

SEMANTIC ROLES “AGENT” AND “AFFECTED” IN TRILINGUAL BALINESE FOLKLORES: A STUDY OF SEMANTICS

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ABSTRACT

The research proposes that entities occupying as AGENT and AFFECTED apparently appear in clauses of trilingual Balinese Folklores. Although they play as main roles in semantic role system, a concept of animate things has a potential influence in giving a notion. Thus, the aims of the research are to identify and to analyze: (1) the roles of entities in semantic role system, and (2) a concept of animate things. Applying research procedures of analytic descriptive method, collected and classified data are analyzed using Kreidler's semantic role theory (1998). Briefly, Kreidler (1998:70) claims that AGENT is an entity or a main actor in an event that results or gives a change to another entity, and AFFECTED is an entity that receives the change. In this research, 48 data from 9 books of trilingual Balinese Folklores are analyzed based on the issues suggested. As a result, 45 AGENTS and 49 AFFECTED are identified. Furthermore, all those roles take animate things.

Keywords: AGENT, AFFECTED, Semantic Roles

ABSTRAK

Penelitian ini mendiskusikan kemunculan entitas yang berperan sebagai AGENT dan AFFECTED pada klausa cerita rakyat Bali tiga bahasa. Kedua peran tersebut dipahami sebagai peran yang ada pada sistem peran semantik. Namun, pada penelitian ini identifikasi kedua peran semantik tersebut diasumsikan melibatkan konsep bernyawa-tak bernyawa (animate things). Berpijak pada proposal penelitian, tujuan penelitian adalah mengidentifikasi dan menganalisis: (1) peran entitas pada sistem peran semantik, dan (2) konsep bernyawa-tak bernyawa. Sebagaimana prosedur penelitian metode deskriptif analitis, analisis data dilakukan pada data yang telah dikumpulkan dan diklasifikasikan. Analisis dilakukan dengan mengaplikasikan teori peran semantik ancaangan Kreidler (1998). Kreidler (1998:70) menjelaskan bahwa AGENT adalah suatu entitas atau pelaku utama dalam suatu kejadian yang mengakibatkan atau memberikan perubahan pada entitas lain, sedangkan AFFECTED didefinisikan sebaliknya, yakni suatu entitas yang menanggung atau menerima perubahan yang disebabkan oleh entitas lain. Pada penelitian ini, 48 data dari 9 buku cerita rakyat masyarakat Bali yang ditulis dalam tiga bahasa, dianalisis berdasarkan rumusan masalah yang telah ditetapkan. Data mengidentifikasi 45 AGENT dan 49 AFFECTED. Kesemua peran semantik tersebut diisi oleh benda bernyawa.

Katakunci: AGENT, AFFECTED, Peran Semantik

INTRODUCTION

Semantic Roles is a branch of semantics, discussing the actual role that a participant plays in some real or imagined situations. The roles are significant when understanding comes into argumentation. Speaking about them, Kreidler (1998: 70) classified the semantic roles into: ACTOR, AFFECTED, AFFECTING, AGENT, ASSOCIATE, EFFECT, PLACE, and THEME. In a semantic role system, each role acts specifically to a certain act.

Focusing to the issue represented by data, the research argues AGENT and AFFECTED that are mostly found as a subject and an object of the clauses. The high frequency of appearance became a main reason behind the decision. Beyond that reason, the idea of animate things had triggered the research into the issue proposed.

Theoretically, Kreidler (1998:70) defined AGENT as the role of an argument that by its action affects some other entities. On the other hand, Kreidler (1998:70) explained AFFECTED, a role of an argument that undergoes a change due to some events or is affected by some other entities. Example:

- 1) She roasted the bird. (she = agent)
- 2) She roasted the bird. (bird = affected)

Learning from clauses (1) and (2), it is debated that participant “she” acts as the AGENT of the clause. It means that its action affects another entity that is bird. In another side, participant “bird” plays as the AFFECTED. The participant “bird” is affected by the entity of “she” by getting roasted. In the real or imagined situation, the form of the “bird” has changed from bird (normal=live) to bird (roasted=dead). Both of AGENT “she” and AFFECTED “bird’ are identified as a living things – animate things.

In a story (also called narration), specifically, understanding the roles is significant for interpretation and imagination. While reading, readers cannot avoid the presence of the roles of participants involved and focuses on plot only. They should put the roles of participants into consideration to interpret the meaning of the story.

The significance of semantic roles and a concept of animate things in interpretation, has initiated the research. Thus, in this research, the issues have covered: (1) semantic roles conveyed in a subject and in an object, and (2) a concept of animate things to describe the potential notion for the roles. In the sake of empirics thought, analytic descriptive method is used by applying Kreidler’s theory of semantic roles in the semantic system.

DATA SOURCE

In this research, data were taken from 9 trilingual Balinese Folklores - Balinese, Indonesia, and English. The research used them since they showed the variation of semantic roles in their clauses and their roles in resulting in interpretation.

