

BAB 5

Kesimpulan

Metafora bukan hanya sekedar kiasan atau untuk memberikan kesan indah dan mendalam dalam penggunaan bahasa dalam literature. Metafora dapat memberikan konsep pemikiran atau gambaran yang lebih luas dalam kehidupan sehari-hari. Oleh karena itu, pemilihan dalam menggunakan kata tidaklah secara acak melainkan sesuai dengan kesamaan struktur tertentu yang terbentuk berdasarkan pengetahuan, pengalaman tubuh dan budaya sekitarnya. Awal mulanya, kehadiran metafora hanyalah dianggap untuk memperindah bahasa, dan biasanya banyak ditemukan pada karya sastra seperti puisi, drama dan novel. Namun, munculah teori metafora konseptual yang digagaskan oleh Lakoff & Johnson, mereka beranggapan bahwa, metafora bukan hanya sebagai karakteristik bahasa saja, melainkan dapat ditemukan dalam kehidupan sehari-hari yaitu dalam pemikiran dan tindakan.

Contoh metafora konseptual dapat ditemukan dalam game RPG, seperti game Genshin Impact. Dalam game tersebut menyajikan cerita yang menarik dan karakter yang beragam. Masing-masing karakter memiliki cerita dan suara sehingga *player* dan karakter dapat berinteraksi. Saat berinteraksi dengan karakter, *player* dapat mendengar suara (*voice over*) dan membaca teks yang sama yang ditampilkan di layar. Beberapa metafora konseptual terungkap dalam *voice over*

karakter dalam game. Klasifikasi jenis metafora dan penjabaran mengenai metafora konseptual yang dianalisa maknanya telah dijabarkan di bab sebelumnya.

Dengan pengategorisasian di atas, dapat diketahui bahwa ketiga karakter: Wanderer, Xiao dan Kaedehara Kazuha, metafora banyak digunakan sebagai alat untuk memberikan kesan yang lebih dalam kepada pendengarnya. Dengan menggunakan metafora, pendengar dapat lebih mudah memahami dan mendapatkan gambaran perihal pesan yang disampaikan. Penggunaan metafora dalam *voice over* pada masing-masing karakter memberikan konsep dan cara pandang setiap karakter terhadap situasi. Misal, karakter Xiao menggunakan kata *darkness* 'kegelapan' untuk menggambarkan kejahatan. Kegelapan dan kejahatan memiliki korelasi struktur di dalamnya, yang mana secara harfiah, kegelapan merupakan kondisi pada malam hari yang mana tidak memiliki banyak cahaya dan pada waktu tersebut tidak sedikit terjadinya kejahatan. Sedangkan kejahatan merupakan pengalaman manusia yang mana ketika pada saat manusia berbuat kejahatan, pikiran manusia seperti menjadi gelap seakanb tidak dapat melihat mana yang baik dan mana yang buruk. Dengan demikian, penggunaan metafora merupakan sebuah fasilitas atau alat untuk menyampaikan pesan dan pendapat tanpa harus menyederhanakannya namun isi pesan tetap berbobot dan memberikan kesan lebih dalam.

Berdasarkan hasil analisis yang saya lakukan dalam penelitian ini, dapat disimpulkan bahwa metafora ontologis merupakan metafora jenis terbanyak yang ditemukan pada *voice over* dari ketiga karakter terpilih dalam game Genshin Impact: Wanderer, Xiao dan Kaedehara Kazuha. Penelitian ini menggunakan teori metafora konseptual dari Lakoff dan Johnson dalam mengklasifikasikan metafora. Ditemukan sejumlah 28 data yang mengandung ungkapan metaforis, yakni 9 metafora struktural, 9 metafora orientasional dan yang paling banyak ditemukan metafora ontologis sejumlah 11 data.

Penelitian ini metafora dalam *voice over* karakter Genshin Impact merupakan kajian awal saja. Saya menyadari banyaknya kekurangan dari penelitian ini. Fokus saya dalam penelitian ini adalah mengklasifikasikan jenis metafora dan kemudian mencari makna dari ungkapan metafora tersebut dengan cara memetakan ranah sumber ke dalam ranah targetnya. Karena keterbatasan waktu, banyak hal yang belum dibahas secara rinci, seperti kajian skema citra. Oleh sebab itu, saya berharap kepada peneliti selanjutnya untuk tidak terpaku pada jenis metaforanya saja. Namun, juga membahas skema citra yang merupakan komponen lain dari metafora konseptual.

Resaearch Summary

In everyday life, human needs language to communicate to each other. With language, human can express their identity in a group. It means, that without language, human can't deliver information, message, even meaning.

Meaning is the most important element in communication. In linguistic, the study of meaning called semantic. Linguistic divided into several branches: phonology, syntax, morphology, and semantic.

