

AN ANALYSIS OF FIGURATIVE LANGUAGE IN ALADDIN MOVIE

THESIS

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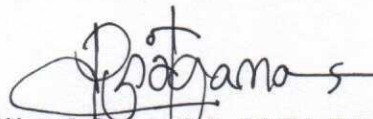
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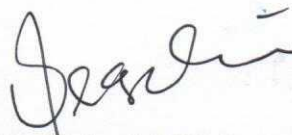
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CHAPTER I

INTRODUCTION

This chapter focuses on the background of the study, the problem of the study, the aims of the study, the scope of the study, the significant of the study, and the definition key of term.

1.1 Background of the study

People who live in this world use language as their means of interaction between people. Language is also enriched by the different ways that people use it. Nancy (2019:1) claimed that “People share their feeling, idea, interaction, and aspiration with others using language”. This means people are very attached to language. A language where people of different minds can come together, share great ideas and problems to solve.

As social beings, people will find it easier to establish closeness if they understand the language as native speakers. However, as a foreigner, it is difficult to get closer to the people around them. In addition, if they want to make good communication in certain languages such as English, they should improve their skills not only in spoken but also in writing. There are many kinds of written language such as newspapers, ads, novels, screenplays, and magazines. So, it is nearly impossible that in our life we do not use language.

People often use sentences, descriptive words, and phrases to convey a message that means something without saying it right away. It is called figurative language. Moreover, Figurine is a literary device used throughout our society and

helps convey essential ideas in a meaningful way. Then, many people try to use figurative languages in literature like poetry, drama, prose, and even speeches. in order to make their speech or writing looks attractive and the meaning is conveyed.

According to Honeck and Hoffman (2018, p.3) Figurative language is fun. It leads one to find all sorts of intriguing phenomena. Figurative language also created a certain effect in a word. It means that figurative language is being perceived by understanding the literal meaning of a word or a phrase in a sentence and then related to the context in which the figurative language takes place to find out the hidden meaning and message that a writer or speaker wants to convey. Figurative language is commonly used in literature form, especially in movies.

Movie is a medium of communication that show moving pictures and sounds that educate people and improve the understanding of the specific subject through visuals. Its also showing of a motion picture or a recording of moving images to tell a story. People usually watch on a screen or television, and also in a theater (Meriam-Webster Dictionary). The movie has an impact on giving information and divide the messages to the audience or people. The messages perhaps are positive or negative based on the audience's perspective.

People use movies for entertainment. Usually, they watch movies according to the genre they like. As we know that there are many types of films such as drama, romance, action, comedy, fantasy, etc. The audience will gain the values implied movie itself even it can influence someone's mindset indirectly. For example, when the children watches the Bawang Putih and Bawang Merah movie. After that, they will think that Bawang Putih is a kind person, and the stepmother and Bawang

Merah are the evil characters that cannot be followed. Through the Bawang Putih and Bawang Merah movie, the audiences want to be a Bawang Putih and never wish to be the stepmother or Bawang Merah. For this reason, literary works and movies cannot be separated.

However, movie is interesting to discuss. Therefore the researcher will choose the movie in this research. A movie can generate a strong emotional impact on people. When we see how other people live and express their emotions, we can review and reflect on them without feeling judged. Movies are full of chances to learn to identify the feelings of their different characters, to empathize, to see how the emotions of others influence our own. For this reason, the movie is a great tool to educate in emotions.

On the other hand, a movie is in great demand. Many people are bored because of all the activities they do from home, whether it's school, work, and others. It is because of the covid-19 pandemic. For this reason, movies would be the best alternative for them. Mostly, people will watch a movie on television or at the cinema. Nevertheless, because of the pandemic. Nowadays, there are so many platforms that support the movie itself, for example, Netflix, Viu, iflix, wetv, Disney+,Etc (Imanisa, 2021). Therefore, the researchers believe that the movie is the most attractive thing to be analyzed in this study.

In addition, to make this research more attractive, the researcher will explain some previous research. First, is done by Uun Hunayah (2016) in *An Analysis Of Figurative Language In The Song of "a Whole New World" By Tim Rice*. Her research explains the various types of figurative language used in The Song Of a

Whole New World By Tim Rice in order to describe the meaning and message of the figurative language. Her research comes to the conclusion that she found. Hyperbole 2 data, Alliteration 2 data, Metaphor 4 data, Simile 1 data, and Personification 1 data. Based on kinds of figurative language that found the writer in the Song of “a Whole New World” By Tim Rice, the writer would like to conclude that every kinds of figurative language has contextual meaning, and the purpose is to improve understanding of a written work.

Another research is done by Dewi Syafitri and Melisa Marlinton (2018) entitle “An Analysis Of Figurative Language Used In Edgar Allan Poe’s Poems. Based on the finding and analyzing Edgar Allan Poe’s Poems. The researchers found 8 kinds of figurative language. They are: (25) personifications used in 8 Edgar Allan Poe’s poems, 6 similes used in 3 Edgar Allan Poe’s poems, 16 metaphors used in 8 Edgar Allan Poe’s poems, 12 hyperbole used in 6 Edgar Allan Poe’s poems, 2 Ironies used in 2 Edgar Allan Poe’s poem, 9 paradoxes used in 7 Edgar Allan Poe’s poems, 6 metonymy used in 6 Edgar Allan Poe’s poems, and 21 symbolism used in 8 Edgar Allan Poe’s poems. Personification is the most figurative language in this Poems.

