

**THE GTVH ANALYSIS OF VERBAL HUMOR FOUND IN WEB SERIES *MALAM MINGGU MIKO* BY  
RADITYA DIKA**

**ANALISIS GTVH TERHADAP HUMOR VERBAL DALAM WEB SERIES *MALAM MINGGU MIKO* OLEH  
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**Abstract**

This research is aimed to analyze the kinds of verbal humor and the application of GTVH (General Theory of Verbal Humor) found in the web series: *Malam Minggu Miko*, which centered the data in five episodes. The analysis focused on seven kinds of verbal humor by Shade (1996). The next section is the analysis of the verbal humor by adapting the GTVH Knowledge Resources or KR included six parameters which are SO (Script Opposition), LM (Logical Mechanism), SI (Situation), TA (Target), NA (Narrative), and LA (Language). The result of this research shows eleven verbal humor included; two satires, two ironies, two wits, two farces, one pun, one riddle, and one joke. The GTVH analysis by KR's parameters through the data was also successfully applied in the ten verbal humors found in the web series: *Malam Minggu Miko*.

**Keywords:** Verbal Humor, GTVH, Linguistics.

**I. Introduction**

Humans are called social creatures because they are lived in society. Where communication is needed to batter information or because of pushed by motivations to connect deeply with their social life. Therefore, communication is important to deliver human intention with language interpretation. There are two modes of communication; (1) bona fide, which is a type of formal communication to convey information in a critical way, and (2) non-bona fide, it is the type of communication that purposely delivers funniness and to entertain the audiences (Raskin, 2015).

Streaming media is one of the popular media for society to gain information. Besides providing audio, video, or both, it is also affected by society's needs of like entertain feeds or humor content. The humor itself belongs to laughter, a smile of hearing something or seeing particular events, humor can be subjective since it is hard to categorize whether it is funny or not.

Humor is divided into four categories, namely; figural, verbal, visual, and auditory humor. Figural humor refers to cartoons, such as comic books, political cartoons, and caricatures. Verbal humor has numerous forms; some of them are puns, riddles, jokes, satire, parody, etc. Visual humor consists of slapstick, impersonations, mime, and those that are used visualization to deliver the humor. Auditory humor is related to effect and imitations (Shade, 1996).

Humor is one of the ways to start a light conversation or sometimes people slip a joke into it. Humor in pragmatics can be analyzed through the aspect of speech act or inference or others (Wahbi & Kaab, 2019).

Thus, in this study, the researcher describes kinds of verbal humor based on GTVH (General Theory of Verbal Humor) proposed by Attardo (2001) to analyze what kind of humor uses in one of the Indonesian Web Series. Web series as a series of scripted or non-scripted videos, generally in episodic form, appearing only on video uploading internet sites that are normally no more than 30min in length (Kassabian, 2017).

The General Theory of Verbal Humor (GTVH) is Attardo and Raskin's (1991) elaboration of the SSTH to a more sophisticated linguistic theory of humor (incongruity-resolution based) (Attardo,

2001). It means that it uses many linguistic areas including (but not limited to) narrative theory, pragmatics, and stylistics. The General Theory of Verbal Humor has parameters necessary proposed in terms of comparing one humor to another, which are incorporated phonological, morphological, etc. information as follows.

This research focuses on two problems, as follows: (1) What kinds of verbal humor used in Web Series: *Malam Minggu Miko*?; and (2) How verbal humor is analyzed using GTVH (General Theory of Verbal Humor) in Web Series: *Malam Minggu Miko*?. For that matter, the researcher is quite interesting to find out the reason for someone's laughter.

## II. Method of The Research

The method of this research is used descriptive qualitative method to analyze the verbal humor elements found in the object of research. Holloway and Wheeler (2002: 30) stated that qualitative research as a form of social inquiry is focused on the way people interpret and make sense of their experience and the world in the way they live. The qualitative method in this research is used to explain verbal humor and the GTVH (General Theory of Verbal Humor).

