble objects or actions that they represent. The whip is the sound made by the whip, and the cuckoo is a bird but the name refers to the similarity of the sound of its produces and has nothing to do with the bird itself.

3. Exemplary onomatopoeia, this type onomatopoeia from on the amount and character of physical work performed by the speaker to pronounce the word. The similarity between the sound and the concept refers to the findings on the implications and related ideas, not in the real sense as in the dictionary.\textsuperscript{22}

Onomatopoeia is the study of the direct relationship between sound and meaning. In the book of Leanne Hinton, Johanna Nichols and John J. Ohala entitled \textit{Sound Symbolism} divides the concept of sound symbolism. Categories are arranged according to scale the level of relationship between sound and meaning, there are:

1. \textit{Corporeal Sound Symbolism}, is the use of specific sounds or intonation patterns to reveal the internal condition of the speaker, the emotional and

\textsuperscript{22} Hugh Bredin, \textit{Onomatopoeia as a Figure as a Linguistic Principle}. (London: Routledge), p. 557-563
physical condition. This category includes sounds symptomatic unintentional, such as: cough, hiccough, sound feeling, interjection, and the sounds are closely related to the emotional and physical condition. Intonation and sound quality feeling illustrated with visual effects, such as: size of word, shape and color, like "aaaargh", "Ow", "brrr" is an attempt to write expressions corporeal.

2. Imitative Sound Symbolism. This category consists of onomatopoeia words and phrases that represent the sounds of nature and the environment, such as: bang, woof-woof, knock ('dor', 'guk-guk', 'tok' in Indonesian).

3. Synesthetic Sound Symbolism, is the use of sound to symbolize the non-acoustic phenomena, such as: movement, size and shape. Movement is often accompanied by the sound, and objects with a certain size and shape often get typical sounds, therefore onomatopoeia words often expanded on the use of non-acoustic. For example: many languages in the world appear to take advantage of the relationship between the small size of the vowel /i/, and the large size of the vowel /a/. Thus, based on the iconic relationship acoustic signal generated from the pronunciation or articulation movements.

4. Conventional Sound Symbolism, is analogical on phoneme associations and certain groups with a particular meaning. These categories are arbitrary and conventional. For examples in English, gl prefix in the word glitter, glow, glisten, glimmer, connected with the meaning of the light. This case is not
found in languages that do not have a prefix consonant gl. Therefore, this case is language-specific. This phenomenon is commonly called fonestemic.\textsuperscript{23}

Furthermore, the way of interpretation of the origin of the sound, according to Stephen Ulman, onomatopoeia differentiates into: primary onomatopoeia and secondary onomatopoeia. Primary Onomatopoeia is an imitation of the sound from the sound, the shape is actually a clone of the sound is produced, for example: roar and howl. And secondary onomatopoeia is not because of the sound is produced acoustic experience that is happening, but as a movement, size, represented by the emotive tone sounds. For example: in the Indonesia, the word prang (onomatopoeia of the thing is broken).\textsuperscript{24}

In this research, researcher is only using the three types of the onomatopoeia, there are: Corporal Sound Symbolism, Imitative Sound Symbolism, and Synesthetic Sound Symbolism.

3. Definition of Iconicity

Iconicity is the similarity between concepts, impressions and ideas about something, and the objects in someone's perception of the world, and he saw the world in a different way. A natural that is similarity between the sign and the concept or object that refers to the real world that is classified as iconicity. This

implies similarity is the product of a cognitive process, not just an objective fact. Iconicity is when the similarity between the object and the sign is the result of the general characteristics to be integrated into them. Iconicity focuses only on the similarity between the sign and the object. Images and onomatopoeia is an example of the icon image category, with just see an icon, someone can obtain information about the relationship. The highest level of iconicity is almost universal of semiotic relationship, the relationship between meaning and sound that will be understood by everyone.

According to Fischer & Ljungberg, there are two type of iconicity:

a. Imagic iconicity is when the similarity between object and sign is a result of common characteristics which are integrated in them. Portraits and onomatopoeia are examples of categories of iconic images; someone can get information about its object with looking at the icon.

b. Diagrammatic iconicity, the resemblance is not as obvious. It is a relation between signs which reflects a similar relation between objects or actions. The highest degree of iconicity is a semiotic relation that is almost universal, a connection between meaning and sound which will be understood by everyone, despite language.

25 Olga Fischer and Wolfgang Müller (eds), From Sign to Signing, (Philadelphia: John Benjamin, 2003), p. 46
In this research, researcher is only using imagic iconicity for analyzing about the iconicity in translating of onomatopoeia word by analyzing the icon or picture of the data.

4. Theory of Iconicity

a. Charles Sanders Peirce

Theory of Charles Sanders Peirce is the second branch of semiotics.\textsuperscript{28} In addition to Saussure, he said that the language is an icon. He made a comprehensive study and calculation of the signs is still refers to in the context of different languages. The most famous theory is the division of signs into icons, symbols and indexes.\textsuperscript{29} This is an arbitrary classification beyond the classical dichotomy of the iconicity. An icon is defined as a sign which represents an object mainly by its similarity to that object; an index as a sign which represents its object by its existential relation to the object; and a symbol as a sign which signifies its object by a law or a convention.\textsuperscript{30}

There are many theories about the origins of language. Many of the theories argue that the language begins through mimicry humans through natural sound or movement. This is a similar theory and in line with the ideas of Peirce that language is iconic of the beginning. One is the "mouth movement" theory

\textsuperscript{30} \textit{Ibid.}, p. 102-104.
which claims that the movement of the arms and hands are synchronized with the movement of speech organs when they are used in sign language and when using the tool. If the movement of internal organs, such as: speech, followed by vocalization, the sound will have the same meaning as the movement. It is because it can be understood by the listener. He will understand the message because he knowing in his mind, repeating the movement that is created by sound.\textsuperscript{31}

The theory of "ding-dong", by Max Miller, based on the sound of an object that is struck. After reconstructing the Indo-European root 400-500, he concluded that humans tend to connect certain sound with actions and certain objects, depending on how an echo in their minds, similar to the tone of something hit. This is comparable to the modern theory of sound symbolism, but Miller claimed that the instinct to connect the sound to the semantic field disappears when the language has been developed.\textsuperscript{32}

5. Iconicity and Onomatopoeia Words

According to Keraf, in onomatopoeia, there is no interpretation that each sound has a specific suggestion, for example: sound /i/ and /e/ suggest something small and high, for the sound /u/, /u/, and /o/ suggest something great, low, and

\textsuperscript{31} Åsa Abelin, \textit{Studies in Sound Symbolism}, (Göteborg: Department of Linguistics Göteborg University, 1999), p.19. \\
deep; nasal sounds suggest something that resonates; sound /p/, /t/, and /k/ suggest something sharp and hard; sound /r/ express something that vibrates.33

a. Sound symbolism

The idea of sounds that have meaning in human beings called the sound symbolism and it is a sound relationship to the specific of semantic fields, such as weakness and strength.34 It is associated with iconicity and can be used to explain the use of onomatopoeia. It is a natural association between sound and meaning. In the human voice, the language of symbolism can be part of the explanation why the sound of small animals, such as birds represented by tweet-tweet or cheep-cheep.35

