

CHAPTER FOUR

CONCLUSION

In this chapter, I would like to conclude all the analysis of the data in the previous chapter. The conclusion that is presented in this chapter will encompass all the findings based on the analysis which answers the statement of the problem presented in Chapter One. There are 12 jokes as the data in the previous chapter and all of them contain language play. From the data, it can be seen that the linguistic features that are mostly altered are homonyms and homophones. There are five homonyms, six homophones, two phoneme substitutions, and one juncture.

The reason why the authors of the jokes mostly use homonyms and homophones is, in my opinion, because these two linguistic features are easier to be manipulated or exploited than the other linguistic features such as phoneme substitution and juncture. A word in the English language not only consists of characters or alphabets, but also the sound of the word. Both homonymy and homophony are sound-related; in homonymy, the similarity of the words is on the sound and spelling, whereas in homophony, the similarity is on the sound. Seeing this, it is quite easy for the joke writers to play with homonyms and/or homophones.

Phoneme substitution and juncture are not easy to be used as the source of language play. Phoneme substitution is, in fact, an ability that is acquired by children in their language development. It is a skill needed by them to understand and differentiate each phoneme that consist a word and what will happen if a phoneme in a set of phonemes is substituted. This skill is taught to the children by playing on the language, for example making a poem or a song that includes phoneme substitutions in it. However, to play with this skill and include it in a joke is not as easy as making it into a song or a poem. A joke is a funny story and thus, needs to be coherent.

As for juncture, in my opinion, this linguistic feature is much more difficult to play with. The study of juncture is quite broad and there are many types of it. However, despite the extensive area, to play with this feature in a joke is somehow limited. As it is related with “phonetic boundary” (Crystal 258) then the morpheme, word, or sentence is solely depended on it. Thus, the reason that phoneme substitution is also difficult to play with may also apply to this linguistic feature, in which a joke is a funny story that needs to be coherent.

The findings of this study reveal that there are five homonyms, six homophones, two phoneme substitutions, and one juncture. This is due to the fact that in the data in Chapter Three, there are two jokes that contain two language play forms which are data 1 and data 12. In my opinion, the jokes that have more than one language play form in them are more interesting and really challenging, both to the writers of the jokes and to the readers. For the writer, to include more than one language play form in his/her joke is more difficult as he/she needs to find the linguistic features that can be manipulated while at the same time makes his/her joke coherent and understandable. He/she also needs to combine the elements of humor in the joke so as not to make the joke confusing for the readers. For the readers, to understand a joke that contains

more than one language play is quite tricky since they are compelled to seek the rules that make the joke funny. If they are able to find only one rule or one language play form in a joke that has more than one language play form in it, maybe they will find that the joke is not really funny. However, if they manage to find all language play forms in the joke, they may understand all the humor in the joke.

All the analyzed jokes in the previous chapter have language play in it. All of them also have quite an unexpected ending that is resulted from the presence of the language play in those jokes. Thus, in relation to the definition of the Theory of Incongruity, the humor of a joke can be found in the discrepancy between what the readers expect and what is purposed by the writer. The discrepancy is the rule that gives the humor, and it is found in the play on the language that is done by the writer. Therefore, the language play is the rule that makes the ending of the jokes unexpected and thus needs to be found to understand the jokes. The Incongruity Theory is often present in making a joke. The unexpected ending that is discrepant with what the readers perceive is the key to make the joke funny.

Analyzing jokes that contain language play is very amusing and fun. However, I also find some difficulties in finding the jokes that contain language play. As is stated before, making or writing a joke that contains language play is not easy. The writer needs to know the linguistic feature that is able to be altered and he/she will combine it with the elements of humor to make a funny story or a joke. Hence, joke writers or authors of novels who use language play in their story are quite rare to find. They need to have deep knowledge of their language and also high creativity in order to play with language and use it in their story. They are most probably smart and clever and also crafty as they can play with

their language in their jokes or stories. In my opinion, these writers or authors have achieved a wonderful accomplishment and deserve appreciation.

Language play in jokes is a very interesting topic to be analyzed. However, seeing that jokes that contain language play are not very common, one had better not limit his/her analysis only on jokes. Analyzing other kinds of text that contain language play, riddles for example (I found many riddles on the Internet that contain language play and they are worthy to be analyzed), can be challenging since riddles generally have shorter forms than jokes. The most important thing in analyzing language play is that one needs to be imaginative too in order to understand the manipulation and exploitation of the linguistic features in the work.

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