



## **An Analysis of Verbal Humor Found in Sitcom *Tetangga Masa Gitu***

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### **Abstract**

Nowadays, humor is something that has significant role in daily life. Humor can be found in any aspects in human life, such as in education, literature, and also entertainment. One of various entertainment in Indonesian Television that contain humor is situation comedy. This research pay attention in analyzing verbal humor by using theory of Shade (1996) and analyze the types of verbal humor by using General Theory of Verbal Humor (GTVH). The method used in the research is descriptive method. The result of the study shows that there were 81 verbal humor found in sitcom *Tetangga Masa Gitu*: Pun (1,2%), Joke (2,4%), Satire (32,2%), Anecdote (1,2%), Irony (34,5%), Sarcasm (8,3%), Tall tale (8,3%), and Wit (110,7%). There were no Riddle, Limerick, Parody and Farce in this object. The verbal humor that found in both object was analyzed by using six parameters of Knowledge Resources (KRs) of GTVH. The six parameters are Script Opposition (SO), Logical Mechanism (LM), Situation (SI), Target (Ta), Narrative Strategy (NS), and Language (LA).

**Key words:** Verbal Humor, Types, GTVH, Six Knowledge Resources

### **A. INTRODUCTION**

Nowadays, humor is something that has significant role in daily life. Humor is what causes amusement, mirth, a spontaneous smile and laughter (Vandaele, 2010; Rebeca, 2017). It means humor is something that create or produce funny thing in order to amuse people and make them laugh. Humor can be found in any aspects in human life, such as in education, literature, and also entertainment. In entertainment, humor is something that are needed to make the audience amused. Gourevitch claimed that humor or comedy is a miscellaneous genre activated by a

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plurality of impulses: farce, humor, satire, and irony (Gourevitch, 1975; Attardo, 1994).

Shade (1996) mentioned that there are four beneficial categorization of humor, they are figural, visual, auditory and verbal humor. Figural humor focuses on humor that can be found in comics, caricature, movies, and so on. Visual humor focuses on clowning and impersonation used as visual cues to create the humor. Auditory humor that use impressions, noises, and sounds to produce the humor. Verbal humor is like pun, riddle, anecdote, and the like depends on the use of language to deliver the humor.

There also subtypes of verbal humor. According to Shade (1996), he divided into 12 types of verbal humor. Following are the elaboration for each types.

The first type is pun. Pun is a large part of verbal humor that play on words. A pun can be defined as the meaning of a word is used in more than one way. Pun may include the use of similar sounding word in place of the word typically expected. According to Delabatista (1996, in Bader 2014), a pun, which is a form of word play, is the general name for various textual strategies which the authors utilize the structure of a language to bring about two similar forms with similar meanings.

The second type is riddle. Riddle is a question, a puzzle, a phrase, or statement devised to get unexpected or clever answers. When someone uses it as a puzzle or a question, it could be a thought-provoking challenge for the audience to figure it out themselves, or it could be funny comment intended to make the audience laugh. The third type is joke. Joke refers to anything that is said to provoke laughter which involves any or all of the following: multiple meaning of words, idiom and metaphors; ambiguity; incongruity; sudden change of perspective (Shade, 1996).

The fourth type of verbal humor is satire. Satire is a literary composition to give criticism but still meant to be humorous. It involves both humor and criticism. Satires are now become a great artistic form to give criticism to human behaviors. The next type is limerick. Limerick is a humorous poem consisting of five lines. The first, second, and fifth lines must have seven to ten syllables while rhyming and having the same verbal rhythm.

Next type of verbal humor is parody. Parody is a form of verbal humor that involves of imitation of the real thing, often mocking its own venue, for comical effect. Parody can be described as music, art, speech, writing and others which intentionally copies the style of someone famous or copies particular situations. There is a types called anecdote. Anecdote is a very short story that is usually interesting or amusing, and concerns real people and real incidents.

There is a type of verbal humor called farce. Farce usually does not have much character development, but instead rely on absurdity, physical humor, and a skillful exploitation of a situation. There also types called irony. Irony refers to the speech in which the intended meaning is the opposite with the literal meaning. It is the contradiction between what it is said and what it is done, what is expected and what happens.

