Exploring Japanese Cultural Representation In Anime: A Linguistic Analysis Of One-Piece Wano Kuni Arc

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Article Info	ABSTRACT
	This research aims to identify the use of the traditional Japanese language in the popular anime One Piece, especially the Wano Kuni arc by Eiichiro Oda. The research method used is descriptive analysis, which aims to examine the use of Japanese honorifics, ancient samurai terms (samurai terminology), and dialect in dialogue in the Wano Kuni arc. Data collection will be carried out by direct observation and note-taking techniques with an emphasis on sociolinguistic elements. Based on the results, there are several sociolinguistic elements that Eiichiro Oda uses to convey the story in his anime, namely, traditional Japanese honorifics, dialects, speech patterns, and samurai terminology. This shows that the plot of Wano Kuni presents the use of the traditional Japanese language accurately and depicts the cultural hierarchy and traditional values of Japanese society.

INTRODUCTION

Anime and manga are known as very efficient media or tools to depict culture and social values of society. According to (Sayekti, 2017), anime is a literary work because it is fictional, imaginary, and something that does not exist and happens for real. Examining how culture is shown in media such as anime is important, because anime is one of the modern Japanese literary works that is widely sought even in other countries that are believed to be able to increase our insight into the culture of a country. We can learn more about culture and how people interpret it by examining how it is depicted in anime. (Napier, 2009)examined how popular anime reflects culture, mythology, and traditions, to explain how anime serves as a gateway to Japanese culture for the general public. In his book From Impressionism to Anime: Japan as a Fantasy and Fan Cult in the Mind of the West. Another book released in 2016, "Anime from Akira to Howl's Moving Castle: Experiencing Contemporary Japanese Animation" by (Napier, 2016)explores how audiences around the world interpret and consume anime. The book also discusses how anime depicts Japanese customs, beliefs, and mythology, which reflects and influences Japanese culture. as well as how anime impacts or increases the perception of Japanese culture among global audiences. (Lamarre, 2009)explores how anime depicts the world in his paper "The Anime Machine: A Media Theory of Animation." Additionally, to providing a direct depiction, Japanese technology, culture, and history have affected this structure. Not only is the content of anime

highlighted, but also how animation technology, such as the use of computers and cells, affects how anime is made and viewed.

One Piece is an anime with an interesting narrative, diverse characters, and brilliant ideas. One Piece of anime series was taken from a comic that was first released on July 20, 1999. In Indonesia, anime series was broadcast on national television in 2003. To date, this anime is still ongoing with more than 1000 episodes and is divided into several arcs. However, in this research, the author will only focus on the Wano Kuni arc, which contains strong elements of Japanese culture. The Wano Kuni arc is one of the most interesting arcs and is highly anticipated by all one-piece fans worldwide. where the storyline in this arc shows how straw hat pirates realize who they are in a country that has many cultural and folklore ties to Japan.

According to (Widya & Sri, 2022) investigated how various facets of Japanese culture are represented in the anime Kamisama Hajimemashita, particularly the Shinto Shrine, yukata, and matsuri customs, which are common in Japanese society. this study using semiotic theory by Roland Barthers and qualitative methodologies to determine the meaning of d enotation and connotation in this anime. Despite using the same topic, these two studies differed in several ways. This study primarily focuses on the Wano Kuni arc, which specifically portrays the samurai tradition, strong language, religious dialects, and other aspects of the feodal Japanese. In addition, to investigate how a language or dialect is used in the wano kuni arc, writers use a sociolinguistic approach. Research in this area is of great interest and has a highly active research community. According to (Ristiawati et al., 2022)conducted the research on examining the context and cultural background in the novel and explore how cultural elements are represented in the novel by using a literary anthropology approach. This study also uses John Fiske's semiotics to interpret signs and symbols in texts and to understand how meaning is constructed and conveyed through various cultural representations. Despite analyzing the same topic, these two studies had many differences. One of these is the theory and research methods. This research uses linguistic aspects to analyze representations of Japanese culture, especially aspects of samurai culture and language represented in the anime One Piece Wano Kuni arc.

According to (Audria & Syam, 2019)analyzed the semiotic representation of culture in Barakamon anime using Roland Barthes' semiotic theory. Although they used the same topic, the two studies also showed differences. Research conducted (Audria & Syam, 2019)uses the semiotic theory of Roland Barthes and focuses on the analysis of semiotic representation (connotation, denotation and myth) in anime, this research only focuses on cultural and language analysis using sociolinguistic analysis.