The main source of the data is taken from *Malam Minggu Miko* episodes uploaded in Raditya Dika's YouTube channel as the creator. The researcher collected the verbal humor from the dialogues and monologues in web-series *Malam Minggu Miko* episodes; *Nissa*, *Miranda*, *Hari Penembakan Sasha*, *Airsoft Lisa*, and *Joki Untuk Luna*.

The next step, the data collecting in this research is done by library research, which the data obtained from books, audio, video, and internet sources such as e-books, journals, thesis, or articles that related to the research. Library research as a systematic scientific method of bibliography research which includes the collection of bibliographic materials related to the research objectives, collection technique by method literature, and organizing present data (Danandjaja, 2014).

After collecting the data, the following step is processing the data to be analyzed. The first is to analyze the seven kinds of verbal humor; pun, riddle, joke, satire, farce, irony, and wit that proposed by Shade (1996). Then, The researcher classified the verbal humor to be analyzed based on the several categories of GTVH by Attardo (1994). The last step is to conclude the analysis in order to make conclusions as the outcome of the research.

## III. Result

The result of this research is to show some problems related to what kind of verbal humor is found in the web series: *Malam Minggu Miko* and how the verbal humor is analyzed using GTVH (General Theory of Verbal Humor). Furthermore, Shade (1996) classified the types of verbal humor into twelve types. They are pun, satire, wit, parody, sarcasm, irony, tall tale, joke, farce, limerick, and anecdote. The verbal humor categorizes is analyzed based on the six parameters of KR (Knowledge Resources); SO (Script opposition), LM (Language Mechanism), SI (Situation), TA (Target), NA (Narrative Strategy), LA (Language).

As the result, there are seven types of verbal humor found in web series: *Malam Minggu Miko*, namely; pun, satire, wit, joke, irony, farce, and riddle. And the most dominant appeared are satire, irony, farce, and wit following with every two data. In total there are eleven data to analyze through the GTVH Knowledge Resources.

**Table 1 Script Opposition (SO)**

SO	Total
Normal vs Abnormal	3
Expectation vs Reality	5
Specific vs Unspecific	1
Style vs Pedophile	1
Offside vs Score	1

Table 1 shows that there are five SO, followed by Expectation vs Reality dominated with 5 out of 11.

**Table 2 Logical Mechanism (LM)**

LM	Total
Absurd neologism	1
Fallacious reasoning	2
False Analogy	3
Insult or put-down humor	2
Words repetition	1

Table 2 shows that there are five LM, followed by False Analogy dominated with 3 out of 11.

**Table 3 Situation (SA)**

SA	Total
Misheard	1
Relationship	1
Confuse	1
Satirize	1
Illogical	2
Acknowledgement	1
Absurd	2
Proud	1
Insulting	1

Table 3 shows that there are nine SA, followed by Illogical and Absurd dominated the most.

**Table 4 Target (TA)**

TA	Total
Personal	5
Group	-
None	6

Table 4 shows that there are two TA appeared in the data, followed by None dominated with 6 out of 11.

**Table 5 Narrative (NA)**

NA	Total
Dialogue	4
Monologue	2
Conversation	5

Table 5 shows that there are three NA appeared in the data, followed by conversation dominated with 5 out of 11.

**Table 6 Language (LA)**

LA	Total
Set up and Punch line	11

In the table 6 shows that there is only one LA appeared in the analysis. It is set up and punch line.

#### IV. Discussion

The verbal humor categorizes is analyzed based on the six parameters of KR (Knowledge Resources) started with SO (Script opposition), LM (Language Mechanism), SI (Situation), TA (Target), NA (Narrative Strategy), and LA (Language).

