AN ANALYSIS OF THE LEXICAL AMBIGUITY USED IN COCO MOVIE SCRIPT

THESIS

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ENGLISH EDUCATION STUDY PROGRAM AUGUST
2020

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COCO MOVIE SCRIPT

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Presented to:

Universitas Muhammadiyah Palembang
In Partial Fulfilmet of the Requitrements
For the Degree of Sarjana in English Education

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ENGLISH EDUCATION STUDY PROGRAM August 2020

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Dengan ini menyatakan bahwa semua berkas dan/atau data yang saya serahkan ke

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Memang benar **keasliannya** (meliputi: nilai, tanda tangan, paraf), dan apabila ternyata

berkas dan/atau data tersebut di atas terjadi kesalahan dan **pemalsuan**, maka saya

bersedia menerima sanksi dari FKIP Universitas Muhammadiyah Palembang

dan saya bersedia dituntut di muka hukum yang berlaku di wilayah Republik Indonesia.

Demikianlah surat pernyataan ini saya buat dengan sebenarnya tanpa paksaan dari pihak manapun dan untuk dapat dipertanggungjawaban di muka hukum.

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Yang membuat pernyataan,

Rati Fainna

MOTTO AND DEDICATION

Motto :

"The best revenge for the people who have insulted you is the success that you can show them later"

This thesis dedicated to :

- ➢ Allah SWT, Alhamdulillah for blessing and helping me with a lot of guidance, health, and ideas.

- ➢ Prophet Muhammad S.A.W who has led all of the molems from the darkness into the brighter way.

- ➢ My beloved father (Mursal) and mother,(Dewi Fajariah) who always give me love, prayer support and spirit. Thank you so much for everything " I love you "

- ➢ My honorable advisors ; Dr. Tri Rositasai, M.Pd. and Andriamella Elfarisyah., S. Pd., M. Pd., thank you for your advice, guidance, and help in finishing my thesis.

- ➢ My beloved brothers Deka fafriansyah,S.Pd and Feri Agustian who always make me happy.

- ➢ My beloved boyfriend, Eko Hariyanto who always gives me attention, prayer and suport in doing this research.

- ➢ My beloved cats, Jojo and Jesen who always make me happy.

- ➢ My all of best friends in English Department in academic year 2016 and also " posko uye " thank you for nice frienship.

- ➢ My green campus and almamater, Universitas Muhammdiyah Palembang,

ABSTRACT

Fainna, Rati (2020): "An Analysis of Lexical Ambiguity Used in Coco Movie Script. English Education Study Program, Sarjana Degree (S1), Faculty of Teacher Training and Education *Universitas Muhammadiyah Palembang*. Advisors: (1) Dr. Tri Rositasari, M.Pd. and (2) Andriamella Elfarisyah, S.Pd., M.Pd.

Key words: Lexical Ambiguity, Homonym, Coco movie

This study aims to describe homonym in lexical ambiguity used in Coco movie script by Lee Unkrich and Adrian Molina. In analysis of data, it focused on homonym in lexical ambiguity that used by the main characters. The formulation of the problems were what are form of homonym used in Coco movie script and what is the most dominant homonym of the lexical ambiguity used in Coco movie script. The objectives of the study were to describe what are the form of homonym of the lexical ambiguity used in Coco movie script and to analyze the most dominant of homonym of the lexical ambiguity used in Coco movie script. The research used a descriptive qualitative research. For collecting the data, it was obtained by using documentation method and the researcher used the dialogue of movie script in Coco movie to support the primary data. For analyzing the data, the researcher used qualitative research to analyze it.From the result of the data, the result showed that two form of homonym in lexical ambiguity used in Coco moviie script, they were homophone and homogrpah. Then, the most dominant of homonym in lexical ambigutiy used in Coco movie script was homophone. So, it can be concluded that movie scriot is interesting way for us to learn homonym of lexical ambiguity in the process of learning because we can be more understand to learn it by watching the movie and reading the movie script.

ACKNOWLEDGEMENT

In the name of Allah SWT, the gracious and the most merciful

All the praise to Allah, who has given the knowledge with powers and given the inspiration to finish this thesis. May Sholawat and Salam always be inspired our prophet Muhammad SAW who has brought us from the darkness to the lightness and brought Islam as Rahmatan Lil' Alamiin.