As issues mentioned, the object of the research are participants functioned as subject and object. Consequently, the participants were collected based on those functions from 9 data sources. The numbers of data sources were decided to reach the quantity and validation.

METHODS

The research method that is used in this research is analytic descriptive method, which suggested by Sugiyono (2008:105):

“Metode Deskriptif Analisis merupakan metode penelitian dengan cara mengumpulkan data-data sesuai dengan yang sebenarnya kemudian data-data tersebut disusun, diolah dan dianalisis untuk dapat memberikan gambaran mengenai masalah yang ada”.

Analytic descriptive method was used to explain the issues which were related to the data. Sugiyono's definition was suitable since the data experienced actions of collecting, processing, and analyzing. Those steps were parts of the way this research identified the semantic roles of AGENT and AFFECTED of participants in 9 trilingual Balinese Folklores as data sources.

THEORETICAL REVIEW

Semantic roles are the underlying relationship that participants, predicate and circumstances have in a proposition or clause in grammatical sense. Semantically, the semantic roles indicate the role played by each entity. They begin with very general to very specific in meaning. Kreidler (1998: 70) categorized them as: ACTOR, AFFECTED, AFFECTING, AGENT, ASSOCIATE, EFFECT, PLACE, and THEME.

On the other hand, McMichael (2000) claimed:

“Linguists more or less agree on eight or nine major semantic roles. These roles (SRs) should be understood as abstractions or generalities covering many specific cases that will depend on the fine semantics of the verb type. In other words, the semantic role is the prototype of a category with most members conforming to the specific criteria of the category, but with some members (a minority) with less clear membership.”

According to McMichael (2000), the major semantic roles are AGENT, FORCE, OBJECTIVE, EXPERIENCER, LOCATIVE, BENEFACTIVE, RECIPIENT, INSTRUMENT, ASSOCIATIVE.

In this research, however, we prefer to adapt the theory from Charles W. Kreidler because the roles of entities that he discussed are neither too specific nor general. Kreidler in his book *Introducing English Semantic* (1998:67) mentioned:

*“Every simple sentence—every proposition—has one predicate and a varying number of referring expressions, or **arguments**. The meaning of a predicate is determined in part by how many arguments it may have and what role those arguments have. ... We call this role the **AFFECTED**. A referring expression in the role of affected tells what undergoes the action indicated by the verb, what is changed or affected by this action. ... The **AGENT** role in any sentence is the part played by a referring expression that tells who or what instigates the action of the verb, causes the affect of this action on some other entity, the affected.”*

As learned, we may conclude that AGENT is the role of an argument which by its action affects some other entity and AFFECTED is a role of an argument that undergoes a change due to some events or is affected by some other entity. For example, in sentence “*Tom broke a window*”, we can simply assume that *Tom* is an AGENT and *A window* is an AFFECTED.

RESULTS AND DISCUSSION

Analyzing data collected, 45 AGENTS and 49 AFFECTED are identified. From 9 folklores, it has been analyzed and clarified: 6 AGENTS and 5 AFFECTEDs in *Asal Usul Selat Bali*, 3 AGENTS and 3 AFFECTEDs in *Kripa dan Kripsi*, 6 AGENTS and 10 AFFECTEDs in *Manuk Dewata*, 4 AGENTS and 4 AFFECTEDs in *Men Tiwas dan Men Sugih*, 5 AGENTS and 5 AFFECTEDs in *Si Kera Nakal*, 9 AGENTS and 8 AFFECTEDs in *Mandaru*, 3 AGENTS and 5 AFFECTEDs in *Si Getem dan Si Kerbau*, 3 AGENTS and 5 AFFECTEDs in *Sang Ancruk I Ancruk*, 6 AGENTS and 4 AFFECTEDs in *Ni Ketimun Mas*.

No	Data Source	Findings
1	<i>Asal Usul Selat Bali</i>	6 AGENTS and 5 AFFECTEDs
2	<i>Kripa dan Kripsi</i>	3 AGENTS and 3 AFFECTEDs
3	<i>Manuk Dewata</i>	6 AGENTS and 10 AFFECTEDs
4	<i>Men Tiwas dan Men Sugih</i>	4 AGENTS and 4 AFFECTEDs
5	<i>Si Kera Nakal</i>	5 AGENTS and 5 AFFECTEDs
6	<i>Mandaru</i>	9 AGENTS and 8 AFFECTEDs
7	<i>Si Getem dan Si Kerbau</i>	3 AGENTS and 5 AFFECTEDs
8	<i>Sang Ancruk I Ancruk</i>	3 AGENTS and 5 AFFECTEDs
9	<i>Ni Ketimun Mas</i>	6 AGENTS and 4 AFFECTEDs

Herewith data analyzed are presented to provide a comprehensive description of the phenomena. As research questions suggested, data present participants acting as AGENT and as AFFECTED. The concept of animate things is provided to give an idea of what type of entities conveyed the semantic roles under discussion. In the section Findings and Discussion, data representative are presented.