Sarcasm is a literary and rhetorical device that is meant to mock, often with satirical or ironic remarks, with a purpose to amuse and hurt someone, or some

section of society, simultaneously. According to Blake (in Mirjami, 2010), sarcasm usually involve someone saying something that is the opposite of what is appropriate, often in a derisive or mocking tone, such as "don't spend it all at once" when one is given a pitiful sum of money.

There is a type called tall tale. Tall tale is narrative that depicts the wild adventures of extravagantly exaggerated folk heroes. The tall tale is essentially an oral form of entertainment; the audience appreciates the imaginative invention rather than the literal meaning of the tales. The last type of verbal humor is wit. Wit has paradoxical and mocking quality, and evokes laughter through at phrasing Wit has historically been a specific sign of a cultivated intellect and mind.

This research aim to analyze verbal humor as the topic of the research. In this research, the researcher focused on the study of verbal humor in sitcom. Sitcom is having concept that produce humor naturally since it is related to people daily life. In relation to the topic of the research, the researcher decided to choose sitcom as the object of the research because the lack of choosing sitcom as the object of the research. This research took sitcom *Tetangga Masa Gitu* as the object because this situation comedy is well known by the characters that quite popular recently years in Indonesia. The conversations in situation comedy between one speaker and another contain many verbal humor.

Since the researcher figured out the types of verbal humor in sitcom *Tetangga Masa Gitu*, then the verbal humor found in the sitcom is analyzed by using General Theory of Verbal Humor proposed by Attardo and Raskin (1991). This theory is a revision of previous theory that proposed by Raskin in 1971, the Script Semantic Theory of Humor (SSTH). In the theory of GTVH, there will be six parameters used to analyze verbal humor, known as Knowledge Resources (KR). These parameters allow comparison between one humor to another. The KRs are Language (LA), Target (TA), Situation (SI), Logical Mechanism (LM), Script Opposition (SO), and Narrative Strategy (NS).

Language (LA) is type of KRs contains all the information necessary for the verbalization humor. This type deals with the wording of the humor text as well as the placement of the functional elements that constitute it. LA KR also deals with the punch line positioning. Target (TA) is a type of KR deals with the target of the humor, known as the "butt" of the humor. The TA provides name of individual or group where the humor is targeted to, but this KR has empty value due to the fact if the humor is not necessarily intended to ridicule someone or some group.

In Situation (SI), humor must be taken in certain situation. Attardo (1994) mentioned that any humor must be something that can be treated as the props of the humor. Any humor happens to have a situation but some of humor will ignore the situation. In term Logical Mechanism (LM), this type of KR will pay attention with logical mechanism, which is more abstract parameter than other types of KR. It refers to the way humor script is put together. It is responsible to how humor will be generated to meet the need of laughter.

Script Opposition (SO) deals with the script opposition requirement presented in the SSTH. This parameter is the most abstract than others. Any humorous text will present a SO; the specifics of its narrative organization, its social and historical intention and etc. will vary according to the place and time of

its production. Narrative Strategy (NS) deals with narrative organization the humor will be put at. Attardo (1994) mentioned that any humor must be placed within a form of narrative organization. In literary theory, the NS is called “genre”

## **B. RESEARCH METHOD**

This research is a descriptive qualitative research because of the fact the researcher tends to examine in accurate explanation to analyze the data. Kothari (2004) states that descriptive research can be define as surveys and fact-finding enquiries of different kinds. The major purpose of descriptive research is description of the state of affairs as it exists at present. The methods of research applied in descriptive research are survey methods of all kinds, including comparative and correlational methods. This research is a type of library research due to no direct evidences, got from field source, provided as the data of the research. In addition, this research aimed to understand social phenomena from the point of view of participants. In this research, the data were taken from the sitcom *Tetangga Masa Gitu*. The data were all clauses which are transcribed from spoken ones that consist verbal humor. The researcher selected 5 videos of *Tetangga Masa Gitu* sitcom as the data source.

