Digital Receipt

This receipt acknowledges that Turnitin received your paper. Below you will find the receipt information regarding your submission.

The first page of your submissions is displayed below.

Submission author:	I Wayan Budiarta
Assignment title:	Article and Proceeding
Submission title:	Figurative Languages in World Wrestling Entertainment
File name:	Figurative_Languages_in_World_Wrestling_Entertainment.pdf
File size:	170.18K
Page count:	7
Word count:	3,627
Character count:	18,535
Submission date:	27-May-2022 10:10PM (UTC+0700)
Submission ID:	1845413397

Figurative Languages in World Wrestling Entertainment

I Wayan Budiarta[1], I Made Ade Hendrawan[2]
{budi4rt4@yahoo.com[1], diarsa@gmail.com[2]}

[1,2]Universitas Warmadewa Denpasar-Bali, Indonesia

Abstract— This study aims to analyze and to discuss the types of Figurative Language in *World Wrestling Entertainment* and the dominant types of Figurative Language that mostly used in *World Wrestling Entertainment*. The data were taken from *World Wrestling Entertainment Wrestlemania XXXIII* video. This study is explained qualitatively since this study applied descriptive method. Furthermore, the theory applied in this study is *Interpreting Literature* by Knickerbocker and Reninger (1963). As a result of analysis, it shows that figurative languages that were used in the data source are hyperbole, idiom, metaphor, metonymy, paradox and personification. It is also found that figurative expressions of metaphor and hyperbole are the types of figurative language that are utilized the most in the *World Wrestling Entertainment* promo. Most of the figurative speeches that were found in the data source appear to have unique meaning and are hardly understandable conventionally if they are figured out without knowing the knowledge or information regarding the *World Wrestling Entertainment*. To sum up, there are several types of figurative expressions that were found in forms of utterances. It appears that there are 18 data that have 12 expressions of metaphor, 10 expressions of hyperbole, 3 expressions of personification, 2 expressions each for idiom and metonymy and lastly 1 expression of paradox, with the total of 28 figurative expressions combined. As can be seen, metaphor is the type of figurative language that was found the most from the video (12) and the paradox that has the lowest number of expression (1).

Keywords— *Language, figurative language, types of figurative language*

1 Introduction

Language has a strong effect on society, as its nature as the communicative device used by all humans in the world. Language is not an abstract contraction of the learned or of dictionary-maker, but it is something arising out of the work, need, ties, joys, affection, tastes, of long generation of humanity, and has its bases broad and low, close to the ground [1]. There are many language devices that are useful to emphasize what someone is trying to convey whether in a

---

Figurative Languages in World Wrestling Entertainment

by I Wayan Budiarta

Figurative Languages in World Wrestling Entertainment

I Wayan Budiarta[1], I Made Ade Hendrawan[2]
{budi4rt4@yahoo.com[1], diarsa@gmail.com[2]}

[12]Universitas Warmadewa Denpasar-Bali, Indonesia

Abstract— This study aims to analyze and to discuss the types of figurative Language in *World Wrestling Entertainment* and the dominant types of Figurative Language that mostly used in *World Wrestling Entertainment*. The data were taken from *World Wrestling Entertainment Wrestlemania XXXIII* video. This study is explained qualitatively since this study applied descriptive method. Furthermore, the theory applied in this study is *Interpreting Literature* by Knickerbocker and Reninger (1963). As a result of analysis, it shows that figurative languages that were used in the data source are hyperbole, idiom, metaphor, metonymy, paradox and personification. It is also found that figurative expressions of metaphor and hyperbole are the types of figurative language that are utilized the most in the *World Wrestling Entertainment* promo. Most of the figurative speeches that were found in the data source appear to have unique meaning and are hardly understandable conventionally if they are figured out without knowing the knowledge or information regarding the *World Wrestling Entertainment*. To sum up, there are several types of figurative expressions that were found in forms of utterances. It appears that there are 18 data that have 12 expressions of metaphor, 10 expressions of hyperbole, 3 expressions of personification, 2 expressions each for idiom and metonymy and lastly 1 expression of paradox, with the total of 28 figurative expressions combined. As can be seen, metaphor is the type of figurative language that was found the most from the video (12) and the paradox that has the lowest number of expression (1).

