

## AN ANALYSIS OF THE LEXICAL AMBIGUITY USED IN COCO MOVIE SCRIPT

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### Abstract

The objectives of this study were to describe the form of homonym of the lexical ambiguity and to analyze the most dominant of homonym of the lexical ambiguity that used in Coco movie script by Lee Unkrich and Adrian Molina. In analysis of lexical ambiguity, it just focused on homonym that used by Miguel as the main character from the movie script. This study used a descriptive qualitative research and it was obtained by using documentation method and the conversation of movie script as a research instrument. The conversation of Coco movie script was used to identify and get information about homonym, it showed that there were two forms of homonym in lexical ambiguity that used in Coco movie script and they were homophone and homograph. Based on the result of data, it was found that there were 987 conversations of Coco movie script both in homophone and homograph. From 987 conversations of Coco movie script, it can be said that 226 conversations used the homophone words, it consisted of 70 homophone words and it occurred in 645 times. Then, 70 conversations used the homograph words, it consisted of 29 homograph words and it occurred in 06 times. So, it can be concluded that the most dominant of homonym forms of lexical ambiguity in Coco movie script was homophone which consisted of 70 words and it occurred in 645 times.

**Keywords:** analysis, lexical ambiguity, homonym, movie

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### Introduction

Language is the tool that used by human for communication each other, as stated by Rabiah (2012) that language is as a system, which means that formed by a number of components that are fixed and can be patterned (p.2). It can be said that language is made of some of elements that put together and it has meaning.

There are many languages in the world, one of them is English. There are four skills in English and they are listening, speaking, reading and writing. According to Aydogan and Akbarov (2014), these four basic skills are related to each other by two parameters: the mode of communication: oral or written and the direction of communication: receiving or producing the message (p.673). All of the four language skills are related to each other where speaking

and writing are forms of delivering information and listening and reading as a form of receiving information.

In theoretical of learning language, a natural language has several components and the central ones are phonology, morphology, syntax, and semantics. In this research, semantics is one of components that would be analyzed by the researchers. According to Kreidler (2002), semantics is the systematic research of meaning, and linguistic semantics is the research of how languages organize and express meanings (p.2). It means that semantics is the research that focused on how language is used to convey and deliver the information that contained in language itself.

Sometimes misunderstanding often happens among speaker and listener when they deliver the words

each other in their conversation of communication. It can happen because of the speaker does not say clearly or they use the ambiguous words or sentences. So the listener does not catch what the speaker means, as stated by Hurford, Heasley, and Smith (2007) that a word or a sentence is ambiguous if it has two (or more) paraphrases which are not themselves paraphrases of each other (p.128). It means that a word or a sentence is ambiguous when the word or the sentence has more than one meaning and it usually appears among speaker and listener in communication. According to Ndimele (2005) cited in Roseline and Samuel (2018), identified two types of ambiguity which are lexical and structural ambiguity (p.110). So ambiguity is distinguished into two types and they are lexical and structural ambiguities.

For this case, the researchers analyzed lexical ambiguity that used in Coco movie script. According to Hong (2015), lexical ambiguity is the property of being ambiguous; that is, a word, term, notation, sign, symbol, phrase, sentence, or any other form used for communication is called ambiguous if it can be interpreted in more than one way (p.10). Lexical ambiguity has two types and they are homonym and polysemy.

To analyze this research, the researcher just focused on homonym that used by the main character in his conversation of movie script. According to Safataj and Amiryousefi (2016), some dictionary define homonym as a more general term according to which homonym is a word that is spelled like another word ('or' pronounced like it), but has a different meaning (p.2092).

In learning homonym, we usually find it in conversations among the characters by watching western movie, as stated by Ronfard (2004) that movie is a rich document, whose structure and content are best described in terms of the

intentions explicit in the script (p.741). Homonym is usually used in communication when the speaker or the main character of movie speaks each other, there are two words that are same spells or phones but have different meanings.

Sometimes people as the audience who watched the movie, they did not listen the words that pronounced by the character of the movie clearly because the words that used by the character, because they had simillar sounds with other words but had different meanings in conversation. So it caused misunderstanding between the audience's perception and the main character means in watching the movie.