## **C. RESULT AND DISCUSSION**

### **1. Research Finding**

The data of this research were obtained from the exchanges that found in five videos of the object. The videos of the object were downloaded from *Youtube.com*. In this chapter, the researcher discussed the types of verbal humor found in *Tetangga Masa Gitu* and the analysis of the types of verbal humor found in the sitcom by using General Theory of Verbal Humor (GTVH) known as Knowledge Resources (KRs).

The researcher found 84 verbal humor in *Tetangga Masa Gitu* sitcom. The types of verbal humor in *Tetangga Masa Gitu* sitcom were: Pun (1), Joke (2), Satire (27), Anecdote (1), Irony (29), Sarcasm (7), Tall tale (7), and Wit (9). There were no Riddle, Limerick, Parody and Farce in this object. The percentage of occurrences of verbal humor in *Tetangga Masa Gitu* can be seen in the table below

Table 1. Types of Verbal Humor

No.	Types of verbal humor	<i>Tetangga Masa Gitu</i>	
		Frequency	Percentage
1.	Pun	1	1,2%
2.	Riddle	-	0%
3.	Joke	2	2,4%
4.	Satire	27	32,2%
5.	Limerick	-	0%
6.	Parody	-	0%
7.	Anecdote	1	1,2%
8.	Farce	-	0%
9.	Irony	29	34,5%
10.	Sarcasm	7	8,3%
11.	Tall tale	7	8,3%
12.	Wit	9	10,7%
Total		84	100%

The table above shows *Tetangga Masa Gitu* used type of irony dominantly in this sitcom. Then followed by satire in the second position. Then, wit in the third position. Next, there is sarcasm and tall tale. Next, joke has the save value. And the last position of verbal humor in *Tetangga Masa Gitu* are pun and anecdote. There were no Riddle, Limerick, Parody and Farce in this sitcom.

Table 2. Percentage of the occurrence of Script Opposition

No.	Script Opposition	<i>Tetangga Masa Gitu</i>	
		Frequency	Percentage
1.	Good vs Bad	20	23,8%
2.	Actual vs Non-actual	10	11,9%
3.	True vs False	2	2,4%
4.	Right vs Wrong	-	0%
5.	Cause vs Effect	2	2,4%
6.	Normal vs Abnormal	11	13,1%
7.	Expectation vs Reality	33	39,3%
8.	Function vs Fact	3	3,6%
9.	Possible vs Impossible	2	2,4%
Total		84	100%

The table above shows that there were eight types of Script Opposition (SO) found in *Tetangga Masa Gitu* sitcom. In *Tetangga Masa Gitu*, the highest frequency was Expectation vs Reality with 33 (39,3%), followed with Good vs Bad with 20 (23,8%) and the lowest frequency or none was Right vs Wrong.

Table 3. Percentage of the occurrence of Logical Mechanism

No.	Logical Mechanism	<i>Tetangga Masa Gitu</i>	
		Frequency	Percentage
1.	False analogy	13	15,5%
2.	Analogy	18	21,4%
3.	Exaggeration	7	8,3%
4.	Faulty reasoning	-	0%
5.	Proportion	1	1,2%
6.	Coincidence	3	3,6%
7.	Negation	1	1,2%
8.	Referential ambiguity	3	3,6%
9.	Role exchanges	4	4,8%
10.	Ignoring the obvious	9	10,7%
11.	None	24	28,6%
12.	Almost situation	1	1,2
Total		84	100%

Table 3 shows that there were eleven types of Logical Mechanism (LM) found in *Tetangga Masa Gitu* sitcom. In this sitcom, the highest frequency was None with 24 (28,6%) because this KR was optional, followed with Analogy 18 (21,4%) and the none frequency was Faulty Reasoning.

Table 4. Percentage of the occurrence of Situation

No.	Situation	<i>Tetangga Masa Gitu</i>	
		Frequency	Percentage
1.	Annoying	14	16,7%
2.	Happy	2	2,4%
3.	Concern	10	11,9%
4.	Surprise	5	5,9%
5.	Disappointed	11	13,1%
6.	Misunderstanding	-	0%
7.	Confusing	4	4,8%
8.	Ridiculous	7	8,3%
9.	Curious	6	7,1%
10.	Insulting	12	14,3%
11.	Sad	4	4,8%

12.	Anxiety	2	2,4%
13.	Absurd	6	7,1%
Total		84	100%

Table 4 shows that there were types of Situation (SI) found in *Tetangga Masa Gitu*. The highest frequency of situation in *Tetangga Masa Gitu* were annoying with 14 (16,7%) and the lowest or none frequency was misunderstanding.