Keywords— Language, figurative language, types of figurative language

1 Introduction

Language has a strong effect on society, as its nature as the communicative device used by all humans in the world. Language is not an abstract contraction of the learned or of dictionary-maker, but it is something arising out of the work, need, ties, joys, affection, tastes, of long generation of humanity, and has its bases broad and low, close to the ground [1]. There are many language devices that are useful to emphasize what someone is trying to convey whether in a

spoken form or written form. One of them is figurative language, it is a non-literal language that uses words in an unconventional manner, and it may have simple form but possesses a complicated meaning that is implied within, either by equating, comparing or associating it with a completely unrelated meaning from the form.

Figurative language can easily be found in several kinds of work or media such as poetry, song, drama, novel, and commercial advertisement, whether it is in a spoken or written form. In literary work figurative language is essential to create a particular mental picture. It makes the literary works gain more stylistic element in expressing certain kinds of emotion. In the advertisement, figurative language is often used to make the advertised products or services to be more appealing in order to attract the readers' or the listeners' interest and attention by conveying the message connotatively to create positive view from the readers or listeners. Modern advertisement mostly uses connotative style that is much more free natured yet interesting because of its implication and unconventional association rather than using denotative style that is logical and bound by literal rules but lacks imagery.

Literature and advertising have different preferences in the usage of figurative languages or implied speech styles. In literary works, figurative language is mostly used to strengthen the emotional value of the work so it can affect the feelings of the readers or listeners. While in Advertising, figurative language is used solely for its function and its ability to bring impact to the readers or listeners to gain their trust, so they would be interested in purchasing or using the product or service that the advertisement offers. The variety of language such as figurative language may confuse the listeners or readers upon the context misinterpretation. So both the speaker and the listeners or the writers and the reader s have to co-share and understand the context of the communication, so the information transferring is done properly whether it is written or spoken. This definition means that in communication there is a transferring of information whether is it spoken or written.

Based on the background above, this study previously has been conducted [2] entitled "The Analysis of Figurative Language Used in the Lyric of Firework by Katy Perry (A Study of Semantic)", the finding showed that there are some kinds of figurative language used in Katy perry's song entitle firework, such as simile, metaphor, hyperbole, affiliation, symbolic, paradox, and personification. The contextual meaning of each figurative language is also stated clearly. Moreover, [3] The figurative language's research entitled "An Analysis of Figurative Language in Views (Opinion Column) of Online Padang Ekspres Newspaper", showed that this study found as many as 100 words/phrases that categorized into figurative languages. From 100 data, found metaphor as many as 66, 25 phrase belongs to simile, and 9 pieces personification. From these results it can be concluded that the style of the dominant language used in newspapers Padang Express Online is metaphor and most dominant meaning is positive meaning. [4] The similar study entitled "The Analysis of Figurative Language in Linkin Park's Song Lyric", showed that there are 5 types of figurative language found in Linkin Park song, they are; paradox, personification, metaphor, hyperbole, and simile. From the five types of figurative language found, metaphor is mostly used. This study also found four types of meaning, they are; conceptual meaning, connotative meaning, affective meaning, and collocative meaning.

Thus, based on the explanation above, this study aim to analyze and to discuss the types of figurative language in *World Wrestling Entertainment* and the dominant types of Figurative Language that mostly used in *World Wrestling Entertainment*.

2 Methods

This study used descriptive method and the data source of this study was taken from a part of video of WWE Wrestlemania XXXIII PPV 2017 that is the opening promo video from the Wrestlemania XXIII event. However, the collected data were analyzed qualitatively based on the theory about figurative language [5].

3 Result and Discussion

In this study, types of figurative language used in *World Wrestling Entertainment Wrestlemania XXXIII* video and the types of figurative language that mostly dominant used are analyzed. Based on the analysis of the data, the following discussions are explained the types of figurative language used in *World Wrestling Entertainment Wrestlemania XXXIII* video and the types of figurative language mostly used. It was found that the figurative language used in *Wrestling Entertainment Wrestlemania XXXIII* video are hyperbole, idiom, metaphor, metonymy, paradox and personification. The description is showed in the following discussion. As explained previously, figurative language or also called non-literal language is a language that has a different meaning from the real meaning or usually called a literal language. The text or the utterance that contains figurative sense may have different meaning or certain implication from the surface form, or it is usually called as deep meaning. Here below are the results of figurative language analysis in *World Wrestling Entertainment Wrestlemania XXXIII*:

3.1 Hyperbole

Hyperbole is a figurative expression of exaggeration that brings out special effect for different purposes, making things funnier, more lovely and such. This kind of figurative language is used quite often in *WWE* promotional for the sake to increase the excitement of the event and make it more interesting for the audiences. Below is the example of hyperbole found in *WWE Wrestlemania XXXIII*

You've come from all around the world. (02:49 - 02:51)

As can be seen from the example above '*you've come from all around the world*', that line was uttered by the narrator. As seen from the explanation above, hyperbole is a term for exaggeration used to make something sounds big or interesting. The part of the sentence a*ll around the world* contains hyperbole figurative sense. The video was originally shown during the preliminary on air live show at Camping World Stadium in Orlando, Florida on 2nd April 2017 on a big screen at the stadium also it was shown on air on the TV. The word "come" literary was addressed for those who actually attended the live show at the stadium, but the phrase *from all around the world* is an exaggeration since it is clear that everyone that was there didn't come from exactly the whole parts of the world, but they were mostly only the fans of the *WWE* who reside in America or some fans that went to the show from some different countries. Although the narrator was probably referring the people that *come from all around the world* to the *WWE* fans that were watching the show in their houses from different countries, still that is not relevant too, since, in some countries like Indonesia, *WWE* is prohibited and strictly forbidden to be shown on any national television channel.

3.2 Idiom

An idiom is a group of words that its meaning cannot be figured out just by seeing a single part of the word from the surface and may have completely different meaning and understanding. The examples of an idiom that were found from the data source are in the form of modern slang. Slang as we know is an informal way of speech that most people use in everyday life. Some probably could not be found in the dictionary, most of them are taboo and they are used mostly for casual communication. People understand the usage and the meaning of the slang used in the conversation or speech, though the meaning cannot be roughly understood from the surface form only, hence upon its characteristics, it is also considered as a form of idiom. Below is the example of idiom that was found from the opening video of *WWE Wrestlemania XXXIII:*

I'm Seth Freakin Rollins! (04:10 – 04:13)

As can be seen above, '*I'm Seth Freakin Rollins!'* that line was uttered by *Seth Rollins*. The word *Freakin* he added between his name. *Colby Daniel Lopes' WWE* ring name is *Seth Rollins,* while *Seth Freakin Rollins* is his nickname in the *WWE*. Here the word *freakin* normally is used to express annoyance, anger, contempt or surprise feeling but for the case of the example above, the word *freakin* that *Seth Rollins* adds between his ring name is used to replace another informal slang, that is "fucking, it is used to make his ring name sounds more stylish as either those both words are popular in the modern culture of American English. Both of the words are similar for its function as a slang that emphasizes something in various ways. In this case, the word *freaking* is used instead of "fucking" to avoid profanity, since the *WWE* censors many profanities for their aired shows. Since the usage of the slang word *freaking* above follows the characteristics of idiom which its meaning cannot be understood from the surface, hence it is an idiom.

3.3   Metaphor

Metaphor is a figurative language which frequently adds power into a sentence, it compares one thing with another without using word "as" or "like" to make a vivid impression. It rather uses a different way to compares thing such as by implying one thing as another thing. It can help a speaker or writer to render a clear image by means of comparison or contrast. Here below is one of the examples regarding figurative language metaphor. Some of the data are exactly the same data from the hyperbole section above or other figurative languages in the following sections, considering that a single data may have more than one figurative sense within it.

The time has come once again for that universal rush. (03:15 – 03:22)

The example of metaphor above, '*the time has come once again for that universal rush'* that line was uttered by the narrator. As can be seen from the utterance above, the part *universal rush* is a metaphor that was indirectly compared with the event of the *WWE Wrestlemania.* In the video, there are several animations of people riding a roller coaster through several *WWE* scenes and animated superstars that would be performing at the *Wrestlemania XXXIII* show.

The concept and theme that the *WWE* used for *Wrestlemania XXXIII* intro video was a thrill ride. Animated people riding roller coaster through several scenes and superstars compare as if the *Wrestlemania XXXIII* is a thrill park that provides extreme excitement for every entertainment it has (that refer to the shows of the matches, conflict and several elements the *WWE* provides for their fans). This is the only an indirect and non-utterance and non-written type of metaphor that was found from the video *WWE Wrestlemania XXXIII*.

3.4 Metonymy

Metonymy is a figurative language that describes one thing with another thing that is closely related to each other but neither is a part of each other. Unfortunately, the data that contains figurative sense of metonymy that could be found from the data source is only two data. The number is, unfortunately, few, but they at least, fortunately, exist in the data source for this type of figurative language. Here below is one of the examples of figurative sense of metonymy.