Sound symbolism can connect to a specific group of sounds such as in the case of English consonant clusters /sn/. The habit of associating certain sounds with certain meanings can be seen between the initial consonant cluster /sn/ and words that connect to the nose, for example: growling, sneezing, pout, sniff and snort. Sound combination spells /-ash/ also has its own association patterns. In certain sounds with certain meanings can see between the initial consonant cluster /sn/ and words that is connecting to the nose, for example: growling, sneezing, pout, sniff and snort. Sound combination that is spelling /-ash/, it also has its own

35 Ibid., p. 5.
association patterns. In English speakers sound is associates with sudden, rapid, and destructive movement. Some examples are splash, flash, and dash. A few words of English prefix /gl/ light show, for example: glimmer, glitter, glisten, glow, prefixes /fl/ suggest movement, for example: flap, flee, flicker, fling, flip, flow, and said suffix /mp/ suggest physical contact, for example: thump, bump, dump.

Sound symbolism is defining as a direct relationship between sound and meaning, which is interpreted by the sound associations which means not arbitrary, or the possibility of certain phonemes in a certain semantic category. Sound symbolism is identification in the lexical items and linguistic processes, as well as through comparative studies that lead to a generalization of the basic patterns of sound symbolism which has some of the cross-linguistic basis.

b. Indonesian and English Phonology System

Language has typical characteristic sound uttered by different speakers of other languages. In the system of consonants, Indonesian and English have stops, while the vocal system has a high front oral sound, not rounded /i/, the sound of high rear oral round /u/. This is a similarity phonological that exists between the

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36 Loc. Cit.
Indonesian and English. Each language has its own vocabulary, represent of a specific set of phonemes. The same voice that used to repeat and combine in accordance with the collective agreement between the speakers.

There is example of onomatopoeia words that are almost the same between the Indonesian and English. For example: in English has onomatopoeia knock knock (a knock activities hit the door). When it is transcribed in phonemic Become /nɔk/ /nɔk/ is almost similar to the Indonesian onomatopoeia tok tok /tok/ /tok/. However, there are the word is different in English and Indonesia, because the phonology system of that language is different too. For example: the word of gun is (dor), while in English is (bang). When it is transcribed in phonemic become /dɔr/, and /bæŋ. Those words are different in two languages.

1. Indonesian phonemes

In the book of *Generative Approach to the Phonology of Bahasa Indonesia*, Indonesian phoneme vocals are about six, twenty-three consonant phonemes and three diphthongs. According Lapoliwa, phonemes can be classification in the following table, there are:

---

a. Phoneme of vocal

![Diagram of vowel sounds]

Table 1. Phoneme of vocal in Indonesia language

b. Phoneme of consonant

<table>
<thead>
<tr>
<th>How to articulation</th>
<th>bilabial</th>
<th>Labio dental</th>
<th>Dental/alveolar</th>
<th>Palatal/alveolar</th>
<th>Palatal</th>
<th>Velar</th>
<th>Glotal</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stop</td>
<td>p</td>
<td>t</td>
<td>d</td>
<td>k</td>
<td>g</td>
<td></td>
<td></td>
</tr>
<tr>
<td>b</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Africatif</td>
<td></td>
<td>c</td>
<td>j</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fricatif</td>
<td>(f)</td>
<td>(z)</td>
<td>(j)</td>
<td>(x)</td>
<td>h</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lateral</td>
<td>l</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Flap</td>
<td>r</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Nasal</td>
<td>m</td>
<td>n</td>
<td>ñ</td>
<td>Ñ</td>
<td>D</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Semi vocal</td>
<td>w</td>
<td></td>
<td></td>
<td></td>
<td>y</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Table 2. Phoneme of consonant in Indonesia language

c. Diftong

Indonesia has three diphtong, there are /ai/, /au/, dan /oi/. 
2. English phonemes

According Giegerich, in his book *English Phonology: An Introduction* provides a comprehensive review of the phonological system of English phonemes that has twelve phonemes vocals, twenty consonant phonemes and eight diphthongs.\(^{41}\)

a. Phoneme of vocal

![Tabel 3. Phoneme of vocal in English language](image)

b. Phoneme of consonant

<table>
<thead>
<tr>
<th>How to articulation</th>
<th>Bila, bial</th>
<th>Labio dental</th>
<th>Dental</th>
<th>Alveolar</th>
<th>Alveo Palatal</th>
<th>Palatal</th>
<th>Velar</th>
<th>Glotal</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stop</td>
<td>p</td>
<td>b</td>
<td>t</td>
<td>d</td>
<td></td>
<td></td>
<td>k</td>
<td>g</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Afrikatif</th>
<th></th>
<th></th>
<th>tʃ</th>
<th>dʒ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Frikatif</td>
<td>f</td>
<td>s</td>
<td>f</td>
<td>h</td>
</tr>
<tr>
<td></td>
<td>v</td>
<td>z</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Lateral</td>
<td></td>
<td></td>
<td>l</td>
<td></td>
</tr>
<tr>
<td>Nasal</td>
<td>m</td>
<td>n</td>
<td></td>
<td>D</td>
</tr>
<tr>
<td>Semi</td>
<td>w</td>
<td>r</td>
<td>j</td>
<td></td>
</tr>
<tr>
<td>vocal</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Table 4. Phoneme of consonant in English language

c. Diphthong

In Oxford Learner’s Dictionary, English has eight diphthongs, there are: /ei/, /əʊ/, /aɪ/, /aʊ/, /aʊ/, /æ/, /æ/, and /ʊə/.
CHAPTER III

DATA ANALYSIS

A. Data Description

From the seven stories in children story book *Crocoffein-coffee of friendship* by Watik ideo and Fitri Kurniawan which become a source of data, researcher finds about 107 words of onomatopoeia words which are classified into 30 columns to search of the meaning.

In this study, the classification of onomatopoeia in the data corpus of Indonesian and English is on the basis of equality in representation of a sound. As a result, not all artificial sound contained in the data corpus Indonesian have a counterpart in the data corpus of English language and vice versa. It is caused of the differences in phonological and culture of each language. Indonesian has for about six vocals phonemes, twenty-three consonant phonemes and three diphthongs. Meanwhile, the phonological system of English phonemes has twelve phonemes vocals, twenty consonant phonemes and eight diphthongs.

