# The Semantic Analysis of Polysemy Concepts in Avengers End Game (2019)

Agustri <sup>1</sup>, Aztri Dera Nalurytha <sup>2</sup>, Department of English Literature Faculty of Social and Political Sciences Universitas Bangka Belitung Indonesia

e-mail: <a href="mailto:chiinaiproduction@gmail.com">chiinaiproduction@gmail.com</a>

## Abstrak

This study uses a descriptive qualitative method with data processing techniques, a direct viewing mode of the film, and the available English subtitles. The main objective of this study is to analyze what words contain equivalence (Polysemy) in the dialogue utterances in the Avengers: End Game movie. Moreover, after a lengthy analysis, it was found that at least eleven polysemies have different denotative meanings, connotations, uses, and functions. What makes this research very important and different from others is that it can provide a broader view for us to understand word variations that have many meanings, functions, and uses more than the word order itself.

Kata kunci – Polysemy, Avengers, Film

# The Semantic Analysis of Polysemy Concepts in Avengers End Game (2019)

#### Abstract

Penelitian ini menggunakan metde kualitatif deskriptif dengan teknik pengolahan data dengan mode menyimak langsung film beserta subtitle english yang tersedia. Adapun tujuan utama dari penelitian ini adalah menganalisis kata-kata apasaja yang mengandung kesepadanana (Polysemy) didalam ujaran-ujaran dialog pada film Avengers: End Game. Dan setalah analisis panjang ditemuka ada setidaknya sekitar sebelas polysemy yang memiliki makna denotasi, konotasi, serta penggunaan dan fungsi yang berbeda-beda. Yang membuat penelitian ini sangat penting dan berbeda dari lainnya adalah penelitian ini mampu memberikan view lebih luas kepada kita untuk memahami variasi kata yang memiliki banyak arti, banyak fungsi, dan banyak penggunaan lebih dari susunan kata itu sendiri.

Keywords - Polysemy, Avanger, film

Korespondensi: Agustri, <a href="mailto:chiinaiproduction@gmail.com">chiinaiproduction@gmail.com</a>

## INTRODUCTION

Language is something unique. Only with it can we create a civilization, including life. Because life cannot be created without a communication medium called 'Language.' Therefore, language is often touted as the primary tool for communication

(Abdul Chaer, 2003; Sumiati & P, 2017). Another definition of a *language* is a human's communication pattern represented through an organized composition of sound or writing to form a unified whole from small to large orders (Richards, Platt, & Weber, 1984). Furthermore, language has at least three main functions, namely as an ideational function (expressing physical or biological reality related to the interpretation and representation of experience), an interpersonal function (expressing social reality concerning interactions between humans), and a textual function (expressing the reality of signs and text representation into a context) (Lazer et al., 2021; Matthiessen, 1995).

There are several forms, varieties, and applications of languages in this world. There is both verbal and non-verbal language, and the language analyzed in this study is verbal and non-verbal from prepared research subjects.

It is difficult for humans to capture and comprehend the meaning of a language spoken or written in one of the several available languages. Moreover, by comprehending this meaning, an area of study known as semantics' emerges that can offer us direction and simultaneously permits us to examine the text's meaning. (Abdurrahman, 2019). Semantics is the study of the search for and finding of meaning, where the data object retrieved can be text fragments, sentences, clauses, or phrases.

There are numerous types of theories within the study of semantics, including behaviorist semantics, generative semantics, structural semantics, descriptive semantics, lexical semantics, logical semantics, grammatical semantics, historical semantics, and cognitive semantics (Kroeger, 2018; Nafinuddin, 2020). Moreover, the study of discussion in this research is the study of cognitive semantics. Cognitive semantic studies focus on the meaning of language and functional cognition in humans, aiming to learn and understand what is in the world at a particular event. As explained by (Evans & Green, 2012) that cognitive semantics is a study that studies the meanings of cognition in the human mind or its interpretation in the human mind. One of the main focuses of study in this research is polysemy.

Polysemy is derived from the term 'poly', which means many, and 'sema,' which means identical. Polysemy is a concept that reviews the meaning of a word with the same basic word but has many meanings depending on the pattern and context of the word placement (Ferawati, 2018). In other words, polysemy is the designation of a word's state that can be employed in speech or writing with several meanings (Falkum & Vicente, 2015),

Additionally, this notion was applied to the film Avengers: End Game (2019) to determine the equivalence of words with multiple meanings within a conversation sentence in multiple scenes. The film Avengers: End Game is no longer unfamiliar to us, as it has been popular for the past three years. Numerous studies have examined the film Avengers: End Game, including a study on the area of deixis (Saputri, Yulan Merdialika Tri Manalu & Anggraeni, 2020), characteristics (Ridaryanthi & Sinuyul, 2021), and the area of maxims (Ayu, Widiani, Dian, & Candra, 2021). No one has evaluated the



presence of polysemous words in the dialogue of Avengers: End Game, despite the extensive research conducted on the film. In addition, because of this, the authors raise this research to expand knowledge of the idea of polysemy while simultaneously applying cognitive semantic theory from the field of language studies to a work subject which, in this study, is a film.

