

Phoneme "Smallest pair" Phoneme "Language game" tool

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ABSTRAK

Data fonemik "pasangan bawah" dapat digunakan sebagai alat "permainan bahasa" karena "Game Bahasa" adalah: Sebuah perusahaan penutur bahasa "Bermain" dengan bahasa, terutama kata-kata, untuk tujuan/kepentingan tertentu. Berdasarkan referensi yang ada, masalah fonemik "pasangan terkecil" digunakan sebagai alat bantu "Permainan bahasa" tidak pernah digunakan sebagai topik penelitian independen dan karenanya menarik Pendidikan Informasi diperoleh dengan mendengarkan dan menggunakan metode yang berbeda/kontras dengan teknik sisir/umpan. Tipe data lebih rendah dari data umum dalam banyak definisi fonologi ucapan Indonesia. Analisis data mendukung penerapan teori bahasa dalam bidang fonologi, subbidang fonemik. Penelitian terbaru telah mengidentifikasi lima "model permainan bahasa" yang berbeda yaitu: 1) templat: fonem vokal tunggal vs. fonem monovokal, 2) bercorak: fonem dua vokal vs. dua fonem vokal, 3) klausa: fonem vokal versus fonem diftong, 4) klausa: satu Fonem konsonan versus fonem konsonan dan 5) contoh: dua fonem konsonan versus dua.

ABSTRACT

The "bottom pair" phonemic data can be used as a "language game" tool because "Language Game" is: A language speaking company "Playing" with language, especially words, for a specific purpose/interest. Based on existing references, the phonemic problem "smallest pair" is used as a tool "Language games" has never been used as an independent research topic and is therefore of interest Education Information is obtained by listening and using different/contrasting methods using the comb/bait technique. Data type is lower than data common in many phonological definitions of speech Indonesia. Data analysis supports the application of language theory in the field of phonology, phonemic subfield. Recent research has identified five different "language game models". that is: 1) templates: single vowel phoneme vs. monovocal phonemes, 2) patterned: two-vowel phoneme vs. Two vowel phonemes, 3) clause: vowel phonemes versus diphthong phonemes, 4) clauses: One Consonant phoneme versus consonant phoneme and 5) examples: two consonant phonemes versus two.

INTRODUCTION

Language as a medium is different from other means. If other methods are comparable One cannot "play", but language as a tool (communication) can "play". Therefore, the main activity, especially language, must be instrumental (communication). It can illuminate the truth, but it can also be used as a tool "hidden" mind (Ayakawa in Pangaben (ed.), 1981:22). Since The existence of language can be "played" and in the end the speaker is free Play with the languages if you like. When it comes to education Linguistics/Linguistics is the basis for learning a "playable" language. There are four branches of linguistics or linguistics: phonology, morphology, Syntax and semantics (Verhaar, 1977:12-138). There are four branches compare and evaluate. Because at the base/root level of the phonological branch The field of phonology is directly related to the formation of sound/speech elements of a musical instrument Say it before you mean it. Language consists of two main elements, namely: form elements and elements of meaning (Ramlan, 1985:57). Shape associated with sound/language in the element of meaning (inton trial). The form factor can be called a prime factor/major factor because of basic issues audio/speech implementation form; and the presence of natural sound elements Origin or nature is the main basis of language acquisition Every speaker. Because it is based on direct and indirect facts A person's ability to speak starts from the element of sound/speech; Happear in the form of speech. Babies can see this fact as much as they can Language starts with a spoken version (and then a written version) and is written that way It can be called a derived form of various expressions. Language learning for young children begins with "listening" and then "imitating". "talk talk". When the element of meaning is associated with a goal As the speaker intended with his speech, ie The presence of meaning elements is a series/connection of (deep) phonetic/speech elements. Usually form sentences). So what is included in the article? Meaning is the ultimate goal of the sequence/combination of elements.

