CHAPTER V

CONCLUSIONS AND SUGGESTIONS

This chapter provides the conclusions of the present study based on the findings and discussion that have been presented in the previous chapter. It also contains the suggestions for the readers of the present study who might be interested in conducting research which is discussed in the present study.

5.1 Conclusions

This study revealed two dominants bodily codes which were made by Hobbes, there were appearance (15.71%) and gestures (15.71%). Moreover, they were followed by 50 postures (15.11%), 47 proximities (14.20%), 43 physical orientations (12.99%), 42 facial expressions (12.69%), 38 gazes (11.48%), 7 bodily contacts (2.11%), and 0 head-nods (0%) performances which were performed by Hobbes toward Calvin in the 15 selected comic strips. However, every body language cue existed to support another cue in order to deliver the messages clearly.

Through his bodily codes, this study determined five representations of Hobbes. The first was Hobbes as a reflection of Calvin because he was the closest

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partner who influenced many things to Hobbes. The second representation was Hobbes as a friend of Calvin. Third, Hobbes was represented as a pet because in reality he was just a stuffed tiger doll which was intended to accompany the owner. The forth representation was Hobbes as an opponent of Calvin. Lastly, Hobbes was represented as a real tiger which has instincts as a wild animal.

According to the representations of Hobbes as an imaginary character, it could be said that Calvin, the only person in the strips who visualized a stuffed thing became real, gets his imagination became wilder and wilder. In other words, he visualized Hobbes led from the closest thing that had the same personality until the most distant from Calvin. The representation of Hobbes is begun from something which appears from the identity of Calvin itself to something beyond Calvin's imaginations.

5.2 Suggestions

After conducting the research, there are some suggestions related to the present study that can be advised. Several difficulties are found during the writing process of this present study. First, select the suitable framework in analyzing and answering research questions, because semiotics are wide and analyzing picture is just one of them. Therefore, it is suggested to provide more knowledge of the

frameworks for analyzing pictures. **Dimas Setiawan, 2013** A Bodily Code Analysis Used in Revealing an Imaginary Friend Character in Bill Watterson's Comic Strip Calvin and Hobbes Universitas Pendidikan Indonesia | repository.upi.edu Second, determine the relevant type of data to analyze. Many printed pictures are investigated using semiotics in order to discover the meaning of the presented signs. Moreover, it would be better for the next researchers to discuss other researchable issues in the printed pictures, such as revealing the representation according to the presented signs or the issue of ideological propaganda within.

The next researchers may also conduct a research with the same issue of representation which is determined by bodily codes analysis in a comic strip, or another media which involve printed picture such as advertisement posters or captured movie screens.



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