In conducting the analysis, onomatopoeia that is classified, the researcher examines in terms of meaning. Researcher will create a table to see the meaning of representation of onomatopoeia, and for knowing iconicity from the onomatopoeia words by imagic iconicity, as follow:
Table 5

Onomatopoeia and Iconicity

<table>
<thead>
<tr>
<th>Number</th>
<th>Onomatopoeia and Iconicity</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>SL (Indonesian)</td>
<td>TL (English)</td>
</tr>
<tr>
<td>1.</td>
<td>Oooaaahmmmm</td>
<td>Yaaaaawwwnnn</td>
</tr>
<tr>
<td></td>
<td>Brrrr</td>
<td>Brrrr</td>
</tr>
<tr>
<td>Page</td>
<td>Uhhh</td>
<td>Uhhh</td>
</tr>
<tr>
<td>------</td>
<td>------</td>
<td>------</td>
</tr>
<tr>
<td></td>
<td>The written form of a sound like /a:, ux/, etc, and made to indicate anger or boring, and use accompanied by an appropriate expression.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Oh, owwwwhhh</td>
<td>Oh</td>
</tr>
<tr>
<td></td>
<td>Used for emphasis or when reacting to something that has been said, expressing surprise, fear, joy</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Hmm, Mm, Uhm</td>
<td>Hmm, eer, Um</td>
</tr>
<tr>
<td>---</td>
<td>--------------</td>
<td>--------------</td>
</tr>
<tr>
<td>5.</td>
<td>Used to express the sound made when a speaker hesitates or is not sure what to say next.</td>
<td></td>
</tr>
</tbody>
</table>

Pages: 5, 17, 29, 31, 34, 40, 47, 73, 85, 91, 99, 112, 135, 150.

<table>
<thead>
<tr>
<th></th>
<th>Grr</th>
<th>Grr</th>
</tr>
</thead>
<tbody>
<tr>
<td>6.</td>
<td>Sound of growl</td>
<td></td>
</tr>
</tbody>
</table>

Page: 129.
<table>
<thead>
<tr>
<th>Bruuuuk</th>
<th>Slump</th>
</tr>
</thead>
<tbody>
<tr>
<td>To sit or fall heavily, to fall suddenly or greatly.</td>
<td></td>
</tr>
</tbody>
</table>

Page: 9.

<table>
<thead>
<tr>
<th>Ah, Aha</th>
<th>Aha, Um, ah</th>
</tr>
</thead>
<tbody>
<tr>
<td>Used especially to express satisfaction or triumph.</td>
<td></td>
</tr>
</tbody>
</table>

Pages: 9, 13, 27, 38, 39, 44, 75, 93, 100, 118, 118, 148.
<table>
<thead>
<tr>
<th>Klontang-klontang</th>
<th>Clang clang</th>
</tr>
</thead>
<tbody>
<tr>
<td>A loud ringing sound of metal being struck, to make or cause something to make a clang.</td>
<td></td>
</tr>
</tbody>
</table>

Page: 10.

<table>
<thead>
<tr>
<th>Klutuk klutuk klutuk</th>
<th>Tuck tuck tuck</th>
</tr>
</thead>
<tbody>
<tr>
<td>In/up to push, fold, or turn the end or edges of clothes.</td>
<td></td>
</tr>
</tbody>
</table>

Page: 12.
<table>
<thead>
<tr>
<th>11.</th>
<th>Ha ha ha</th>
<th>Ha ha ha</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Pages:</strong> 13, 159.</td>
<td><strong>Expressing satisfaction or happiness, exclamation used to mock somebody, exclamation of relief, sound of laughing.</strong></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>12.</th>
<th>Kriiiet</th>
<th>Shriek</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Page:</strong> 17.</td>
<td><strong>To give a sudden shout in a loud high voice when someone opens the door.</strong></td>
<td></td>
</tr>
</tbody>
</table>
13.

Tok tok tok

Knock knock

To hit a door, firmly with the back of one’s hand in order to attract attention.

Page: 17.

14.

Huhuhu

Boo-hoo

Expressing of crying or sad.

Pages: 98, 124, 126.
15. Plup, pluk  Plop, plop

A short sound, a small object dropping into water, To fall with a plop.

Pages: 38, 90.

16. Hah, uuh  Huh, huh.

Used to express anger, disapproval, surprise, to ask a question, or to indicate that one has not heard what somebody has said.

Pages: 29, 69, 104, 105, 111, 117, 151.
<table>
<thead>
<tr>
<th>Hueeeek</th>
<th>Yuck</th>
</tr>
</thead>
<tbody>
<tr>
<td>Used for expressing disgust, dislike.</td>
<td></td>
</tr>
</tbody>
</table>

Page: 56.

<table>
<thead>
<tr>
<th>Pueeeeh</th>
<th>Phooey</th>
</tr>
</thead>
<tbody>
<tr>
<td>Used for expressing dislike or vomited something from the mouth.</td>
<td></td>
</tr>
</tbody>
</table>

Page: 51.
19. **Kraus Kraus**

Crunch, crunch.

To crush something noisily with the teeth when eating.

Pages: 65, 81.

---

20. **Siuuut**

Siutt, slump

To sit or fall heavily, to fall suddenly or greatly.

Pages: 38, 94.
21. Nyam, nyam, nyam

Used for expressing pleasure while eating or when thinking about food.

Page: 86.

22. Owww

Expressing sudden pain.

Page: 36.
### Page: 87.

<table>
<thead>
<tr>
<th>Klap klap klap</th>
<th>Flap flap flap</th>
</tr>
</thead>
<tbody>
<tr>
<td>To move, swing, wave, up and down or from side to side, making a gentle noise.</td>
<td></td>
</tr>
</tbody>
</table>

### Page: 94.

<table>
<thead>
<tr>
<th>Gubrak, gedubrak</th>
<th>Thump</th>
</tr>
</thead>
<tbody>
<tr>
<td>To strike or knock something heavily, heavily blow.</td>
<td></td>
</tr>
<tr>
<td>Page 25.</td>
<td>Cit cit cit</td>
</tr>
<tr>
<td>Page 88.</td>
<td></td>
</tr>
</tbody>
</table>

| Page 26. | Ihh | Gee | Expressing surprise, admiration |
| Page 146. |
Krak krak
Crack crack

To break or make something break without dividing into separate parts.

Pages: 96.

Gluk gluk gluk
Gluck gluck

To make a sound when drinking water or something.

Pages: 119, 156, 161.
<table>
<thead>
<tr>
<th>Sruput sruput</th>
<th>Slurp slurp</th>
</tr>
</thead>
<tbody>
<tr>
<td>To make a loud noise with the lips as one eats or drinks something.</td>
<td></td>
</tr>
</tbody>
</table>

Page: 119.

<table>
<thead>
<tr>
<th>Krrt krrt krrt</th>
<th>Krrt krrt krrt</th>
</tr>
</thead>
<tbody>
<tr>
<td>To eat or break something with teeth.</td>
<td></td>
</tr>
</tbody>
</table>

Pages: 150, 161.
B. Data Analysis

Based on the data that is collected. It is selects 15 data of onomatopoeia words that will be analyzed based on sampling techniques: systematic sampling. This sampling of data takes with the specific order. In this study, the data that will be analyzed and it become sample of data that is taken from the odd number of table 5.

