

CHAPTER IV

CONCLUSION

In this chapter, I would like to present some conclusions based on my findings after analyzing the linguistic aspects and their effects related to the language play in The Many Adventures of Winnie the Pooh movie. For my analysis, I use twenty-one data from The Many Adventures of Winnie the Pooh movie. Some data involve more than one linguistic aspect.

In The Many Adventures of Winnie the Pooh movie there are four linguistic areas and twelve kinds of language play that are used. First, in Phonology, there are thirteen (13) data of language play used. They are rhyming pairs, minimal pairs, rhyming slang, onomatopoeia, alliteration, and assonance. Second, in Morphology, there are nine (9) data of language play used. They are suffixation, infixation, and alphabetism. Third, in Graphology, there are two (2) data of language play used. Fourth, in Semantics, there are two (2) data of language play used. They are mimes and antonym.

From the explanation above, we can see that the mostly-used linguistic aspect in The Many Adventures of Winnie the Pooh movie is Phonology. There are four (4) data of assonance; for example, in data 7, the vowel sound [aʊ] in the word down [daʊn] is repeated in the word ground [graʊnd]. Then three (3) data

alliteration; for example, in data 8, the consonant sound [θ] in the word think [θɪŋk] is repeated in the word things [θɪŋz]. Two (2) data rhyming slang, for example in data 4, Winnie the Pooh says the word suspect by spelling it S-U-S-P-E-C-T. Furthermore, three (3) data rhyming pairs; for example, in data 2, the words hefty [hæftɪ] and happy [hæpɪ] have the same final sound [ɪ]. The last is one (1) data onomatopoeia; for example, in data 6, the words Dum Da Dum Pa Rum Pa Rum imitates the sound of a drum.

There are nine kinds of effects on children which are caused by those twelve kinds of language play as I have mentioned above. The first effect is to create humor. I can find eight data that give these humorous effects. The second effect is for enjoyment. There are five data that I find producing enjoyment effects. To create humor and enjoyment has one main goal that is just for fun, so that the children do not feel bored in watching this movie. These effects are mostly felt by using rhyming slang and alliteration.

The third effect is to create a pleasant sound. I can find six data that give this kind of effect. There are some purposes of this effect, namely to help children to increase their new vocabulary, help them to memorize the new words easily, and help them to learn new words. Besides, a pleasant sound can also make children not feel bored in watching this movie. The pleasant sound is usually found in the songs sung by the characters. This effect is mostly produced by using rhyming pairs and assonance.

The fourth effect of the use of language play in this movie is to give a clearer description. I can find only one data that give this effect. The kind of

language play that gives this effect is mimes. Meanwhile, the fifth effect is to help children to spell the words. There are two data which produce this effect by means of rhyming slang.

The sixth effect of language play in The Many Adventures of Winnie the Pooh movie is to help children to pronounce words. Two data create this kind of effect. Graphological variation is a kind of language play that produces this effect. Then, the seventh effect is to help children be more confident in writing. I can find two data that give this effect. The kind of language play that gives this effect is graphological variation.

The last effect is to encourage children to learn pronunciation by showing them that they are not the only ones who have difficulty in saying words which consist of more than two syllables. Two data give this kind of effect by using infixation.

After analyzing the twenty-one data I use to analyze the language play in The Many Adventures of Winnie The Pooh movie, which involves twelve kinds of language play, I can conclude that children between the ages of three and eight who are in the process of learning new words through reading, listening, speaking, and writing. Therefore, in my opinion, this Many Adventures of Winnie the Pooh movie gives the positive and negative effects.

This movie gives positive effects because through the songs which involve kinds of language play such as; alliteration, assonance, and rhyming pairs, children can learn new words and increase their vocabulary. This movie also helps them become more confident in writing. At their age, children usually make a lot of spelling mistakes.

Besides positives effects, this movie gives the negative effects. I think it is acceptable that children can learn about new words and increase their vocabulary through the kinds of language play. However, the most significant effect of the use of language play in this movie is to create humor. That is why, many words in this movie are incorrectly spelled. In my opinion, The Many Adventure of Winnie the Pooh movie is not classified into an educative movie. This movie is only made for enjoyment.

There are still many kinds of language play that can be found in this movie. I believe cartoon movies have a function not only for enjoyment but also for education. Through cartoon movies, children will not feel bored in learning because they do it while enjoying it. Therefore, do not underestimate cartoon movies. Third, in my opinion, analyzing kinds of language play is very interesting. The reason is that through language play I can apply the knowledge that I have got from the previous semesters to analyze it. As a result, I can understand better about the functions of the knowledge in language play which have significant effects on children.

To end my thesis, I intend to give suggestion to other students who wish to write about the same topic. Cartoon movies are usually dedicated to children. That is why, we can find many language plays in them. In other words, it is easier for those students to write about the same topic analyzing language play in cartoon movies.

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