

CHAPTER I

INTRODUCTION

This chapter explains information about the background of the study, the problems of the study, the objectives of the study, the significances of the study, and the limitation of the study. Each of subchapters has different information and is elaborated in sequence.

1.1 Background of the Study

In a closer look, it will be surely realized that people familiarly react to laughter and humor in the most different situations. More than entertaining, through our daily conversation, humor measures and strengthens the social intimacy. Moreover, because of the warmth of humor some people utilized it in criticism in a good way. That all are probably the sensible reason why all people infatuate to the humor.

The infatuation people of humor are expressly noticed by the emergence of comical act in any occupation or media excessively. Humors occur in advertisements to attract the potential buyers. There are many TV shows with comedy genre to grab audiences. Newspapers occasionally use humors for satire on their news, or even sport commentators abruptly crack a joke in their comments. That show how humors are globally enjoyed by people.

Sometimes people love to stimulate laughers or establishing humor effect with pun or wordplay. Goebel (2011:3-13) in his book *Humor Writing*, he claims that humor languages rely on the sounds of words, words with multiple

meanings, unusual word combinations, and unusual syntax. He also classified humor language as seven, and one of them is pun. He defines pun as a form of humor that plays off the ambiguity created when two potential meanings of the same word compete within a sentence.

There are many great writers have a negative perspective toward the analysis of humor. There is one famous said of E. B. White, analyzing humor is like dissecting a frog (Goebel, 2011:1). Few people are interested and the frog dies of it, in the contrary to this quotation, this study attempts to analyze about humor field and contrarily agrees that the dissection invents a knowledge and expected to be useful instead.

This controversy also happened in pun or wordplay. Redfern describes pun as barbarians, bastards, immigrants, extra-terrestrials: they intrude and infiltrate. In effect, they are inferior and need to be apologized for. Redfern (in Abass 2007: 52), or Johnson (in Goebel 2011:19) assumes it as the lowest form of humor. Nonetheless, wordplay takes its special place for the devotee of humor. There are so many people enjoy it. Undeniable, there are so many facts that pun had a great vague. For an example, in Britain pun is particularly admired. Over there, pun are televised or blazed abroad along radio.

Pun is unique. It does not only deal with people's sense of comedy but also people's multi lexical knowledge of the played or punned word. Pun attracts people's lexical knowledge to touch the sense of it. With example in a scene,

Mahalik : * grab something in front of C.J*

C.J : Hey! What are you doing man?

Mahalik : Relax man, I'm just trying to grab some Nuts"

(*Scary Movie 4* 2006)

This is called as polysemic pun. Which is the pun word; is *Nut* the humor effect is created through the ambiguity between its meanings; 1. A dry indehiscent one seeded fruit with a woody pericarp, and 2. Man testicle.

Ritchie claims that puns are a very widespread and commonplace form of spontaneous humor (2004:109). That is basically true. While uniquely, Pun extensively present in many places or nation with their own cultural feature. For example in Indonesia it is called, as *Plesetan* but in Indonesia the word is deliberately broken or as spoonerism. It is also impossible in Indonesia to find homographic pun because in Indonesia the same spelling are always pronounced the same. While unlike in English that has a tendency to play on letters, in Vietnamese pun it is really rare (Ngoc Chau, 2009:10).

As the part of verbal humor, puns are also easily found in everyday life in around us either in talking or even in arranged-talking as scripted conversation in movie or TV shows with comedy genre. Thus, *Scary Movie* and *Scary Movie 4* movies are thoroughly examined. This comedy genre movie series are considered as the appropriate one to analyze.

Puns very commonly occur in parody genre film. Thus, *Scary Movie* is a 2000 parodic horror comedy film (Wikipedia). In this film, there are some horror, slasher, and mystery genres that had been heavily parodied. This movie also has great audience, that is why it has been kept franchising until *Scary Movie 5* (2013). Yet, beside *Scary Movie*, this study also analyze *Scary Movie 4*. It is a 2006 horror comedy parody film. It is because both are more dominantly founded much more puns among the other series.

Examination into puns has been done by some researcher around the world. Firstly such as Pedersen (2010) who related puns to the translation. Differently, another one is Dvořáková (2012) who concerned to the ambiguity or two senses in a pun the case of print advertisements. And finally Ngoc Chau (2009) who compared the two puns between English pun and Vietnamese pun.

Unfortunately, there is no one of them examine puns as it independently. Differently, this study explores the ambiguities as comical substances that make them called as a pun with each element within, for example homophone with its phonetic element and so on. While, *Scary Movie* and *Scary Movie 4* has a good popularity through any ages show the opposite to the lack of research toward the pun research.

Thereby, this study is reasonable enough to be examined deeper because it is not only writer that has so much enthusiasm to accomplish this study but also fulfill the gap in pun research theoretically and also practically. Therefore, the writer entitled A Study of Puns in *Scary Movie* Series.

1.2. The Statement of The Research Problem

As the guidance of this research, the following research problems are formulated, so that the research can achieve its objectives. The research problems are formulated as follows:

1. What are the types of puns found in *Scary Movie* and *Scary Movie 4*?
2. How do the ludê and ludant of puns construct the humor in *Scary Movie* and *Scary Movie 4*?

3. What are the functions of pun in constructing the humor in *Scary Movie* and *Scary Movie 4*?

1.3 The Objectives of the Study

There are three research objectives. Those are:

1. To describe the types of puns found in *Scary Movie* and *Scary Movie 4*.
2. To explain how the ludê and ludant of puns construct the humor in *Scary Movie* and *Scary Movie 4*.
3. To explain the functions of pun in constructing the humor in *Scary Movie* and *Scary Movie 4*.

1.4 Significances of the Study

This study is expected to give both practical and theoretical significance. Theoretically, the study hopefully gives the readers more understanding and knowledge about puns. In other hand, this study is expected to be one of foundations for the next study for those who are interested in analyzing it. This study is expected to fill the gap of the inanition of the study of pun that analyzes it as independently, and as the enrichment for the readers about puns or the result of the study is able to be additional information or as empirical example for the lecturer in lecturing about linguistic of humor particularly in pun. Practically, this study enriches knowledge of people or notably for comedians who have an anxiety and love to use pun to be more variously.

1.5 Scope and Limitation

Generally, this study is a closer-look on scope of linguistic theory of humor but narrowed into a Pun study as one of verbal humor. In this study, the observation basic theory combines the two theories of Delabastita's classifications and Schröter's about puns. It is because they are fundamentally identical, the only divergent is that Schröter adds one more category into his own categorizations. Then, for the latter classification in analyzing pun there is also based on Guiraud's sense relation classification. Besides them, there are some supporting explanations or examples from other experts. Then, the source of data is bordered on the two movies of scary movies.