15 data of onomatopoeia words that will be analyzed the meaning of those words by looking at the iconicity analysis. Then, the researcher would classify the words into the types of onomatopoeia, there are: Corporal Sound Symbolism, Imitative Sound Symbolism, and Synesthetic Sound Symbolism. Researcher also analyzed image iconic and phonology of Indonesian and English using of Sound symbolism approaches in analyzing the iconicity of onomatopoeia word.

1. Data 1

SL : Oaahm
TL : Yawnn

Meaning : *To take a deep breath with the mouth wide open, when one is tired or bored*\(^{42}\)

The meaning of onomatopoeia word “Oaahm” in Indonesian and “Yawnn” in English is to *take a deep breath with the mouth wide open, when one is tired or bored*. This onomatopoeia word is categorized into

Corporeal Sound Symbolism which is the use of specific sounds or intonation patterns to reveal the internal condition of the speaker; the emotional and physical condition. It is caused the word “oaahm” shows the speaker condition that he is tired.

The analysis of iconicity in this onomatopoeia word, from the table 15 and in the picture 1, Croco yawns and open his mouth widely. He sounds like “ooaahm”. The word “oaahm” and “yawn” has same representation of the sound of tired. From the imagic icon 1, it shows that croco is tired and he sounds “oaahm”, and its word is translated into TL by the translator with “yawn”.

The word “oaahm” is transcribed with /oa:hm/ and it uses the vowel /o/ and /a/. Meanwhile, the word “yawn” is transcribed with “/ya:n/” and it uses the vowel /a/. For the onomatopoeia words using vowel /o/ and /a/ suggest something great and wide. In the pronunciation of the sound [a] and [o] mouth will be wide open with two lips away from each other, this situation reflects the great and wide. Moreover, those onomatopoeia words use vowel /o/ and /a/. Therefore, its sound suggests something great and wide. The phonology of both languages is the same. It means that those words are reduplication. From that reason, this onomatopoeia is iconic.

The translator translates onomatopoeia word “oaahm” in SL into the word “yawn” in TL. Researcher thinks that this translation is good through the iconic of those words. This translation is focus on the target reader, in
this case is children. The translator translates this word using common word in the target language. It uses to explain for target reader what the Croco thinks and sound when he is tired. It is also helped by the picture for giving an imagination for the children. From the dictionary of those words have same meaning. Moreover, those words have same sound too.

2. Data 2

<table>
<thead>
<tr>
<th>SL</th>
<th>TL</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Uhhh</td>
<td>Uhhh</td>
<td>The written form of a sound like /a:, ux/, etc, and made to indicate anger or boring, and use accompanied by an appropriate expression.</td>
</tr>
</tbody>
</table>

The Meaning of onomatopoeia word “Uhhh” in Indonesian and “Uhhh” in English is the written form of a sound like /a:, ux/, etc, and made to indicate anger or boring, and use accompanied by an appropriate expression. This onomatopoeia word is corporeal sound symbolism. The corporeal sound symbolism is the use of specific sound or intonation patterns to reveal the internal conditional of the speaker; the emotional and physical condition. The word “uhh” is the sound to reveal the emotional condition that the speaker is appropriate expression of boring.

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Analysis of iconicity in this onomatopoeia word from the image 3, Croco is sleepy and he says “uhhh” because he feels boring in that day. This word expresses about his feeling. Therefore, the translator translates the word “uhh” in Indonesian with “uhh” in English than using the word “ugh”, because the word “ugh” shows the expression of anger.

The word “uhh” in SL is transcribed with /uh/ and it uses the vowel /u/. Meanwhile, the word “uhh” in TL is transcribed with “/u:/” and it uses the vowel /u/. For the onomatopoeia words using vowel /u/ suggests something great and wide. The lips when pronouncing [u] that is reveal the length or heavily. Moreover, those onomatopoeia words use vowel /u/. Therefore, its sound suggests something great and wide. The phonology of both languages is the same, using vowel /u/. Those words are reduplication. It means that those words are reduplication. From that reason, this onomatopoeia is iconic.

The translator translates onomatopoeia word “uhhh” in SL into the word “uhh” in TL. Researcher thinks that this translation is good through the iconic of those words. This translation is focus on the target reader, in this case is children. The translator translates this word using common word in the target language. It uses to explain for target reader what the Croco thinks and says when he is bored. It is also helped by the picture 3 for giving an imagination for the children. From the dictionary of those words have same meaning. Moreover, those words have same sound too.
3. Data 3

SL : \textit{Hmm}

TL : \textit{Hmm}

Meaning : \textit{Used to express the sound made when a speaker hesitates or he is not sure what to say next}^{44}

The meaning of onomatopoeia “Hmm” in Indonesian and “Hmm” in English is \textit{used to express the sound made when a speaker hesitates or he is not sure what to say next}. This word is also \textit{Corporal Sound Symbolism}. It is caused the word “Hmm” is the sound to show the emotional condition of the speaker is hesitates.

The analysis of iconicity from the image 5, Croco just thinking to play with the other, because he thinks if he played with them, his body become warm. In this situation, Croco is doubtful in his mind, therefore he sound “hmmm” to expression of hesitates. It is the word that shows the sound of the emotional condition of the speaker. The translator translates the word “hmm” in Indonesian with “hmm” in English than using the word “umm” or “mm”, it is caused the word “umm” shows the speaker is not sure what to say next.

The word “hmm” in SL is transcribed with /he\textipa{m}/ and it uses the vowel /e/. Meanwhile, the word “hmm” in TL is transcribed with “/əm/” and it uses the vowel /ə/. For the onomatopoeia words using vowel /e/ and

---

/ə/ suggest something small. In the pronunciation of the sound [e] and [ə] the corners of the lips draw in the direction away from each other. This situation reflects the small. Moreover, those onomatopoeia words use vowel /e/ and /ə/. Therefore, its sound suggests something small. The phonology of both languages is the same. It means that those words are reduplication. From that reason, this onomatopoeia is iconic.

The translator translates onomatopoeia word “hmm” in SL into the word “hmm” in TL. Researcher thinks that this translation is good through the iconic of those words. This translation is focus on the target reader, in this case is children. The translator translates this word using common word in the target language. It uses to explain for target reader what the Croco thinks and says when he is hesitates. It is also helped by the picture 5 for giving an imagination for the children. From the dictionary of those words have same meaning. Moreover, those words have same sound too.

4. Data 4

<table>
<thead>
<tr>
<th>SL</th>
<th>Bruuk</th>
</tr>
</thead>
<tbody>
<tr>
<td>TL</td>
<td>Slump</td>
</tr>
</tbody>
</table>

Meaning: to sit or fall heavily, to fall suddenly or greatly

---

The meaning of onomatopoeia “Bruuk” in Indonesian and it is translates into English become “Slump” is to sit or fall heavily, to fall suddenly or greatly. It is a verb. This onomatopoeia word can be classified into Synesthetic Sound Symbolism. It uses of sound to symbolize the non-acoustic phenomena, such as movement, size and shape. Movement is often accompanied by the sound, and objects with a certain size and shape often get typical sounds, therefore onomatopoeia words often expanded on the use of non-acoustic. The onomatopoeia word “Bruuk” in Indonesian and “Slump” in English is a movement that represented by something.

