MTYH NARRATIVE OF BEYBLADE NAMING IN *BEYBLADE BURST*

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Thank you for the attention.

Wassalamu'alaikum warahmatullahi wabarakatuh

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DEDICATION

This thesis is dedicated to:

1. My beloved parents

2. My beloved brother

3. My beloved friends

4. English Letters Department

5. Beyond Class

6. Scarlet Class

7. My Almamater UIN Surakarta

MOTTO

No matter what lies you tell,you can't fool yours own heart

(Meliodas)

PRONOUNCEMENT

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I hereby sincerely state that the thesis entitled *Mtyh Narrative of Beyblade Naming in Beyblade Burst Series* is my own original work. To the best of my knowledge and belief, the thesis contains no material previously published or written by another person except where due references are made.

If later proven that my thesis has discrepancies, I am willing to take the academic sanctions in the form of repealing my thesis and academic degree.

Surakarta,7 November 2022

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The researcher realizes that this thesis is far from being perfect. Thus, any suggestions are received for the betterment of this research. Hopefully, this research could give positive impacts to the readers as well as those want to carry out further research.

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ABSTRACT

Rizqi Hidayatulloh ,N. (2022). *Myth Narrative of Beyblade Naming in Beyblade Burst Series* English Letters, Faculty of Cultures and Languages.
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Keywords: Myth, Naming, Charactonyms, Beyblade, *Beyblade Burst series*

  Beyblade Burst series are well-known of their use of mythological names for their spinning-tops Beyblade, with which the characters employ them in a weapon like fashion. This research aims at studying character naming from myth narrative perspectives in *Beyblade Burst* series. Two problems were formulated namely what naming classifications are found from the Beyblades in *Beyblade Burst* series and how the naming classifications contribute to the myth narratives.

  This research employs the theories of Khalasikhov (2015) and Nachbar (1992) to address the formulated problems. The former was employed to answer the types of naming classifications of the Beyblades in *Beyblade Burst* series while the latter to reveal the contributions of the naming classifications to the myth narratives.

  This research is qualitative design. The data were in textual and visual forms. The former refers to the names of the Beyblades and any related verbal elements while the latter to the images referring to the names of the Beyblades and their associated elements. Domain, taxonomy, componential, and cultural theme analysis techniques by Spradley (2016) were employed to reveal how the formulated problems are related.

  Researcher found 54 data in this study consisting of 26 charactonym veiled and 28 charactonym personalia. The naming in the *Beyblade Burst* series is dominant with charactonym personalia because many take names from myths and famous people. The contributions of charactonym are seen from the relation between the status of Beyblades as functional personal icons reflected through the alignment between the last names of the characters and their defining color the characters have.

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LIST OF ABBREVIATIONS

BEY :Beyblade

CHA : Characther

CV :Charactonym Veiled

CP : Charactonym Personalia

CHAPTER I

INTRODUCTION

A. Background of the Study

Name provide the primary means by which persons are known (Amy, 2020). The name used in every aspect of live for giving understanding every single thing. Basically, the name is used to label in all things. Literary science is no exception, every literary work of the use of names becomes the most vital thing that even determines many things in one work. Likewise with name selection called "naming" is used to manage the name.

The most recent studies on name and naming in literature are done by Iliescu (2015) and Ennin and Nkansah (2016). Iliescu (2015) points out that there is an inclination to recognize characters fundamentally by the names attributed to them: several character analysis methods are likely to interpret characters by referring to their names and occasionally diagnosing them in metaphorical words. Names in a literary text are a universal characteristic, being naturally confronted within fiction of every form or style, and functioning as a chief instrument of referential function.

Literature was the most popular and widely consumed storytelling form for several thousand years, at least since the height of Greek drama in the 5th century BC. However, in the late 19th century, cinema emerged and quickly eclipsed literature as the most popular mode of storytelling. A

narrative is a story that is between space and time. People are not revealed and may be the same age as the human union they first told before they wrote it according to Green (2021).

Narratives show that there are many from antiquity to now, experiencing developments from the time they played dramas to movies, and there are also myths and legends. The purpose of narratives is that many can express their own stories by educating and providing information about life. One of the primary forms of narrative expression is literature, which is also what most people see when they think of the notion of a narrative story. Literature includes plays, essays, poetry, and novels. The function of naming became one of the focus points for the all-narrative works in literature According to Green(2021).