First of all the researcher would like to say thank you to Ms.Dr. Tri Rositasari, M.Pd., as the first advisor. This thesis would be so far from perfection without any corrections, guidance and advice from her. Secondly, I would like to say thank you to Ms. Andriamella Elfarisyah, S.Pd., M.Pd., as the second advisor, thank you for helping, guidance and advice in finishing this thesis.

The researcher also wants to express her great thanks to Dean of Faculty of Teacher Training and Education, Dr. H. Rusdy AS., M.Pd. The head of English Education Study Program, Sri Yuliani, M.Pd., and all staff members. Then, the researcher would like to grateful the most support from sincere thanks to parents, Mursal and Dewi who become support system and sent the prayer in every second with love all the time.

Moreover, thank you for all the friends in English Education '16 for supporting the researcher especially all members in Posko Uye which cannot be mentioned one by one. Thanks for the moments, happiness, sadness, and madness that we had been through in almost every time. Last but not least, the researcher invites the readers' suggestions and critics responding to the presence of this thesis. Hopefully, this research will give many advantages to all of the people who much concern in The English language. Finally, there is no rose without them.

Palembang, August 2020

The researcher,

RF

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CHAPTER I

INTRODUCTION

This chapter presents (1) background, (2) problem of the research, (3) objective of the research, and (4) significance of the research.

1.1 Background

Language is the tool that is used by human in communication to each other, as stated by Rabiah (2012) that language is as a system, which means that formed by a number of components that are fixed and can be patterned (p.2). It can be said that language is made of some of elements that put together and it has meaning. According to Rabiah (2012), language is a tool to interact or tools to communicate, in a sense, means to convey thoughts, ideas, concepts, or even a feeling (p.4). So the function of language itself is as the tool to express what people want to say and it is the main role in human communication.

There are many languages in the world, one of them is English. English is as an international language and it is as forgein language in Indonesia. Gunantar (2016) states that in these countries, English is only practiced in several occasions, for example, academic places, foreign offices, and particular event like seminars, conferences, and meetings and it is mainly studied at schools or language institutions(p.142). In this case, many countries that use English as a foreign

language, they use the language only in certain conditions and situations such as in education.

There are four skills in English and they are listening, speaking, reading and writing, as stated by Aydogan & Akbarov (2014) that these four basic skills are related to each other by two parameters: the mode of communication: oral or written andthe direction of communication: receiving or producing the message (p.673). All of the four language skills are related to each other where speaking and writing are forms of delivering information and listening and reading as a form of receiving information. All of these skills play an active role in the delivery and reception of information in communication.

In theorical of learning language, a natural language has several components and the central ones are phonology, morphology, syntax, and semantics. In this research, semantics is one of components that would be analyzed by the researcher. According to Kreidler (2002), semantics is the systematic research of meaning, and linguistic semantics is the research of how languages organize and express meanings (p.2). It means that semantics is the research that focused on how language is used to convey and deliver the information that contained in language itself.

Sometimes misunderstanding often happned among speaker and listener when they deliver the words each other in their conversation of communication. It can happen because of the speaker does not say clearly or they use the ambigious words

or sentences. So the listener does not catch what the speaker means, as stated by Hurford, Heasley, and Smith (2007) that a word or sentence is ambigious when it has more than one sense. A sentence is ambiguous if it has two (or more) paraphrases which are not themselves paraphrases of each other (p.128). It means that a word or a sentence is ambigious when the word or the sentence has more than one meaning and it usually appear among speaker and listener in communication. According to Ndimele (2005) cited in Roseline and Samuel (2018), identified two types of ambiguity which are lexical, and structural ambiguity (p.110). So ambiguity is distinguished into two types and they are lexical and structural ambiguities.

In this analysis, the researcher just focussed on lexcial ambiguity. According to Hong (2015), lexical ambiguity is the property of being ambiguous; that is, a word, term, notation, sign, symbol, phrase, sentence, or any other form used for communication is called ambiguous if it can be interpreted in more than one way (p.10). It means that lexical ambiguity is ambiguity caused by misuse of words, terms or punctuation used when they communicate each other, this is what can cause misinterpretation among them. Lexical ambiguity has two types, they are homonym and polysemy.