The analysis of iconicity, Croco is sitting in the sofa and the sound is “bruuk”. In this situation this onomatopoeia is an imitation sound of thing, when someone who is sitting and the sound is bruuk. It is shows in the image icon 7. Therefore, the translator translates the word “bruuk” In Indonesian with “slump” in English.

The word “bruuk” is transcribed with /bruk/ and it uses the vowel /u/. Meanwhile, the word “slump” is transcribed with /slɅmp/ and it uses the vowel /Ʌ/. For the onomatopoeia words using vowel /u/ suggests something great and wide. The lips when pronouncing [u] that is reveal the length or heavily. In the pronunciation of sounds [Ʌ] mouth will be wide open with two lips away from each other, this situation reflects the large and wide. Moreover, those onomatopoeia words use vowel /u/ and /Ʌ/. The phonology of both languages is not the same. It means that those
words are not reduplication. From that reason, this onomatopoeia is not iconic.

The translator translates onomatopoeia word “bruuk” in SL into the word “slump” in TL. Researcher thinks that this translation is quite good through the common law and the society of those words, although those word not reduplication and not iconic. This translation is focus on the target reader, in this case is children. The translator translates this word using common word in the target language. It uses to explain for target reader that Croco sits on the chair and the sound is heavily. It is also helped by the picture 7 for giving an imagination for the children. Moreover, from the dictionary, those words have same meaning.

5. Data 5

SL : Klontang klontang

TL : Clang clang

Meaning : A loud ringing sound of metal being struck, to make or cause something to make a clang

The meaning of “Klontang klontang” in Indonesian and “Clang clang” in English is a loud ringing sound of metal being struck, to make or cause something to make a clang. This onomatopoeia word is Synesthetic

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Sound Symbolism. It is the use of sound to symbolize the non-acoustic phenomena, such as: movement, size and shape. The onomatopoeia word “Klontang-klontang” in Indonesian and “Clang clang” in English is a movement that represented by something that movement.

The analysis of iconicity in this onomatopoeia word is from the picture 9. Croco is unloads his cupboard, and moves the things that in the cupboard, so the sound of the things when it is moving, there is “Klontang”. Therefore, the translator translates the word “klontang” In Indonesian with “clang” in English.

The word “klontang” is transcribed with /klontaŋ/ and it uses the vowel /o/ and /a/, and consonant /k/ and /ŋ/. Meanwhile, the word “clang” is transcribed with /klӕŋ/ and it uses the vowel /æ/, and consonant /k/ and /ŋ/. For the onomatopoeia words using vowel /u/ suggests something great and wide. In the pronunciation of sounds [o], [a], [æ] mouth will be wide open with two lips away from each other, this situation reflects the large and wide. Nasal sounds suggest something that resonates and sound /k/ suggests something sharp and hard. Moreover, those onomatopoeia words use vowel /o/, /a/, /æ/, and consonant /k/ and /ŋ/. The phonology of both languages is not the same. It means that those words are not reduplication. From that reason, this onomatopoeia is not iconic.

The translator translates onomatopoeia word “klontang” in SL into the word “clang” in TL. Researcher thinks that this translation is quite good through the common law and the society of those words, although
those word is not reduplication and not iconic. This translation is focus on the target reader, in this case is children. The translator translates this word using common word in the target language. It uses to explain for target reader what the Croco moves the things and the sound is heavily. It is also helped by the picture 9 for giving an imagination for the children. Moreover, from the dictionary, those words have same meaning.

6. Data 6

<table>
<thead>
<tr>
<th>SL</th>
<th>Ha ha</th>
</tr>
</thead>
<tbody>
<tr>
<td>TL</td>
<td>Ha ha</td>
</tr>
</tbody>
</table>

Meaning: *Expressing satisfaction or happiness, sound of laughing*\(^{47}\)

The word “Ha ha” in Indonesian and “Ha ha” in English have the same meaning are *expressing satisfaction or happiness, sound of laughing*. It is categorized into Corporeal Sound Symbolism which is the use of specific sounds or intonation patterns to reveal the internal condition of the speaker; the emotional and physical condition. It is caused the word “Ha ha” shows the emotional condition of the speaker when happiness.

The analysis of iconicity in this onomatopoeia word, Croco is chuckles because he is really enjoying coffee together with his new friend. So, he is laughing with the sound “ha ha”. The word “ha ha” and “ha ha” has same representation of the sound of joyful. From the imagic icon 11, it

shows that Croco is happy and he sounds “ha ha”, and its word is translated into TL by the translator with “ha ha”.

The word “ha ha” is transcribed with /ha/ and it uses the vowel /a/. Meanwhile, the word “ha ha” is transcribed with /hɅ/ and it uses the vowel /Ʌ/. For the onomatopoeia words using vowel /o/ and /a/ suggest something great and wide. In the pronunciation of the sound [a] and [Ʌ] mouth will be wide open with two lips away from each other, this situation reflects the large and wide. Moreover, those onomatopoeia words use vowel /a/ and /Ʌ/. Therefore, its sound suggests something great and wide. The phonology of both languages is the same. It means that those words are reduplication. From that reason, this onomatopoeia is iconic.

The translator translates onomatopoeia word “ha ha” in SL into the word “ha ha” in TL. Researcher thinks that this translation is good through the iconic of those words. This translation is focus on the target reader, in this case is children. The translator translates this word using common word in the target language. It uses to explain for target reader what the Croco is laugh and makes a sound of laughing. It is also helped by the picture 11 for giving an imagination for the children. From the dictionary, those words have same meaning. Moreover, those words have same sound too.
7. Data 7

SL : Tok tok

TL : Knock knock

Meaning : To hit a door, firmly with the back of one’s hand in order to attract attention

The word “Tok tok” in Indonesian and it is translated into English become “Knock knock”. It means to hit a door, firmly with the back of one’s hand in order to attract attention. This onomatopoeia is categorized with Imitative Sound Symbolism. This category consists of onomatopoeia words that represent the sounds of nature and the environment. The onomatopoeia word “tok tok” in Indonesian and “knock” in English is a movement that represented by the imitation of the sound when someone hit the door.

In the analysis of iconicity from the imagic icon 13, Rocky is knocking at the croco’s door and the sound is “tok tok”. This onomatopoeia word is related with the imagic icon. The word “tok tok” and “knock” has same representation of the sound that hit the door. The sound “tok tok”, and its word is translated into TL by the translator with “knock”.