As part of literature work, Myth has indeed taken a lot to become the subject of stories in modern literary works such as movies. Also, myth games are traditional stories that often carry important stories, such as the creation of crucial elements and the habitually carried out by humans. That way, the narrative is significant in a literary work and myth is carried out in modern literary works such as movies and games, many taken from myths and myths part of the narrative. Myths, according to Balwin,E (2020) is a story for human beings to understand the world about what is difficult to understand. Myths are very closely related to spiritual things and also to religion because they also helped build this story themselves.

Myth is a belief in a specific place already. myths will still exist whenever the situation. The myth's story is fantasy and superpowers like gods and animals that are strangely shaped. However, some tell us about things that we do not know are real or not. We can only respect it as a culture. The myth seems like each region originates either from the region itself or is influenced by other cultures. According to Andrew Fiala (2008), such as greek with roman, it is almost the same as the two myths. These generational struggles culminate in the battle of Zeus, The Roman (Jupiter), against his father, the Titan Cronus (Saturn). Inspire people from various stories and cultures, many of which are adapted as characters in the game God of War (2005). Also, many are made into a film to illustrate these myths Hercules (2014), where they can be visualized. Many literary works are maintained the same as a myth that removed or changed by the creator of his name, appearance, symbols, and attitudes. Not all taken are entirely usually got altered, although a little.

Every fictional story has a strong character, and naming is crucial in a report. According to Kalashnikov (2015), the naming of a fictional character is called *Charactonymn* which to name fictional characters, and the object of this study is Beyblade Burst, a series from Japan that talks about Beyblade competitions between schools and has a unique name in each character wrapped in myth. According to Nachbar (1992), a myth narrative is a medium to transmit or tell the myth itself. It is support by the use of Icon, icon is an object or item that is identical to the superhero Lause, (1992). Icons are things

that are very identical to the super hero. Like the logo, clothes, mainstay moves, and the Beyblade. This study wants to see the contribution of myth narrative to a name in this series.

In Indonesia itself during the 90s, every Sunday morning television was filled with cartoon cartoons that would run out at lunchtime with cartoons that until now are still developing in terms of stories, images, and also characters, and names that follow the era of these cartoons many bring superhero stories such as power rangers, comedy such as Sinchan, detectives like Conan and Beyblade show a solid friendship to achieve the goal. However, the name is unique and takes from the name of a myth circulating the world to educate the audience indirectly.

Beyblade it was inspired by a traditional Japanese toy called "beigoma" and the first name "bey" was taken from "Bei". This Beyblade was made from 1968 which is now evolved and held differently from some of the first companies were the ideal toy company until 2002 bought by Hasbro and in 2008 Takara Tommy started making films about this famous Beyblade and had a sequel up to now from *Metal Fusion* to *Beyblade Burst*. In this researcher, the researcher uses the last film entitled *Beyblade Burst*.

As Alex Mateo(2016) states *Beyblade Burst* is a Japanese manga and toyline created by Hiro Morita, originally based on Takara Tomy's Beyblade franchise. Beyblade Burst toyline launched on July 15, 2015, while the original manga began publishing it in English in April 2017 written by Hiro

Morita.

Beyblade Burst tells of a beigoma academy students who loves Beyblade. One of students are namely Aoi Valt and he wants to be the best blader in Japan. But at his school, his friends are very good at playing Beyblade and he wants to beat his friends. In this film, there are a lots of characters and Beyblade. However, all of character want to be the top blader in Japan and it is an achievement for Beyblade players. In the beyblade film, there are lots of characters with unique names. Therefore, the researcher uses the theory of Charactonyms by Kalashnikov (2015). There are two types of naming in this theory, according to Kalashikov (2015) Veiled Charactonyms the names identify on the background of the name.

Figure 1.0.1 Aoi Valt Character
imdb.com (2016)

In the picture above, it is the example of data in this research. The main character in the film Beyblade Burst is Aoi Valt. Aoi is from Japan the meaning althea or green and blue based on the picture, the Aoi's appearance dominates with green and blue color. Valt is from Icelandic the meaning is roll like volta.