Movie is a good media that used in the process of learning. There are a lot of movie that interesting, one of example of interesting movie is Coco Movie. Coco movie is a movie which was directed by Lee Unkrich dan Adrian Molina. This movie was scripted by Molina and Matthew Aldrich from a story by Unkrich, Jason Katz, Aldrich and Molina. Coco movie was produced by Pixar Animation Studios. Coco movie told about the story of a boy named Miguel Rivera who wanted to become a musician, but his ambition was hindered by his extended family who hated music. The movie is good for watching because when people watch the movie so they are not only to feel fun and enjoy but also they can learn English especially it is about homonym of lexical ambiguity.

In doing the analysis of research, the researcher would not only focus to analyze the homonym by watching the Coco movie but also reading the movie script through the characters' conversation. According to Murtagh, Ganz and McKie (2018), a movie script is semi-structured in that it is subdivided into scenes and sometimes other structural units (p.2). It means that movie script is a text that consist of scences of movie which structured.

To find the data in this analysis, the research problems were given and formulated into the following questions: what are the forms of homonym of lexical ambiguity used in Coco movie script? and what is the most dominant of homonym of lexical ambiguity used in Coco movie script?. The objectives of research were to describe the forms of homonym of the lexical ambiguity used in Coco movie script and to analyze the most dominant of homonym of the lexical ambiguity used in Coco movie script.

## Methodology

### Research Method

Qualitative research is a type of research that relates to the phenomenon of quality, one example is research on the reasons for someone in their behavior. According to Kothari (2004), qualitative research is concerned with qualitative phenomenon, i.e., phenomena relating to or involving quality or kind. For instance, when we are interested in investigating the reasons for human behaviour (i.e., why people think or do certain things), we quite often talk of 'Motivation Research', an important type of qualitative research (p.3).

In this research, the researcher used descriptive qualitative research method to analyze homonym of the lexical ambiguity that used by Miguel as the main character in Coco movie script. Best and Kahn (2006) state that when document analysis is used as descriptive research, current documents and issues are the foci. The analysis is concerned with the explanation of the status of some phenomenon at a particular time or its developments over a period time (p.257).

For this case, descriptive research was concerned to interpret and explain about homonym of lexical ambiguity that occurred and used in Coco movie script.

### Data Source

According to Ary, Jacobs, Sorensen, and Razavieh (2010), data sources may be used, including observations, art, poetry, music, journals, drama, films, and novels (p.472). The source of data can be divided into two kinds and they are primary and secondary.

The primary data for the analysis was taken from Coco movie script and the secondary data were derived from other sources such as books, internet and other materials that can support the primary data. In analysis of data, the researcher focused to find the homonym of lexical ambiguity that used by Miguel in Coco movie script.

### Data Collection Technique

In this research, the researchers used document or content analysis in collecting the data. According to Ary, Jacobs and Sorensen (2010), document or content analysis focuses on analyzing and interpreting recorded material to learn about human behavior. The material may be public records, textbooks, letters, films, tapes, diaries, themes, reports, or other documents (p.29). It means that document analysis is a data collection technique through analysis and translation of a text book, report letter or other things in the form of documents.

There were some procedures for collecting the data that supported this research, they were:

1. The researcher started conducting this research by downloading Coco movie script. The researcher downloaded the movie from <https://melongfilm.in/coco-2017/> on May 17<sup>th</sup>, 2020.
2. The researcher watched Coco movie for several times in order to get understanding of the whole story.
3. The researcher looked for the conversations in the script of the

movie from the internet and matched it with the movie. In this research, the researcher found the script in [https://www.scripts.com/script/coco\\_5714](https://www.scripts.com/script/coco_5714). Then, the researcher read the movie script and identified the words which was homonym of the lexical ambiguity used in Coco movie script.

4. The researcher analyzed the words which were homonym of the lexical ambiguity appeared in Coco movie script from the main character's conversations.