Therefore, the focus of this research is on how One-Piece anime represents Japanese culture through the cultural aspects used in this animation, such as samurai customs, the use of different dialects by each character, and moral principles that can be used to study how culture is represented in media, such as anime, to provide deeper meaning. We wanted to investigate One Piece in great detail to gain deeper knowledge about how Japanese culture is depicted and perceived in media such as anime and manga. Thus, it is hoped that this research can provide an understanding of the unique aspects of Japanese culture, including the traditions and etiquette that often appear in anime. This can also be a learning medium so that readers can determine how popular media, such as anime, play a role in spreading Japanese culture throughout the world. In addition, anime can also be a medium for teaching the Japanese language and culture. Based on the development of literary research on anime and film, many studies have addressed the cultural representation of anime. In this study, the authors identified three articles as references.

METHOD

This study aims to analyze the representation of Japanese culture and language that appears in one piece of anime series. To make a good analysis, the author chose a deskriptif qualitative method to examine the data for process analysis. Qualitative method is carried out with characteristics that describe facts or an actual situation, but the reports made must pay attention to scientific interpretation so that the results are good. (Fadli, 2021). The author chooses this method because it can help writers collect and analyze data for this research. In addition, this method was used to describe and interpret the results and explain the cultural representation found in the One Piece anime series. Data were obtained from the one-piece anime series. This anime was produced by Toei Animation, which also produced many anime, such as "Dragon Ball", "Sailor Moon", and "Digimon". One Piece was a solid adaptation of Eiichiro Oda's Shonen Manga masterpiece, which was first published on July 22, 1997. In this research, the author focuses only on the Wano–Kuni arc. Supporting data were obtained from books, manga, journals, and the Internet, which can complement the main data. The data contained in this research include sentences or dialogue, as well as scenes related to the cultural elements that appear in the Wano Kuni arc. The data were collected by watching the anime several times and taking notes to determine which dialogues or scenes depicted representations of Japanese culture and language use. The writer then identifies all dialogues and scenes that have been found to obtain satisfactory results. The analysis process was combined with the sociolinguistic approach to understand how language is used in the wano kuni arc of a one-piece anime series.

RESULT & DISCUSSION

Various cultural elements represent Japanese culture in the Wano–Kuni Arc. It can be seen from the clothes worn by the characters in the Wano Kuni arc, which change into yukata and kimonos, as well as the buildings in cities and villages that use traditional castle-shaped designs. The appearance of samurai and the existence of geisha also prove that Wano Kuni represents the Japanese culture. In addition, Wano Kuni was isolated or closed from the outside world during the reign of the Shogun Kurozumi Orochi. This is the same as Japan once having an isolated political system called sakoku. This occurred during the Tokugawa Shogunate. This began with the decrees and policies of Tokugawa Iemitsu in 1639. This continued from the generation until 1853. In this saoku principle, relations and trade between Japan and other countries were very limited. Almost all foreign nationals were prohibited from entering Japan. In contrast, ordinary Japanese people are prohibited from leaving their country. (Das, 2020; Gordon, 2021)

Table 1. Language use in Arc Wano Kuni

Element of languages use	Data found
Traditional Japanese Honorifics	5
Samurai Terminology	3
Dialects and speech patterns	1

Taditional Japanese Honorifics

Sociolinguistic honorifics, such as Japanese, play an important role in every Asian language. because, in everyday communication, particularly with regard to the use of honorifics and Japanese society's adherence to hierarchical structures. These titles come after the name (or, in one example, may be used instead of a name) and reflect relationships, social hierarchy, and respect. (Okamoto, 2011; Okushi, 2014; Pizziconi, 2011; Shibamoto-Smith & Cook, 2011).

In this research, the writers found Japanese honorifics in anime One Piece, especially in the Wano Kuni Arc.

1) **'-sama'**

It is used to show great respect to an individual older or of a higher rank than you or someone you admire. For an approximate English translation, it would be more like Sir or Madam than Mr. or Ms. – or similar to how we use, "Ladies and gentlemen." In the Wano Kuni arc, the word of '-sama' is often used by several characters in the anime to convey a sense of respect. One of them is the honorary call for the Kozuki Oden.