Researcher have found several previous studies related to this thesis, such as first is Ariyani (2011) discusses the study of translating charactoymn used in the novel *They Say I'm a Monkey,* The english version of *Mereka Bilang Saya Monyet!* By Djenar Maesa Ayu.The result is the finding of the strategy used to translate charactonymns,and the whether or not the charactonymns still have the same function and meaning as in ST. The second Maria (2021) discusses charactoynm in the fantastic beast film in film and also in the film's script, However, in this study, we only want to know about charactonymn which is used in characters in the form of animals.the characters represented animals with unique characteristics using the Kalashnikov theory entitled The charactonym of beast character in fantastic beast and where to find them book. The Third Balteiro (2010) analyzes the solutions given in Spanish translations to the morphological creativity shown in the names of Marvel comic book characters.

All previous studies used theory charactonymns to analyze the data with a translation perspective. In this study, the researcher also used theory charactonymn, which were used to analyze data on the film *Beyblade Burst* (2016) using the perspective of narrative myths. The focuses on the use of charactonym, which is supported by Naming with each character in the film. In this study, the researcher also took a film in which each character had its uniqueness, namely taking the name of mythology from various worlds. Many types of research on charactonymn with various perspectives. In this study, the researcher focuses on the charactonym of the narrative myth. So,

the researcher is conducting the research with the title *Myth Narrative of Beyblade Naming in the Beyblade Burst Series*.

B. Limitation of the Problem

To make this research specific, the researcher limits the object. The researcher focusses on naming character and the beyblade as found on Beyblade Burst series. The series is the latest in the Beyblade sequel. The researcher focus on the charactonym with myth narrative perspective to analyzed the relations classification naming between character and the Beyblade. Using a unique name on the character impacts the icon that eradicates the myth in this series. based on Khalasikov (2015) and Nachbar (1992).

C. Formulation of the Problem

Based on the background of the study and limitation of the problem, theresearcher formulates the problem observed.

1. What naming classification does Beyblades and Characters have in regard to *Beyblade* series?

2. How does the relations naming classification Beyblades and characters contribute to the *myth narrative* of the icon?

D. Objectives of the Study

Based on the problem formulation, the objectives of the study are as follows:

1. To reveal the naming classification, do beyblades have in regard to *Beyblade* series.

2. To reveal how the relations naming classification Beyblades and characters contribute to the *myth narrative* of the icon.

E. Benefits of the Study

There are two kinds of benefit in this study, theoretical benefits and practicalbenefits. As follows:

1. Theoretical Benefit

Provide more information and explanation about Charactonyms reflected in the character film *Beyblade Brust* (2016) to invite viewing from a certain point of view and can also help other researchers in the field of charactonyms.

2. Practical Benefit

The practical benefit is to give the reader knowledge in understanding about charactonyms that can affect the character of *Beyblade Brust* (2016) in terms of appearance or behavior.

a. For readers; The readers can get information about the charactonym analysis hero naming in *Beyblade Burst* series.

b. For filmmaker; The filmmaker can try to compare or analyze narrative from different point of view on film.

c. For other researcher; Researcher expect that the findings in this study can be used as a reference for further studies in charactonym study.

A. Definition of Key Terms

1. Myth Narrative

The way to bring the story with hero The narrative myth is the

background of life that forms the character of today's the background of a hero will influence the behavior of the hero, the background of the hero can also be caused by the culture or era of the hero being alive according to Nachbar (1992).

2. Charactonym

Charactonym is a way to name a fictional character in a story.A charactonym is a name which suggests the personality traits of a fictional characterBy looking at the background of a country or the background of the story, or takingfrom a world famous name according to Khalasikov (2015).

3. Beyblade

Beyblade is a one-on-one dish game and the Beyblade comes from Japan inthe village called Beigoma and the first name of the bey comes from the word bei and Beyblade is very famous as a spinning top toy and also first appeared as a mango in 1999 Takao Aoki and the toys are spread in Japan said Hiro morita (2016)

4. Narrative

A narrative is a story, an account of a string of events occurring in space and time. They do not unfold randomly but rather as an ordered series of events connected by the logic of cause and effect. Narratives are as old as human civilization and probably older according to Green(2021).

