CHAPTER V

CONCLUSIONS AND SUGGESTIONS

This chapter presents two major parts: conclusions and suggestions. The conclusions section deals with the findings and discussion related to the objectives of the study. Meanwhile, the suggestions section discusses several suggestions for readers and other researchers who might want to improve and conduct a similar research.

5.1 Conclusions

The writer analyzes the types of lexical and structural ambiguity by using Stephen Ullmann theory. From the finding of the first and the second research problem, the writer finds the difference which appears between lexical and structural ambiguity in Zootopia movie. The result from the finding and discussion are simply explained below.

There are 41 data reflecting the lexical ambiguity. Besides, as employed in Zootopia movie, the two types of lexical ambiguity, which are homonymy and polysemy are found in the movie. Then, there are three types of homonymy which are found. They are homophone (21,27), absolute homonymy (19,14%) and homograph (12,76%). Polysemy (34,04%) is the most frequently occurring types of lexical ambiguity. The characters in the movie use words which are ambiguous to be interpreted in the dialogue. They mostly use a word which has two or more distinct meanings but those are still related. The second position is homophone (21,27%). Homophone happens when there are two words which have the same spoken form

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used by the characters in the movie. In the third position absolute homonymy (19,14%). This type happens when the characters use words which have more than one meaning and the meaning are different or unrelated. Then, the last position is homograph (12,76%). Homograph happens when there are two words have the same written form used by the character in the script. It means the ambiguity occurs in the matter of sound in which it can make listener have multiple interpretations.

There are some structural ambiguity happen Zootopia movie. Therefore, understanding the structural aspect, the writer knows the meaning of the phrase and understanding the structure of the phrase in the object. Over the analysis of structural ambiguity in Zootopia movie there are 6 data of structural ambiguity found in this research. The writer found some types of ambiguity. In phrase there are two types of phrase, including 4 data of noun phrase (9%) and 2 data of adjectival phrase (5%). The most dominant types between lexical and structural ambiguity in this research is lexical ambiguity which produced for 41 times or 87% in out of 47 total numbers of data.

5.2 Suggestions

Ambiguity is an interesting phenomenon to learn and to analyze. It can happen in any situation whether in daily conversation or in written sources. Sometimes people likes to make their listeners or readers confused of what they speak or write, Because there's some advantages that they want to get for example: in advertisement and in literature (the writer usually uses it to beautify review their works).

However, there are some people too accidentally do/ make their listeners/ readers feel confused. This ambiguity depends on the knowledge of the listener/ reader, if they have a wide knowledge, it may be possible to avoid this case. Through this thesis, it is recommended that the readers may have discussed another subject such as phonetic ambiguity since this thesis only discusses about lexical and structural ambiguity. Hopefully, by doing this, it will expand our knowledge not only about lexical and structural ambiguity in Zootopia movie, but also about phonetic ambiguity in other sources.