The word “tok tok” is transcribed with /tok/ and it uses the vowel /o/. Meanwhile, the word “knock” is transcribed with /nɔk/ and it uses the

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vowel /ɒ/. For the onomatopoeia words using vowel /o/ and /a/ suggest something great and wide. In the pronunciation of the sound [o] and [ɒ] mouth will be wide open with two lips away from each other, this situation reflects the large and wide. Moreover, those onomatopoeia words use vowel /ɒ/ and /o/. Therefore, its sound suggests something great and wide. The sound /t/ suggests something sharp and hard. The phonology of both languages is the same. It means that those words are reduplication. From that reason, this onomatopoeia is iconic.

The translator translates onomatopoeia word “tok tok” in SL into the word “knock” in TL. Researcher thinks that this translation is good through the iconic of those words. This translation is focus on the target reader, in this case is children. The translator translates this word using common word in the target language. It uses to explain for target reader Rocky is knocking to Croco’s door and the sound is heavily. It is also helped by the picture 13 for giving an imagination for the children. From the dictionary, of those words have same meaning. Moreover, those words have same sound too.
8. **Data 8**

**SL** : *Plup*

**TL** : *Plop*

Meaning : *A short sound, a small object dropping into water, to fall with a plop*  

The meaning of onomatopoeia word “Plup” in Indonesian and “plop” in English is *a short sound, a small object dropping into water, to fall with a plop*. It is categorized with *Imitative Sound Symbolism*. This category consists of onomatopoeia words and phrases that represent the sounds of nature and environment. The onomatopoeia word “plup” in Indonesian and “plop” in English is a movement that represented by the imitation of the sound something that fall.

The analysis of iconicity in this onomatopoeia word is from the picture 15. Sluggy is a snail without shell. He walks through a very narrow slit in the wood, and it is sound like “plup”. The sound “plup” and it is translated into TL by the translator with “plop”.

The word “plup” is transcribed with /plup/ and it uses the vowel /u/. Meanwhile, the word “plop” is transcribed with /plɔp/ and it uses the vowel /ɔ/. For the onomatopoeia words using vowel /u/ suggests something great and wide. The lips when pronouncing [u] that is reveal the length or complain heavily. In the pronunciation of sounds [ɔ] mouth will

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be wide open with two lips away from each other, this situation reflects the large and wide. Moreover, those onomatopoeia words use vowel /u/ and /ɒ/. The phonology of both languages is not the same. It means that those words are not reduplication. From that reason, this onomatopoeia is not iconic.

The translator translates onomatopoeia word “plup” in SL into the word “plop” in TL. Researcher thinks that this translation is quite good through the common law and the society of those words, although those word not reduplication and not iconic. This translation is focus on the target reader, in this case is children. The translator translates this word using common word in the target language. It uses to explain for target reader that Sluggy is a nail and he walks through a very narrow slit in the wood, and the sound is small actually. It is also helped by the picture 15 for giving an imagination for the children. From the dictionary of those words have same meaning.

9. Data 9

<table>
<thead>
<tr>
<th></th>
<th>SL</th>
<th>TL</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>Hueek</td>
<td>Yuck</td>
<td>Used for expressing disgust, dislike⁵⁰</td>
</tr>
</tbody>
</table>

The onomatopoeia “Hueek” in Indonesian and “Yuck” in English, the meaning of the word is used for expressing disgust, dislike. It is categorized into Corporeal Sound Symbolism. It is the use of specific sounds or intonation patterns to reveal the internal condition of the speaker, the emotional and physical condition. This category includes sounds symptomatic unintentional. It is caused the word “huek” shows the emotional condition of the speaker is dislike of something.

The analysis of iconicity in picture 17, Magy is a kitten. She eats her pudding and the taste of pudding is not good, so she sounds like “huek” because she does not like the taste of pudding. The sound “huek” and it is translated into TL by the translator with “yuck”.

The word “huek” in SL is transcribed with /huek/ and it uses the vowel /u/ and /e/. Meanwhile, the word “yuck” in TL is transcribed with /jɅk/ and it uses the vowel /Ʌ/. For the onomatopoeia words using vowel /u/ and /Ʌ/ suggest something great and wide. The word /e/ suggests something small. In the pronunciation of the sound [e] the corners of the lips draw in the direction away from each other. This situation reflects the large and wide. In the pronunciation of the sound [a] and [Ʌ] mouth will be wide open with two lips away from each other, this situation reflects the large and wide. The lips when pronouncing [u] that is reveal the length or complain heavily. Moreover, those onomatopoeia words use vowel /u/, /e/ and /Ʌ/. The phonology of both languages is the not the same. It means
that those words are not reduplication. From that reason, this onomatopoeia is iconic.

The translator translates onomatopoeia word “huek” in SL into the word “yuck” in TL. Researcher thinks that this translation is quite good through the common law and the society of those words, although those word not reduplication and not iconic. This translation is focus on the target reader, in this case is children. The translator translates this word using common word in the target language. It uses to explain for target reader that Magy is a kitten. She eats her pudding and the taste of pudding is not good, and the sound is heavily. It is also helped by the picture 17 for giving an imagination for the children. From the dictionary of those words have same meaning.

10. Data 10

<table>
<thead>
<tr>
<th>SL</th>
<th align="left">: Kraus</th>
</tr>
</thead>
<tbody>
<tr>
<td>TL</td>
<td align="left">: Crunch</td>
</tr>
<tr>
<td>Meaning : To crush something noisily with the teeth when eating</td>
<td align="left"></td>
</tr>
</tbody>
</table>

The meaning of onomatopoeia word “Kraus” in Indonesian and “Crunch” in English is to crush something noisily with the teeth when eating. It is categorized into Imitative Sound Symbolism. This category consists of onomatopoeia words that represent the sounds of nature and the

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environment. The onomatopoeia word “kraus” in Indonesian and “crunch” in English is represented by the imitation of the sound something noisily with the teeth when eating.

The analysis of iconicity in this onomatopoeia word is from the picture 19. The three beavers are cutting the branches and stems of trees with their teeth. It is sound like “kraus kraus kraus”.

The word “kraus” is transcribed with /kraus/ and it uses the diphthong /au/, and consonant /k/. Meanwhile, the word “crunch” is transcribed with /krɅntʃ/ and it uses the vowel /Ʌ/ and consonant /k/. For the onomatopoeia words using vowel /a/, /u/, and /Ʌ/ suggest something great and wide. In the pronunciation of the sound [au] and [Ʌ] mouth will be wide open with two lips away from each other, this situation reflects the large and wide. Sound /k/ suggests something sharp and hard. Moreover, those words use vowel /Ʌ/, diphthong /au/, and consonant /k/. The phonology of both languages is the same. It means that those words are reduplication. From that reason, this onomatopoeia is iconic.

The translator translates onomatopoeia word “kraus” in SL into the word “crunch” in TL. Researcher thinks that this translation is quite good through the iconic of those words. This translation is focus on the target reader, in this case is children. The translator translates this word using common word in the target language. It uses to explain for target reader that the three beavers are cutting the branches and stems of trees with their teeth and the sound is heavily. It is also helped by the picture 19 for giving
an imagination for the children. From the dictionary of those words have same meaning. Moreover, those words have same sound too.

