

CHAPTER II

LITERATURE REVIEW

A. Figurative Language

According to (Harahap, 2021) semantics is a study on relationship between words and how to construct the meaning. Clarifies how to perceive the term and comprehend examples and other people. Words have meanings, which go beyond what is written in a dictionary. Because it encompasses numerous linguistic components in the manner they should be described, phonology, morphology, and syntax are the foundational features of language that determine a word's meaning. Lexical relations are connections that can be found between the meanings of phrases, sentences, or words themselves (semantic relationships at the word level).

1. Types of Figurative Language

Researcher going to use some figurative languages types based on (Aryawan et al., 2019)

A. Simile

A simile is an unexpected comparison between two things from living or objects. It has to do with how the mind or body associated an image to what was said. It was, thus, a clear distinction between two things, such as, or as, and so on. This type's objective is to convey an object's similarity to another object.

Example:

What did we say to each other? It means the different word is to as it represents the situation of people that look similar where there were two people this sentence explains a twin conversation.

You look just like a monkey, the different word here is like representing the people who are physically alike a monkey or so. Thus, this sentence is either mockery or praise.

B. Metaphor

Metaphor is similar to simile but unlike it compare to similarity, Metaphor is an implied or compressed comparison

Example:

1. His fast as an eagle (simile)
2. He is an eagle (metaphor)

From these two examples, Metaphor goes beyond a simple comparison of similarity, as it involves implying a comparison between two dissimilar things. Unlike simile, where the comparison is explicitly stated, metaphor conveys a comparison in a more subtle or condensed manner. Identifying a metaphor can sometimes become challenging.

C. Allusion

Allusion is basically a reference to something else. It's when a writer mentions some other work, or refers to an earlier part of the current work.

Example: Chocolate is my Achilles heels, it come from the greek mythology the hero Achilles who was invincible because as a baby he was dipped into the river styx by his mother but she only held him by on heel leaving that one part of his body unprotected and become his weakness, hence the name Achilles heel.

D. Hyperbole

Hyperbole involves the deliberate use of exaggerated statements to convey a point, without the intention of deceiving the audience. It entails the excessive exaggeration of details about an object or individual, although not with the literal aim of convincing others.

Example: Living is hard even though it represents other figurative features but this is how Hyperbole sounds and sometimes it is more vulgar or overreacted as it represents a situation or condition but the explanation is more overly matter as such.

E. Imagery

Imagery refers to the organization of words and sentences that evoke mental images. Figurative language, such as imagery, has the ability to stimulate one's imagination, allowing the listener to emotionally connect with the song's message. As a result, the listener is prompted to envision the experiences described in the song.

Example: "It was dark and dim in the forest". It explains that the forest not light enters, so that it causes a dark forest. In the word given, words like "dark" and

"dim" are examples of imaging in which it draws our visuals. The word creates a visual image of darkness for us. This word appeals to the human senses to deepen the reader's understanding of the work.

F. Idiom

Idiom is a phrase composed of a minimum of two words that defies direct translation and operates on a figurative level. The significance of an idiom is inherently fixed and cannot be deduced by analyzing the individual words within it, either in terms of their definitions or their grammatical roles.

Example: "She is long face because her mother forgot to give her money". The word "long face" means sad. This is an idiom, because it consists of two words which have one meaning.

G. Irony

Irony is the situation in which someone says or does something, but means another thing or intends for something else to happen that would be contrary to thought. In literature, there are three main subtypes of irony. They are verbal irony, dramatic irony, and situational irony.

Verbal Irony: saying the opposite of what it means Example: great, just Great... (The situation is like you hit a wall and can't get up). Dramatic Irony: this type is implied toward different means in a dramatic way Example: oh I know this one (situation where you spoil something!). Situational Irony: this type is more incomparable to what is happening now or even the situation. Example: Bank

robbed itself (mostly happens in everyday life but it represents the situation we are usually in)

H. Onomatopoeia

Onomatopoeia is a form of figurative language, specifically a sound device that employs words whose phonetic sounds mimic or evoke the noises they represent. This literary technique enhances the expressiveness of your writing by incorporating auditory elements into the text.

Example: buzz, when spoken, imitates the sound of a flying insect, ding-dong, when spoken, imitates the sound of a doorbell.

I. Personification

The element of emotion consists of immovable objects which is called personification. Thus, Personification is how someone gives an object or non-human beings a similar human characteristic. This also means situation can be personified with the right grammar explanation. Example:

When **civilization** kicked us in the face: the bold word is mentioned as someone doing action thus it was a personification.

When **holy water** slapped our cringing brows: the bold word here also mentioned as person who slapped them.

