Variety of languages and strategies for submitting verbal and nonverbal meanings in the film doraemon stand by me 1 & 2

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Abstract

This study aims to examine the strategy for delivering animations of verbal and nonverbal meaning by analyzing the variety of children's language and the verbal and nonverbal meanings contained in the Doraemon Stand by Me 1 & 2 films. and examine strategies for conveying verbal and nonverbal meanings with the variety of children's languages found in the study The method used in this study was the first and second short method. The research data used were thirty-nine data. The results of the study found that the variety of children's languages used in the film Doraemon Stand by Me 1 & 2 shows the suffix used 3 data ending in Ne, 3 data ending in Na, 3 data ending in Zo, 1 data ending in Yes, 3 data ending in Sen, 1 data ending in Kke, 1 data ending in I, 3 data suffix No with a total of 24 data on the variety of children's languages in Japanese based on the theory of Takahashi Tarou in the film is delivered using three strategies, namely aspects of speech and images, aspects of images and effects, and aspects of images and writing. The strategy of conveying meaning that is easier to reach and can have a psychological impact on the audience such as sad, happy, tense and others makes the audience useful.

Keywords: Doraemon Stand by Me, Variety of Languages, Verbal Meaning, and Nonverbal Meaning

Introduction

Language is a tool of human communication that cannot be separated from the meaning and significance of every word that will be spoken or what it does. As a dynamic element, language is always developed, analyzed, and studied using various approaches and methods to study it. Among other approaches that can be used to study language is the meaning approach. Semantics is a field of linguistics that studies meaning.

The word semantic is a technical term that refers to the study of meaning, comes from the Ancient Greek *sema* (noun form) which means 'sign' or 'symbol'. The verbal form is *seimano* which means 'to mark' or 'to symbolize'.

Semantics examines symbols or signs that express meaning, the relationship of meaning to one another, and the influence of meaning on humans and society.

The word semantics is agreed upon as a term used to refer to the field of linguistics that studies the relationship between linguistic signs and the things they signify and studies meaning or meaning in language. The word semantics actually is a technical term that refers to the study of meaning. This is a new term in English. Linguists provide a semantic understanding as a branch of linguistics that studies the relationship between linguistic signs or lingual signs with the things they signify (meaning). Other terms that have been used for the same thing are semiotics, semiology, semasiology, and semantics. Talks about the meaning of words also become a semantic object. Semantics assumes that language consists of structures that reveal meaning when associated with objects in the experience of the human world.

In line with the development of the era, language development also develops and experiences shifts in meaning. The shift in the meaning of language is unavoidable, this is influenced by many factors which will be discussed in depth in the discussion. On this basis, it is not surprising that in recent years in Indonesia, various words have appeared that have many new meanings. However, the meaning that was attached to it first did not just disappear. Changes in the meaning of a word that occurs are sometimes almost not realized by the language users themselves. For that, we have to know and understand linguistics. So, knowledge of the relationship between symbols or language units, with their meanings, is very necessary for communicating with that language. Questions often arise from language users, which word formation is in accordance with semantic rules.

To be able to understand the meaning according to Barthes, meaning can be interpreted based on the literal meaning of the word and can have different meanings when associated with the context. The resulting meaning based on the original meaning of the word is called denotative meaning. For example, the word "thin" means "the state of a person's body that is smaller than normal". Meanwhile, the meaning that results from the word added to the context outside the meaning of the word is called connotative meaning. For example, the word "skinny" in the example above can be replaced with the "slender" diction which sounds more positive or more comfortable for those who hear it (Saifullah, 2018).