The other previous research is done by Vera, Evie, and Nai (2019) entitle “Figurative Language Analysis In Disney Songs”. Their research explains figurative language found in Disney Songs. They found 5 language styles. In the “Let It Go ” song there are (1) Idiom. (2) hyperbole, (1) personification, (4) simile. On the other hand, in the “I See the Light ” song they found that (2) simile, (1) alliteration, and (1) hyperbole. The researchers describe that almost all of the

figurative language in Disney movie songs is positive, describing happiness, joy, and enthusiasm.

The comparison of this thesis with the three pieces of research is the object and the technique of data analysis of the research. The thesis of Dewi Syafitri and Melisa Marlinton use Edgar Allan Poe's Poems as an object of their research, the research is done by Uun Hunayah uses songs a Whole New World, and the thesis of Vera, Evie, and Nai use Disney songs as their research. While, in this research, the researcher uses the "Aladdin" movie as an object. the similarity of this thesis with the three theses is the analysis of figurative language.

Aladdin was an American musical fantasy film in 2019, was directed by Guy Ritchie. He was also the screenwriter and collaborated with another writer, namely John August. The genre of Aladdin is adventure, comedy, family, musical, and romance. This movie was produced by Dan Lin and Jonathan Eirich and premiered on May 24, 2019. In addition, its starred famous Hollywood actresses and actors such as Will Smith, Mena Massoud, Billy Magnussen, Naomi Scott, so forth. Therefore, this movie is included in one of the highest-grossing movies in 2019. This movie is one of the films that present elements of magic, such as magic carpets that can fly, magic lamps, and genies that grant requests. Because of that, many people are attracted to this film, not only adults but also teenagers.

Based on the explanation above, it can be concluded that many people are interested in Aladdin movies. So Aladdin can be used as a language learning media for the students, especially the figurative language. Because Aladdin movie is themed about the kingdom, figurative language will inevitably be used. When this

movie is used as a learning media, it will be easy for students to understand figurative language because they are interested in Aladdin movies.

Consequently, it is so important to highlight the movie Aladdin, as the research, because it has figurative language that has different meanings and it also can send signals to the audiences about the importance of the meaning. through this movie, the audience can learn about the type of figurative language found in the Aladdin film and the meaning contained in it. Because of those kinds of reasons, so the researcher takes this movie and analyzes it as the research. Therefore, the researcher takes the title **“An Analysis of figurative language in Aladdin movie”**

1.2 Research problem of the study

Based on the background study above, the researcher question is

1. What are the meanings of figurative language used in “*Aladdin*” movie?
2. How does the use of figurative language in Aladdin movie?

1.3 The aims of study

Based on the problems of the research, the objectives of the research is

1. To find the meaning of figurative language used in “*Aladdin*” movie.
2. To explain how the figurative language are used in “*Aladdin*” movie.

1.4 The scope of study

The research focuses on investigating the figurative language in Aladdin movie which consists of nine teen types they are simile, metaphor, hyperbole, personification, metonymy, alliteration, idiom, onomatopoeia, irony, litotes, synecdoche, understatement, paradox, allegory, ambiguity, euphemism, symbol, allusion, and oxymoron.

1.5 Significance of the study

The significance of the study can be explained in theoretically and practically aspects, as described below:

1. Teachers

Teachers can use this research as teaching materials and additional references while teaching the students, especially in literature courses and English courses.

2. Students

This research will be helpful for students as additional references in the literature course and movie analysis.

3. Researchers

This study will be helpful for the researchers who need the additional idea or information and new references about the figurative language or the literature in their study.

4. Other Stakeholders

The results from this research are expected to be beneficial to all stakeholders, whether for reference, entertainment, or new inspiration. It can also aid in improving understanding of figurative language.

1.6 Definition key of term

To avoid misunderstandings about the title's meaning, the author provides the following key terms:

1.6.1 Figurative Language

A figurative language is one that employs figures of speech (a way of saying one thing while implying another). According to Honeck and Hoffman (2018, p.3)

Figurative language is fun. It leads one to find all sorts of intriguing phenomena. The author creates a literary work using language. It has the potential to have a positive impact on the reader. Figurative language includes simile, metaphor, hyperbole, personification, metonymy, alliteration, idiom, onomatopoeia, irony, litotes, ellipsis, euphemism, synecdoche, understatement, paradox, and so on.

1.6.2 Movie

Movie is a medium of communication that show moving pictures and sounds that educate people and improve the understanding of the specific subject through visuals. Its also showing of a motion picture or a recording of moving images to tell a story. People usually watch on a screen or television, and also in a theater (Meriam-Webster Dictionary). The movie has an impact on giving information and divide the messages to the audience or people. The messages perhaps are positive or negative based on the audience's perspective.