

ABSTRACT

Saprilia, Wulan. 2014. *An Analysis of Swear Words Used By the Characters (Suro and Boyo) of Animation Films "Grammar Suroboyo"*. English Department, Faculty of Humanities, the State Islamic University Sunan Ampel Surabaya.

Swear words are always judged negatively by the society. However, we could not deny that swear words exist in every culture. The use of swear words seem to have shifted from only defining anything negative into being accepted to be used in any contexts. That is also happens to Surabaya society, within in daily conversation or literary works, such as animation films. We can find out the use of swear words through the series of animation films entitled *Grammar Suroboyo*. *Grammar Suroboyo* is a series of short animation film created by *Gathotkaca* studio. Those films contain of five episodes. The duration for each film is about 8 minutes. The characteristic of those animation films is the humour of language style that is used by the characters within the conversations. The dialogues which is produced by both of the characters (*Suro* the fish and *Boyo* the crocodile) using Surabaya special dialects, completed by swear words.

The writer applied qualitative approach to analyze the data. The writers attempted to see how the characters in those films use the swear words and what the functions the words serve. The writer used the theory of swear words classifications by Jay Timothy and theory of swear words' functions by Andersson and Trudgill to analyze the data.

The result shows that there are four types of swear words occur in the data, they are Obscenity, Vulgarity, Scatology, and Ephetets. The result also shows that four functions of swear words proposed by Andersson and Trudgill used by the characters in those films. It shows that the functions of swear words have really shifted as the speakers use it for many purposes like abuse the hearers, help the speaker feels relieved, humor, and it also can be just someone's way of speaking.

Keywords: Characters of Animation Films, Classification of Swear Words, Functions of Swear Words, *Grammar Suroboyo*, Swear Words

ANALISA SWEAR WORDS
YANG DIGUNAKAN OLEH TOKOH – TOKOH (SURO DAN BOYO)
PADA FILM ANIMASI “GRAMMAR SUROBOYO”

Wulan Saprilia

Sastra Inggris, Fakultas Adab dan Humaniora

UIN Sunan Ampel Surabaya

INTISARI

Kata-kata umpatan selalu dinilai negatif oleh masyarakat. Namun, kita tidak dapat memungkiri keberadaan kata-kata umpatan dalam setiap kebudayaan. Kegunaan kata-kata umpatan nampaknya telah berubah dari yang awalnya hanya dinilai negatif menjadi sesuatu yang dapat diterima kegunaannya dalam berbagai keadaan. Hal itu pula yang juga terjadi dalam masyarakat Surabaya, baik dalam percakapan sehari-hari atau berbagai karya sastra, seperti film-film animasi. Kita dapat menemukan penggunaan kata-kata umpatan melalui rangkaian film-film animasi yang berjudul *Grammar Suroboyo*. *Grammar Suroboyo* adalah rangkaian film-film animasi berdurasi pendek yang diciptakan oleh *Gathotkaca* studio. Film-film tersebut terdiri dari lima episode. Berdurasi sekitar delapan menit dalam setiap tayangannya. Karakter film tersebut adalah bergaya bahasa lelucon yang digunakan oleh tokoh-tokoh di setiap percakapan. Percakapan khas masyarakat Surabaya yang digunakan oleh kedua tokoh, yakni *Suro* (si ikan) dan *Boyo* (si buaya) sangat kental dengan gaya berbahasa *Suroboyo-an* dilengkapi dengan kata-kata umpatan.

Penulis mengaplikasikan pendekatan kualitatif dalam menganalisa data. Penulis telah mencoba melihat bagaimana tokoh-tokoh dalam film-film tersebut menggunakan kata-kata umpatan dan apa saja kegunaan dari kata-kata umpatan yang dilontarkan. Penulis menggunakan teori pengelompokan kata-kata umpatan