It has an audio/speech component with additional meaning. Karena itu someone can talk about "sebab dan akibat". Related "penyebab" problem. Masalahnya adalah "mengapa penutur say (membuat)

bunyi bahasa" about existence "Efek" means "combination of sound elements according to what is desired". Bahasa lisan (often called kalimat). Very accurate Of course, the phonological sound/rangkaian sound cannot be separated from the existing sound content Membentuk kalimat dan makna makna (kalimat). Statements like the above are factually true because of the phonetic element (tuturan) Kalau tidak, itu adalah fakta alami dari akuisisi bahasa pertama (berbeda bahasa) turned out to be a sound problem (bahasa) also associated with makna kalimat. For example, when spoken (seperti dalam kalimat), the meaning can be reversed "Kejutan/kejutan, godaan," etc. The same applies to spoken words Makanlah, but kubur speaks with a stuttering tongue, followed by two syllables of words from the word have a different meaning. In some cases the term kecap, pekarangan is also used. Keduanya can be pronounced [kécap] then [kêcap]; [Terrace] then [Terrace] affects ini Apa arti kata itu); dan/atau, for example, dari pengucapan kata bank dan bang The two words are pronounced the same, ie [bang], but the meaning (kata) is actually different. This is very important for accurate speech Keberadaan phonology is allowed if it can be said to be basic/permulaan belajar bahasa Persantaya seperti itu according to the idea of phonology, Mereka adalah "cabagan linguistik yang dellemena bunyi bahasa menurut fungsinya; (Olahraga, 2001:57; compare: Kamus Besar Bahasa Indonesia, 2001: 320; Verhaar, 1978: 36; Yusuf, 1998:1).

According to many sources, such research seems accidental that review. This statement can be explained in a literature review presentation will follow. It was mentioned above that the field of education is "two by two". At least" is in the phonetics subfield and is based on various reading sources There seems to be an explanation of Indonesian phonology – namely phonemics "Minimum pair" is mentioned only in passing. It's just used An example of proving that the smallest substitution of speech elements (phonemes) occurs. affect meaning. Since this is a "minimum pair" problem, even more so. Refers to various forms of "language games" in the phoneme "minimum pair". Nobody mentions Indonesia. According to the description in the introduction, its existence is obvious It is very interesting to talk about this "little couple". Because the sweetener can be questioned A kind of "language game". The main reasons for "minimum pair" dating. Classified as "language games" because they are called "games". "Language" or language games are: Easy to test for native speakers.

Language "games", especially words, for specific purposes/interests. For example "Language Game" as "Minimum Pairs": "language game" other than having "minimum pair"; Example: It's x x 2 of us 1-7 (sometimes we both have goals). To the desired destination What was achieved was: find and define various forms of "language games" from these "minimum pairs" of Indonesian phonemes to get the final results of the research Used as an auxiliary tool for learning phonological language Indonesia. There is no evidence that the purpose of the research was this article For additional references, see the literature review below. According to the article "Smallest pair of sounds in a language". Indonesia" (Setyadi, 2017) This article has been widely discussed The "minimum pair" problem. The only problem is the "duplicate" information. "At least" plays the "language game" at the end without even mentioning/discussing the information.

THEORETICAL BASIS

Based on the research results of the paper "Sound System Comparison". Indonesia and Java" (Soedjarwo et al., 1985/1986:1-86). Theme specialize in segmental phonemes, including: vowel phoneme, phoneme Diphthongs and consonant phonemes. There are six vowel phonemes, namely /i, ê, é, è, u, o/; phoneme three diphthongs namely /ay, aw, oy/ and 23 consonant phonemes namely /p, b, t, d, k, g, c, j, m, n, ŋ, ɲ, g, f, s, z, ʃ, x, h, l, r, w, y/. So the number of segment phonemes From Indonesia to 32. An example is "minimum pair": Three x has a heart if x defend; Wednesday x Raba, continued x without further explanation. Based on the book Introduction to Linguistics (first volume) (Verhaar, 1977:12-27;36-51) discuss phonetics and phonology. The current difference is based only on the research area Phonetics studies the sound-producing organs of language and in addition to the function of sound as part of the communication made possible by language. Hence, it is said that the existence of phonetics goes beyond the study of linguistics. During called phonology, which is related to speech sounds, which is related to meaning, This makes phonology a sub-discipline/branch of linguistics.