## **METHOD**

This study uses a qualitative descriptive method that emphasizes individual perspectives or theoretical approaches. The subsequent explanation is below:

The method in this study applies a descriptive qualitative approach in searching, finding, and analyzing the data found. This approach is more directed towards a description or definition and explanation in the form of text in detail and depth regarding a picture of an event that happened as per the data that existed at a particular time and period (Supiarza, Sobarna, Sukmayadi, & Muhammad, 2018). Shortly, in qualitative-based research, the results of research data analyzed and produced are independent and prioritize exploring a number or a single in-depth event by existing theory (Hamzah & Nafsika, 2021). Subject

The primary material in this research is a film produced by Marvel Studios entitled "Avengers: End Game" which was published in 2019 (Anthony Russo, 2019). The primary data taken from the film are word equivalents in utterances that fall into the polysemy category, which in their interpretation and meaning, will be contained in a table and explained on the next page.

Techniques of Collecting Data

Data collection techniques are ways in which data can be obtained, collected, and then analyzed (Naparan & Alinsug, 2021). The data in this study were collected directly from the utterances in the dialogues in the Avengers: End Game movie. Furthermore, the techniques used include:

- a. Watching the Avengers: End Game Movie.
- b. Looking for the subtitles and match to the movie's dialogue.
- c. Sum up the polysemy's data.
- d. Interpret the polysemy's data to each function and meaning, then group the data by interval or section time and type of meaning (denotative or connotative).
- e. Reduce the data to extensive point discussion, then make a more accessible conclusion stage.

## **RESULT AND DISCUSSION**

**Polysemy** 



Scene	When a girl named Lila, her father, her mother (Laura), and her two younger brothers were in a field, they	trying to find the	When the Avengers battled Thanos and his army.
	mysteriously disappeared, leaving Lila's father alone.		
Time	00:00:00-00:01:53	1:33:29-1:45:38	2:03:58-2:41:57
Finding Data	11	7	6
Total	24		

	Time	Utterances	Denotative Meaning	Conotative Meaning
1.	1:33:29	When you break into a place called the temple of power stone.	To smash, split, or divide into pieces	In this movie, the word <b>break</b> has a connotative meaning, to infiltrate.
2.	1: 34 : 45	Reduce to atom	To bring down to a smaller extent	Crushing the stone into atom
3.	1: 37: 17	You said that we had one <b>shot</b>	A discharge of a firearm	In this movie, the word <b>shot</b> has a connotative meaning as opportunity.
4.	1:38:49	Your <b>call</b>	To command or request to someone	Call in this movie has a connotative meaning as decision.
5.	1:45:07	Might wanna let that <b>stew</b> awhile	To cook by simmering or slow boiling	
6.	1:45:30	He never met a problem he	A material for encircling the waist	



		couldn't solve with a <b>belt</b>		action to solve the problems
	1:45:38	He did drop the odd <b>pearl</b>	Something often used in jewelry, precious things	In this movie, it has a meaning as an advice
8.	2:03:58	Does anybody copy?	An imitation	It has a connotative meaning, hear
9.	2:16:09	Capt, do you <b>read</b> me?	To read a book	It has connotative meaning, liten to direction
10	2: 25 : 59	What the <b>hell</b> is this?	The place or state of punishment	It has the meaning of asking for intent or asking what happen
11	2:35:35	But it doesn't always <b>roll</b> that way	To move along a surface by revolving or turning over and over	It has a connotative meaning as ending
	2:35:44	I'm hoping if you play this back	To do things for pleasure as children do	It means playing back all the memories
13	2:42:57	I'm in <b>charge</b>	To impose or ask as a price or fee	It means as lead

## CONCLUSION

This study found several polysemy words uttered by characters in the Avengers: Endgame (2019) movie. In the findings and discussion, the number of polysemy words contained in this film is 13 polysemy words such as read, copy, pearl, shot, call, belt, break, hell and others. Based on the context, the researcher concludes that the polysemy words found in this film have different meanings from their actual meanings. polysemy words in this film are used by the characters as parables so that their speech becomes interesting and easy to understand. After concluding the contents of this study, there are some suggestions for readers such as researchers who will study polysemy are advised to use other data such as short stories, novels, poems, speeches, and so on. This has the aim of finding new findings that can be used as comparisons and also additional references for other researchers. In addition, researchers can also connect the concept of polysemy with other studies such as sociology, pragmatics, language, and others. For future researchers who are interested in analyzing polysemy,



it is hoped that they can provide a more detailed explanation so that it can help in understanding the concept of polysemy in a sentence or utterance.

