

CHAPTER IV

CONCLUSION

In this chapter, I would like to draw some conclusions about the kind of language play and the effects on the readers in Dahl's The BFG.

Having analyzed the data, the language play used in the books covers six linguistic aspects: Phonology, Morphology, Semantics, Syntax, Graphological Variation, and Pragmatics. In the book, I find seven data of Phonology, there one Phonetic, three Alliteration, one Minimal Pair, and Onomatopoeia. There are ten data of Morphology, one Affixation, two Compounding and seven Blending. I find seven data of Semantics, two Total Nonsense, three Simile, and two Mimes. There is one datum of Syntax, one Ungrammatical Sentence. There are two data of Graphological Variation, one Misspelling and one Capitalization. I find only one datum of Pragmatics, one Misuse of Word.

Based on the data, in Dahl's book, The BFG, the mostly used linguistic aspects is Morphology, which I consider the most complicated from the six linguistic aspects found in the book. Among the three morphological processes, I think, Blending is the most complicated, creative, and interesting process. It is not easy to find out the original words that are joined together to contain a certain meaning. However, there is complete information for the readers from the blending process; because it has one new meaning that actually comes from two different words, which are already familiar.

The language play items used in this book create certain effects, such as to give pleasant sounds, to build readers' imagination, to give clearer description, and to give the sense of humour. I can find fifteen data which give clearer description so that children can understand the characters, situation or story much better. There are six data which build the readers' imagination. Dahl is very creative in inventing this effect because he knows that children love dreaming and imagining for pleasure. There are also four data which give pleasant sounds. There are four data which give humorous effects that are created in order to make the readers enjoy their reading.

The mostly used effect in this book is to give a clearer description. It is done in order to make the distance between the two worlds; giants' and human beings'. To depict the differences more clearly, Dahl makes the human beings' and the giants' speech to be different. In this case, language play is very important to be used in order to differ the two worlds. He only uses language play in the giants' utterances in order to emphasize that the giant has their own language.

Dahl also uses language play to give clearer description about the characteristic of (his character), the BFG, through the BFG's an unusual utterances. The BFG is literate but does get mixed up badly in his speech.

In my opinion, the most interesting effect is the giving of the sense of humour. Dahl is so talented and creative in giving sense of humour in his book. It makes Dahl's works loved by people of all ages and become the best-seller in the world. Language play can give the sense of humour when it is related to the context of the story. In that case, language play gives an advantage to the books,

such as it will provide more fun. If a book provides lots of fun, readers will not feel bored and reading the books will be more enjoyable. I find that in the book language play is created basically for fun and to entertain the readers so that reading the books will not cause boredom.

Based on my analysis, The BFG is suitable for children of five until thirteen years old because, as David Crystal states 'by 5, there might be play with morphology - ...' (168). In this book, morphological processes are the mostly used; therefore, it will not be difficult for children to understand the uncommon words in this book. In my opinion, the use of language play can help children have more vocabulary or to memorize vocabulary. Besides, this book also provides play with the sounds of words, which according to McGhee, are loved by children.

After reading and analyzing the book: The BFG, it is certain that by inventing such unusual words, Dahl is successful in making the stories more interesting to read. His creativity is shown by creating the differences of human beings' and the giants' speech. Besides, most of the words that are used by the giants are exaggerated. For example, in data no. 9, the word 'gigantious' actually is formed by two words: 'gigantic and enormous'. If the readers notice, those words have similar meaning; as a result, it will appear to be exaggerated. In my opinion, Dahl used the exaggerated word in order to represent the giants who have bigger body than human being, so the way they speak which exaggerated.

The use of language play in this book somehow makes the readers more aware of the fact that they can be creative with the language. People are free to create words, phrases, or sentences in unusual ways although it may not be in the dictionaries.