Analysis of the Use of Kandoushi Type Kandou in Angel Beats Animation

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Abstract

Kandoushi is a class of words in Japanese that are included in jiritsugo, which cannot be adverbs, cannot be subjects, cannot change form and cannot be conjunctions. Kandoushi is categorized into 4 types, namely kandou (impression), outo (answer), yobikake (call) and aisatsugo (greeting). This research analyzes the use of kandoushi of kandou type in Angel Beats animation. This research aims to discuss the use of kandoushi of kandou type in terms of the relationship between speaker and interlocutor in Angel Beats animation. The purpose of this research is to identify what kandoushi types of kandou exist in the Angel Beats animation and how they are used. The research method used is descriptive qualitative research, while the research problem is viewed from a pragmatic perspective. The kandoushi forms found will be collected into a data collection table. The data source in this research is a Japanese animation titled Angel Beats (2010) by Jun Maeda. The result of this research shows that in Angel Beats animation there are 18 types of kandoushi expressions of kandou type with 45 meanings. These expressions include feelings of surprise, confusion, insult, disappointment, annoyance, panic, exclamation, deepening information, laughter, urgency, admiration and pleasure. Some of the kandoushi found that are of the same type can change in meaning and function based on the situation of the conversation.

Keywords: Meaning; pragmatic; kandoushi; Kandou; angel beats

Abstrak

Kandoushi adalah salah satu kelas kata dalam bahasa Jepang yang termasuk dalam jiritsugo, yang tidak bisa menjadi keterangan, tidak bisa menjadi subjek, tidak bisa berubah bentuk dan tidak bisa menjadi kata penghubung. Kandoushi terbagi menjadi 4 jenis yaitu kandou (impresi), outo (jawaban), yobikake (panggilan) dan aisatsugo (salam). Penelitian ini menganalisis penggunaan kandoushi jenis kandou dalam animasi Angel Beats. Penelitian ini bertujuan untuk membahas tentang penggunaan kandoushi jenis kandou dari segi hubungan antara penutur dan petutur dalam animasi Angel Beats. Tujuan dari penelitian ini adalah mengidentifikasikan apa saja kandoushi jenis kandou yang ada di dalam animasi Angel Beats dan bagaimana situasi penggunaannya. Metode penelitian yang digunakan adalah penelitian kualitatif deskriptif, sedangkan permasalahan penelitian ditinjau dari perspektif pragmatik. Bentuk-bentuk kandoushi yang ditemukan akan dikumpulkan ke dalam tabel pengumpulan data. Sumber data dalam penelitian ini adalah animasi Jepang berjudul Angel Beats (2010) karya Jun Maeda. Hasil dari penelitian ini menunjukkan dalam animasi Angel Beats terdapat 18 jenis ungkapan kandoushi jenis kandou dengan makna sebanyak 45 buah. Ungkapan ini meliputi perasaan terkejut, bingung, menghina, kecewa, kesal, panik, menyeru, mendalami informasi, tertawa, mendesak, kagum dan senang. Beberapa kandoushi yang ditemukan yang memiliki jenis yang sama, dapat mengalami perubahan makna dan fungsi berdasarkan situasi percakapan yang dilakukan.

Kata Kunci: Makna; pragmatis; kandoushi; Kandou; angel beats

1. Introduction

Language is a form of communication tool used by humans to communicate and interact with others in everyday life. Language is an arbitrary system of sound symbols used by members of social groups to communicate, and identify themselves (Kridalaksana and Djoko Kentjono (in Chaer, 2014: 32)). In today's modern era, humans are starting to recognize many foreign languages that function to help communicate with people around the world, one of the popular foreign languages is Japanese.

Pragmatics is the study of the meaning of utterances in a specific situation (Leech, 1999:13-15). Similarly, pragmatics also includes the analysis of how the meaning conveyed by the speaker is understood by the listener (Yule, 2006:3).

