

CHAPTER ONE

INTRODUCTION

1.1 Background of the Study

Language is part of human life that is very important. In fact, we can say that language and people are inseparable. Based on *Language Play* by David Crystal (1998), language is needed because it is a way how people communicate with the other people so that we can understand other people's idea, meaning and message (Crystal 1). Language is one of the most important aspects for every person; therefore, since in our young age we started to learn it. Actually, since we were born, our parents have introduced us to language. From the words our parents often say to us, we will recognize those words faster. Then, we started to learn and to talk.

To make the learning processes become more fun and exciting, the words that are printed in the books or the songs that we learn in school are funny and have many repetitions. Basically, children are given various ways of studying language so that they feel excited to learn language and can remember the words easier. Another way to make children feel excited to learn language is by using language

play, because usually the results that are expected from playing with language is fun and humorous. According to Crystal (1), language play is “bending and breaking the rules of the language”.

Language play is the topic that I choose for my thesis. The reason why I choose this topic is because it is a very interesting topic to be discussed and I can see how authors amazingly play with the language and also to find the linguistic processes involved in the language play. In Guy Cook’s book, *Language Play, Language Learning*(2000), it is said that the purpose of language play is “to be exploited to our advantage in many areas of human activity, including language learning (Cook 5). So, language play is really something to be explored and what is interesting the most is this exploration is exciting not only for children but also for adults. If language play for children is used for language learning, for adults it is just for pleasure and sometimes obsession (Crystal 1). Language play “involves a type of word-play, with a different aspect of linguistic structure being implicated in each case” (Crystal 12). It is said that language play is contagious and “no one can avoid it” (Crystal 1). We can also say that everyone enjoys playing with language. Nonetheless, there is a very important thing about playing with language, that it is “effective only if we first recognize the rules of the language for what they are, and can sense when they are being broken” (Crystal 10). For example a play with the spelling of a word. In Crystal’s book, we can see the aura of childhood in Winnie-the-Pooh exists in “such as picknicks, piglit, missige, rabbits frends” (10). Those words are playing with the spelling since we know the real spellings of those words are picnics, piglet, message and rabbit’s friends.

The reason why I choose How to Train Your Dragon as my data is because in this novel there are many new and unusual words that can be discussed. Moreover, the author, Cressida Cowell, has a very unique style of writing that makes this novel more interesting. She chooses an uncommon name that describes each character perfectly. Sometimes she changes words in a dialogue so that when the readers read it, they can imagine the situation in the novel more vividly. This novel is purposeful for children, so the words that she chose are easy and simple. Besides that, this novel has a funny story. So, for me, reading it is fun.

In this thesis, the linguistic areas that will be used are in the areas of semantics, morphology and phonology. Semantics is “the study of the meaning of words, phrases, and sentences” (Yule 114). In *Contemporary Linguistics: An Introduction*, morphology is the study that “concerned with the structure and formation of words in human language” (170). Phonology is “the component of a grammar made up of the elements and principles that determine how sounds pattern in a language” (63). In semantics, the linguistic process that I use is homophony. In morphology, the linguistic processes that are used are compounding, reduplication, empty morpheme and affixation, and in phonology I use alliteration.

I hope after reading this paper, when the readers read the novel How to Train Your Dragon that I use as my data, they can imagine and understand better the names of the characters and the unusual things that are used by Cressida Cowell. Hopefully, the readers can understand and appreciate more what the author has put in her novel because I believe Cowell makes an extra effort on her

work to make the readers enjoy these books.

(802 words)

1.2 Statement of the Problem

The problems that I am going to analyze in this thesis are:

1. Which words contain language play in How to Train Your Dragon?
2. What type of language play is involved?
3. What is the effect of the language play on the readers?

1.3 Purpose of the Study

In this thesis, I will discuss:

1. To show the words that contain language play in How to Train Your Dragon.
2. To show the linguistic processes of the language play that is used in the novel.
3. To describe the effect of the language play on the readers.

1.4 Method of Research

First, I looked for the theories that are related to language play. Second, I read the novel How to Train Your Dragon and made a list of words that contain language play. Third, I started to identify the types of the language play. Finally I wrote the research report.

1.5 Organization of the Thesis

This thesis consists of four chapters. Chapter One contains Background of the Study, Statement of the Problem, Purpose of the Study, Method of Research, and Organization of the Thesis. Chapter Two, the Theoretical Framework, is about the linguistic theories that are used. Chapter Three contains the discussion of the language play in the novel. And the last chapter, Chapter Four, is the Conclusion. My thesis ends with Bibliography and Appendices.