



**CONCEPTUAL AND LANGUAGE
REPRESENTATIONS IN AMERICAN
GOBBLEWONKER MONSTER AS LOCH-NESS
MONSTER MYTHOLOGY IN HIRSCH'S ANIMATED
SERIES *GRAVITY FALLS***

*In of the Requirements for Bachelor Degree in English Department
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Written by:

Ahmad Azril Fadhilah

13020119130100

Faculty of Humanities

Diponegoro University

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CHAPTER IV:

CONCLUSION

This research thesis discusses the fictional American Gobblewonker monster as real-life Loch Ness mythology representation in Alex Hirsch's *Gravity Falls* in which analysis is relied upon cultural approach through Hall's representation theory as main analysis model. As the result of discussions, the writer finds the concrete findings that the credibility is ensured based on theoretical frameworks regarding to the Gobblewonker monster as conceptual map and language representations of real-life Loch Ness mythology in fictional America of Hirsch's *Gravity Falls*. The findings include the discussions of intrinsic and extrinsic aspects of the Gobblewonker monster character as the representation of real-life Loch Ness monster mythology.

The intrinsic discussion of the thesis functions to underly the Gobblewonker as character that is positioned as object of analysis in the research thesis. The discussion covers the characterization and setting in relation to Gobblewonker in *Gravity Falls*. The characterization discussion of Gobblewonker through showing and telling characterization methods that are shown in *Gravity Falls* covers mysterious creature, gigantic stature, amphibious species, and dangerous beast. The setting discussion covers the setting of locations that is shown in the episode where Gobblewonker makes an appearance; this place covers Lake Gravity Falls in which Gobblewonker lives and Scuttlebutt Island where Gobblewonker is encountered by group of protagonists. The extrinsic discussion of the thesis answers the research questions and fulfills the purpose of the study that Gobblewonker monster in

American animated series *Gravity Falls* is a representation of Loch Ness mythology in real-life. This extrinsic discussion covers conceptual maps representation and languages representation of the Gobblewonker as Loch Ness mythology.

The first extrinsic analysis is conceptual map representation discussion that covers the Gobblewonker's monster and mythology conceptual map elements that refer to real-life Loch Ness monster mythology as work of representation. The monster conceptual representation discusses the Gobblewonker as an abnormal and dangerous creature based on monster definition that refers to Loch Ness monster lore as work of representation. The mythology conceptual map representation discusses the Gobblewonker as mysterious figure, local tale and legend of Gravity Falls, and false truth based on mythology definition that refer to Loch Ness mythology as work of representation.

The second extrinsic analysis is language representation discussion that covers the Gobblewonker's iconic sign and indexical sign elements that refer to real-life Loch Ness monster mythology as work of representation. The iconic sign representation discusses the Gobblewonker 's visual sign that shows long neck, four flippers, gigantic size and amphibian signs which qualified as iconic signs that refer to Loch Ness monster mythology visual depictions in real-life as work of representation. The indexical sign representation discusses the Gobblewonker's indirect reference of its existence which covers the dialogue and non-dialogue aspects that exist in *Gravity Falls* as indexical signs that refer to real-life Loch Ness' indirect references as work of representation.