我らが偉大なるおでんは九里の大名となるのだ！やった！そうすればクリは正式な州になります！信じないでください！でも、私たちはそれにも一生懸命取り組みま

した "Warera ga idainaru Oden-sama wa kono Kuri no daimyō to naru! Yatta! Sō sureba kuri wa seishikina shū ni narimasu! Shinjinaide! Demo, oretachiha soreni mo isshōkenmei ganbarimashita (*Our great oden will become Kuri's daimyo! yay! then it will become a full-fledged province. i can't believe it! but we stuck it out, too.*)

Kozuki Oden is the daimyo of Kuri in Wano Country, son of former Shogun of Wano Country Kozuki Sukiyaki, husband of Kozuki Toki, and father of Kozuki Momonosuke and Kozuki Hiyori. He was a patriarch in the Kozuki family. He is described as a legendary figure in Wano Kuni, so in honor of him the people of Wano call him "Kozuki Oden-sama" or "Oden-sama".

2) '-dono'

This was an honorific from the past, which was typically applied to lords. If this had not been used occasionally in modern times, it would have fit under the category of historical honorifics below. Usually (and sually in writing) in an extremely formal business setting. Character Kine'mon, a samurai from Wano, frequently uses the honorific -dono.

キク、どうしてルフィさんのグループと一緒にいられるの

"Kiku, dōshite Luffy-dono tachi to issho ni i rareru no?"

(*Kiku, why are you with Luffy's group?*)

Kine'mon calls the mugiwara pirate crew with the suffix dono, like "luffy-dono" or "zorojuro-dono". This is because the Mugiwara pirate crew has helped him several times and wants to help them reclaim Wano country from Kaido's hands.

3. -san, -kun, and -chan

Other honorifics such as -san, -kun, and -chan often appear in this anime. -san is a general honorific address for someone and is usually used by new people, both male and female. -san can also mean "master," "madam," or "miss." miss. an example is the character Brook in one piece, who always calls other mugiwara pirate crew members with the suffix san, for example he call Robin with 'Robin-san', or luffy 'Luffy-san' or "Sanji-san'.

おかえりなさい、ロビンさん

Okaerinasai, Robin-san

(*wellcome back, Miss Robin*)

ただいま。待ってくれてありがとう

Tadaima. matte kurete arigatō

(*I'm back, thank you for waiting me*)

In episode 1044 entitled "Clutch! A Demon Incarnate Robin!", around minute 20:35 Brook calls Robin with "Robin-san" in his dialogue with Robin after she finishing her fight with Black Maria.

4) -kun

-kun is honorific for men who are younger or of the same age and have known each other for a long time. Example character Jinbe in one piece calling Luffy when he was on Fishman Island with "Luffy-kun." It can also be a woman calling a man she loves or has known for a long time, like Nami to Sanji with "Sanji-kun."

5) -chan

-Chan is an honorific used for loved ones or for babies, small children, or teenage girls. However, if this address is used for someone higher, it can be considered demeaning and rude. This call can be used to cute animals, partners, close friends or other young women. Examples of calling Sanji to Robin (Robin-chan), or Nami to Otama (Tama-chan).

ロビンちゃんの芸妓姿が見たい

Robin-chan no geigi sugata ga mitai.

(I *wanna see Robin in her geisha costume*)

In episode 911, entitled "Bringing Down: The Emperor of the Sea! A Sectred Raid Operation Begins!", around 18:45 when Kine'mon told them that Robin was working as a geisha, Sanji excitedly said he wanted to see Robin with her geisha costume. The results of this research are in line with the results of Widya and Sri (2022) regarding cultural representation in the anime Kamisama Hajimemashita, which shows that the use of honorifics tends to be more varied and reflects the influence of modernization, while this research states that the anime maintains the use of traditional honorifics. This difference may be caused by differences in the cultural background and story context of the two anime. These findings show that the use of honorifics such as -san, -chan, -kun, -sama, and -dono in anime not only reflects traditional Japanese culture but is also part of cultural adaptation and change. However, this research is not in line with the research by Ristiawati et al. (2022), which only shows how a novel represents the cultural background of the social environment in Japan.

Samurai Terminology

As stated by Valeontis and Mantzari (2006), terminology is a discipline that deals with two things: 1) the rules and procedures that govern the study of concepts and their designations (terms, names, symbols) in any subject field, as well as the task of gathering, organizing, and processing pertinent data, and 2) the vocabulary that is unique to a particular subject field. Samurai terminology is used by the samurai in One Piece, and the samurai are people with a high social status in Wano Kuni. In accordance with their social status, samurai were expected to be honorable, educated, and highly disciplined. If a samurai had a master, then their behavior of unbecoming a samurai reflected poorly on their master. How samurai dressed and carried themselves in public also influenced the public's perception of their family, which is why samurai had different dialects and terms.