In conveying meaning when communicating, strategies for conveying meaning verbally and nonverbally can be carried out. Submission of verbal meaning itself can make it easier for the interlocutor to understand the meaning because it comes from speech and writing. According to Nurudin (2016, p. 216) verbal is a form of communication that is conveyed by the sender of the message or source to the recipient of the message or communicant using words both

orally and in writing. Verbal delivery is considered a means to provide ideas, thoughts, or decisions from the sender of the message because it is easier to convey verbally than nonverbally. It is hoped that the recipient will more easily understand the meaning of the messages conveyed by the sender of the message. Meanwhile, nonverbal includes all stimuli except (verbal stimuli) in a communication process produced by individuals and the use of the environment by individuals who have potential messages for the sender or recipient so this definition includes behavior that is intentionally or unintentionally as part of the overall communication event. , sending verbal messages without realizing the messages are meaningful to others (Mulyana, 2001, p. 208).

In this study, we will focus on strategies for conveying verbal and nonverbal meaning by using the object of research in the film Doraemon Stand by Me 1 and 2. In a film, there are many elements of verbal and nonverbal delivery, especially in films based on the cartoon genre animation. Doraemon Stand by Me 1 and 2 are two films in a series. In the first film, it tells about the character of Doraemon, who has to leave his best friend, Nobita, and in the second film, it tells the story of Nobita's love for Sizuka and Nobita's desire to meet his deceased grandmother again.

A cartoon is a film for cinema, television, or computer screens, made using motion pictures, as opposed to animation in general, which includes films made using clay, dolls, and 3-D models. Animated cartoons are still made for entertainment, commercial, educational, and personal use. The word cartoon itself has the meaning of an image with a funny appearance that represents an event or situation that is currently happening. Cartoons can be enjoyed by children to adults because of their entertaining nature by displaying funny, silly, and sometimes sad behavior in the contents of the film. Giving the sensation of what the audience sees in the film that makes them feel funny, happy, and sad can't be separated from the audio (sound) and visuals (picture) in the film.

Audiovisual means that it can be seen and heard (Kamus Besar Bahasa Indonesia, 2008). According to Goettlieb (2005) audiovisual has four aspects that function simultaneously and together, namely: 1) images, both moving and immovable; 2) writing, either appearing separately or in the form of writing under the picture; 3) sound effects or music; and 4) meaningful speech. The existence of an analysis of four aspects (verbal and nonverbal language) in the delivery of meaning causes the study of conveying meaning to be complete and certainly more in-depth. Audio and visual are two elements contained in the film. A film that has no sound will make it less suspenseful in a horror film and less funny in a comedy. On the other hand, a film that does not have pictures will look less attractive and the audience will find it difficult to imagine what actually happened to the film if they only listened to it.

Researchers took this film as research data because the Doraemon Stand by Me film uses a variety of Japanese children's languages that are interesting to analyze by looking at how the strategies for conveying meaning verbally and non-verbally are used. For example, in the delivery of nonverbal meanings shown in Nobita's part, the main character, says that he came late because he got lost, but in the animated picture, he looks nervous and looks like sweat which indicates that Nobita is lying. The discrepancies in the speech of the film characters then show nonverbal signs that make it suspicious and reveal the true meaning of the inside of the film. This research will focus on the various forms of children's language, verbal and nonverbal meanings which are the strategies in conveying the meaning contained in the films Stand by Me Doraemon 1 and 2.

In this study, it is necessary to compare previous research with this literature review as material relating to the development of previous studies that have been carried out in this field of research. Researchers can review with this literature review and obtain information related to previous research topics. By using information from previous research, new insights are obtained and can focus research related to the topic to be studied.

Krisna (2016) conducted research on the Meaning of Messages in Action Films (Semiotic Analysis of Action Films That Reached the Box Office in 2015). This study aims to identify and explain the existence of several message meanings in action films that reached the box office in 2015. Wijayanti's research examines action films with semiotic studies that focus on the meaning of the message. The results of this study are the meaning of the message in the action film in addition to the meaning of the message of violence. This study focuses on the forms of children's language variety in Japanese and how the strategies for conveying verbal and nonverbal meanings and synchronization between meanings in the Doraemon Stand by Me 1 & 2 film.