In the grammatical structure of Japanese word classes, there are word classes such as *doushi* (verbs), *keiyoushi* (*i-keiyoushi* and *na-keiyoushi*) (adjectives), *meishi* (nouns), *fukushi* (adverbs), *rentaishi* (pronomina), *kandoushi* (interjections), *setsuzokushi* (conjunctions), *jodoushi* (auxiliaries), and *joshi* (particles). *Kandoushi* can express a variety of meanings that varies depending on the intonation of the utterance and the purpose of the conversation. Intonation refers to the pattern of rising and lowering of sounds in words, as explained by Yoshiyuki (in Farazi, 2017:3), where intonation in *kandoushi* can convey differences in emotional expression. According to Sudjianto (1996:109), *kandoushi* is a type of word that expresses subjective and intuitive impressions or

emotions, such as happiness, anger, sadness, confusion, or surprise. The use of kandoushi can be seen in the animated series Angel Beats (2010) by Jun Maeda, which displays various emotional expressions from the characters animated in the story.

Angel Beats is an animated television series that has 13 episodes plus 2 OVAs (official video anime). Angel Beats is about friendship in a high school that becomes a place to relieve their regrets, before moving on to the afterlife or reincarnation. The animation has a variety of funny and sad stories with expressive character portrayals.

Terada Takano (in Sudjianto 1995:110-119 ; Yafas, 2022) divides kandoushi into four parts, which are:

1.   *Kandou* (Impression)
   Kandou is a type of *kandoushi* that expresses emotions or impressions such as joy, anger, sadness, worry, disappointment, and others. Examples of *kandou* are : ええ (*ee*), え (*e*), やあ (*yaa*), あら(*ara*), おお (*oo*), そら (*sora*), ははあ (*hahaa*), ほら (*hora*), やれやれ (*yareyare*), and many more. These types of *kandou* or impressions will be described according to the kandou that appear in the conversations in the Angel Beats animation.

2.   Yobikake (call)
   Yobikake is a type of *kandoushi* that expresses a call, invitation, appeal, and also can be used as a warning to others. Examples of *yobikake* are : おい (*oi*), さあ (*saa*), もしもし (*moshi-moshi*), やあ (*yaa*), やい (*yai*), やあ (*yaa*), それ (*sore*), and many others.

3.   *Outo* (answer)
   Outo is a type of *kandoushi* that expresses answers, responses, and reactions to other people's opinions and speech. Examples of *outo* are はい (*hai*), いいえ (*iie*), いや (*yes*), そう (*sou*), うん(*un*), and many others.

4.   *Aisatsugo* (greetings)
   Aisatsugo is a type of *kandoushi* or words that are commonly used to start a conversation and can also be used to end a conversation. Examples of *aisatsugo* are: おはよう (*ohayou*), こんにちは(*konnichiwa*), こんばんは (*konbanwa*), おやすみなさい (*oyasuminasai*), さようなら (*sayounara*), ありがとう(*arigatou*), and many others.

Namatame Yatsu (1996:197-203) divides *kandoushi* in more detailed than Terada Takano (in Sudjianto 1995:110-119), as below:

1.   Sounds to show surprised
   a.   Sounds uttered during sudden encounters or events.
       A (あ), *aa* (ああ), *ara* (あら), *maa* (まあ), *oo* (おお), *oya* (おや), *waa* (わあ), *wa"* (わっ).
   b.   Sounds uttered when getting information, then not being able to understand it
       Are (あれ), *oya* (おや), *oyaoya* (おやおや).
   c.   Sounds that are uttered when the information received has been deeply understood.
       E (*ee, e*) (え(ええ, えっ), *hee* (へえ), *maa* (まあ), *fuun* (ふーん), i (ほう).

2.   Sounds to show happiness
   Aa (ああ), *ara* (あら), *maa* (まあ), *waa* (わあ).
3.   Sounds to show sadness
   Aa (ああ), *oo* (おお).
4.   Sounds to show feelings of disappointment and regret
   Yareyare (やれやれ), *oyaoya* (おやおや), *areare* (あれあれ).
5.   Sounds emitted to show happiness for success
   Yokatta (よかった), *yatta* (やった), *shimeta* (しめた).
6.   Sounds to show feelings of ignorance and insults
   Nanisa (なにさ), *fun* (ふん), *he* (へっ), *nanda* (なんだ).
7.   Language to insult the interlocutor
   Bakayarou (ばかやろう), *baka* (ばか), *konoyarou* (このやろう).
8.   Laughing sounds
   Ahaha (あはは), *wahaha* (わはは), *fufufu* (ふふふ)
9.   Scream sounds
   Kya (きゃっ), *wa* (*waa*) (わっ(わあ)).
10. Sounds of encouragement
   Dokoisho (どこいしょ), *yoisho* (よいしょ), *wasshoi* (わっしょい).