Data 1

He drew his sword, cut off Naga Besuki’s tail, and then ran away. (Asal Usul Selat Bali)

Analysis

Data 1 presents participant *he* as an AGENT of the proposition with predicate *drew*. “He” by the action “drew” in clause of “He drew his sword” causes a change to “Naga Besuki’s Tail”. Participant *he* refers to a human, a living thing.

Different from data 1 that functions as a subject, data 2 indicates participant *Manik Angkeran’s footprints* as an object of the clause. The semantic analysis of data 2 may be described as follow.

Data 2

With his magical power, Naga Besuki sprayed fire and burned Manik Angkeran's footprints, eventhough Manik Angkeran had run far away, he could feel the heat of Naga Besuki's fire, he was burnt to ashes. (Asal Usul Selat Bali)

Analysis

In data 2, “Manik Angkeran’s footprints” plays the role of AFFECTED. In the notion of proposition data 2, his form [Manik Angkeran’s part of his body] was changed from normal human body, to ashes. It meant that “Manik Angkeran” literally was affected (burnt to ashes) by the action of Naga Besuki’s entity. However, before the change, Manik Angkeran is identified as an animate thing.

Further analysis data 1 and 2, subject is identified as an AGENT and object as an AFFECTED. Data 3 illustrates a different case and has given the idea that AGENT is not always a subject and AFFECTED is not an object.

Data 3

“Manik Angkeran was much loved by his parents and he became a spoiled child.”

(Asal Usul Selat Bali)

Analysis

Participant “his parents” is identified as an AGENT of the proposition of data 3. The action of predicate “love” conducted by “his parents” gives effect or changes to “Manik Angkeran”. The entity “Manik Angkeran” has changed from unspoiled child to become a spoiled child. That also makes “Manik Angkeran” as the affected of that proposition. Speaking about the type of notion, both “Manik Angkeran” and “his parents” are animate things.

To confirm the phenomenon of subject as an AGENT, data 4 present the same case as data 3.

Data 4

“I am an angel who was punished by the gods, you had set me free when you hang the bow around your neck.” Said the woman. (Kripa dan Kripi)

Analysis

In data 4, we debate that there are 2 AGENTs: one as a subject and another as an adjunct. The first AGENT is “the gods”. Participant “the gods” gives the “angel” punishment and the second is “you” as the savior to the angel for letting her free from the punishment. That makes “angel” is the Affected, because she’s the only one that affected by the other entities. In data 4, AGENT fills slot of adjunct “the gods” and subject “you”. However, AFFECTED is acted by participant “an angle” as a subject of relative clause, *who [an angle] was punished by the gods*. The entities involved in data 4 are all animate things

Same as previous data, data 5 present subject as an AGENT and as an AFFECTED, meanwhile complement as an AFFECTED.

Data 5

“Then Mantri Koripan shot again. The bird was hit. She fell to the earth. Magically, the bird changed into a beautiful girl.” (Si Kera Nakal)

Analysis

In data 5, we argue participant “Mantri Koripan” plays the role of the AGENT. It affects (shot) other entities. Beside AGENT, there are 2 AFFECTEDs, “the bird” and “beautiful girl”. “The bird” plays the role of AFFECTED because it got shot by “Mantri Koripan” and it felt, but the entity of “beautiful girl” is also an AFFECTED, she changed from the form of bird to the form of human by the shot of Mantri Koripan. Same as data 5, all entities are animate things.

Data 6

He tied himself with a rope. (Si Kera Nakal)

Analysis

In data 6, the entity of “he” plays double roles, AGENT and AFFECTED. When “he” is doing an action “tied”, he plays a role of AGENT. But, when “he” becomes affected by the action “tied” with the grammatical form “himself”, it simply makes “he” as the role of AFFECTED. The participants involved are animate things.

CONCLUSIONS

From the discussion above, there are some conclusions drawn as follow:

1. Every sentence or a fragment of story on a script has specific roles to support the plot of the script and to encourage the readers to be more critics on reading a script.
2. Sometimes the role of AGENT only appeared in a sentence without the role of AFFECTED, vice versa, as appeared in trilingual Balinese Folklores.
3. We know how semantic roles of AGENT and AFFECTED are constructed by the author in the story.
4. We found 45 AGENT and 49 AFFECTED from 48 data collected from 9 books of trilingual Balinese Folklores.
5. AGENTs may be possessed by subject and adjunct. In the other hand, AFFECTEDs may be as subject, object or complement.
6. Entities involved in this research, playing as an AGENT and an AFFECTED, are all animate things.

Since this research is considered as a prototype for further researches, the future researches are motivated to examine other semantic roles such as ACTOR, AFFECTING, ASSOCIATE, EFFECTED, PLACED, THEME. Furthermore, other researches may also focus on analyzing Proposition, Valency (Valency zero, Valency one, Valency two) and The Changes of Valency, with the same source in this research.

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