

## CHAPTER IV

### CONCLUSION

In this chapter, I would like to give some conclusions based on my findings about language play in George Lucas's movies, *Star Wars* from episodes 1 to 6. The names which I list as my data are not all characters in the movies. They are only the prominent characters, and they have language play in the names. Moreover, I have analyzed twenty-four names. I choose these twenty-four names, not only because they are prominent characters, but they also build some imagination in my mind and remind me of other words. Language play is prominent in the naming of characters in *Star Wars*. Language play conveys literary elements through several processes. Firstly, the names are analyzed by means of two linguistic approaches, Phonology and Morphology. Secondly, the meanings of the names are analysed through Semantics. Thirdly, from the meanings, I relate to with literary approaches, either plot or characterization.

Those names are closely related to the literary approaches in the movies, either the characteristics of each character or the plot. I figure out fourteen names which deal with characterization. From my analysis, I have found out that not all of the characterization techniques are used. The characterization technique which

is mostly used is dialogue between characters. There are eight names using this technique. Furthermore, there are three names whose characteristics are presented through the appearance of the character, one name through hidden narration, two names through language, and three names through character in action.

Not only characterization techniques is used, but also plot. I find two elements used, namely foreshadowing and suspense. In the movies, there are ten names containing foreshadowing and only one contains suspense.

In addition, there is one name with two literary elements namely characterization and plot.

Based on my findings, I conclude that the most prominent literary element is characterization. George Lucas tries to convey the characteristics of each character not only through the appearance but also the names. The hidden meaning within the names is meant to build viewers' curiosity. It happens because as viewers, we do not need help to build our imagination. The characters are obviously shown, especially their appearance in the movies.

In order to figure out the relationship between linguistic and literary aspects, each name has to undergo linguistic process. There are twenty-two names covering Semantic elements. There is one name with associative meaning, and twenty-one names with literal meaning.

The other linguistic approach used to analyse the data is Morphology. This approach covers ten names. The linguistic elements that are found are blending, clipping, and compound. Three names use compound, three names use blending, and five names use clipping.

The last approach is Phonology. This approach covers seventeen names. The Phonology elements which I find are homophone, minimal pair, and mimes. Homophone covers five names; minimal pair covers thirteen names, whereas mimes covers two names.

Another element that is used by Lucas is anagrams. Six names use anagrams. By using this approach from language play, Lucas shows his creativity by having a hidden meaning behind his characters. Thus, the mixture of literary and linguistic aspects with anagrams produces peculiar names.

George Lucas uses language play in presenting his characters through Phonology or Morphology, then it is followed by Semantics. Based on this finding, I conclude that George Lucas tries to hide the meaning by altering the letters or words.

George Lucas uses language play to give hints to the viewers. The main purpose is not to build the reader's imagination since the viewers have already known the characters as they watch the movies.

George Lucas seems to concentrate more on the names which reveal the characteristics of the characters. For names with hidden meaning, Lucas likes to match his characters names' with their appearance. He takes several models to build his imaginative characters. For instance, Queen Amidala looks like a Russian model.

Besides trying to match the names with their appearance, it is obvious that George Lucas is influenced by Buddhism. One name proves to be related to Buddhist, namely Yoda.

George Lucas uses language play in creating the names because he wants to give some unique characters in his science-fiction movies. Lucas sets peculiar places, creatures, and settings to support the idea. Creating the names of each character is difficult; however, George Lucas shows his efforts to create names by using language play in order to support the characters. Thus, language play is used to create some peculiar names whose meanings are closely related.

Based on my analysis, I conclude that language play can be used to create peculiar names without losing the real meaning. Furthermore, I consider that linguistic approaches will help us to find the meaning which can be related to literary elements. It arouses the viewers' interest to be more curious about each character, either their characteristics or their future.