The title will come home, to where it belongs, on the shoulder of the Queen, Wooo! (05:01 – 05:09)

Above is the example of metonymy '*The title will come home, to where it belongs, on the shoulder of the Queen, Wooo!*' This data also belongs to the metaphor and hyperbole sections. Since a single data may contain more than one figurative sense. That line above was uttered by *Charlotte Flair,* the part *the title* above refers to the wrestling championship belt for the *WWE* female division, the *WWE World Women's Championship,* similar with the example of metonymy *the crown* is the term for *the king* which both of them are closely related but not necessarily a part of each other, in the case of this data it is *the title* with the championship belt. In the *WWE,* they refer any of the championship belts as *the title,* as from the line above it can be seen that she stated *the title* (the championship belt) would return to the *shoulder* of *the queen,* (as can be seen at the explanation of this data from the metaphor section, *Charlotte Flair* dubbed herself as *the queen*) she did not literally mean *the title* as a name, position or such. She mentioned shoulder instead of waist where people usually put belt onto, because many champions usually carry the championship belt on their shoulder just like the champions from the boxing federation, *UFC* or any other, so it is clear that *Charlotte Flair* referred *the title* as a tangible object, the *WWE World Women's Championship* belt, not an abstract object such as name, position, dub or something else similar.

3.5 Paradox

The paradox is a statement that its surface form has a different meaning within, tends to be illogical if it is literally interpreted and self-contradicting, but it somehow has a certain sense or unique deep meaning if it is examined closely. Unfortunately, based on analysis, there was only one example that contains figurative sense of paradox that was found in the data source. Here below is the example regarding figurative language of paradox:

You know who your creator is, meet your destroyer! (04:51 – 04:57)

This is the only example of the paradox here. '*You know who your creator is, meet your destroyer!*' Was an utterance uttered by *Tripe H,* this data also belong to the hyperbole and metaphor section above, this data also contains the figurative sense of paradox. As explained before in the metaphor section, *Triple H* addressed that line above towards *Seth Rollins* (his opponent at *Wrestlemania XXXIII), Triple H* referred himself as *the creator* and the *destroyer* of *Seth Rollins.* If it is examined in an obvious way, of course it would seem nonsense and ridiculous, as the *WWE Universe* know *Triple H* is neither a god nor a creator, some may think *the creator* probably refers to parent, but that is also very wrong since *Triple H* is not *Seth Rollins'* parent, biologically or as foster parent. What about the *destroyer?* Blatantly examined, people may think that the *destroyer Triple H* referred himself as, probably mean that he would kill *Seth Rollins,* or in a little better examination, people might think that *Triple H* would destroy *Seth Rollins* in their wrestling match at the *Wrestlemania XXXIII,* that's quite making sense but the true meaning of that parts of line, *the creator* and the *destroyer Triple H* claimed himself as is that he was the one that made *Seth Rollins* the person he was, helping *Seth Rollins*

to achieve success in his wrestling career, at least before the *Wrestlemania XXXIII* event, before they started to feud each other. Then after a long-time grudge, they decided to settle everything up by an unsanctioned match (a match that disqualification system does not exist) where *Triple H* stated that he would make *Seth Rollins* quit from the company by destroying him in that match. So the *Triple H* claimed himself as *Seth Rollins'* destroyer means that *Triple H* would end *Seth Rollins'* wrestling career in the *WWE,* not literally destroying him. Through deep examination a paradox statement may have an interesting meaning within it even though it looks illogical from the surface.

3.6 Personification

Personification is a figurative term of giving human characteristic to a non-living object, animal or even an abstract idea or object. Such as emotions, desires, acts, sensation or even speech which actually belong to human's attribute. Figurative language personification is a creative way of speech to make an inanimate object as if it is living or act like a human. Here below is the example regarding the figurative language of personification that was found in the data source:

That one thing that takes your breath away and leaves an impression that last forever. (03:07 – 03:12)

The example above was personification that was found in the data source, '*that one thing that takes your breath away and leaves an impression that last forever'.* It is a line that was uttered by the narrator. In the example above, the non-living item that can be seen as an abstract idea, *the one thing,* it most likely was referred to every shocking moments that usually occur in the event of the *WWE Wrestlemania* show, like the performances, plot twist or conflict's conclusion (following the *WWE* storyline of their superstars' and divas' scripted scenario conflicts that usually is a well-made long time conflict that ends in the event of *Wrestlemania*), the narrator stated that *thing* could make the audience hold their breath upon witnessing the greatness of the *Wrestlemania* event that would stay in the heart for eternity. The utterance from the narrator above shows that the abstract item there performs actions as if it is a living thing, they are the words of verbs *takes* and *leaves* that are action verbs that can only be done or performed by a human, so the line of the example above contains the figurative sense of personification.