**Table 7. Pun Analysis**

<b>Transcript</b>		Miko : Yan, Yan, you've got to know this, Yan! Miranda.. Miranda sent me a BBM message. And she said she's nearby.. and she said "cn i cm by?" (can i come by?) Rian : is it flabby? Who..? Miko : It's not the flabby. What she means was, "can i come by?"
<b>KR</b>	<b>SO</b>	Normal vs abnormal
	<b>LM</b>	Absurd neologism
	<b>SI</b>	The misheard of the intentionally abbreviated words 'come by'.
	<b>TA</b>	-
	<b>NA</b>	Conversation
	<b>LA</b>	Miko: .. and she said "cn i cm by?" (can i come by?)  Punch line Rian: ... is it flabby? Who..?

Table 7 is based on the normal versus abnormal SO of the pun. The logical mechanism is classified into an absurd neologism. The situation of the verbal humor is *Miko* got a message from *Miranda* to visit their house by intentionally abbreviating the words 'come by', which misheard by *Rian* and evokes laughter. The verbalization is placed in the middle of a conversation by *Rian* dialogue '...? is it flabby? Who..?' This verbal humor is not targeted anyone because it is all purely misheard that turns into humor by *Rian*.

**Table 8. Riddle Analysis**

<b>Transcript</b>		Miranda : Before, when i was in a relationship.. we never went together.. no presents.. it was sad basically! Miko : Yes.. Miranda : Uh-uh. Miko : I also had an ex like that, once! We never went together, we never went to any concert. Never went to her house, actually! Miranda : Really? When was that? Miko : Primary school.
<b>KR</b>	<b>SO</b>	Expectation vs reality
	<b>LM</b>	Fallacious reasoning
	<b>SI</b>	Both speaker past relationship
	<b>TA</b>	<i>Miranda</i>
	<b>NA</b>	Dialogue
	<b>LA</b>	Miranda: Really? When was that?  Punch line Miko: Primary school..

The riddle analysis shown in table 8 is based on the SO expectation of *Miranda* that was never treated properly by her ex-boyfriend versus the reality of *Miko's* past relationship when he was in primary school. The LM of the verbal humor is fallacious reasoning since *Miko's* past relationship was when he was just an innocent child. The dialogue verbalization is placed in the end and created a humorous effect for unexpected answers by *Miko's* childhood story.

**Table 9 Joke**

<b>Transcript</b>		Rian : Where have you been Mas Anca? Why is it taking so long? Haven't arrived yet. Anca : Ouch.. duh.. where is it..?
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		<p>Rian : Yes, what's near that?</p> <p>Anca : There's, there's motorbike.</p> <p>Rian : There are also motorbikes everywhere. Be specific!</p> <p>Anca : Oh, sorry sir. The bike is gray, the lisence plat is B 6287 FYZ.</p> <p>Rian : ...?</p>
KR	SO	Specific vs unspecific
	LM	False Analogy
	SI	<i>Rian</i> asked <i>Anca</i> the specific signs of his location, then <i>Anca</i> told the illogical thing as the landmark nearest him.
	TA	-
	NA	Dialogue
	LA	<p>Punch line</p> <p>Anca: There's, there's motorbike.</p> <p>Punch line 2</p> <p>Anca: Oh, sorry sir. The bike is gray, the lisence plat is B 6287 FYZ.</p>

Table 9 of joke analysis takes the specific things versus the response is unspecific enough as the SO. That is why the dialogue is categorized as SI false analogy because *Anca* was asked to tell the specific benchmark of his location, so that, *Rian* would know where exactly he was. There are two punch lines for this dialogue.

**Table 10. Satire**

Transcript		Rian : There, there, don't think about snake anymore. A girl made waiting is scarier than snakes.
KR	SO	Normal vs abnormal
	LM	False Analogy
	SI	<i>Rian</i> analogy between snake and a girl who waited too long.
	TA	-
	NA	Monologue
	LA	<p>Punch line</p> <p>Rian: A girl made waiting is scarier than snakes.</p>

Table 10 of satire analysis shows SO normal is the object is a snake and turns out to be abnormal with the analogy between a snake and a girl who waited too long might be dangerous or wild as a snake if get mad. For that reason, this dialogue is categorized into LM false analogy. The punch line for this dialogue is, again, *Rian* beyond analogy creates a humorous effect as he said 'A girl made waiting is scarier than snakes.'

