

**AN ANALYSIS OF IDIOMATIC EXPRESSIONS FOUND IN *TOY*
STORY 3 MOVIE**

THESIS

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TEACHER TRAINING AND EDUCATION FACULTY
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**AN ANALYSIS OF IDIOMATIC EXPRESSIONS FOUND IN *TOY*
STORY 3 MOVIE**

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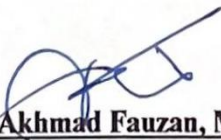


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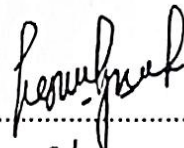
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ABSTRACT

Pradinata, Stenli. 2026. “An Analysis of Idiomatic Expressions Found in *Toy Story 3* Movie. Thesis. The Study Program of English Language Education. The Department of Language and Arts Education. The Faculty of Teacher Training and Education. University of Palangka Raya. **Advisors: (I) Susanty, S.S., M. Hum (II) Sulamit Syeba, M.Pd**

Keywords: Idiomatic Expressions, Types Of Idioms, Contextual Meaning, *Toy Story 3*, Movie.

This study was conducted to identify the types, percentages, and contextual meanings of idiomatic expressions in the movie “Toy Story 3.” This is an important topic to study because the meanings of idiomatic expressions cannot be understood by interpreting each word separately. However, idiomatic expressions are commonly found in everyday spoken English, including in the movie “Toy Story 3.” This study employs a qualitative descriptive method, using “Toy Story 3” as the data source and the idiomatic expressions found in the movie as the research data. Data were collected through observation, in which the researcher watched the movie, identified the idiomatic expressions spoken by the characters, and coded them for further analysis.

The idiomatic expressions identified were then classified according to the theory proposed by McCarthy and O’Dell (2010), in which idiomatic expressions are divided into six (6) types: verb + object/complement (and/or adverbial), prepositional phrase, compound, simile, binomial/trinomial, and whole clause or sentence. The results show that there are 35 idiomatic expressions found in the movie, consisting of 10 (28.57%) verb + object/complement, 6 (17.14%) prepositional phrases, 5 (14.28%) compounds, 2 (5.71%) similes, 2 (5.71%) binomial/trinomial, and 10 (28.57%) whole clauses or sentences. The most common types of idioms in the movie “Toy Story 3” are “verb + object/complement” and “whole clause or sentence,” because these two types of idioms use structures that best suit the movie, which features spontaneous, expressive, and fast-paced dialogue throughout. Meanwhile, similes and binomial/trinomial idioms are the two types of idioms used least frequently in “Toy Story 3,” due to their more rigid structural patterns.

The contextual meaning of each idiomatic expression identified is interpreted based on the situations experienced by the characters in the movie “Toy Story 3,” and most of the meanings can be understood through the dialogue, context, and visuals in the movie. This study is expected to have an impact and be beneficial to teachers, students, and future researchers in understanding and teaching idiomatic expressions using movies.

ABSTRAK

Pradinata, Stenli. 2026. “Analisis Ungkapan Idiomatik yang Ditemukan dalam Film Toy Story 3.” Tesis. Program Studi Pendidikan Bahasa Inggris. Jurusan Pendidikan Bahasa dan Seni. Fakultas Keguruan dan Pendidikan. Universitas Palangka Raya. Pembimbing: **(I) Susanty, S.S., M.Hum (II) Sulamit Syeba, M.Pd**

Kata Kunci: Ungkapan Idiomatik, Jenis-Jenis Idiom, Makna Kontekstual, Toy Story 3, Film.

Penelitian ini dilakukan untuk mengidentifikasi jenis, persentase, dan makna kontekstual ungkapan idiomatik dalam film “Toy Story 3.” Topik ini penting untuk diteliti karena makna ungkapan idiomatik tidak dapat dipahami dengan menafsirkan setiap kata secara terpisah. Namun, ungkapan idiomatik sering ditemukan dalam bahasa Inggris lisan sehari-hari, termasuk dalam film “Toy Story 3.” Penelitian ini menggunakan metode deskriptif kualitatif, dengan “Toy Story 3” sebagai sumber data dan ungkapan idiomatik yang terdapat dalam film tersebut sebagai data penelitian. Data dikumpulkan melalui observasi, di mana peneliti menonton film, mengidentifikasi ungkapan idiomatik yang diucapkan oleh karakter, dan mengkodekannya untuk analisis lebih lanjut.

Ungkapan-ungkapan idiomatik yang diidentifikasi kemudian diklasifikasikan berdasarkan teori yang dikemukakan oleh McCarthy dan O’Dell (2010), di mana ungkapan-ungkapan idiomatik dibagi menjadi enam (6) jenis: kata kerja + objek/pelengkap (dan/atau kata keterangan), frasa preposisional, gabungan, perbandingan, binomial/trinomial, serta klausa atau kalimat utuh. Hasil penelitian menunjukkan bahwa terdapat 35 ungkapan idiomatik yang ditemukan dalam film tersebut, yang terdiri dari 10 (28,57%) ungkapan kata kerja + objek/pelengkap, 6 (17,14%) frasa preposisional, 5 (14,28%) ungkapan majemuk, 2 (5,71%) perbandingan, 2 (5,71%) ungkapan binomial/trinomial, dan 10 (28,57%) klausa atau kalimat utuh. Jenis ungkapan idiomatik yang paling umum dalam film “Toy Story 3” adalah “kata kerja + objek/pelengkap” dan “klausa atau kalimat utuh,” karena kedua jenis ungkapan ini menggunakan struktur yang paling sesuai dengan film tersebut, yang menampilkan dialog yang spontan, ekspresif, dan bergerak cepat sepanjang film. Sementara itu, perumpamaan dan ungkapan idiomatik binomial/trinomial adalah dua jenis ungkapan idiomatik yang paling jarang digunakan dalam “Toy Story 3,” karena pola strukturnya yang lebih kaku.

Makna kontekstual dari setiap ungkapan idiomatik yang diidentifikasi ditafsirkan berdasarkan situasi yang dialami oleh para tokoh dalam film “Toy Story 3,” dan sebagian besar maknanya dapat dipahami melalui dialog, konteks,

dan visual dalam film tersebut. Penelitian ini diharapkan dapat memberikan dampak dan manfaat bagi para guru, siswa, serta peneliti di masa mendatang dalam memahami dan mengajarkan ungkapan-ungkapan idiomatik dengan menggunakan film.

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May this achievement lay the groundwork for what is ahead and the successes yet to come.

Finally, this study is not without its shortcomings, and the researcher is aware of its limitations. The researcher hopes to receive constructive feedback and suggestions from readers to improve the quality of this study. The researcher also hopes that this study will have a positive impact and make a meaningful contribution to the field of English language education.

Palangka Raya, 13 July 2026
The Researcher,

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