The book in question contains examples of phonetics and phonology. Forget and love word pairs. From the examples of paired words it is clear that and said emphatically, "Forget and like are very different words from words." Word pairs explain that phonologically they are two words is the smallest difference. Because it's in Indonesian. Indeed, the presence of phonemes /l/ and /r/ indicates a (significant) functional difference. The presentation of the discussion is limited to an explanation of the functional features of the phoneme. The problem of putting the above observations into words is a testament to effort. However, "minimum target pair" is not discussed further. Example. The two word pairs are meant for demonstration purposes only. Minimum". Based on the book *Fundamentals of General Linguistics* (Kentjono (ed.), 1982:21-38). This section describes the "minimum pair" in this book. In the Phonemes and Phonemic Differences section and the Minimum Language Pairs menu. In the chapter on phonetics and phonetics. Phonemic representation is based on articulation characteristics, namely the way sounds are produced. Language appears (through language). Because it comes from with the existence of words that correlate with differences in meaning. In this case

An example is given: the difference between the sound (phoneme) /l/ in a word when compared to the sound (phoneme) /e/ on defense. In the discussion of Phonemic Differences, it is explained that due to phonemic differences. There are differences in the phonemes that are paired in the words sack and necklace. Partners. The two words differ in sound and meaning only because of one phoneme /r/ which replaced by the phoneme /l/ which is a "minimum pair" with the meaning, "Two utterances that differ in meaning and at least differ in sound." (Kentjono (Ed.), 1982: 34). Starting from the presentation of the language of the literary sources above, it is clear that the existence of a "minimum pair" is only used as an attempt to distinguish the sound and the meaning of the word is due to an attempt to replace two different phonemes, even though they both have one. Alluded to the role of phonemes that are able to distinguish sounds and meanings very functional. Based on a book entitled *Indonesian Standard Grammar* (Moeliono (Ed.), 1988: 54-56). The purpose of publishing the above book is as a handbook is practical, so that the presentation of language has practical use value for speakers of the language Indonesia, so that the presentation of the discussion is not theoretical. The effect of the book is more practical, then the presentation of the discussion relates to what is called a "partner", minimal" is relatively lacking or even not discussed specifically and in depth.

RESEARCH METHODS

The survey method used in the "minimum pair" survey works as follows in linguistic research it generally begins with three (an) steps: 1) . Data dissemination/collection phase, 2) data classification and analysis phase, and 3) phase the process of writing/preparing reports (Sudaryanto, 1981: 26-34). The data dissemination/collection procedure is as described above, based on the secondary data, use of the library system is required using observational and documentary techniques. The listening process is associated with effort searching for data found in only a few cited sources, because searching the data in question are very difficult to find in the primary data from oral data sources. The use of authoring techniques is compatible with efforts to classify data, because it is fair using the capture method, each detected data is recorded in a single data card. Classification and data analysis stage is the second stage, so that (an) level is based on the results of using the capture method. As for step (an). This can be explained as follows. Data aggregation by sound group type, ie vowel sound group and consonant sound group. Basic data structure depending on the nature and/or acoustic characteristics of each sound, namely: the its presence as a substitute agent is very important it shows meaning/separation and uses techniques of substitution and contrast the meaning of both.

RESULTS AND DISCUSSION

Results

The discussion is intended to identify and identify patterns of "language games". in "minimum pairs" of Indonesian phonemes according to their number and diversit sound classification as in research sources of research reports entitled "Comparison of Indonesian and Javanese phonological

systems" (Soedjarwo, et al. 1985/1986: 1-86). There are 33 categories of sound depending on the source in question, consisting of: There are six vowel sounds: /i, e, é, è, a, u, o/; There are three vowels: /ay, aw, oy/, and 23 consonants, namely: /p, b, t, d, k, g, c, j, m, n, ŋ, ɲ, ɟ, f, s, ʃ, x, h, l, r, w, y/. It turns out that the three types of sounds available can be made in a "minimum pair", then the number of sounds in question is really sounds.