Yanti (2020)examines the Use of Verbal and Nonverbal Language as a Manifestation of Politeness in Sundanese Language in Ciamis Regency: Ethnopragmatics Studies. This research was conducted at Sanata Dharma University Yogyakarta. This study describes the form, function, and pragmatic meaning of the use of verbal and nonverbal language as a manifestation of politeness in the language of the Sundanese people in Sindangkasih District, Ciamis Regency, West Java. The research conducted by Yanti focuses on the use of verbal and non-verbal as a manifestation of language politeness in Sundanese people. The purpose of knowing the politeness and function of the use of verbal and nonverbal language, the result is a speech act accompanied by an expression that appears by the speaker. The function of verbal and non-verbal politeness was found as a complement, accentuation, regulation and repetition, then conveyed for the purpose of conveying a request or hope, the purpose of

conveying information, the purpose of conveying orders, and the intention of conveying an apology. This will be different from the research that will be conducted on the focus of the problem, where the researcher will examine the animated film Doraemon Stand by Me 1 & 2 which will focus on the types of verbal and nonverbal meanings and the delivery of meaning in synchronization not on the manifestation of politeness.

Based on the literature review above, this first research has never been done before. With the focus of the problem which lies in the types of verbal and non-verbal meanings and conveying meaning in the animated film Doraemon Stand by Me 1 & 2. The first objective of this research is to find out how verbal and nonverbal meanings are in Japanese with various children and animated images and then see how meaning delivery strategy in synchronizing verbal and nonverbal meaning.

Methods

This research on the Analysis of Verbal and Nonverbal Submission of Meaning in the Doraemon Movie Stand by Me 1 & 2 uses a qualitative descriptive method within the scope of semiotics which is classified as microlinguistics. The approach used in this research is descriptive qualitative method. According to Sugiyono (2016, p. 9)descriptive qualitative method is a research method based on the philosophy of postpositivism used to examine the condition of natural objects (as opposed to experiments) where the researcher is the key instrument of data collection techniques carried out by trigulation (combined), analysis the data are inductive/qualitative, and the results of qualitative research emphasize meaning rather than generalizations.

In this case, descriptive qualitative is an approach that will assist researchers in solving problems experienced during the research process. According to Moleong (2007), the characteristics of descriptive research are trying to collect data in the form of words, pictures and not in the form of numbers. In a study, methods and data collection is an important step that must be done to collect data. By determining the appropriate and appropriate data collection tool, the data obtained will be more accurate, complete, and representative to be processed and analyzed. The process of collecting data in this study used the note-taking technique. The note-taking method is carried out to find out the conversations that exist in the object of research. The note-taking method is used to listen to the use of language. This term is not only used in spoken or written language (Mahsun, 2005, p. 92). Then after listening to the object of research, the data obtained will be recorded and then analyzed more deeply by the researcher.

Data analysis in the study used qualitative research methods and descriptive analysis techniques. Qualitative data analysis is an effort made by working with data, organizing data, sorting it into manageable units, synthesizing it, looking for and finding patterns, finding out what is important and what is learned and deciding what to tell others (Moleong, 1989, p. 248). Data analysis techniques are used to determine all the objectives of the research, Bogdan and Taylor (1975, p. 9)define qualitative methods as research procedures that produce descriptive data in the form of written or spoken words from people and observed behavior.

The following are the steps used by researchers for the data analysis process. First, make a detailed transcript of the data on the object of research, in this case the film Doraemon Stand by Me 1 & 2. Followed by finding the types of meaning in the film Doraemon Stand by Me 1 & 2. Analyzing how the synchronization between verbal and nonverbal meanings in pictures, sound effects, writing and speech and make analysis.

The method of presenting the results of data analysis used in this study is an informal method. Informal presentation of the results of data analysis is the presentation of the results of data analysis using words that are easy to understand (Sudaryanto, 1993, p. 148). This informal method is used when researchers describe and present the results of data analysis regarding the delivery of verbal and nonverbal meanings, and the synchronization of the meanings contained in the object of research.

