

ABSTRACT

Habibah, 210511100136. AN ANALYSIS OF FIGURATIVE LANGUAGE USED IN SILVIA MORENO-GARCIA'S *MEXICAN GOTHIC*: STYLISTICS APPROACH. English Study Program, Faculty of Social and Cultural Sciences, Universitas Trunojoyo Madura. Advisor: Miftahur Roifah, S.S., M.A.

Figurative language is used in various communication contexts, including daily conversations, songs, newspapers, and novels. One novel that is rich in figurative language is *Mexican Gothic* (2020) by Silvia Moreno-Garcia, which tells the story of Noemí's experience in the High Place, a big house with a terrifying atmosphere. This study aims to identify the types of figurative language found in the novel *Mexican Gothic* and to analyze their implications for the novel's themes and atmosphere. This study applies a qualitative descriptive method. The data were collected through a close reading of the novel, selecting relevant data, taking notes, and ensuring that the data align with the theoretical framework, which includes Leech's (1969) theory of figurative language and Leech's (1981) theory of meaning. The data were then analyzed through data condensation, data display, and drawing conclusions. The results show that six types of figurative language appear in the novel: simile (61), metaphor (29), hyperbole (6), personification (23), metonymy (3), and irony (3). These figurative expressions are not only stylistic features, but they also reflect tension, conflict, and the mysterious atmosphere that defines the gothic elements in the novel.

Keywords: Figurative Language, Mexican Gothic, Simile, Metaphor, Personification

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Bahasa kiasan digunakan dalam berbagai konteks komunikasi, termasuk percakapan sehari-hari, lagu, surat kabar, dan novel. Salah satu novel yang kaya akan penggunaan gaya bahasa kiasan adalah *Mexican Gothic* (2020) karya Silvia Moreno-Garcia, yang mengisahkan pengalaman Noemí di High Place, sebuah rumah besar dengan suasana menyeramkan. Penelitian ini bertujuan untuk mengidentifikasi jenis-jenis figurative language yang terdapat dalam novel *Mexican Gothic* serta menganalisis implikasinya terhadap tema dan suasana dalam novel tersebut. Penelitian ini menggunakan metode deskriptif kualitatif. Data dikumpulkan melalui pembacaan mendalam terhadap novel, pemilihan kutipan yang relevan, pencatatan data, dan memastikan kesesuaiannya dengan teori yang digunakan, yaitu teori figurative language oleh Leech (1969) dan teori makna oleh Leech (1981). Data kemudian dianalisis melalui proses kondensasi data, penyajian data, dan penarikan kesimpulan. Hasil penelitian menunjukkan bahwa terdapat enam jenis figurative language dalam novel ini, yaitu simile (61), metaphor (29), hyperbole (6), personification (23), metonymy (3), dan irony (3). Penggunaan bahasa kiasan ini tidak hanya menjadi ciri stilistika, tetapi juga mencerminkan ketegangan, konflik, dan atmosfer misterius yang menjadi ciri khas unsur gotik dalam novel tersebut.

Kata Kunci: Bahasa Kiasan, *Mexican Gothic*, Simile, Metaphor, Personifikasi