As for the effort identify and determine patterns of "language games" in "minimum pairs", set off distribution of sound types as shown below. Here it should be noted that the problem lies in the difference/difference of meaning of the words in the word "two". Minimal" starting with the meaning of the word pair, so the work The meaning of words is the basis for studying differences/differences in meaning (words) (Leech,2004: 18)

Discussion

1. "Language Game" Patterned One Vocal Phoneme: There are six vowel phonemes, namely: /i, ê, é, è, a, u, o/. It turns out individual phonemes These vowels can be made "minimum pairs" and patterns can also be created "language game". As for what is meant by a one-phoneme "language game" pattern vowels are: in two words/more paired words will show the difference/contrast the meaning is only caused by the alternation of different vowel phonemes. Example:

- Granny lives in the city: As a result of the phoneme /o/ in the word kota data (1) if it is replaced by the phoneme /a/ data (1a) it becomes it is clear that phoneme changes affect the meaning of the word which worry.
- Grandma lived in the word: Starting from the presentation of "minimum pair", it is clear what called "word play" in "minimum pairs" can be patterned: one phoneme vowel x one vowel phoneme. Another example: from x self; on x paddy; para x lung.

2. "Language Game" Patterned Two Vocal Phonemes: Based on the existing data, it turns out that the pattern of "language games" can also be found caused by two vowel phonemes simultaneously. As for what is meant by "game language" caused by changing two vowel phonemes at once as an example follow:

- The younger sibling is drinking milk: If the word milk in data (2) is replaced with the word side, then the meaning of the word will transformed as data.
- Big brother is the drinking side.

As a consequence of the word milk being shifted to the side of the word, there is clearly a difference/difference the meaning of the word in question. Another example: pipi x pup; father x aunt; virgin x self. Based on the two/more statements above, there are clear differences/differences the word manka is due to the alternation of the sounds of two consonants, so according to the available data the latter can be said: that the "language game" in phonetic "minimum pair". It can be graphed: two vowels are replaced by two consonants.

3. "Language Game" with One Phoneme Diphthong Pattern: There are three diphthong phonemes, namely: /ay, aw, oy/. Each of the existing diphthong phonemes can be made "minimum pairs", so that "language games" can also be made. As for "language games" in "minimal pairs" due to the change of diphthong phonemes only one phoneme applies, namely the replacement of one diphthong phoneme with one phoneme vocals. Example:

- ³Indonesia has many islands.
- ⁴Grandpa likes to eat tapai.
- ⁵How beautiful that child is.

Data (3, 4, 5) if changed to (3a, 4a, 5a) by replacing also, but, and hope, then data (3a, 4a, 5a) is not

meaningful, because there has been a difference/contrast of meaning he said.

- ^{3a)}There are many countries in Indonesia.
- ^{4a)}Grandpa likes to eat but.
- ^{5a)}Assa beautiful child.

Starting from the presentation of data (3, 4, 5) which is converted into data (3a, 4a, 5a) that what is called "language games" can pattern: one diphthong phoneme with one vowel phoneme. Another example: confused x dig; beach x parlor; asoi x asi (?). It should be noted here, that the pattern of "language games" in "pairs minimal" which consists of diphthongal phonemes, the amount of data is relatively small, as for the reasons solely due to the relatively small number of words ending in diphthong phonemes; No as data consisting of vowel phonemes and consonant phonemes.

4. "Language games" Two-letter consonant system: Given the number of vowels mentioned in the discussion of "Games." The language "One Consonant Phoneme Pattern", turns out to be based on existing data A stylized "Language Game" is also available: Two consonant sounds; so it was that it was as in practice "Language Game Patterned Two-Phoneme Vowels".

CONCLUSIONS AND RECOMMENDATIONS

According to research that the existence of a "minimum pair" can be used as a tool the direction of the "language game", then it is only natural that there is a "minimum pair". In learning Indonesian phonology it needs special attention and in. Indeed apart from the functional nature of the "minimum pair" as a tool evidence of real vocal sounds. According to the available findings, it is also highly intelligent if its functional properties. The "minimum pair" is said to be a way for speakers of a language to enrich their vocabulary Indonesian. Because you can get two or more words in pairs special/different meaning, then the speaker has demonstrated his competence the creation of (forms of) "language games".

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