11. Data 11

SL : Nyam nyam nyam

TL : Om nom nom

Meaning : Used for expressing pleasure while eating or when thinking about food\(^{52}\)

The meaning of onomatopoeia “Nyam nyam nyam” in Indonesian and it is translated into “Om nom nom” in English. It means for expressing pleasure while eating or when thinking about food. It is an interjection. This onomatopoeia word is Corporeal Sound Symbolism, is the use of specific sounds or intonation patterns to reveal the internal condition of the speaker, the emotional and physical condition. It is caused the word “nyam nyam nyam” is the sound to show the emotional condition of the speaker, when eating or thinking about food.

The analysis of iconicity in this onomatopoeia word is from the picture 21. The mango is bitten by Betirna. It shows that he eats mango in this picture. Therefore, the sound of he eats the mangoes is “nyam nyam nyam”. The translator translates the word “nyam nyam nyam” in Indonesian and “om nom nom” in English. However, there is the word that

translator can use to translate this word into English, for example: yum yum.

The word “nyam nyam nyam” is transcribed with /jɅm/ and it uses the vowel /Ʌ/. Meanwhile, the word “om nom nom” is transcribed with /om nom/ and it uses the vowel /o/. For the onomatopoeia words using vowel /u/ suggests something great and wide. In the pronunciation of sounds [Ʌ] and] mouth will be wide open with two lips away from each other, this situation reflects the large and wide. Moreover, those onomatopoeia words use vowel /Ʌ/ and /o/. The phonology of both languages is not the same. It means that those words are not reduplication. From that reason, this onomatopoeia is not iconic.

The translator translates onomatopoeia word “nyam nyam nyam” in SL into the word “om nom nom” in TL. Researcher thinks that this translation is not good, because those word are not reduplication and not iconic. This translation is focus on the target reader, in this case is children. The translator translates this word using common word in the target language. It uses to explain for target reader the mango is bitten by Betirna, and the sound is heavily. It is also helped by the picture 21 for giving an imagination for the children. However, translator can use the other vocabulary for translating “nyam nyam nyam” with using “yum yum yum”. It is more equivalence word for the target reader, especially for the children.
12. Data 12

SL : *Klap klap klap*

TL : *Flap flap flap*

Meaning : *To move, swing, wave, up and down or from side to side, making a gentle noise*.

“Klap klap klap” in Indonesian and “Flap flap flap” in English, that meaning *is to move, swing, wave, up and down or from side to side, making a gentle noise*. It is a verb. This onomatopoeia word is *Synesthetic Sound Symbolism*. It is the use of sound to symbolize the non-acoustic phenomena, such as: movement, size and shape. The onomatopoeia word “klap klap klap” in Indonesian and “flap flap flap” in English is a movement that represented by the moving of something.

Analysis of iconicity in this word is from the picture 23. Betirna flies high and the sound is “klap klap klap”. The word “klap” is transcribed with /klap/ and it uses the vowel /a/. Meanwhile, the word “flap” is transcribed with /flӕp/ and it uses the vowel /æ/. For the onomatopoeia words using vowel /u/ suggests something great and wide. The lips when pronouncing [u] that is reveal the length or complain heavily. In the pronunciation of the sound [a] and [æ] mouth will be wide open with two lips away from each other, this situation reflects the large and wide. The sound /k/ suggests something sharp and hard. Prefixes /fl/
suggests movement. Moreover, those words use vowel /æ/ and /a/, and consonant /k/. It also use prefixes /fl/. Moreover, those onomatopoeia words use vowel /æ/, and /a/, consonant /k/, and prefix /fl/. The phonology of both languages is the same. It means that those words are reduplication. From that reason, this onomatopoeia is iconic.

The translator translates onomatopoeia word “klap” in SL into the word “flap” in TL. Researcher thinks that this translation is good through the iconic of those words. This translation is focus on the target reader, in this case is children. This translation is focus on the target reader, in this case is children. The translator translates this word using common word in the target language. It uses to explain for target reader that Betirna flies high, and the sound is heavily. It is also helped by the picture 23 for giving an imagination for the children. From the dictionary of those words have same meaning. Moreover, those words have same sound too.

13. Data 13

<table>
<thead>
<tr>
<th>SL</th>
<th>Cit cit cit</th>
</tr>
</thead>
<tbody>
<tr>
<td>TL</td>
<td>Squek squek</td>
</tr>
</tbody>
</table>

Meaning: A short high-pitched cry or sound of the mouse

The onomatopoeia word of “Cit cit cit” in Indonesian and “Squek squek” in English has the same meaning. It is a short high-pitched cry or

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sound of the mouse. This word is categorized into *Imitative Sound Symbolism*. This category consists of onomatopoeia words and phrases that represent the sounds of nature and the environment. In this case, this sound is imitation of the sound of mouse.

The analysis of iconicity in this onomatopoeia word is from the picture 25. There are little mice that are playing games and producing the sound “cit cit cit”. The word “cit” and “squeak” is representation of the imitation sound of the mouse.

The word “cit” is transcribed with /ciːt/ and it uses the vowel /i/. Meanwhile, the word “squek” is transcribed with /skwiːk/ and it uses the vowel /i/. The sound /i/ suggests something small and high. The sound [i] is formed by elevating the tongue forward until almost touching the ceiling above. Thus, the mouth becomes narrower. Narrowness is the one used suggests smallness. Moreover, those onomatopoeia words use vowel /i/. The phonology of both languages is the same. It means that those words are reduplication. From that reason, this onomatopoeia is iconic.

The translator translates onomatopoeia word “cit” in SL into the word “squek” in TL. Researcher thinks that this translation is good through the iconic of those words. This translation is focus on the target reader, in this case is children. This translation is focus on the target reader, in this case is children. The translator translates this word using common word in the target language. It uses to explain for target reader that little mice are playing games and producing the sound “cit cit cit”
which is smallness and noisy. It is also helped by the picture 25 for giving an imagination for the children. From the dictionary of those words have same meaning. Moreover, those words have same sound too.

14. Data 14

<table>
<thead>
<tr>
<th>SL</th>
<th>Krak krak krak</th>
</tr>
</thead>
<tbody>
<tr>
<td>TL</td>
<td>Crack crack crack</td>
</tr>
</tbody>
</table>

Meaning: To break or make something break without dividing into separate parts

The onomatopoeia word of “Krak krak krak” in Indonesian and “Crack crack crack” in English, the meaning is to break or make something break without dividing into separate parts. This onomatopoeia word can be classified into Synesthetic Sound Symbolism. It is the use of sound to symbolize the non-acoustic phenomena, such as: movement, size and shape. Movement is often accompanied by the sound, and objects with a certain size and shape often get typical sounds, therefore onomatopoeia words often expanded on the use of non-acoustic. The onomatopoeia word “Krak” in Indonesian and “Crack” in English is a movement represented by something.