## REFERENCE

- Abdul Chaer. (2003). Linguistik Umum. Malang: uwais inspirasi indonesia.
- Abdurrahman, I. B. (2019). Semantics. (April). https://doi.org/10.13140/RG.2.2.29504.17927
- Ayu, D., Widiani, I., Dian, K., & Candra, P. (2021). Flouting of Conversational Maxims In "Avengers: Endgame" Movie. 02(01), 15-27. https://doi.org/http://dx.doi.org/10.21111/jjelal.v2i1.5688
- Evans, V., & Green, M. (2012). Cognitive linguistics. *Wiley Interdisciplinary Reviews: Cognitive Science*, 3(2), 129-141. https://doi.org/10.1002/wcs.1163
- Falkum, I. L., & Vicente, A. (2015). Polysemy: Current perspectives and approaches. *Lingua*, 157(1), 1-16. https://doi.org/10.1016/j.lingua.2015.02.002
- Ferawati, D. (2018). Polisemi Dalam Bahasa Arab. Cross-Border, 1(1), 308-318.
- Hamzah, A., & Nafsika, S. S. (2021). Analisis Dystopia Dalam Film Wall-E Dystopia Analysis in Wall-E Movie. *Cinematology*, 1(1), 49-58.
- Kroeger, P. R. (2018). An Introduction to Semantics and Pragmatics. Retrieved from https://www.academia.edu/38922036/The\_Integration\_of\_Technology\_into\_English\_Language\_Te aching\_The\_Underlying\_Significance\_of\_LMS\_in\_ESL\_Teaching\_despite\_the\_Ebb\_and\_Flow\_of\_Imp lementation?email\_work\_card=view-paper%250Ahttps://doi.org/10.1155/2016/315980
- Lazer, D., Hargittai, E., Freelon, D., Gonzalez-Bailon, S., Munger, K., Ognyanova, K., & Radford, J. (2021). Meaningful measures of human society in the twenty-first century. *Nature*, 595(7866), 189-196. https://doi.org/10.1038/s41586-021-03660-7
- Matthiessen, C. M. I. M. (1995). Lexicogrammatical cartography: English systems.
- Nafinuddin, S. (2020). Pengantar semantik (pengertian, hakikat, jenis). Pengantar Sematik, 1-21.
- Naparan, G. B., & Alinsug, V. G. (2021). Classroom strategies of multigrade teachers. Social Sciences & Humanities Open, 3(1), 100109. https://doi.org/10.1016/j.ssaho.2021.100109
- Richards, J., Platt, J., & Weber, H. (1984). Longman dictionary of applied linguistics. London: Longman. Ridaryanthi, M., & Sinuyul, C. J. (2021). Representation of Female Superhero and Gender Roles in the Avengers: Endgame. KOMUNIKA: Jurnal Dakwah Dan Komunikasi, 15(2), 139-154. https://doi.org/10.24090/komunika.v15i2.4580
- Saputri, Yulan Merdialika Tri Manalu, H. F., & Anggraeni, D. (2020). THE PRAGMATIC ANALYSIS OF DEIXIS IN AVENGERS: END GAME. Scripta: Jurnal Ilmiah Mahasiswa, 2(2), 233-244. https://doi.org/10.33019/scripta.v2i2.82
- Sumiati, A., & P, A. W. A. (2017). Intercultural Communication Through Language, Literature, and Arts. The 1 International Conference on Education, Language, and Arts (ICALE). Jakarta: Fakultas Bahasa dan Seni Universitas Negeri Jakarta.
- Supiarza, H., Sobarna, C., Sukmayadi, Y., & Muhammad, R. (2018). The Prospect and Future of Youth Kroncong Group at Universitas Pendidikan Indonesia in Bandung. https://doi.org/10.15294/harmonia.v18i1.15524
- Wiratno, T., & Santosa, R. (2014). Pengantar Linguistik Umum. In *Modul Pengantar Linguistik Umum*. Retrieved from http://www.pustaka.ut.ac.id/lib/wp-content/uploads/pdfmk/BING4214-M1.pdf