J. Metonymy

Metonymy is a figure of speech that involves substituting a word with a related term to emphasize a specific idea. This literary device highlights how an individual can be represented through their traits, careers, pastimes, and more.

Example:

English archery: As metonymy represents a subject into an object, archery is a tool but it represents a subjects

Struck the French horses: metonymy represents the subject as an object, as horse is an animal (object) but it represents a person before in fact a French person.

K. Symbolism

Symbolism refers to the use of symbols to convey something with symbolic meaning. In figurative symbolism, something that is compared to other things can replace the word from that thing, which has the same meaning the writer wants to convey.

Example: symbol of flag, it represent of nation.

L. Oxymoron

Oxymoron are a way of speaking where a reader places two contrasting words side by side to suggest an idea that seems contradictory. Most oxymoron word usage contradicts or doesn't have much impact.

Example: Bitter sweet, bitter is the antonym of sweet. Darkness visible: Darkness is hard to see which is visible is an antonym of darkness.

B. Character Description

Characters are certain roles of a person in a situation or condition for a story-based event mostly in games and movies. As Karen E. Dill stated, most media that are used in depicting certain characters in games are magazines that represent the content (Dill & Thill, 2007). When considering character traits important content one of them is their persona. Åsa Rudström states persona is the flavor text of traits of a subject which fictional people archetype (Rudström & Sjölander, 2008).

Even though most review is based on older franchise series that have continuity valid certain information might come from temporary opinion or fan theory. Representing a character or story is way easier to understand in the writer's idea itself or his emotion and feeling toward his creation. This is why a lyric of a song that represents the character is visible and not just fake theories.

C. Song

David states Music creates powerful connections between people by providing entertainment, communication, reminiscing, mourning, or celebrating some moments (Davis, 2010). Connection from those contents can be seen because it wasn't just an instrumental musical but also the writer expressed a piece of his/her mind into the lyrics. According to Gladding, Lyrics are the words of a song, a rhyme, sometimes telling a recount of someone's experience. As lyrics have a chorus or refrain that explains the composer's shared mind (Gladding et al., 2008). Considering rhymes in the lyrics of a song has many pragmatic meanings since the song was part of the poetry material or products containing information about the

writer's style and his inspiration from something that he/she came up with in the lyrics.

The song the researcher going to go more detailed researching is Moon Halo, Nightglow, Cyberangel, and Rubia, by HOYO-MiX which 4 of this character theme song will go further investigation. This type of song is to represented a character that reflected like their personality, color, story, and journey and because of this the lyrics in the song itself can also contains a lot of meaning like in figurative language that try to convey a message or point across.

D. Kiana Kaslana

Kiana is B rank valkyrie and one of the main protagonist of Honkai Impact 3rd alongside with Raiden Mei and Bronya Zaychick she is the adoptive daughter of Siegfried Kaslana a powerful knight who wields the divine key judgment of shamash and the current patriarch of the Kaslana family, Kiana is a cheerful and hot blooded 18 year old girl who attend St. Freya academy it's a school that located in the far east that being lead by Theresa Apocalypse Kiana's aunty this school main purpose is to teach combats to students which they're called valkyrie to fight the Honkai which is a malevolent force of will that threatened the planet since the dawn of time.

And because of this Kiana trained hard to become the strongest valkyrie and attained an S rank Valkyrie just like her late mother and she swore to use her strength to protect her friends and family and all that is beauty on this world

E. Murata Himeko

Himeko's a supporting character and is the commander of the battleship Hyperion, a teacher at St. Freya academy, and the squad leader of the main trio protagonist Kiana, Mei, and Bronya in the game she serve as a mother figure to the protagonist, even though she's a severe alcoholic who would sometimes drink while teaching and reckless in battle she would do anything to save her friends and students. Just like when she nobly sacrifice herself to save kiana.

F. Bronya Zaychick

Bronya a B rank valkyrie is one of the main protagonist of the game is a 16 year old orphaned Russian girl that can be considered a "little sister" type character in the game she was first take care of by a Russian gang and was trained how to use a sniper essentially making her a child soldier but after a while she was adopted in an orphanage there she met her bestfriend/sister Seele who would disappear in front of her eyes, then in the near future she would met Kiana and Mei and with the help of Himeko the three of them would be enroll in St. Freya academy to become Valkyrie to fight the Honkai

G. Fu Hua

Fu Hua is a supporting character that will also help the main protagonist in the story she's a glasses wearing 18 year old chinese girl who excels in martial arts and the class monitor of Kiana's class, she's also one rank higher than the main

protagonist being an A rank valkyrie. Being both smart and strong Kiana considered Fu Hua as her rival but everytime they spar in combat class Fu Hua is the one who always wins but this things won't make Kiana give up and keep challenging her, in return Fu Hua just smile and agree to Kiana's challenge even goes on to give her tips on how to be a better martial arts.