4 Conclusion

As explained previously, this study aims analyze and to discuss the types of figurative language in World Wrestling Entertainment and the dominant types of Figurative Language that mostly used in World Wrestling Entertainment. Based on the analysis of the data regarding figurative language in WWE Wrestlemania XXXIII video, some conclusions can be made. From the video of WWE Wrestlemania, there are several types of figurative expressions that were found in forms of utterances. It appears that there are 18 data that have 12 expressions of metaphor, 10 expressions of hyperbole, 3 expressions of personification, 2 expressions each for idiom and metonymy and lastly 1 expression of paradox, with the total of 28 figurative expressions combined. As can be seen, metaphor is the type of figurative language that was found the most from the video (12) and the paradox that has the lowest number of expression (1). This shows metaphor and hyperbole are the types of figurative language that are preferred to be used in the WWE, metaphors are mostly used to compares their superstars and divas such

as nicknames and monikers to follow their gimmick, while hyperboles or exaggerations are used to inject special effect, emphasizing their superstars and divas gimmick, making their promos to be more interesting. As can be seen from the data analysis above, almost every data which contain figurative sense were explained quite thoroughly following the information regarding WWE's event and wrestlers. This shows that expressions of figurative language which basically are implications of something cannot always be understood in a literal way or conventional way of breaking figurative expression's implications unless we possess the knowledge or information regarding the topic of what's being figured out.

References

[1] V. Fromkim, *An Introduction to Language*. London: University College, 1990.

[2] Hariyanto, "The Analysis of Figurative Language Used in the Lyric of Firework by Katy Perry (A Study of Semantic)," *English Education: Jurnal Tadris Bahasa Inggris*, vol. 10, no. 1, pp. 46–60, 2017.

[3] Nurhaida and L. Marlina, "An Analysis of Figurative Language in Views (Opinion Column) of Online Padang Ekspres Newspaper," *E-Journal of English Language & Literature*, vol. 6, no. 2, 2017.

[4] N. T. Aditya and I. A. M. Puspani, "The Analysis of Figurative Language in Linkin Park's Song Lyrics," *Jurnal Humanis, Fakultas Ilmu Budaya Unud*, vol. 21, no. 1, pp. 19–23, 2017.

[5] K. L. Knickerbocker and H. W. Reninger, *Interpreting Literature*. New York: University of Tennessee, 1963.

Figurative Languages in World Wrestling Entertainment

10% SIMILARITY INDEX

9% INTERNET SOURCES

4% PUBLICATIONS

3% STUDENT PAPERS

1	media.neliti.com Internet Source	2%
2	ejournal.unp.ac.id Internet Source	2%
3	www.unud.ac.id Internet Source	2%
4	conference.upgris.ac.id Internet Source	1%
5	journals.unihaz.ac.id Internet Source	1%
6	Herman Herman, Dewi Sri Lumbantobing, Bloner Sinurat. "AN ANALYSIS OF FIGURATIVE LANGUAGE IN MICHAEL JACKSON SONG LYRICS", Edu-Ling: Journal of English Education and Linguistics, 2021 Publication	1%
7	ejournal.nusamandiri.ac.id Internet Source	<1%
8	www.ncbi.nlm.nih.gov Internet Source	

<1 %

9 etd.iain-padangsidimpuan.ac.id
Internet Source

<1 %

10 Syifa Nuraeni, Taufik Ismail, Evie Kareviati. "THE ANALYSIS OF FIGURATIVE LANGUAGE USED IN THE LYRIC OF AWAKEN BY MAHER ZAIN", PROJECT (Professional Journal of English Education), 2020
Publication

<1 %

11 Bejo Sutrisno, Lestari Lestari. "AN ANALYSIS OF FIGURATIVE LANGUAGE AND MORAL VALUE IN ROAR SONG BY KATY PERRY", Journal of English Language and Literature (JELL), 2021
Publication

<1 %

Exclude quotes	On	Exclude matches	Off
Exclude bibliography	On		