11. Call
Moshimoshi (もしもし), *chotto* (ちょっと), *you* (よう), *naa* (なあ), *oi* (おい), *yai* (やい), *kora* (こら).
12. Sounds used to invite or urge
Sa (*saa*) (さ(さあ)), *nee* (ねえ), *you* (よう).
13. Sounds that are commands or warnings
Sora (そら), *sore* (それ), *hora* (ほら).
14. Sounds of questioning and thinking
Eeto (ええと), *saa* (さあ), *hate* (はて)
15. Sounds to show meaning when remembering something
Naruhodo (なるほど), *souka* (そうか), *souda* (そうだ).
16. Sounds used when wanting to start a conversation
Ee (ええ), *anou* (あのう), *sonou* (そのう)

Previous research that both examined *kandoushi* of *kandou* type was researched by Yafas (2022), which contains how the situation of using *kandoushi* of *kandou* type contained in the animation isshukan friend. Then, research by Djomi (2017), which contains what *kandoushi* of *kandou* types are expressed in various situations, and concluded that the use of *kandoushi* of *kandou* type in Boku Dake Ga Inai Machi comics volumes 1-6 is not influenced by the age and relationship of each speech participant, while this research focuses on *kandoushi* of *kandou* types in Angel Beats animation.

2. Method

This research uses descriptive qualitative research methods, because the data to be studied is descriptive data, which is written words. The characteristics of qualitative descriptive research are that the data collected are words, pictures and not numbers (Moleong, 2012: 11). So, this research is a qualitative research with descriptive method that aims to describe kandoushi of kandou type and the meaning of the kandou found in Angel Beats animation series.

The data of this research are words and sentences that contain the meaning of kandou. The data source taken is the word in the dialog contained in the animated series Angel Beats (2010) by Jun Maeda which consists of 13 episodes. In this research, the researcher acts as an instrument or research tool.

The data collection techniques used in this research are listening and note-taking techniques. This listening technique was done by listening to the dialog containing kandoushi of kandou type in Angel Beats animated series. Then, it is continued using note-taking technique which is done after applying the listening technique (Mahsun, 2012:03). Furthermore, collecting data into the collection table. This research uses kandoushi theory from both Terada Takano and Namatame Yatsu.

3. Results and Discussions

Based on the meaning analysis data contained in the Angel Beats animation, some Kandou and the meaning of the Kandou were found. In this animation, 18 types of kandoushi expressing impressions (Kandou) were found, as shown in the table below based on the theory of Terada Takano (1984) and Namatame Yatsu (1996:197-203).

Tabel 1. Kandou type kandoushi expression

No	*Kandou*	Meanings	Amount of data	Total
1.	*Ee*	Surprised	10	26
		Confused	12	
		Answering	4	
2.	*Haa*	Surprised	4	9
		Annoyed	3	
		Confused	2	
3.	*Nani*	Surprised	4	12
		Confused	5	
		Annoyed	3	
4.	*Aa*	Surprised	7	52
		Panicked	4	
		Exclamation	4	
		Annoyed	9	
		Confused	8	
		Understand	17	
		Disappointed	2	

No	*Kandou*	Meanings	Amount of data	Total
		Amazed	1	
5.	*Maa*	Amazed	3	25
		Exclamation	11	
		Happy	2	
		Understand	9	
6.	*Oo*	Confused	1	10
		Amazed	1	
		Surprised	3	
		Understand	3	
		Exclamation	2	
7.	*Waa*	Disdain	1	7
		Exclamation	5	
		Surprised	1	
8.	*Hora*	Insistence	14	14
9.	*Are*	Confused	9	10
		Surprised	1	
10.	*Naruhodo*	Understand	6	6
11.	*Baka*	Obscenities	15	15
12.	*Kuso*	Profanity	37	37
13.	*Nanda*	Shocked	4	33
		Insults	16	
		Confused	9	
		Upset	2	
		Exclamation	2	
14.	*Yatta*	Happy	12	12
15.	*Kisama*	Insults	14	14
16.	*Yokatta*	Happy/Grateful	4	4
17.	*Fufu*	Laughing Arrogant	1	1
18.	*Ara*	Amazed	1	1
	Overall Total		288	

Based on the table above, it is known that in the angel beats animation, 18 data were found with details of 18 types of *kandoushi* impression with a total of 45 meanings. The following is a description of the meaning of *kandoushi* types of impression.