For analyzing of the research, the researcher would analyze homonym that appeared between the speakers and listeners for communication in the conversation. According to Safataj & Amiryousefi (2016), Some dictionary define homonym as a more general term according to which homonym is a word that is spelled like another

word ('or' pronounced like it), but has a different meaning (p.2092). It means that homonym is a word that has the same spelling (homograph) or a word that has a sound that sounds similar (homophone) but has several different meanings. For example the word **tip** it can refer to meaning of pencil tip, or to knock, fall over, and a gratuity. So it could make the ambiguity of words among the speaker and listener in giving information.

In learning ambiguity of semantics especially about homonym, we usually find it in conversations among the characters by watching western movie, as stated by Ronfard (2004) that movie is a rich document, whose structure and content are best described in terms of the intentions explicit in the script (p.741). In other words, movie is a structured document whose contents are explicitly described in a script. Homonym occured when the speaker or the main character of movie spoke each other, there were two words were same spell or phone but have different meanings. Sometimes people as the audience who watched the movie, they did not listen the words that pronouced by the character of the movie clearly because the words that used by the characters have simillar sounds with other words but have different meanings in their conversation. So it caused the missunderstanding between the character of the movie and the audience in watching the movie.

Movie is a good media used in the process of learning. There are a lot of movie that interesting, one of example of interesting movie is Coco Movie. Coco movie is a movie which was directed by Lee Unkrich dan Adrian Molina. This movie was

scripted by Molina and Matthew Aldrich from a story by Unkrich, Jason Katz, Aldrich and Molina. Coco movie was produced by Pixar Animation Studios and released by Walt Disney Pictures at 22nd November 2017 in the USA and in 24th November 2017 in Indonesia was released. Coco movie told about the story of a boy named Miguel Rivera who wanted to become a musician. But his ambition was hindered by his extended family who hated music. His dream was started when he began to fall in love with his idol's guitar, Ernzto De La Cruz. The adventure of Miguel in chasing his dream continued when he accidentally entered the realm of death. **Coco movie is good movie for watching because when people watch the movie so they are not only feel fun and enjoy but also they can learn English especially it is about homonym of lexical ambiguity.**

In doing the analysis of research, the researcher would not just focus to analyze the homonym by watching the Coco movie but she also read and analyze it by using the character's conversation in the script of Coco movie. According to Murtagh, Ganz and McKie (2018), a movie script is semi-structured in that it is subdivided into scenes and sometimes other structural units (p.2). It means that movie script is a text that consist of scences of movie which structured. When the researcher read the Coco movie script until she watched it, so it made her to analyze homonym clearly because she can watch the movie, listen the sounds and also read the movie script.

By watching the movie and reading the script of Coco movie, the researcher took interest for analyzing of this research in homonym of the lexical ambiguity that

used in Coco movie script. So this research, **entitled: " An Analysis of the Lexical Ambiguity used in Coco Movie Script."**

1.2 Problem of the Research

The problem of this research was regarded in "An Analysis of the Lexical Ambiguity Used in Coco Movie Script. "

1.2.1   Limitation of the Problems

After watched the Coco movie and matched it with the Coco movie script, the researcher just focused on homonym of lexical ambiguity that used by Miguel Rivera as the main character in Coco movie script.

1.2.2 Formulation of the Problems

Based on the limitation of the problems above, this research were formulated in the following questions :

1. What are the form of homonym of lexical ambiguity used in Coco movie
   script ?
2. What is the most dominant of homonym of lexical ambiguity used in Coco movie
   script?

1.3 Objective of the Research

Considering what has explained in the formulation of the problems above, the objective of this research were to analyze what are the form of homonym of the lexical ambiguity used in Coco movie script and to describe the most dominant of homonym of the lexical ambiguity used in Coco movie script.

1.4 Significances of the Research

This research provided information about the results of **an analysis of the lexical ambiguity used in Coco movie script.** The result of the research is expected to be beneficial to the world of literature as the compliment to the research of Coco movie script and expected to improve in understanding the ambiguous sentence, phrase or word in written language.

a. For the Researcher Herself

By doing this research, the researcher would have a better understanding **in analysis of the lexical ambiguity that used in Coco movie script**

b. For Readers

The result of this research, it can be used as reference to research lexical ambiguity and as additional knowledge in Semantics and Ambiguity.

c. For Other Researchers

It is expected that the other researcher would continue in doing the same research as the researcher will do in this following time.

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