Results and discussion

Variety of children's languages in Doraemon Stand by Me 1 & 2 Film

According to Takahashi Tarou (1975), every child has different grammatical abilities so we cannot expect that child B will have the same language skills as child A. Basically early childhood has acquired various forms of words but each form has a different usage, and when viewed from its use there are many aspects that have not been perfect said by children. Children tend to use the regular form of change (futsuu) in verbs, but actively attach the suffix to the usual form of change and use it less in the formal form of change. So that the final particle spoken by the children was put into the form of a suffix or Ii Owari Kei (いいおわり形) by Takahashi Tarou in his research entitled Youjigo No Keitairontekina Bunseki. There are ten forms of suffixes used by children aged 3 to 8 years (Tarou, 1975, pp. 20-26) which are used in this theory. The forms of suffixes in the children's language include:

Suffix Yo (よ)

Data 2. Stand by Me 1 Movie (12:24 Minutes)

(1)ノビタ   :助けて、うちゅまで行っちゃうよ

    Nobita   : Tasukete, uchu made icchau yo

                     Please, I will fly up to the sky

   ドラえもん   :落ち着いて落ち着いて

    Doraemon   : Ochi tsuite ochi tsuite

                     Calm down, calm down

Figure 1. Nobita flies to the sky
Source: Doraemon Movie Stand by Me 1

In data 2, Nobita, who first used a tool from Doraemon, suddenly couldn't control it and finally flew into the sky. Nobita said *Uchu made ichau yo* which means I will fly up to the sky. The word *ichau* spoken by Nobita comes from the verb *Iku* which means to go. The formal form of the word go in Japanese is *Ikimasu (*行きます) then in the usual form *iku (*いく) while what Nobita said is the *iku* form used in conversation to become. The form of this verb formation process is as follows:

Iku changed with i ~~ku~~ (ku changed chau) to Ichau

This can happen because it is spoken by children and peers. After the word *ichau* is followed by the suffix *yo* which serves to express a request or request. In this sentence Nobita asked for help because he could not control himself to fly into the sky. In data 2 there is a repetition of words spoken by Doraemon to emphasize what Nobita should do by saying *Ochi tsuite ochi tsuite* which means calm, because Nobita panicked and lost control.

In this data, there is an imaginative meaning that lies in the sentence *Uchu made ichau*, the word *uchu* in this sentence means space. Nobita who flew up to the sky said that flew up to the sky. This is an imagination or delusion that is afraid of him because it is basically impossible for someone to go to space without using sophisticated tools to survive.

Suffix Ne (ね)

According to Naoko Chino (2008), *ne* is the final particle to show admiration, approval, smoothing requests, confirmations, and subtle demands. In youjigo the form of the suffix ne has a function as emphasis, for example: docchiga waruikane kimerarenaideshou (Tarou, 1975, p. 186)

Data 5. Stand by Me 1 Movie (Minute 3:35)

(5)   せわし　：真面目に勉強し始めたよ、頭がいいかも

    Sewashi   : *Majime ni benkyou shi hajimeta yo, atama ga ii kamo*

    He's starting to learn, maybe he's smart

    ドラえもん　：どうだか、ほらね

    Doraemon   : *Dou da ka, hora ne*

    How are you doing?

Data 5 is the use of the suffix *Ne* which in the context of this sentence the expression ne shows a sense of demanding smoothness. In this part of the film Nobita who Sewashi (Nobita's grandson) sees him studying and then says that he might be smart.

Figure 2. Nobita fell asleep while studying
Source: Doraemon Movie Stand by Me 1

Immediately after saying that, Nobita seemed to fall asleep and dropped a paper from his study table. That's why Doraemon said "*Hora ne*", an expression that is commonly used in various children's languages in Japanese, one of which is to give the suffix ne with the intention of subtly confirming that Nobita is not studying and is not smart.

