

CHAPTER IV

CONCLUSION

Based on the analysis in previous chapter, the writer concludes that when a speaker does flouting to Conversational Maxims of Cooperative Principles, he or she must have an intended goal. One of these goals of flouting is creating humor. A case like comedy show has the flouting of Conversational Maxims to arouse humor.

Another example, comic book, is used as the object of study by the writer in order to show that the flouting is also used to build humor effect. As we all know, most of all comics in the world contain humor. Whether a little or a lot, we can always find humor, and one of the strategies recognized by the writer used by the comic writer in arousing it is making flouting of Conversational Maxims. This study found out that almost of all humor existed in *The Adventures of Tintin* comic books were built by flouting the maxims. Flouting is used as one of alternative ways in building humor by the comic writer in order to make the comic more attractive and colorful. Otherwise it will be all plain and not attractive to be read.

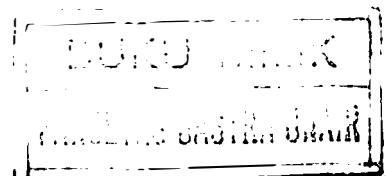
In two editions chosen, all maxims are recognized to be flouted to arouse humor. The most flouted maxim in the first edition is Quality Maxim which is followed by Maxim of Manner. Quantity and Relation Maxims have the same amount of percentage. In the second book, the writer found out that the most flouted maxim is Maxim of Relation and followed by Quality and Quantity Maxim. The Manner Maxim, at last, found out to be the most rarely flouted maxim.

In both editions of *Tintin*, the writer also found out that the comic writer use the flouting of maxims in some ways to produce humor. He creates many characters with much different characteristics and with this, he can build the humorous effect. The most amusing way to arouse humor for the writer is the use of deafness as a humor source. It can be seen in dialogues that are not relevant to one another because of mishearing and represented by *Prof. Calculus*. The other ways are creating prolixity utterances characterized by the twins, making ironic conditions represented by almost all characters, and also representing a sarcasm characterized by *Capt. Haddock*.

The impact of humor can be different from person to person. A certain humor can be a stimuli for someone to laugh, but it also does not affect other people. How does it work also depends on the text and the situation where the flouting of Conversational Maxims occurs. Comic, as the unity of dialogue and picture, can not be seen as separated. The dialogue texts and pictures in comic represent what the comic writer wants to say to the readers. Beside that, dialogue texts and pictures also can be seen as the representation of what the comic characters say and in what context the dialogue occurs. Moreover, the result of humor in comic also depends on the comic writer's and the readers' interpretation they shape based on the background knowledge.

The writer also would like to give a view to the readers of this study which is the flouting does not always have to mean making a conversation become a broken communication. Flouting can also be seen as one of the alternatives to make a

communication between people more interesting to do. But except this way, humor also can be built by another aspects such as: the body's action, mimic, and body language. Therefore, it still needs further studies to find out other stimuli that can arouse humor.



WORKS CITED