

CHAPTER I

INTRODUCTION

1.1 Background of the Study

Reading books can be one of the choices for people to spend their time. However, it will not be appealing if the story of the book is uninteresting. In order to make the readers enjoy reading books, authors are expected to write the stories as interestingly as possible. As a result, the readers will enjoy reading the books.

One of the ways to make books more interesting is by using language play. ‘...language play is used for the purpose of enjoyment, self-amusement, and fun.’ (Cook 200) ‘...language play has hidden purposes such as enjoyment and relaxation’ (Cook 227).

One of the authors who are skillful at playing with language is Roald Dahl.

Roald Dahl was born in Wales, UK and he started writing during the 2nd World War, where he served as a fighter pilot in the RAF; he later honed his storytelling skills by creating bedtime stories for his five children. All in all Dahl wrote 19 children's books, 2 novels, 2 autobiographies and many short stories. His most famous works include 'James & the Giant Peach', 'The Twits', 'The BFG' and 'George's Marvellous Medicine'. (www.roalddahl.com)

The BFG is only one example of Dahl's successful books. This book is a truly magical story with a ton of imagination. The BFG is the acronym of Big Friendly Giant who is a good giant living in the giant country. The only thing the

BFG eats is nasty snozzcumbers. The BFG hates it but he eats them gladly, just as long as he does not have to eat human beings. For drinking, the BFG has a lovely and fruity beverage called Froboscottle and it makes him do whizzpop. Instead of gobbling children up at night, the BFG spends his evenings delivering good dreams to children by blowing them into the children's minds through his magical trumpet. He spends his days catching good dreams and putting them in jars in shelves in his cave. The BFG talks in unusual way. It is because the BFG never goes school and teaches himself everything he knows.

In this book, Dahl uses language play to make the readers enjoy reading the books. Moreover, the use of the language play makes Dahl's book more interesting, imaginative, and unique.

I am interested in analyzing the language play in Dahl's book because usually when we read a book, we do not pay attention to the words which are used. Besides, the author's creativity to play with the language, to make the common words and terms become more interesting, is one of the elements that make me eager to analyze this book. In this thesis, I decide to analyze the language play found in Dahl's book, The BFG so there will be more complete information and understanding about the words, phrases, and sentences.

It is clear that a text containing language play is created in many ways. It depends on what the author wants, whether to play with language form or with units of meaning in order to create certain effects on the readers.

There are two types of language play according to Cook;

Play with language form, such as with the sounds of language, with rhyme, rhythm, song, alliteration, and puns; play with units of meaning,

such as with the structure and ordering of components within a sentence, with meaning as communicated by speaker and interpreted by a listener, combining them in ways which create words which do not exist (fiction). (228)

“It is possible that those two types of language play are created to exercise with language forms for fun or for the purposes of amusement, and exercise with units of meaning to create a world of reference that is not real or genuine, again for purposes of amusement” (<http://li.msu.edu/>).

I will use linguistic approach in doing the analysis. The linguistic aspects that build language play are **Phonology**, **Morphology**, **Semantics**, **Syntax**, **Graphological Variation**, and **Pragmatics**. **Phonology** is ‘...the study how the speech sounds is organized and how they function in language.’ (Crane, Yeager, and Whitman 72). **Morphology** is ‘...focuses on the structure of words and word formations’ (Crane, Yeager, and Whitman 96). **Semantics** is ‘...the study of relationship between relationship between linguistic forms and entities in the world; how words literally connect to things’ (Yule 4). **Syntax** is ‘the structure and ordering of components within a sentence’ (Yule 100). **Graphological Variation** is ‘a relatively minor and superficial part of style; concerning such matters as spelling, capitalization, hyphenation, italicization, and paragraphing’ (Leech and Short 131). **Pragmatics** is ‘the study of meaning as communicated by a speaker (or writer) and interpreted by a listener (or reader)’ (Yule 3).

In this thesis, the purpose of analyzing language play is to make the readers more aware of an author’s ability in using language and to find out what kinds of effects emerge on readers by using language play in the books. Furthermore, this kind of approach will add to the enjoyment of reading Dahl’s

book. The readers will not only read all the witty words, but they will also be able to understand the book much better about the reasons why the unusual words, the phrases, or the sentences are created. In addition, the analysis is also done to make the readers realize that there are reasons behind the making of unusual words.

1.2 Statement of the Problem

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

1. Which words contain language play in The BFG?
2. What kinds of language play are they?
3. What are the effects of the use of language play on the readers?

1.3 Purpose of the Study

The thesis is done to explain:

1. The language play used in The BFG.
2. The kinds of language play.
3. The effects of language play used on the readers.

1.4 Methods of Research

The methods of research of analyzing the language play is, first, I read Dahl's book as the primary texts. Second, I collect, select and classify the data based on language play processes. After getting a list, I start to analyze the process of the language play using the theories taken from the textbooks and

Internet websites which are related to the topic as my references. Last, I make a conclusion from what I have analyzed.

1.5 Organization of the Thesis

This thesis consists of four chapters. Chapter I is the Introduction and it 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 is the linguistic theories used to discuss the language play. Chapter III is the discussion of language play in The BFG and its effect on the readers. Chapter IV contains the conclusion and the thesis ends with Bibliography.