#### Data Analysis Technique

After collecting the data, the next steps in qualitative research were analyzing, interpreting and presenting the data that have been collected. Ary, Jacobs and Sorensen (2010) state that the data analysis in qualitative research is a time-consuming and difficult process because typically the researcher faces massive amounts of field notes, interview transcripts, audio recordings, video data, reflections, or information from documents, all of which must be examined and interpreted (p.481). In analyzing the data, these were the steps to analyze the data, they were :

1. The researcher identified conversation in the movie script that were considered lexical ambiguity (homonymy and polysemy).
2. The researcher tried to explain homonym of the lexical ambiguity and they were homophone and homograph in Coco movie script.
3. Then, the researcher classified all of the utterances of lexical ambiguity that can be found in Coco movie script.
4. The researcher evaluated all of the results in analysis, in order to make sure that the result has done correctly.

5. The last, the researcher drew conclusion from the analysis of this research.

#### Result and Discussion

In this research, the researcher analyzed the lexical ambiguity used in Coco movie script. The lexical ambiguity had two types and they were homonym and polysemy. For this case, the researcher just focused on homonym that used by Miguel as the main character in his conversation from the Coco movie script. To analyze this research, there were two forms of homonym and they were homophone and homograph.

In analysis of homonym in Coco movie script, the result was founded that there were 987 conversation of Coco movie script both in homophone and homograph. From 987 conversations, there were 226 conversations used the homophone words and 70 conversations were indicated to use homograph words.

Based on the result, it showed that there were 226 conversations used the homophone words, it consisted of 70 homophone words and it occurred in 645 times. Then, there were 70 conversations used the homograph words, it consisted of 29 homograph words and it occurred in 96 times. So it can be concluded that the total of homonym of the lexical ambiguity used in Coco movie script was 741 times that occurred both in homophone and homograph. The most dominant of forms of homonym in lexical ambiguity was homophone which consisted of 70 words and it occurred in 645 times.

The description of homophone analysis and homograph analysis can be seen in table 1 and table 2 below.

Table 1. Homophone Analysis

No.	The Words of Homophone	Phonetic symbols		Meanings	
1.	Miguel : No more hiding, Dante. I gotta <b>seize</b> my moment. (page 18)  The Words of Homophone: <b>Seize- Seas- Sees</b>	Seize /si:z/	Seas /si:z/ Sees /si:z/	Seize mean to deliberately take hold of; to grab or capture.	Seas is plural of . sea and sees is third-person singular simple present indicative form of see
2.	Miguel : I saw your papá. Remember? Papá? Please -- if you forget him, <b>he'll</b> be gone... forever! (page 107)  The Words of Homophone: <b>He'll-Heal- Heel</b>	He'll /hi:l/	Heal /hi:l/ Heel /hi:l/	He'll is the contraction of the phrase he will	Heal mean to make better; to revive, recover, or cure Heel mean to follow at somebody's heels; to chase closely
3.	Miguel : Our family thinks music is a curse. None of them understand, but I know you would have. You would've told me to follow my heart. To seize my moment! (page 26)  The Words of Homophone: <b>Heart – Hart</b>	Heart /ha:t/ /ha:t	Hart /ha:t/ /ha:t	Heart refers to a muscular organ that pumps blood through the body, traditionally thought to be the seat of emotion,	Hart refers to a male deer, especially the male of the red deer after its fifth year
4.	Miguel : I have a dimple on this <b>side</b> , but not on this <b>side</b> . Dimple. No dimple. Dimple. No dimple-- (page 5)  The Words of Homophone: <b>Side – Sighed</b>	Side /said/	Sigh d /said/	Side means a bounding straight edge of a two-dimensional shape.	Sighed is the form of simple past tense and past participle of the word sigh.
5.	Miguel : Excuse me, can I borrow <b>your</b> guitar? (page 25)  The Words of Homophone: <b>Your - You're</b>	Your /jɔ:(r)/ /jə/, /jɔ:(r)/, /jɔ:r/, /jɔv/, /jɜ:/	You're e /jʊə(r)/, ), /jʊə(r)/.	Your refers to belonging to you; of you; related to you (singular; one owner) .	You're refers to contraction of you are
6.	Miguel : I <b>know</b> I'm not supposed to love music -- but it's not my fault! (page 7)  Miguel : But what if I'm <b>no</b> good at making shoes? (page 21)  The Words of Homophone: <b>Know – No</b>	Know /nəʊ/, /noʊ/	No /nəʊ/, /noʊ	Know mean knowledge.	No mean not any
7.	Hector : Coco.. Miguel : No! We can still <b>find</b> the photo...(page 105)  The Words of Homophone: <b>Find- fined</b>	Find /faɪnd/, /faʊnd/	Fined . /faɪnd / /faʊn d/.	Find mean anything that is found (usually valuable), as objects on an archeological site or a person with talent.	Fined refers to the form of simple past tense and past participle of the word fine.