The analysis of iconicity is from the picture 27. Betirna is a bat. He is using the stems for support her back, however the stems cannot support her back. Therefore, he falls down and the sound is “krak”. The word “krak” is transcribed with /krak/ and it uses the vowel /a/ and consonant /k/. Meanwhile, the word “crack” is transcribed with /krae̯k/ and it uses the diphthong /æ/ and consonant /k/. For the onomatopoeia words using vowel /u/ suggests something great and wide. In the pronunciation of the sound [a] and [æ] mouth will be wide open with two lips away from each other, this situation reflects the large and wide. The sound /k/ suggests something sharp and hard. Moreover, those onomatopoeia words use vowel /u/, diphthong /æ/, and consonant /k/. The phonology of both languages is not the same. It means that those words are reduplication. From that reason, this onomatopoeia is iconic.

The translator translates onomatopoeia word “krak” in SL into the word “crack” in TL. Researcher thinks that this translation is good through the iconic of those words. This translation is focus on the target reader, in this case is children. This translation is focus on the target reader, in this case is children. The translator translates this word using common word in the target language. It uses to explain for target reader that Betirna is a bat. He falls down and the sound is heavily. It is also helped by the picture 27 for giving an imagination for the children. From the dictionary of those words have same meaning. Moreover, those words have same sound too.
The word “Sruput” in Indonesian and “Slurp” in English are the verb word and the meaning is to make a loud noise with the lips as one eats or drinks. It is also Imitative Sound Symbolism. This category consists of onomatopoeia words and phrases that represent the sounds of nature and the environment.

Analysis of iconicity in this onomatopoeia word is from picture 29. Aster is a butterfly, she sips the nectar on flower and the sound is “sruput”. The word “sruput” is transcribed with /sruput/ and it uses the vowel /u/. Meanwhile, the word “slurp” is transcribed with /slɜːp/ and it uses the vowel /ɜː/. For the onomatopoeia words using vowel /u/ suggests something great and wide. The lips when pronouncing [u] that is reveal the length or complain heavily. In the pronunciation of sounds [ɜː] the corners of the lips drawn towards each other away. This situation reflects the large and wide. Moreover, those onomatopoeia words use vowel /u/ and /ɜː/. The phonology of both languages is the same. It means that those words are reduplication. From that reason, this onomatopoeia is iconic.

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The translator translate onomatopoeia word “sruput” in SL into the word “slurp” in TL. Researcher thinks that this translation is good through the iconic of those words. This translation is focus on the target reader, in this case is children. The translator translates this word using common word in the target language. It uses to explain for target reader that Aster is a butterfly, she sips the nectar on flower and the sound is heavily. It is also helped by the picture 29 for giving an imagination for the children. From the dictionary of those words have same meaning. Moreover, those words have same sound too.
A. Conclusions

From the seven stories in children story book *Crocoffein coffee of friendship by Watik ideo and Fitri Kurniawan* which become a source of data, researcher finds about 108 words of onomatopoeia and researcher analyses meaning of 15 data of onomatopoeia words from looking at the iconicity analyses. From the research, there are three types of onomatopoeia that are classified in this study: Corporal Sound Symbolism, Imitative Sound Symbolism, and Synesthetic Sound Symbolism.

In this study, researcher concludes in Indonesia “cit” and in English “squeak” is the sound of small animal, a mouse. Its sound represents high tones, front vowel, /ci:t/ and /skwi:k/, in both language. *Kriiet* and *shriek* is a sound to give a sudden shout in a loud high voice when someone opens the door. Another example that comes from the heavily sound is *bruuk* and *slump* that meaning is to sit or fall heavily, to fall suddenly or greatly. However, there is example that the theory of sound symbolism does not happen. Plup and plop is a short sound, a small object dropping into water, to fall with a plop. It represents a small object dropping into water, and the sound is not heavily.
Moreover, researcher concludes that onomatopoeia words are almost iconicity, because a pattern in Indonesia word and English word is almost reduplication. It is a reason that the onomatopoeia words can be iconicity for speakers of the different language. There are the similarities of the onomatopoeia in Indonesia and English. For example: in Indonesia *oh* and in English *oh*. The spelling is same, and the pronunciation is the same too. A pattern of the Indonesia words and English word is reduplication. However, there are some words which are totally different. The sound represents the sound which falls heavily, in Indonesia “gubrak” and in English “thump”, because the pattern of vowel and consonant of both languages is different. This onomatopoeia is not reduplicated.

The reason that there are similarities and differences of onomatopoeia in Indonesia and English is different phonology system of both languages. Indonesian has six vocals phonemes, twenty-three consonant phonemes and three diphthongs. Meanwhile, the phonological system of English phonemes has twelve phonemes vocals, twenty consonant phonemes and eight diphthongs.

**B. Suggestions**

The researcher would like to suggest for the translator, researcher, and students to those who are interested in analyzing of onomatopoeia and iconicity, there are:

1. For the translator who wants to translate onomatopoeia word, should find the equivalence meaning from SL into TL from dictionary of both languages. It
uses for choosing variety of vocabulary when translate onomatopoeia word. Moreover, the onomatopoeia words need to translate with using the iconicity theory. So that, from the equivalence meaning and sound of the onomatopoeia word from SL into TL. Thus, the translation may possess similar meaning and style of the source text into target text.

2. For the researcher, who want to research about onomatopoeia and iconicity. The researcher suggest that important to find or make the onomatopoeia dictionary. It makes help for research about it. Research about onomatopoeia and iconicity should be continued on another object, through a linguistic approach. Therefore, it will further increase the understanding of onomatopoeia and iconicity in linguistic and translation studies.

3. For student: the researcher hopes that this study can be beneficial to other students in the university, especially in understanding translation of onomatopoeia and iconicity. The researcher suggests that the student can explore more about onomatopoeia and iconicity for increasing knowledge and understanding.


CROCOFFEIN

Kopi Persahabatan
dan 7 Cerita Asyik
Lainnya
Crocofein – Kopi Persahabatan dan 7 Cerita Asyik Lainnya
Oleh Watiek Ido dan Fitri Kurniawan
Alih bahasa: Hadi Kurniawan
Editor: Nung Atasana dan Siti M Fitriyah

Crocofein – Kopi Persahabatan / Crocofein – Coffee of Friendship
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Hah? Kok Beda? / Huh? Why Is It Different?
Ilustrasi oleh Prasetyo Wisnu Wirawan
Hueek! Tidak Enak! / Yuck! It’s So Yucky!
Ilustrasi oleh Hutami Dwijayanti
Kraus! Kraus! / Crunch! Crunch!
Ilustrasi oleh Indra Bayu
Siuuuut! Gubrak! Krak! / Slump! Thump! Crack!
Ilustrasi oleh Anastasia Sonia
Catwalk VS Butterfly-Walk
Ilustrasi oleh Ernes Andriani
Oh Tidak! Ekorkul! / Oh No! My Tail!
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Aduh! Perutku! / Ouch! My Tummy!
Ilustrasi oleh Andhika Sugianto

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