According to Lakoff & Johnson, metaphor is not only found in literature such as: poem, novel, drama or song, but it can be found in everyday conversation. Based on the character voice over I have heard, I found some questions related to metaphor analysis. I divided the questions into 2 types; (1) What are the types of conceptual metaphor that contained in Genshin Impact Characters voice over? (2) What is the meaning of the metaphorical expressions contained in Genshin Impact Characters voice over? And the purposes of this study are; (1) to classify the types of metaphors contained in Genshin Impact Characters voice over? (2) to describe the meaning of the metaphorical expressions contained in Genshin Impact Characters voice over?

This study focuses on the 3 chosen Genshin Impact characters voice over. I have found three previous studies which discusses about conceptual metaphor, they are "Metaphor in *Unter dem Eis* album song by Eisblume" written by Eka Nur Latifah, a study by Resgi Sylvania from Universitas Muhammadiyah

Makassar entitled “Conceptualization Metaphor on *Rubik Opini Harian Fajar: Cognitive Semantic Study*”, and a study by Irransyah, Wagiati and Nani Darmayanti from Padjajaran University entitled “ Conceptual Metaphor Love Form In Taylor Swift Song Lyrics: Cognitive Semantic Study”.

Based on the previous studies, there are differences and similarities found in this study. The similarities of this study and the three previous studies, it discusses about conceptual metaphor and semantic. And the difference between this study and the study written by Eka Nur Latifah is the object. While Eka Nur Latifah uses *Unter dem Eis* album song by Eisblume as the object of her research, I use characters’ voice over in Genshin Impact as the object. an the second difference of the study, Eka takes Stephen Ulman’s theory, that discusses metaphor divided into 4 types: anthropomorphic, synaesthetic, animal metaphor and concrete to abstract while I use Lakoff & Johnson’s conceptual metaphor. Furthermore, there is a difference in a study written by Resgi Sylvania that takes *Rubik Opini Harian Fajar* as the object. And the last one, the study conducted by Irransyah, Wagiati and Nani Darmayanti, it only discusses about the conceptualization of love in Taylor Swift songs, while I discuss about the conceptual metaphor in character’s voice over.

There are the several relevant theories that related to this research topic. According to (Keraf, 139), metaphor is an analogy used to compare two things directly and briefly. As a direct comparison, metaphor don’t use like or as, but rather directly connect the first and the second points directly. As (Knowles and

moon, 3) said that “when we talk about metaphor, we mean the use of language to refer to something other than what it was originally applied to, or what it ‘literally’ means, in order to suggest some resemblance or make a connection between the two things”.

Based on the theories above, I assume that metaphor is a figurative language that gives a parable about a not understood concept into an understandable concept. And metaphor gives a strong idea to describe meaning, concept that the meaning can be more easily understood imaginatively and interestingly and according to the equivalent words.

However, Lakoff & Johnson have different definition from the classic metaphor described above. According to Lakoff & Johnson (2003), “The essence of metaphor is understanding and experiencing one of kind of thing in terms of another”. And they argue that metaphorical expression can be found in everyday used language and not for artistic and aesthetic purpose. Lakoff & Johnson also define to understand on conceptual domain in terms (target domain) to another conceptual domain (source domain). “The target domain, which is constituted by the intermediate subject matter, and the source domain, in which important metaphorical reasoning takes place and that provide the source concepts used in reasoning”.

There are 3 types of conceptual metaphor initiated by Lakoff & Johnson:

1. Structural Metaphor

Is the concept of a thing is formed metaphorically by using other concept (Lakoff & Johnson, 14). And this concept systematically correlates to everyday experience.

For example: “Let’s spend time together” and “You’re wasting time”

Those sentences have metaphorical concept TIME IS MONEY. In Western culture, time is considered as a valuable commodity. In our society, money is limited resource and limited resource is considered as a valuable commodity. Time and money have structural relationship between the metaphors.

And then, the practice of using most specific metaphorical concept that TIME IS MONEY, people usually use several expressions to describe time that mostly refers to money. For example: spend, waste, cost, invest, etc.

2. Orientational Metaphor

“An orientational metaphor is a metaphor in which concepts are spatially related to each other” (Lakoff & Johnson, 15).

For example: “I’m feeling up today” and “I’m feeling down”

That sentences above are not really talking about someone is in the up or down. But, those are contained metaphorical expression that “happy” is oriented “up” and “sad” is oriented “down” because they have a basis in English physical and cultural experience. Those sentences have metaphorical concept that HAPPY IS UP and SAD IS DOWN. Based on the physical experience that drooping posture usually goes along when someone is sad and depressed while erect posture with a positive emotional state.

3. Ontological Metaphor

A metaphor that explains a concept as an entity and substance.

For example: “Inflation makes me sick”

In the sentence above, the metaphor describe inflation as an entity that allows us to identify a particular aspect of it and maybe we even believe that we understand it.

Here are the results of this research:

1. Based on the analysis of this research, there are 29 metaphorical expression data in character’s voice over in Genshin Impact.
2. The most common type of the conceptual metaphor is ontological metaphor with 11 data, 9 data for orientational metaphor and structural metaphor.

3. Among the 3 selected characters, there is 1 character who uses a the most metaphorical expression, Xiao. In his voice over, Xiao always uses “darkness to conceptualize “evil”.