(1) えっ！

音無結弦：たしかに 天使だけにそれが適任だな

中村由利：別にその子 天使じゃないわよ

音無結弦：えっ！、いまなんつった

中村由利：その子天使じゃないわよ、アタシたちと同じ人間よ、気づいてなかったの

Otonashi Yuzuru　: *Tashika ni, Tenshi dake ni sore ga tekininda*

Nakamura Yuri　　: *Betsuni sono ko Tenshi janai wa yo*

Otonashi Yuzuru　: *E-, ima nan tsutta*

Nakamura Yuri　　: *Sono ko Tenshi janai wa yo, atashi-tachi to onaji ningen yo, kidzui tenakatta no*

Otonashi Yuzuru　: That's right, angel versus shadow

Nakamura Yuri　　: She's not really an angel

Otonashi Yuzuru　: **Eh?!** What did you say?!

Nakamura Yuri　　: She's not an angel, she's a human, just like us, don't you realize?

(Angel Beats eps. 11)

The above conversation happened between Otonashi Yuzuru and Nakamura Yuri. The relationship between Otonashi Yuzuru and Nakamura Yuri are close friends or partners in a group called Shindai Sekai Sensen in this afterlife world. They talk about

Tachibana Kanade as an angel who is expected by them to help fight their enemies (*kage*). The type of *kandoushi* that appears is the kandou *e-* (えつ) spoken by Otonashi Yuzuru. The kandou has the lexical meaning of eh! in English. Based on the context of the conversation, the function of Kandou e- (えつ), to express surprise at an unexpected statement, when Otonashi Yuzuru was surprised at the words spoken by Nakamura Yuri, "*betsuni sono ko Tenshi janai wa yo*". In this case, Otonashi Yuzuru thought that Kanade Tachibana was an angel (*tenshi*) which turned out not to be the truth.

(2)　なに！

皆　　　　：今ーこそー別ーれめーーーいー

直井文人：遅いぞ貴様！

日向 秀樹　　　：何！？ 明らかにてめぇが早かったろ！

直井文人：貴様が遅いのが悪いんだろ！

中村由利：あたしたちは合ってたわよね？

Minna　　　　　　：*Ima ー koso ー waka ー reme ーーー i ー*

Naoi Ayato　　　：*Osoizo kisama!*

Hinata Hideki　　：**Nani!?** *Akiraka ni temee ga hayakattaro!*

Naoi Ayato　　　：*Kisama ga osoi no ga warui ndaro!*

Nakamura Yuri　　：*Atashitachi wa atteta wa yo ne?*

Everyone : Nowーit's timeーweーgo our separateーways

Naoi Ayato　　　：You're too slow!

Hinata Hideki　　：**What!?** You're the one going too fast!

Naoi Ayato　　　：No, it's your fault for going too slow!

Nakamura Yuri　　：We don't have a problem, right?

(Angel Beats eps. 13)

The above conversation happened between Naoi Ayato and Hinata Hideki. Naoi Ayato is the vice president of the student council who used to act arbitrarily to students at the afterlife school. Hinata Hideki is a member of the Shindai Sekai Sensen group in the Angel Beats animation. The type of *kandoushi* that appears is *kandou nani!* (なに！) spoken by Hinata Hideki, which has the lexical meaning of what! in English. Based on the context of the conversation, the function of *kandou nani!* (なに！) is to express annoyance or emotion. It can be found when Naoi Ayato blamed Hinata Hideki for singing too slowly, so Hinata Hideki became annoyed and said the word "*nani!*" as an expression of her annoyance while talking to Naoi Ayato.