1) Bushido

Bushido is the chivalric code of ethics for the samurai class in Japanese feudalism, which means that bushido is a path that must be obeyed or well-guarded by the samurai. is the code of moral principles in which knights are required or instructed to observe. It is not written code; at best, it consists of a few maxims handed down from mouth to mouth or coming from the pen of some well-known warriors or savants. More frequently it is a code unuttered and unwritten, possessing all the more the powerful sanction of veritable deed, and of a law written on the fleshly tablets of the heart (Nitobe, 2012; Yamamoto, 2002). The Bushido Code of Ethics is characterized by seven virtues: integrity, truth, doing good, respect, honesty, honor, and loyalty. In the Wano arc, samurai characters often discuss and follow bushido, forming actions and decisions based on these principles. One of the characters described as having a high-bushido spirit is Roronoa Zoro. a samurai and the first crew of straw hat pirates. Zoro is known as a talented swordsman who can even use the three sword technique (*santoryu*) with agility. Zoro repeatedly showed the spirit of Bushido in defending the weak and opposing Orochi's tyranny. In the final battle at Onigashima, Zoro was also ready to protect Luffy when he was attacked by two Yonkou, Big Mom and Kaido. His loyalty to the group also makes Zoro consider the Vice Captain to be one of the One Piece characters.

1) Katana

Katana (刀) literally meaning "back sword" is a type of sword with a long, curved blade and one end pointed. Katana is the most famous samurai sword of the Japanese Empire. The katana is considered the "soul of the samurai". In fact, this sword was one of the deadliest weapons used by the samurai in ancient and feudal Japan. However, its origin is not completely understood.

This was a combination of Chinese and Japanese expertise. "The initial form probably came from China," wrote A.Sutherland on the Ancient Pages page.(Morimoto, 2004); (Ernawati & Wijaya, 2021). Katana is the most common word in the one-piece series. In Wano, katanas have great cultural and symbolic significance, often representing the honor and prowess of their owners. The word katana itslef, often used by all samurai in wano kuni in their communication, includes Rorona Zoro. Zoro's Wado Ichimonji, Sandai Kitetsu, and Shusui (the name of Zoro's sword) are all katanas. There are other characters who use katanas very large compared to their own size (also known as zanbato), such as Squard or Pica. The katana is the most common weapon used by the samurai of Wano Country.

2) Seppuku

Seppuku is considered a ritual suicide or honorable method of death for samurai in Japanese culture. For the samurai, seppuku was the most honorable way to die if done correctly, but historical witnesses state that this ritual suicide was perhaps the most excruciating. Commoners could not afford this ancient ritual suicide; only samurai or the upper class could(Goldman, 2023; Nitobe, 2020). In the Wano Kuni arc, in episode 892, entitled "Wano Kuni! Sakura Blooming in the Land of the Samurai!" Wano Country has a dangerous killer who goes around to kill innocent citizens. Zoro finds the victim, and tries to lead the police to chase the criminal. However, the authorities concluded that Zoro was a slayer. However, the real villain is the town judge, who has been openly slicing citizens to test their own strength. Toyama Tsujigiro, for allegedly killing three people at night. He was also accused of desecrating the grave of the famous hero and swordsman Ryuma, using the fact that Zoro had Ryuma's sword Shusui as evidence. Despite admitting that Zoro probably stole the sword from the original thief, Tsujigiro gleefully expresses his joy in now having the sword and ordering Zoro to commit seppuku for "his" crimes. Starting from 15:27, preparing for seppuku to accompany Komurasaki's samisen music. As Zoro prepares himself, he comments that Tsujigiro himself smells like blood and asks if he is the real culprit; Tsujigiro was caught off guard and Zoro slashed through the air, cutting Tsujigiro and part of the building. The audience was shocked that so much damage was caused by a seppuku sword.

Dialect and Speech Patterns

Linguistic dialect is a regional variety of language distinguished by features of vocabulary, grammar, and pronunciation from other regional varieties and constituting together with a single language. Like many other nations, Japan has several dialects spoken throughout the nation. Japan has a much wider variety of dialects than many other nations. These dialects affect not only how words are pronounced with a characteristic accent, but also in some situations, even

the structure of sentences. Standard Japanese is a typical dialect in Japanese language textbooks, and it is what you will find being spoken on Japanese TV, in written correspondence from official sources, and for other formal businesses.

