

CHAPTER IV

CONCLUSION

Friends is a successful comedy TV Series and people love it for it shows daily situation. The setting, the characteristics of the characters, and the problems can actually be real things surrounding us and it can happen to anybody. In other words, *Friends* brings up reality. It shows comedy and also romantic things that is understandable and simple to enjoy. Besides the things that have already been mentioned, there is one definite factor that makes this TV Series get high rating, namely it can really make people laugh and one of the important factors that build this humor is its language.

The language used in *Friends* that makes the audience laugh may sometimes contain language play and this language play is one of the factors that build the funny atmosphere. It can build the funny atmosphere for the simple reason that it relates to the context of the situation. In order to understand the funny things the language play has created, it should be analyzed through three linguistic approaches; they are Pragmatics, Morphology, and Semantics.

In the analysis of Language Play in the TV Series *Friends*, I use Pragmatics as the big area since it is dealing with meaning, context, and communication and every data is related to them. The data also contain the process of blending, compounding, affixation, and clipping which are included in the morphological processes. Mimes, associations, and allusion which are included in Semantics, are also used.

After analyzing the data I have gathered in *Friends*, I conclude that the mostly used linguistic aspect is Morphology, specifically blending. Blending is the process of making two words into one. Blending process is successful in making new words that are funny and original. *Friends* can make this process look natural and the outcome can be accepted as funny. Moreover, it is funny and special because the new words that have one new meaning actually comes from two different words which have different meanings from two different words like *ministainer*. It can also create word that sounds like a person's name which actually has funny meaning like *Blursula* and a new job category like *manny*. Blending can make us aware that actually the words that we are playing with are words that have already been familiar to us. For example, we are very familiar with the word *fried-chicken* but we never thought about how such a simple word is changed into the simpler version through the blending process. The blending of the word *fried-chicken* into *fricken* is actually sensible. It just feels weird and funny because it is uncommonly used.

I assume that the language play in *Friends* is created to build the funny thing in the TV Series, moreover to make the TV Series more 'alive' and to make the audience laugh even more instead of feeling bored watching the TV Series. Therefore, I can say that language is flexible. It can be created all over again through many ways.

What makes *Friends* so special is that the TV Series is successful in creating new terms through language play. The words that have existed for so long are created into new ones through many ways. This shows that language is dynamic. It is changing and improving through time.

There is another purpose that the language play in *Friends* is created. The language play in this TV Series is used to emphasize the characteristics of the characters. For example the term *Mississippi-ly* that is said by Ross is used to emphasize Ross's characteristic that is still childish. He used to be very spoiled by his parents when he was a little boy because he was considered the cleverest among the children and this time he counts in the *Mississippi* way instead of counting in the ordinary way. Apparently, his 'old day character' is never gone. Another example is when Joey shows his naïve characteristic in the example of *Joey's apple*. Besides building the funny atmosphere, the language play in *Friends* is also used to mock (*Gary Poppins*), to seduce (*Officer Handsome* and *Officer Petty*), to show jealousy (*Sluts-R-Us*, *Manny*), and to be sarcastic (*An Affair to Remember*, *US Lost Office*). All are done in funny way.

The language play in *Friends* is created to add the funny atmosphere and it is created in many ways. One of the ways is by showing contradiction, for example through the characters. In the data I have gathered, the person who uses language play the most is Ross. I think the script writer wants to show a contradictive character in Ross. He is the most educated among all of his friends for he is a Ph D, a father of two children who always fail in his three marriages; yet sometimes becomes so jealous and childish in behavior. Another way to show the contradiction is through

the language play. For example: *ministainer*, *manny*, *pathet*, *An Affair to Remember*, *Sluts-R-us* and *Gary Poppins*. However, according to my analysis in Chapter III, apparently all of the characters have used at least one language play in the TV Series. Therefore, it shows how important the role of language play is in the TV Series and since it is a comedy, the purpose is of course to build the funny atmosphere.

The use of language play in *Friends* is somehow to make people aware of the fact that they can be creative with the language. This analysis somehow makes me realize that words do not have certain rules and boundaries. We are free to play with language. We can also combine two or more languages into one word. The example is the word '*sous-stand*', which Phoebe says. It may not be in any dictionaries, but if we know the meaning of the two words, we can easily understand it.

The language play in *Friends* is created basically just for fun and among the things that have been mentioned the most important thing in this analysis is the context. The comedy situation will not be well created without the context and all of the data will not be considered funny.