The sentence that was uttered by Sewashi "*atama ga ii kamo*" was cut off the syllable that should have been pronounced was "*atama ga ii kamoshirenai*". *Kamoshirenai* is a sentence pattern in Japanese to express the possibility of something happening, with a higher percentage of possibilities. Here's the syllable cutting process:

Atama ga ii kamoshirenai cuts the syllable shirenai into Atama ga ii kamo

This happens because of the savings in words that can be used by children and when talking to peers or the same age which is considered more relaxed and disrespectful.

Suffix Na (な)

Na suffix is the final particle used to show emotion and approval by men, as well as smoothing demands or orders by women (Chino, 2008, pp. 135-136). The form of the na suffix in *youjigo* is used by girls and boys for any purpose, for example the following sentence is spoken by a boy: *hitotsu kibagiowo Kudasaina* (one serving of kibendao please), *kibendao* is a typical Japanese snack (Tarou, 1975, p. 29).

Data 8. Stand by Me 2 Movie (10:15 Minutes)

Giant : *Osu Nobita, kyou mo hayai na*
           Hey Nobita, you came quickly again huh

Figure 3. Nobita remembers Dekisugi
Source: Doraemon Movie Stand by Me 1

Data 8 in Doraemon stand by me 2 takes place at a school. Nobita's friend, Giant, greets him at school in the morning. Giant said "*kyou mo hayai na*" which means you come fast again huh. This variety of children's language is indicated by the suffix *na* in the sentence above. *Na* has the function of showing emotion and approval by men. Giant feels that Nobita has started to diligently come to school in the morning Nobita usually comes late and wants to show his feelings and ask Nobita for approval while patting his hand on Nobita's back. At that time, Nobita who was focused on Shizuka who was walking with his male friend Dekisugi surprised Nobita and made an expression like in picture 3.

Meaning of Verbal & Nonverbal Doraemon Movie Stand by Me 1 & 2

The analysis of these two studies focuses on the verbal and nonverbal meanings in the language and animated images in the Doraemon Stand by Me 1 & 2 film. The theory used to explain the meaning found in the Doraemon Stand by Me 1 & 2 film is the semiotic theory of meaning by Barthes (1991) is used to analyze the meaning that has been found.

Data 25. Nobita who was punished by the teacher (Minute 2:05)

Suneo   : *Nobita mada tatasareru no ? chikoku shite tatasareru tte donna kanji ? ikkai gurai tatasarete mitai na*

Suneo   : Nobita you are still being punished outside class?, How does it feel to be punished for being late, I don't know because I have never been punished.
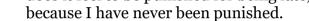

Figure 4. Suneo talks to Nobita while being punished at School
Source: Doraemon Movie Stand by Me 1

Table 1. Data 25 Analysis of Verbal & Nonverbal Meaning

Signifier	Signified
1. Suneo and Nobita interacting	Indicates a friendly relationship between Nobita and Suneo
2. Windows and Walls	Window and Wall Signs provide an understanding of what is happening at school and outside the classroom or school hallway
3. Suneo who approached Nobita's face	The sign of Suneo approaching his face to Nobita refers to a sign that Suneo is talking about something that many people don't want to hear.
4. Nobita averts his gaze	The sign averts his gaze from Suneo refers that Suneo said things that maybe Nobita didn't want to hear or Suneo said things that were not pleasing to Nobita.

From the results of this data analysis, it shows that each sign gives, expresses meaning and responds to one another. This study presents the denotative and connotative meanings of the film Doraemon Stand by Me 1 & 2. From the data above, the meaning of denotation shows that Suneo as Nobita's classmate who has a friendly relationship asked Nobita. Suneo asked by saying "*mada tatasareteru no?*" In Indonesian, does it mean that you are still being punished outside of class? this shows his caring attitude as a friend, and continues by asking "*chikoku shite tatasareru tte donna kanji?*" which means how it feels to be punished for being late when viewed from the sentence Suneo wonders how it feels when being punished by the teacher for being late. Followed by his expression that "*Ikkai gurai tatasarete mitai na*" which means I don't know because I have never been punished. The denotative meaning of Suneo's expression which refers to Suneo's basic sentence only tells that he has never been punished and has never felt it.