H. Honkai Impact 3rd

Honkai impact 3rd or as it known in chinese as Beng Huai 3 is a chinese free to play 3D action role playing mobile game it's a spiritual successor to Houkai Gakuen 2 that was developed and published by Mihoyo and also published outside the mainland china under Cognosphere the d/b/a (doing business as) Hoyoverse. This game was first release in china for mobile in 14th October 2016 later in the year also available for other countries which the latest being release in NA and EU in 28th march 2018 and while it first being only on mobile phone later on it's also available on other platforms such as Microsoft windows and macOS.

It mains feature it's a gacha system, gacha is way for player to get new characters or weapon based on the percentage like in 100% you got a normal rarity, 50% for rare rarity, 10% for a super rare rarity, and 2.5% for the most sought rarity the SSR (Super Secret Rare) by using in game currency or you can use real money expand your currency, for in the case of real money most gacha game fandom refer to this as P2W (Pay to Win) and for those that doesn't use real money is F2P (Free to Play)

I. Previous study

Previously, there was some research using analysis of figurative language in FKIP IAIN Padangsidempuan. Muhammad Rivai Harahap (Harahap, 2021) SEMANTIC MEANING ANALYSIS IN THE FIVE COLDPLAY'S SONGS, the figurative language that was found is personification, hyperbole, metaphor, and simile, And the purpose of this research is to to analyze the types of Lexical Relations and types of figurative language that was found in five songs by Coldplay, to describe the meaning of figurative language and to mention the dominant figurative language used in five songs by Coldplay.

The second research is UIN (Universitas Islam Negeri) Syarif Hidayatullah Jakarta. Alfi Syahrina (Syahrina, 2019) A Stylistic Study of Figurative Language in Katy Perry'S Song Lyrics From Witness Album, the figurative language that was found is metaphor, simile, personification, apostrophe, metonymy, synecdoche, symbol, allegory, paradox, irony, hyperbole, litotes, the purpose of this research is to identify what types of figurative language in the chosen songs what is the dominant figurative language, and the conclusion is that metaphor is the most dominant followed by simile.

The third research is an article named An Analysis of Figurative Language on the Song Lyrics “You Are My Sunshine” By Anne Murray (Vinanda Yusnitasari et al., 2022). This research use thirteen types of figurative language to find what types of figurative language that was use in the song simile, metaphor, hyperbole, personification, symbolism, imagery, idiom, irony, repetition, paradox, sarcasm, antithesis, and euphemism, and the result is that there are only 9 types of figurative

language that was used in the song lyric with total of each type is metaphor (3), hyperbole (1), symbolism (1), repetition (1), idiom (2), imagery (1) and 4 types that was not found, is simile, personification, paradox, sarcasm.

The fourth research is named An Analysis of Figurative Language in Song Lyric on the S.I.G.I.T "Detourn Album" (Pamungkas .R, Widiyanto W, 2022). The purpose of this research is to find the dominant type of figurative language in a Detourn album by The S.I.G.I.T as non-native speakers. This research use 10 type of figurative language like hyperbole, irony, metaphor, metonymy, personification, simile, synecdoche, apostrophe, repetition, and paradox, and the result finding of this research is that there are only 8 type of figurative language used in the album namely hyperbole, irony, personification, synecdoche, simile, metonymy, repetition, and metaphor, with metaphor being the most dominant

The fifth research is an article named AN ANALYSIS OF FIGURATIVE LANGUAGE IN THE SONG LYRICS BY SAIF ADAM (Milana & Ardi, 2021) the purpose of this research is to find what is the dominant type of figurative language that was found in the lyrics of Saif Adam songs, and the figurative that was used is hyperbole, irony, metaphor, personification, simile, litotes, metonymy, and paradox. The result is that 8 type of figurative language was found same as the one they used with metaphor being the dominant one.

From these studies, it is clear enough that lexical cohesions are used in many terms to show off the beauty of pragmatic means used to express what the author wanted or the composer in songs where the lyrics were poetic because they want to express their feeling. The difference between this study is the second question: How

did the lyric from the song correlate to the character theme? Was never been mentioned as a question in this research. Therefore, researchers have an interest in further investigating the kinds of figurative language that are being used in the Moon Halo, Nightglow, Cyberangel, and Rubia character theme song.