(3)　はあ！

音無結弦　　　　：もしかしたらさ、今の天使ならおれたちの仲間になれるんじゃないかな？

他の学生　　　　：はあぁぁッ！？馬鹿言ってんじゃねえぜ？これまでどれだけの仲間がやつの餌食に？

いや 餌食つーか 皆ぴんぴんしてけど、どれだけ痛めつけられてきたか

Otonashi Yuzuru　：*Mo shikashitara sa, Ima no Tenshi nara oretachi no nakama ni narerunjanaika na?*

Hoka no gakusei　：**Haa***? Baka itten janee ze? Kore made dore dake no nakama ga yatsu no ejiki ni, iya ejikitsu- ka, mina pinpin shite kedo*

Otonashi Yuzuru　：And again, can't the current Tenshi still be our friend?

Another student　：**Huh?** What kind of stupid thought is that? How much have we been victimized? Not victims, everyone is still alive, but how much pain have we suffered so far?

(Angel Beats eps. 5)

The above conversation happened between Otonashi Yuzuru and another student at the afterlife school. They do not have any relationship. The type of *kandoushi* that appears is the *kandou haa!* (はあ！) spoken by another student who protested Otonashi Yuzuru's question. The *kandou* has the lexical meaning of haa! in English. Based on the context of the conversation, the function of *kandou haa!* (はあ！) is to express surprise at something unexpected, namely when Otonashi Yuzuru said "*Mo shikashitara*

sa, Ima no Tenshi nara oretachi no nakama ni narerunjanaika na?". In this case, the other students were surprised and did not expect what Otonashi Yuzuru said, so they said the word "*haa!*".

(4) あれ

中村由利 : じゃ行くわよ

ユイ 　　 : いや、 むちゃ強いですから

中村由利 : これが最後の作戦になるといいわね

音無結弦 : だな〜

ユイ 　　 : あ〜 待ってくださいよ。えっ、ちゃー

中村由利 : あれ ユイは

音無結弦 : なんか短い悲鳴だけ聞こえたが

中村由利 : 天使の餌食か。可哀相に

Nakamura Yuri 　　 : *Ja iku wa yo*

Yui 　　　　　　　 : *Iya, mucha tsuyoidesu kara*

Nakamura Yuri 　　 : *Kore ga saigo no sakusen ni naru to ii wa ne*

Otonashi Yuzuru 　 : *Dana~*

Yui 　　　　　　　 : *A~ matte kudasai yo. Ue, chaa*

Nakamura Yuri 　　 : ***Are, Yui wa?***

Otonashi Yuzuru 　 : *Nanka mijikai himei dake kikoeta ga*

Nakamura Yuri 　　 : *Tenshi no eshoku ka. Kawaisō ni*

Nakamura Yuri 　　 : Alright, we're moving.

Yui 　　　　　　　 : I'm super strong.

Nakamura Yuri 　　 : Let's hope this is our last operation.

Otonashi Yuzuru 　 : Well, at least...

Yui 　　　　　　　 : Wait a minute. aghh

Nakamura Yuri 　　 : **Eh?** Where's Yui?

Otonashi Yuzuru 　 : I heard a little scream earlier.

Nakamura Yuri 　　 : Was Tenshi attacked? Poor thing

(Angel Beats eps. 8)

The above conversation happened between Yui, Nakamura Yuri, and Otonashi Yuzuru. Yui is a woman who is very loud and noisy. Their relationship is that of close friends. The type of *kandoushi* that appears is *kandou are* (あれ) spoken by Nakamura Yuri who feels confused. The *kandou* has the lexical meaning of "eh?" or "tablets?" in English. Based on the context of the conversation, the function of *kandou are* (あれ) is to show surprise and confusion, which is when Otonashi Yuzuru, Yuri Nakamura, and Yui went down skating in the junkyard area, Yui accidentally hit an iron which made her disappear from Nakamura Yuri and Otonashi Yuzuru's vision. When they reached the bottom, Nakamura Yuri was confused about where Yui had gone and used *kandou "are?"* to express her confusion.

(5) やった

音無結弦 : んじゃそこ行くか

音無初音 : 行けるの

音無結弦 : 行けるように掛け合ってみる、もしダメでも、内緒でつれてってやるよ

音無初音 : ほんと

音無結弦 : あ ほんと

音無初音 : やった、ありがとう 兄ちゃん

Otonashi Yuzuru 　 : *N ja soko iku ka*

Otonashi Hatsune 　 : *Ikeru no*

Otonashi Yuzuru   : *Ikeru you ni kakeatte miru, moshi dame demo, naisho de tsurete tte yaru yo* Otonashi Hatsune   : Honto?