The connotative meaning of data 25, Suneo who said "*mada tatasareteru no?*" shows that it is a satire on Nobita and only mocks him because at the time that class should have finished but is still being punished. "*chikoku shite tatasareru tte donna kanji? ikkai gurai tatasarete mitai na*" which means that he is diligent until now Suneo himself has never received any punishment from the teacher who taught him. Therefore, the attitude that Nobita showed was keeping his face away and as if he didn't want to listen to it. The myth in this data is found in the outside standing punishment given by the teacher. By receiving punishment from the teacher, many believe that students will change and not repeat their mistakes again. While this is not something that always changes the attitude of students or students who receive punishment from the teacher.

Data 28. Giant who loves Suneo because of Doraemon's tools (Minutes 23:26)

ジャイアン　　　：スネ　オ、もうお前を離さないぞ！
Giant　　　　　：Suneo, mou omae o hanasanai zo!
Giants　　　　　：Suneo, I will never let you go again!

Figure 5. Giant hugging Suneo
Source: Doraemon Movie Stand by Me 1

Table 2. Data 28 Analysis of Verbal & Nonverbal Meaning

Signifier	*Signified*
1. Giant hugs Suneo tightly	Indicates that Giant really wants Suneo and won't let him go
2. Giant eyes which symbolize a pink heart and rosy cheeks	Indicates Giant in the influence of Doraemon's tools
3. Suneo's face is turning pale	Indicates that Suneo feels uncomfortable and disgusted by the treatment of the Giant hugging him
4. Suneo's broken toy cars	A sign of the damage caused by the Giant
5. Residents' houses and clear skies	The sign shows the background of the incident, which is around residential residents and the sky is clear, a sign for children to play

Data 28 which shows the influence of Doraemon's tools that causes Giant to like Suneo until his eyes turn into pink hearts as a sign of his love. The proof of Giant's love is shown by hugging Suneo as tightly as possible and will not let him go. Giant said "*Suneo, mou omae o hanasanai zo*" which means Suneo, I won't let you go again!. The word "*hanasanai*" which comes from the word "*Hanasu*" in the KBBJ has the meaning 他のものとの間を隔てる。その位置から遠ざける (*Hoka no mono to no ma o hedateru. Sono ichi kara tōzakeru*) which means separate from others. Far from that position, the word Hanasai is a negative form of the word Hanasu which can be interpreted to be inseparable from others and close to position. So that the denotative meaning contained in the sentence said by Giant gives the meaning that he will not let go of Suneo and be far from Suneo.

In the context, which can be seen from Figure 5.5, it shows that Giant's eyes have turned into pink hearts, convincingly that Giant is a boy who shouldn't like other boys but seems to love Suneo. This is caused by Doraemon's tools that make one able to love someone and occurs when the first person seen after being affected by Doraemon's tools. The connotation meaning in data 18 is what Giant said there was no intention that Giant really wouldn't let him go because what happened to Giant was only because of Doraemon's tools not because of love. The myth in data 28 is that there is the influence of a tool to approach or get love, there are some people who think that using a tool will be able to get or make the person they like can like themselves back.

Suneo's face turning pale to bluish in color shows a nonverbal meaning in which Suneo shows that he doesn't like and is disgusted by Giant's behavior. And Suneo doesn't feel comfortable like someone who is being approached by a ghost from behind and wants to run away immediately.