No.	The Words of Homophone	Phonetic symbols		Meanings	
8.	Miguel : ...A shoemaker. <b>Through</b> and <b>through</b> . (page 21) The Words of Homophone: <b>Through - threw</b>	Throug h /θrʌf/ /θru:./	Thre w 'θɪvə/ , /θ.u:./	Through mean passing from one side of an object to the other.	Threw is the form of simple past of throw.
9.	Miguel : Only de la CrNB V Cuz. If you can't help me, <b>I'll</b> find him myself. (page 47) The Words of Homophone: <b>I'll - Ailse - Isle</b>	I'll /aɪl/.	Ailse' aɪl/ /aɪl/ Isle /aɪl/.	I'll refers to the contraction I will.	Aisle refers to a wing of a building, notably in a church separated from the nave proper by piers. Isle refers to an island
10.	Miguel : It's just -- I've <b>been</b> looking up to you my whole life. You're the guy who actually did it! But... Did you ever regret it? Choosing music over...everything else. (page 77) The Words of Homophone: <b>Bean -Been</b>	Bean /bi:n/ /bi:n:/	Been /bin/ /bɪn/ 'bɪn/ /ˈbi:n/ :	The seed pod of plants of several genera of Fabaceae.	Past participle of be.
11.	Miguel : <b>Then</b> her grandkids got roped in. As her family grew, so did the business. (Page 3) The Words of Homophone: <b>Then -Than</b>	Then /ðen/ /ðen	Than /ðæn/ , /ðæn/ /ðn	Temporal location) at that time	(obsolete, archaic or dialectal) (usually used with for) Because; for
12.	Miguel : <b>Our</b> family thinks music is a curse. None of them understand, but I know you would have. You would've told me to follow my heart. To seize my moment! (page 26) The Words of Homophone: <b>Our – Hour</b>	Our /aɪ/ /aʊr/ /aʊə(r)/ , /aʊə/ /aʊə(ɪ)/ , /æə(ə)/	Hour/ aʊr/ /aʊə(r) , /aʊə/ /aʊə(ɪ) )/ )/ )/	Belonging to us; of us	A time period of sixty minutes; one twenty-fourth of a day
13.	Miguel : I think we're the only family in México who hates music... (page 6) The Words of Homophone: <b>We're - Weir</b>	We're /wɪə/ /wɪr/ /wɪə/	Weir /wɪə/ :	We are	An adjustable dam placed across a river to regulate the flow of water downstream
14.	Miguel : Sometimes, I look at de la Cruz and I get this feeling... like we're connected somehow. Like, if he could play music, maybe someday I could <b>too...</b> (page 9) The Words of Homophone: <b>To - Too</b>	To /tu/ /tʊ, tə/ /tə/ /tu:./ /tʊ/	Too/t u:/ /tu/	Indicating destination In the direction of, and arriving at.	(focus) Likewise

No.	The Words of Homophone	Phonetic symbols	Meanings
15.	Miguel : Con permiso, I... need to visit the restroom. Be right back! (page 41) The Words of Homophone: <b>Need - Knead.</b>	Need /ni:d/ Knead /ni:d/	A requirement for something. To work and press into a mass, usually with the hands; especially, to work, as by repeated pressure with the knuckles, into a well mixed mass, the materials of bread, cake, etc.

