

## ABSTRACT

Yehezkiel, Yusuf Ryan. 2021. *Analysis on The Implementation of Semantic Change in The Word Nigger in Two Quentin Tarantino's Movies: Pulp Fiction and Django Unchained*. Thesis. Supervisor 1: Dr. Chusni Hadiati, S.S., M.Hum., Supervisor 2: Drs. Ashari, M.Pd., Examiner: Erna Wardani, S.Pd, M.Hum. Ministry of Education, Culture, Research, and Technology. Jenderal Soedirman University, Faculty of Humanities, Department of English Literature, English Literature Study Program, Purwokerto.

This research entitled “*Analysis on The Implementation of Semantic Change in The Word Nigger in Two Quentin Tarantino's Movies: Pulp Fiction and Django Unchained*” serves to: (1) find out the meanings of word *nigger* in Quentin Tarantino's movies, *Pulp Fiction* and *Django Unchained*; (2) identify the type of semantic changes that happens to the word *nigger* in in Quentin Tarantino's movies, *Pulp Fiction* and *Django Unchained*.

The researcher used descriptive qualitative method to analyze the data or the samples of this research. The data were consisted of every utterance with the word *nigger* that the characters said to other specific characters in both movies the whole time. The data were gathered by watching both movies, *Django Unchained* and *Pulp Fiction*, reading all of the scripts of both movies, and then finding all of the reactions of each of the characters when they are being addressed as a *nigger*, and identifying the semantic changes that happened to those words according to the context and the setting of the events in both movies.

To answer the research questions, the researcher used semantic change theory by Blank (1999) and Lobner (2002) to interpret and categorize the positive or negative meanings and also the types of semantic changes that occurred in each sentence where the word *nigger* was being spoken of by certain characters based on the context and the setting of both movies. The results of this research were divided by two sections. First, in *Pulp Fiction*, from the total amount of 16 dialogues using the word *nigger*, the researcher found that 5 dialogues (31.25%) have negative meaning and 11 dialogues (68.75%) have positive meaning. Dealing with semantic changes, it showed that 10 dialogues (62.5%) used metaphor, 5 dialogues (31.25%) used Auto-antonym, and 1 dialogue (6.25%) used metonymy. Second, in *Django*

*Unchained*, from the total amount of 63 dialogues using the word *nigger*, the researcher found that 58 dialogues (92%) have negative meanings and 5 dialogues (8%) have positive meaning. Dealing with semantic changes, it also showed that none of the dialogues (0%) used metaphor, 58 dialogues (92%) used auto-antonym and 5 dialogues (8%) used metonymy.

The semantic changes in the word *nigger* can have various positive or negative meanings based on their type of changes, with auto-antonym usually have negative perspective or intention like insult or mockery, contradictory from the lexical meaning or neutral meaning of the word *nigger* itself. While other type of semantic changes like metonymy or metaphor usually have more positive intention or perspective based on the lexical meaning of the word *nigger* itself. Another factor such as the relationship between the speaker and the hearer also play an important role in considering the semantic change of the word *nigger*. Other factors that can be used as a determiner of the type of semantic changes are the setting of time, era or place of the dialogues in both movies and the context of the dialogues themselves.

Keywords: *Semantic Changes, Lexical Meaning, Literal Meaning, Shifted Meaning, Metaphor, Metonymy, Auto-antonym, borrowing, Nigger, Quentin Tarantino's movies, Pulp Fiction, Django Unchained*

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Penelitian yang berjudul “*Analysis on The Implementation of Semantic Change in The Word Nigger in Two Quentin Tarantino's Movies: Pulp Fiction and Django Unchained*” bertujuan untuk: (1) menemukan makna dari kata *nigger* di dua film karya Quentin Tarantino, *Pulp Fiction* dan *Django Unchained*; (2) mengidentifikasi tipe-tipe perubahan semantik yang terjadi pada kata *nigger* di dua film karya Quentin Tarantino, *Pulp Fiction* dan *Django Unchained*.

Dalam penelitian ini, penulis menggunakan metode deskriptif kualitatif untuk menganalisa data-data atau sampel-sampel dari penelitian ini. Data-data yang terkumpul berupa setiap ujaran yang memuat kata *nigger* yang diucapkan oleh tokoh-tokoh di kedua film ini. Pengumpulan data dilakukan dengan cara menonton kedua film tersebut, *Django Unchained* dan *Pulp Fiction*, membaca skrip dari kedua film, dan menemukan reaksi-reaksi setiap tokoh di kedua film tersebut ketika mereka disapa dengan kata *nigger*, dan sekaligus mengidentifikasi perubahan semantik yang terjadi kepada kata tersebut sesuai dengan konteks dan kejadian tertentu di kedua film ini.

Untuk menjawab pertanyaan-pertanyaan di riset ini, penulis menggunakan teori perubahan semantik oleh Blank (1999) dan Lobner (2002) untuk menginterpretasikan dan mengkategorikan makna positif atau negatif serta tipe-tipe perubahan semantik yang terjadi ketika beberapa tokoh-tokoh spesifik mengucapkan kata *nigger* sesuai dengan konteks dan kejadian tertentu di kedua film ini. Hasil dari riset ini dibagi menjadi dua bagian. Pertama, dalam film *Pulp Fiction*, dari total 16 dialog yang menggunakan kata *nigger*, terdapat 5 dialog (31,35%) dengan makna negatif dan 11 dialog (68,75%) dengan makna positif. Berkenaan dengan perubahan makna semantik, terdapat 10 dialog (62,5%) menggunakan metafora, 5 dialog

(31,25%) menggunakan oto-antonim dan 1 dialog (6,25%) menggunakan metonimi. Kedua, dalam film *Django Unchained*, dari total 63 dialog yang menggunakan kata *nigger*, terdapat 58 dialog (92%) dengan makna negatif dan 5 dialog (8%) dengan makna positif. Berkenaan dengan perubahan makna semantik, tidak ada dialog (0%) yang menggunakan metafora, 58 dialog (92%) menggunakan oto-antonim dan 5 dialog (8%) yang menggunakan metonimi.

Perubahan-perubahan semantik dalam kata *nigger* mempunyai berbagai macam makna baik positif ataupun negatif tergantung dari tipe-tipe semantik apa yang mereka digolongkan, dengan tipe semantik oto-antonim cenderung mengandung makna atau maksud negatif, seperti ejekan, hinaan yang berlawanan dari makna leksikal atau netral dari kata *nigger* itu sendiri. Sedangkan tipe-tipe lain dari perubahan semantik seperti metonimi atau metafora cenderung memiliki makna atau maksud positif. Hubungan antara pembicara atau pendengar juga bisa menjadi faktor penting dalam perubahan semantik. Hal-hal lain yang perlu diperhatikan, seperti setting waktu, era atau tempat di dialog- dialog dalam kedua buah film tersebut beserta konteksnya juga perlu diperhatikan dalam menentukan tipe-tipe perubahan semantik apa saja yang terjadi terhadap kata *nigger*.

Kata Kunci: Perubahan Semantik, Makna Leksikal, Makna Literal, Perubahan Makna, Metafora, Metonimi, Otoantonim, Peminjaman, *Nigger*, 2 film karya Quentin Tarantino, *Pulp Fiction*, *Django Unchained*.