**Table 11. Satire II**

Transcript		<p>Miko : Yan, I lose my feeling towards Miranda, Yan!</p> <p>Rian : Doesn't she like you?</p> <p>Miko : Yeah, but she dislike cat!</p> <p>Rian : Girls who doesn't like cats are normal! If you had lost feeling into a girl, it's only if her hobby is eating soup with her hand, for example!</p>
KR	SO	Normal vs abnormal
	LM	Insult or put-down humor
	SI	<i>Miko</i> lost interest to <i>Miranda</i> for dislike cats and <i>Rian</i> told the worst reasonable.
	TA	<i>Miko</i>

	<b>NA</b>	Conversation
	<b>LA</b>	Punch line Rian: If you had lost feeling into a girl, it's only if her hobby is eating soup with her hand, for example!

Table 11 of satire II analysis is showed SO normal which if someone or a girl does not like a cat is fair enough, versus the abnormal is if someone eats soup by using hands without any tool. The conversation is categorized into LM insult or put-down humor is for *Rian* words 'If you had lost feeling' and then followed with the worst reason to loss of feeling on someone. The target of this verbal humor is *Miko* which *Rian* has mocked him by telling the absurd reason 'If you had lost feeling into a girl, it's only if her hobby is eating soup with her hand, for example!'

**Table 12. Farce**

<b>Transcript</b>		Rian : I am always sure that I should join police force. I am willing to sacrifice myself for peace! Let me tell you a story. Last week, I saw two guys fighting in the market! I tried separating them! I got beat up by them completely! It's okay! For peace. Those primary schoolers were so strong!
<b>KR</b>	<b>SO</b>	Expectation vs reality
	<b>LM</b>	Fallacious reasoning
	<b>SI</b>	<i>Rian</i> acknowledge himself.
	<b>TA</b>	-
	<b>NA</b>	Monologue
	<b>LA</b>	Punch line Rian: Those primary schoolers were so strong!

Table 12 of farce analysis as opposed to the verbal humor SO expectation of *Rian's* monologue about how good he was versus the reality of who is he fought for. This dialogue is classified into LM's fallacious reasoning for the overrated monologue. The punch line is found at the end of his monologue.

**Table 13. Farce II**

<b>Transcript</b>		Rian: Let me teach you, the terminology of airsoft gun. HIT! That means you got attacked, you're out of the game! Freeze! It means, stay in your place! And the one I used most often; Help.. help.. help! It means.. help.
<b>KR</b>	<b>SO</b>	Expectation vs reality
	<b>LM</b>	Words repetition
	<b>SI</b>	<i>Rian's</i> explained the airsoft gun terminology.
	<b>TA</b>	-
	<b>NA</b>	Monologue
	<b>LA</b>	Punch line Rian: And the one I used most often; Help.. help.. help! It means.. help.

Table 13 of farce analysis as opposed to the verbal humor SO expectation of *Rian's* monologue about the fact of airsoft gun terminology versus the reality hit of what is the term he used the most along with the sport as the player. The LM shows words repetition for help's word; it shows how eventually *Rian* before in describing the terms in airsoft gun but ended up with always calling for help throughout the sport.

**Table 14. Irony**

<b>Transcript</b>	Rian: A few weeks ago I introduce Miko to Miranda. After that, I think Miranda started to like Miko. Well, I don't mind.
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		Because Miko has a lot of plus point. Like.. umm.. like.. If he is able to take Panadol without drinking water, is that a plus point?
KR	SO	Expectation vs reality
	LM	False analogy
	SI	<i>Rian</i> in the beginning said that <i>Miko</i> has many superiorities, nut ended up telling the weirdness superiority.
	TA	<i>Miko</i>
	NA	Monologue
	LA	Punch line <i>Rian</i> : If he is able to take Panadol without drinking water, is that a plus point?