Table 2. Homograph Analysis

No.	Conversation	words	Phonetics symbol	Meaning 1	Meaning 2
1.	Miguel : He and his family would sing, and dance, and count their blessings... But he also had a dream... to play for the world. And one day he left with his guitar... and never returned. (Page. 2)	Left	The word left has phonetics symbol /left/.	In this conversation the main character would convey the meaning of the word left as the form of past and past participle of leave.	The word left can also translate it into the opposite of right; toward the west when one is facing north
2.	Miguel : He starred in movies. He had the coolest guitar... He could fly! (Page. 8)	Fly	/flaɪ/	Fly refers to move through the air as a bird does in an aircraft, control an aircraft.	Fly refers to go or move quickly or raise a flag
3.	Miguel : He lived the kind of life you dream about... Until 1942... (Page. 9)	Kind	/kaɪnd/	Kind refers to group of people or things with similar features.	Kind can refer to friendly and thoughtful to others.
4.	Miguel : I don't know. I mean... I only really play for myself— (Page. 10)	Mean	/mi:n/	The word mean refers to intend, to convey (a meaning)	or to have conviction in (something said or expressed); to be sincere in (what one says).
5.	Miguel : But the plaza's where all the foot traffic is. (Page. 13)	Foot	/fut/	The word foot can refer to a human foot, which is found below the ankle and is used for standing and walking.	Foot can refer to the base or bottom of anything.

No.	Conversation	words	Phonetics symbol	Meaning	
				Meaning 1	Meaning 2
6.	Miguel : I wanna play in the plaza. Like de la Cruz! <b>Can</b> I still sign-up? (Page. 24)	Can	/kən/, /kæn/,	In this conversation, the word <b>can</b> refers to know how to or to be able to.	Can refer to a tin-plate canister, often cylindrical, for preserved foods such as fruit, meat, or fish.
7.	Tia Victoria : You thought we weren't? Miguel : Well I don't know, I thought it might've been one of those made up things that adults tell kids... like... vitamins. (Page. 31)	Well	/Wɛl/	Well refers to in good health, in a satisfactory.	The word well can refer a good idea.
8.	Miguel : I don't think he's a <b>spirit</b> guide. (Page. 50)	Spirit	/'spɪrɪt/	<b>Spirit</b> convey the meaning of The soul of a person or other creature.	<b>Spirit</b> can be interpret into the manner or style of something or maybe refers to a person's mood
9.	Miguel : <b>Excuse</b> me, where's the real de la Cruz? (Page. 51)	<b>Excuse</b>	/ɪk'skju:z/, /ɛk'skju:z/	<b>Excuse</b> represent to forgive; to pardon, or to allow to leave, or release from any obligation.	<b>Excuse</b> can be to provide an excuse for; to explain, with the aim of alleviating guilt or negative judgement.
10.	Miguel : Dante, stop! Stop it! <b>Leave</b> me alone! You're not a spirit guide, you're just a dumb dog! Now get out of here! (Page. 69)	<b>Leave</b>	/li:v/.	The word <b>leave</b> refers to depart; to separate from.	The word <b>leave</b> can be translated into to depart; to separate from

## Conclusion

Here, the conclusion provided the final response to the research questions that stated in the beginning of the paper. In analysis of research data, the research objectives were found. Based on the analysis of research, there were 987 conversations among the characters in Coco movie script. There were two forms of homonym of lexical ambiguity used in Coco movie script and they were homophone and homograph.

From the analysis of homonym in Coco movie script used by Miguel as the main character, the result was founded

that there were 987 conversation of Coco movie script both in homophone and homograph. From 987 conversations, there were 226 conversations used the homophone words and 70 conversations were indicated to use homograph words.

Based on the result, it showed that there were 226 conversations used the homophone words, it consisted of 70 homophone words and it occurred in 645 times. Then, there were 70 conversations used the homograph words, it consisted of 29 homograph words and it occurred in 96 times. So it can be concluded that the total of homonym of the lexical

ambiguity used in Coco movie script was 741 times that occurred both in homophone and homograph. The most dominant of forms of homonym in lexical ambiguity was homophone which consisted of 70 words and it occurred in 645 times.

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