Hyoujungo, (標準語,ひょうじゅんご) is "standard Japanese" or kyoutsuugo (共通語, きょうつうご), as "the common language" and many people understand easily. The rise of standard Japanese was a result of the Japanese government's attempt to create a common language following World War II. For this reason, speaking in regional dialects has been heavily frowned upon. Today, it is much more widely accepted and embraced, so you will still find regional varieties of dialects used throughout Japan. While some remote locations have dialects that are nearly unintelligible compared to standard modern Japanese, many dialects feature small quirks that make them easy to pick up and learn. (Murray & Simon, 2006; Onishi, 2017)

There are several variations in the dialect and speech patterns used in the Wano Kuni One Piece anime series Arc. One was the use of the satsuma dialect by the residents of Wano Kuni. for example, Kin'emon is a Wano samurai who has served the Wano daimyo for 20 years. Kine'mon uses the Satsumma dialect throughout the Wano–Kuni arc in every conversation. This can be seen in the Satsuma dialect, which has a close relationship with the samurai because the Satsuma region, where this dialect originates, was one of the strongest samurai domains in Japan during the Feudal era. The Samurai of Satsuma has had a significant political and cultural influence in Japanese history, and the use of the Satsuma dialect is often identified with nobility and samurai traditions. Evidence of the satsuma (satsugu) dialect used by Kinemon is its formal use in speech, such as the use of the word "de gozaru" instead of "desu" in standard Japanese. He also uses archaic terms that are not commonly used in everyday language, such as referring to himself as "washi" to refer to himself. Besides, the word "nanji" as a substitute for "anata" to refer to someone. The use of "sessha" is another example of the Satsuma dialect, used by characters such as Kinemon in the anime One Piece. "Sessha" is a word used by samurai or people of a higher social class to refer to themselves. This is an older and more formal form of the word "watashi, " used in standard Japanese. One proof that Kinemon uses satsuma dialect can be seen in episode 910 with the title "Legendary Samurai! The Man Roger Admired!" which starts from around 03:50 minutes until the end, Kinemon tells the story of Wano Kuni, including about Kozuki Oden, the legendary daimyo.

これから話すことは全て真実だ！それがワノ国の真実だ！

`Korekara hanasu koto wa subete shinjitsuda! Sore ga wa no kuni no shinjitsuda de-gozaru!

(*Everything I am going to tell you is true. it's the truth about the Land of Wano!*)

Kine'mon uses the word 'de gozaru'. This means that Kine'mon is a character who always uses satsuma dialect in every conversation.

As mention above, the anime one piece especially the wano kuni arc the representation of Japanese culture itself is displayed through the presence of samurai (which is a characteristic of Japan especially in the feudal era), there are variations in dialects used by the characters in the anime, one of the most prominent is the satsuma dialect used by kine'mon. and finally, the use of past honorifics in each character which is a form of social hierarchy in Japan. These results are in line with those of Widya and Sri (2022); (Gani & Wijaya, 2023) who analyzed the representation of Japanese culture in the anime Kamisama Hajimashita, where the results of Japanese culture are represented through the presence of Shinto shrines, local gods (kami), yukata, and traditional matsuri clothing, which are common in Japan. the thing that shows the difference between the two is the focus of the two anime, kamisama hajimashita focuses on Japanese life today, while in this study, the one-piece arc wano kuni is an inspiration from feudal Japan. In addition, this study is in line with the findings of Audria and Syam (2019); (Herman Wijaya & Laila Sufi Wartini, 2019), who also analyzed cultural representation, especially through a semiotic lens, showing a representation of Japanese culture through scenes of how to apologize in Japan, kanji representation, how to call people's names, obon festival celebrations, and matsuri celebrations ahead. Local dialects, such as the Kyushu dialect, are also used to create regional differences.

CONCLUSION

Based on the findings and discussion above, the authors conclude that the One Piece anime series, especially the Wano Kuni arc, which is the focus of this research, represents the Japanese culture and language. This is because Eiichiro Oda, as the creator of this anime, not only creates an interesting fictional world, but also presents an opportunity for the audience to learn and respect Japanese cultural heritage more broadly. One of them is the use of traditional Japanese honorifics, such as -sama, -san, -dono, -kun, and -chan, which aim to demonstrate Japanese ethics. Samurai terminology, such as Bushido, Katana, and Seppuku, highlights the values of ethics and honor that are important in samurai culture. With distinctive regional terminology and dialects such as the Satsuma (Satsugu) dialect, audiences are introduced to important aspects of Japanese culture that they may have never been exposed to before. A comparison between Japanese history and culture helps assess the accuracy and relevance of the depictions in the anime's story. In addition, the elements of Japanese culture and language used have a significant impact on the impressions and responses of the audience, both inside and outside Japan. Therefore, this research emphasizes the importance of using cultural and linguistic elements in presenting authentic

representations of Japanese culture and leaving a deep impression on popular entertainment media such as anime.

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