In table 14, the irony analysis shows that the SO expectation of *Miko* has superiorities for the reason that *Miranda* had crushed on him versus the reality that *Rian* exposed is a weird thing to be acknowledged as a superior. Thus, this verbal humor is classified into a false analogy because people have expected *Miko* superior but ended up with the absurd one. The verbalization of this verbal humor is put at the end of *Rian*'s monologue; "If he can take Panadol without drinking water, is that a plus point?"

Table 15. Irony II

Transcript		<i>Rian</i> : My name is Rianto Martino. What kind of person I am? Listen! I was once asked the same question and the answer I got was.. I'm cute, I'm smart, I'm kind. My grandmother is very good at judging people.
KR	SO	Expectation vs reality
	LM	-
	SI	<i>Rian</i> 's confidence because his grandmother complements.
	TA	-
	NA	Monologue
	LA	Punch line <i>Rian</i> : My grandmother is very good at judging people.

The SO of the verbal humor in table 15 is similar to the previous one, where the expectation of this monologue is *Rian* is a charming person versus the reality is only one person said so and that was his grandmother. The verbalization can be found at the end of the monologue as shown in the table above.

Table 16. Wit

Transcript		<i>Miko</i> : What do you think? Am I cool enough for first date? <i>Rian</i> : You're like a pedophil who just hit puberty, you know?
KR	SO	Style vs pedophile
	LM	Insult or put-down humor
	SI	<i>Miko</i> asked <i>Rian</i> about his style, instead <i>Rian</i> teasing by mocking him looks like pedophile.
	TA	<i>Miko</i>
	NA	Conversation
	LA	Punch line <i>Rian</i> : You're like a pedophil who just hit puberty, you know?

In table 16, the wit analysis opposed that the SO the irrelevant SO style versus pedophile. This one is subtyped into LM insult or put-down humor because *Rian* answered *Miko*'s question in style context. The SI of this verbal humor is *Miko* asked *Rian* about his style, is it already good

enough or not, instead *Rian* teasing by mocking him looks like a pedophile for his style not intended to his character. The TA is *Miko*, where *Rian* mocked *Miko* about his date outfit.

**Table 17. Wit II**

<b>Transcript</b>		Rian : Yep yep yep yep! Arghh offside! Miko : Oohhh... offside! So what's the score right now? Rian : Are you dumb or what? It's clearly offside! The goal increased by 2, of course!
<b>KR</b>	<b>SO</b>	Offside vs score
	<b>LM</b>	-
	<b>SI</b>	Both <i>Rian</i> and <i>Miko</i> is lack in football rules.
	<b>TA</b>	<i>Miko</i>
	<b>NA</b>	Conversation
	<b>LA</b>	Punch line Rian: Are you dumb or what? It's clearly offside! The goal increased by 2, of course!

The wit shown in table 17 has SO offside versus score. The opposition can be seen in the dialogue between *Miko* and *Rian*. The SI of the verbal humor is where *Rian* mocked *Miko* with "Are you dumb or what?" which indicates *Rian* knows about football better than *Miko*. Furthermore, the verbalization shows that *Rian* acted know-it-all. The NA is setted-up as a conversation in which *Rian* targets *Miko* who lacks football things.

## V. Conclusion

The research has done the analysis of GTVH and kinds of verbal humor found in web series: *Malam Minggu Miko*. The data is collected from episodes one until five. As the result, the researcher has solved the first problem and found eleven verbal humors from the object of the study with satire, irony, farce, and wit dominating the common type. Then pun appeared one time out of the eleven verbal humors that found and followed with the riddle, joke, and farce.

The analysis of verbal humor using the GTVH (General Theory of Verbal Humor) by Attardo (1994) which applied the KR's parameter structurally started from SO (Script Opposition), LM (Logical Mechanism), SI (Situation), TA (Target), NA (Narrative), and LA (Language). The researcher is concluded that the theory successfully applied towards the data of verbal humor found in the web series: *Malam Minggu Miko*.

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