The Strategy for Delivering the Meaning of the Doraemon Movie Stand by Me 1 & 2

Gottlieb (2005)states that audiovisual is one example of a polysemiotic text that includes many verbal and nonverbal semiotic elements. It was further emphasized that these semiotic elements can be divided into: images (moving images and immovable images in animated film scenes); writing (writing which can be in the form of writing under pictures or captions, translated text or subtitles or other writing); sound effects (all sound effects or music used); and speech (speech).

The strategy for conveying meaning in the film Doraemon Stand by Me 1 & 2 certainly has different characteristics from other films. Animated films certainly have their own way of making moviegoers happy, sad, touched, afraid and even causing other psychological effects. In general, the delivery of verbal and nonverbal meaning in this film does involve these four aspects, namely: images, writing, sound effects, and speech. The following is a strategy for conveying verbal and nonverbal meaning in the Doraemon Stand by Me 1 & 2 film.

Aspects of Speech and Image

In conveying meaning through the four aspects above, namely images, writing, sound effects and speech in the animated film Doraemon Stand by Me 1 & 2, they use more aspects of images and speech. Animations that make films more interesting and can be enjoyed by film lovers, especially in this film, are children. The influence of animated images and speech can have a psychological impact such as funny, happy and also tense. The conveying of the meaning of the contents of the film through animated images and speech is the most widely seen from the film Doraemon Stand by 1 & 2 because it is easier to understand and can have a psychological impact on the audience, especially children.

Aspects of Image and Sound Effects

The animation-based Doraemon Stand by Me 1 & 2 films sometimes present parts of the film that are without speech and writing aspects, but use aspects of conveying meaning using animated images and sound effects or music only. The combination of pictures and music only generally occurs in certain parts due to the lack of psychological impact and usually occurs in a short time and not too long. The combination of the two things that are futuristic and imaginative combined with appropriate sound effects so that the audience can enjoy it not only imagining, by watching this one can feel and imagine if using a time machine this will happen. The psychological impact of the sound effects and images in this film is very impressive and makes the audience feel the excitement of the Doraemon movie Stand by Me 1 & 2.

Aspects of Drawing and Writing

Elements in conveying meaning that combine image and writing aspects in the film Doraemon Stand by Me 1 & 2 are rarely found, perhaps because the audience who enjoys it is mostly children, so that if a lot of writing appears, the children who are the audience cannot enjoy the contents of the story.

Conclusion

The conclusion of this study is to answer the formulation of the problem which finds how the variety of languages used in the film Doraemon Stand by Me 1 & 2 by recording the utterances contained in the contents of the film. The recorded utterances were then filtered to find data that could be used in data analysis to answer the first problem formulation using the theory of children's language variety by Takahashi Tarou. The results of the second analysis that describe the verbal and nonverbal meanings of the data by using signs that can be described in markers and markers in the form of pictures, writings, symbols, and utterances found in the film Doraemon Stand by Me 1 & 2. The signs contained in the film can be used for verbal and nonverbal both denotative and connotative meanings. The meaning of denotation which aims to make it easier for the audience to better understand the utterances contained in the content of the film. The connotative meaning in the film shows that there are actually different meanings that come from outside the utterances and depend on the context of the contents of the Doraemon Stand by Me 1 & 2 film, especially animated films. Apart from the meaning of denotation and connotation, there is a myth which shows that the actions contained in the film can provide understanding and excitement with the same perception as most people because the myth itself is born from the community itself. Nonverbal meanings are also found in the Doraemon movie Stand by Me 1 & 2, where nonverbal meanings are animated images and sound effects. These animated images and sound effects provide a psychological impact for the audience to feel tense, happy, touched, sad and others.

Aspects of speech and images in the film Doraemon Stand by Me 1 & 2 are found the most. The viewer sees the image and hears the film as it unfolds as in everyday communication so that it is easier to capture and understand. With the animated images that appear in the Doraemon movie Stand by Me 1 & 2, coupled with the utterances sung by the characters in the film's content, it also has a psychological impact on the audience.

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