

CHAPTER I

INTRODUCTION

BACKGROUND OF THE STUDY

There are many kinds of novels, with different target readers. Novels that are addressed to children are one of them. Usually these kinds of novels are written to give some moral lessons to children. Children can learn some lessons about religion, good behavior and attitudes toward people around them from reading these kinds of novels. However, *The Phantom Tollbooth* by Norton Juster and *The Chronicles of Narnia* (an edition that presents all seven books in one impressive volume) by C. S. Lewis are two children's novels which not only give some moral lessons but also contain clever language play that can make these novels interesting to read.

The definition of language play itself, according to David Crystal, is 'an action of manipulating the language by bending and breaking its rules.' (Crystal, 1998: 1) In this case, language play refers to aspects of language that are modified or interpreted in a certain way by people. It is often used in games, songs, nursery rhymes, poems, and stories which contain rhyme, alliteration, and repetitive language patterns, providing a context for playing with language.

I am interested in discussing the language play and effect produced by language play used in these novels using a linguistic approach, since linguistics is related to language as a vehicle of thought and literary expression. Moreover, language play can be used to deliver and reveal literary effects such as description of characters and setting of places in order to build the readers' imagination. Besides these, there are other literary effects caused by the language play used in plot, namely, foreshadowing and suspense.

The Phantom Tollbooth by Norton Juster is a children's book, a modern-day fairy tale full of language play. *The Phantom Tollbooth* tells the story of a bored boy named Milo who drives through a magic tollbooth into the kingdoms of Dictionopolis and Digitopolis, where people quarrel endlessly about the advantages of words versus numbers.

On the other hand, *The Chronicles of Narnia* is a series of seven fantasy novels for children, written by C. S. Lewis, which can be found in one volume as a novel. All of these books tell the adventures of children who play central roles in another world called Narnia. In this new world, there are some talking animals, nymphs, dryads and other fantasy creatures which do not exist in this world; magic is common, and good fights evil.

Moreover, 'Lewis puts plenty of details and mysteries in his stories, sprinkling them with little mysteries and questions that are explained as the story goes on' (<http://www.amazon.com/books/thechroniclesofnarnia.htm>).

He also 'creates typical mythical creatures like dwarves, nymphs, talking animals, centaurs and wicked witches in these novels.' (<http://www.wikipedia>,

thefreeencyclopedia/narnia.htm) He does this in order to make the novel interesting to read.

Both of the writers, Norton Juster and C. S. Lewis, use language play in delivering their messages to the readers. By analyzing their novels, *The Phantom Tollbooth* and *The Chronicles of Narnia*, the readers can understand more about the characters and they will also get a better understanding of the setting of place and particular literary effects caused by the language play used in plot, namely, foreshadowing and suspense.

By writing this thesis, I hope I can change people's wrong perspective about language. People commonly underestimate the study of language, thinking it is an uninteresting and monotonous subject to learn, especially for those who have never learnt language intensively. Yet, Norton Juster's *The Phantom Tollbooth* and C. S. Lewis's *The Chronicles of Narnia* contain language play that makes the books interesting to read. It is hoped that people will realize that language is fun and can be entertaining. Thus, people will enjoy learning language more, because they see that language is in fact interesting and fun to learn.

I use four linguistic approaches that are related to language play. They are semantics, morphology and phonology. Semantics is the study of language meaning. The writers use both literal meaning and associative meaning for the names of the characters, to describe the characters, and also for the names of the places, to describe the condition of the places. Morphology is the second approach. This is a branch of linguistics dealing with the internal structure of word-forms. Both writers, Juster and

Lewis, use compounding, affixes and clipping in naming the setting of place and in naming the characters. These effects build the readers' imagination.

Phonology is the third approach in analyzing language play in these novels. The phonological aspect used in the discussion is minimal pair. Lewis uses this in naming the places in order to describe the condition of the places.

Another purpose of doing this analysis is to reveal the implicit messages delivered by using language play as the writers invent new and unusual names, words and phrases.

I use library research as a method of research in gathering the data with the consideration that my data is based primarily on written texts. Therefore, by using library research, I can get reliable data.

STATEMENT OF THE PROBLEM

In this thesis I would like to discuss the following problems:

1. What language play is used in Norton Juster's *The Phantom Tollbooth* and C. S. Lewis's *The Chronicles of Narnia*?
2. What are the literary effects that are produced by the use of language play in Norton Juster's *The Phantom Tollbooth* and C. S. Lewis's *The Chronicles of Narnia*?

PURPOSE OF THE STUDY

In this thesis I would like to explain:

1. The language play used in Norton Juster's *The Phantom Tollbooth* and C. S. Lewis's *The Chronicles of Narnia*.
2. The literary effects that are produced by the language play used in Norton Juster's *The Phantom Tollbooth* and C. S. Lewis's *The Chronicles of Narnia*.

METHODS OF RESEARCH

First of all, I read Norton Juster's *The Phantom Tollbooth* and C. S. Lewis's *The Chronicles of Narnia* as the primary texts, and then I collect the data in the form of words and phrases that contain language play. Next, I analyze the data by focusing on the process of language play used in both novels and the literary effects that are produced. Finally, I draw a conclusion based on the discussion.

ORGANIZATION OF THE THESIS

The thesis consists of five chapters, which are preceded by the Preface and Abstract. Chapter I is the Introduction, which contains the Background of the Study, the Statement of the Problem, the Purpose of the Study, the Method of Research, and the Organization of the Thesis. Chapter II presents the linguistic theories used to analyze the language play. Chapter III provides the discussion of the language play used in Norton Juster's *The Phantom Tollbooth* and the literary effects produced by the language play used in Norton Juster's *The Phantom Tollbooth*. Besides, this chapter also provides the discussion of the language play used in C. S. Lewis's *The Chronicles of Narnia* and the literary effects produced by the language play used in C. S. Lewis's *The Chronicles of Narnia*. Chapter IV, the Conclusion, contains my

personal comments of how Norton Juster and C. S. Lewis describe the characters and places by using language play and how their use_of language play can build the reader's imagination. The thesis ends with the Bibliography and the Appendices.