Table 5. Percentage of the occurrence of Target

No.	Target	<i>Tetangga Masa Gitu</i>	
		Frequency	Percentage
1.	Individual	51	60,7%
2.	Group	3	3,6%
3.	None	28	33,3%
Total		84	100%

Table above shows that there were three types of Target (TA) found in this sitcom. From the data, the highest frequency of target found in *Tetangga Masa Gitu* was individual with 51 (60,7%), followed with none (33,3%) and the lowest frequency was group with 3 (3,6%).

Table 6. Percentage of the occurrence of Narrative Strategy

No.	Narrative Strategy	<i>Tetangga Masa Gitu</i>	
		Frequency	Percentage
1.	Conversation	76	90,5%
2.	Narrative	6	7,1%
3.	Question and answer	2	2,4%
Total		81	100%

Table 6 shows that there were three types of Narrative Strategy (NS) found in *Tetangga Masa Gitu*. The highest types of narrative strategy in this object was conversation due to the fact that sitcom was a show that describe the daily life which have communication one and another, so it must be in conversation.

Table 6. Percentage of the occurrence of Language

No.	Language	<i>Tetangga Masa Gitu</i>	
		Frequency	Percentage
1.	Set up	84	100%
2.	Punch line	84	100%

Table above shows that all the humor in the sitcom has set up and punch line in each exchanges.

#### D. Discussion

In *Tetangga Masa Gitu* sitcom, type of verbal humor that appeared dominantly was Irony. It is because this sitcom illustrate how upper social status people life is different with what they are expected and what comes in reality related to their daily life activities. For example, in one of episode in the sitcom showed Angel who get mad to Adi because he could not be friendly with neighbor, but Adi denied that he already friendly when he answer the neighbor's greeting by saying "hmm". It is included as irony because the reality was different with what it was expected. In *Tetangga Masa Gitu* sitcom there were 8 types of verbal humor found. There were no Limerick and Riddle because in the sitcom showed the daily conversation of people in Indonesia where there were no limerick and riddle appeared.

There are six parameters of General Theory of Verbal Humor (GTVH) known as Knowledge Resources (KRs) proposed by Attardo and Raskin (1991) were used to analyze the types of verbal humor found in *Tetangga Masa Gitu*. The six parameters of knowledge resources are Script Opposition (SO), Logical Mechanism (LM), Situation (SI), Narrative Strategy (NS), Target (TA), and Language (LA). the Script Opposition frquently used in *Tetangga Masa Gitu* sitcom was Expectation vs Reality, followed with Good vs Bad and Normal vs Abnormal.

The script oppision of Expectation vs Reality was dominantly used since irony is the most frequently type of verbal humor found in this sitcom. In Logical Mechanism (LM), the mostly used in this sitcom was none due to the fact this KRs is optional.

#### E. CONCLUSION AND SUGGESTIONS

The researcher collected 84 verbal humor within the transcript in *Tetangga Masa Gitu* sitcom. The types of verbal humor in *Tetangga Masa Gitu* sitcom were: Pun, Joke, Satire, Anecdote, Irony, Sarcasm, Tall tale, and Wit. There were no Riddle, Limerick, Parody and Farce. The dominant types of verbal humor found ind *Tetangga Masa Gitu* was Irony, which appeared 29 times. In *Tetangga Masa Gitu* sitcom, the type of verbal humor appeared dominantly was irony because this sitcom illustrate how upper social status people life is different with what they are expected and what comes in reality related to their daily life activities. Related to this research, the researcher suggests the next researcher can analyze verbal humor not only using General Theory of Verbal humor, but the researcher hopes the next researcher can elaborate the analysis by using another theory of verbal humor. This research paid attention to sitcom as the object of the research. For the next research,



the researcher hopes the object in analyzing verbal humor can be in different show that contain humor.

**Note:** This article is written based on the Febby Wahyuni's thesis under the supervision of advisor Dr. Hamzah, M.A, M.M

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