Otonashi Yuzuru   : *A honto*

Otonashi Hatsune : **Yatta***, arigatō nīchan*

Otonashi Yuzuru   : Do you want to go there?

Otonashi Hatsune : Is that okay?

Otonashi Yuzuru   : Even if it's not allowed, I'll still take you

Otonashi Hatsune : Really?

Otonazhi Yuzuru   : Yes

Otonashi Hatsune : **Awesome**, thank you brother

(Angel Beats eps. 7)

In the above conversation happened between Otonashi Yuzuru and Otonashi Hatsune. Otonashi Hatsune is Otonashi Yuzuru's younger sister. The type of *kandoushi* that appears is in the form of *kandou yatta* (やった) which is spoken by Otonashi Hatsune Otonashi Yuzuru when she feels happy. The *kandou* has the lexical meaning of "cool", "hooray", "wah" in English. Based on the context of the conversation, the function of *kandou yatta* (やった) is to express happiness over a situation, which is when Otonashi Hatsune wants to go to the main street of the city on Christmas Eve, but Otonashi Hatsune's condition is in the hospital, so it is doubtful to be able to go there. But Otonashi Yuzuru as her brother, said "*Ikeru you ni kakeatte miru, moshi dame demo, naisho de tsurete tte yaru yo*", who will try to get his sister there to make her happy. In this case, his sister was happy so she said the word "*yatta*".

(6) きさま

中村由利：生徒から食券件を巻き上げる音無結弦その巻き上げるかよ、しかもでかくねーよ いじめかよ、失望したぜ 武器や頭数だけ揃いあがってよ

野田　　：きさま！これはゆりっぺに対するな侮辱発言だ、撤回してもらおうか

Nakamura Yuri   : *Seito kara shokkenken o makiageru*

Otonashi Yuzuru   : *Sono makiageru ka yo, shikamo dekaku nee yo ijime ka yo, shitsubo shita ze buki ya tousuu dake soroi agatte yo*

Noda   : **Kisama!** *Kore wa yurippe ni tai suru na bujoku hatsugenda, tekkai shite moraou ka*

Nakamura Yuri   : We're going to steal food from this school's students

Otonashi Yuzuru   : Just stealing that? What's the big deal? It's just an "operation". I had the wrong expectations, is this why I was given a weapon?

Noda   : **You bastard**! Are you insulting yurippe again? Take back what you said.

(Angel Beats eps. 1)

The above conversation happened between Nakamura Yuri, Otonashi Yuzuru and Noda. Their relationship is that of close friends. The type of *kandoushi* that appears is *kandou kisama* (きさま) which Noda swears at Otonashi Yuzuru. The *kandou* has the lexical meaning of "bastard" in English. Based on the context of the conversation, the function of *kandou* kisama (きさま), to insult, that is when Otonashi Yuzuru was invited to do an important operation, but he was disappointed because it was only a small operation which was stealing food, so Otonashi Yuzuru did not accept it, saying "*Sono makiageru ka yo, shikamo dekaku nee yo ijime ka yo, shitsubo shita ze buki ya tousuu dake soroi agatte yo*". In this case, Noda felt that Otonashi Yuzuru was insulting Nakamura Yuri, so she got angry and said the word "*kisama*" to Otonashi Yuzuru.

4. Conclusions

Based on the results of the data analysis that has been done, it can be concluded that there are 18 *kandoushi* of *kandou* type in Angel Beats animation which are used according to the situation of the speaker and the interlocutor. The use of kandoushi gives a signal to represent feelings.

In Terada Takano's theory (in Sudjianto 1995:110-119) there are 8 *kandoushi* of *kandou* type mentioned. While in this study only 4 were found according to Terada Takano's (1984) opinion. And according to Namatame Yatsu, there are 35 *kandoushi* of *kandou* type. While in the research, 22 *kandoushi* mentioned by Namatame Yatsu (1996: 193-203) were not found.

The use of *kandoushi* in this animation also changes its meaning depending on the situation of the conversation. Therefore, the meaning and usage of the types of *kandoushi* mentioned by Terada Takano and Namatame Yatsu do not fully match what is mentioned by the characters in this Angel Beats animation.

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