5. Icon

Icon is an object or item that is identical to the superhero. Icons are things that are very identical to the super hero. Like the logo, clothes, mainstay moves, and the Beyblade Icons are things that are very identical to the superhero. Like the logo, clothes, and mainstay, the icon is important to depict a hero according to Nachbar (1992).

CHAPTER II

LITERATURE REVIEW

A. Theoretical Review

In this study researchers used charactonym theory by (Kalashnikov 2015) to analyze the data in this study according to (Kalashnikov, 2015) quoted from (Rajec, 1978) The names suggesting a certain feature of appearance or character, naming a fictional character that gives personalitytraits to a fictional character. The names suggesting a certain feature of appearance or character.

1. Charactonym Theory

Fictional characters that are often encountered in a literary work with a unique name in a character, a name is very useful for making a storyabout the character itself and also for knowing the character deeper in the naming in a fictional character called a charactonym, how to find out the background of a fictional character in story adcording to Kalashnikov (2015) There are two types of Charactonym (*Veiled Charactonyms and Personalia Charactonym*).

a. Charactonyms Veiled is the naming of characters by borrowed from certain citizenship by giving characteristics. with the name can be meaningful with characteristics with the bearing of the name itself. According to (Kalashnikov,2015) use names matching a certain nationality. *Ex:*

> *John is English, Sam is American and last names reveal their identity via anthropoformants: -son (Wilson) -man*

(Kinsman), Mac (MacDowell), O' (O'Hara).

Veiled charactonym is often used by writers as a tool to give hidden meaning to the given name. Borrowing citizenship will bring meaningfulcharacteristics depending on the country each wants to use. in the names of the lastnames in various characters we can and show their nationality but if in the languagethe names have their own meaning depending on which language it is from, however the names have origins from Greek, German, and Italian. And there are words the name that is made is able to add certain properties according to the meaning of the word from the root of the word. There are also character names thathave gone like the root of the word but do not show the nature of the meaning of the word.

b. Charactonym Personalia is a name for a fictional character taken from the names of famous people (also referred to as canonical or eternal characters in Russian literary tradition) according to Kalashnikov (2015). Charactonym Personalia are divided into two Names of Famous people given to Literary Characters and Charactonyms Personalia with Common Stems.

Naming this character is a clear way that can be directly identified by takingthe names of famous people or literary characters who are often called cannons or immortals.Collecting data on extraordinary people in their biographies or in their lives, these names have strong ties to their

original owners even though the new bearers have similar things and these cannot be replaced.

These famous names are often used in literature and it is clear that there is no need to use explanations anymore, but not all of these names can be used as charactonyms, there are also many names that have been accepted by the public andhave become common names. If the author does not want to use famous names, thewriter must avoid names that have become common even though the author has removed the resemblance to famous names. *Ex:*

> *Name Abraham the readers will think about the presidents of America (2004, p. 109)*

These famous names are often used on loan in Sarcas's works and parodies as well as well-known mythical names. Personality charactonyms basically borrowa famous name and must match the name with the context or the owner of the name,but if the name is that which is not common must be made to have a strong meaningeven though there is no characterization of the name. According to Kalashnikov(2015) Charactonym Personalia with common stem is a combination of taking withwell-known characters from people and classical myths that have been canon in theliterary work with words that are common or often used by humans. It's a little different from what people give it a famous name, but it's not justa direct linking of words, there's an additive grub, a common word that is usually used According to Kalashnikov (2015)

charactonyms incorporating common stems and the name of a famous person is like combining a famous name with wordsthat are common and often used and do not mean that a famous name is meaningless.

2. Pop Culture

Culture is very close to humans with culture in a group of people because in every corner of the area and popular culture is more common because there are ideas that are different from mainstream culture and many aim to entertain, eliminate fatigue. when coming home from work according to Wiana (2013).

Myth also entered pop culture because entertainment at that time was supernaturalstories and also those who believed or there were also those who doubted. About this myth as well as said (Nachbar, 1992) TV series films, music, fashion, clothes and that's why pop culture always evolves according to where it is in keeping withthe times. Researchers use popular culture Nachbar (1992) and to understand popular culture.

Popular culture is a culture that is popular among the individual or region and the whole world is very influenced by the mass media that was developed at that time and in Nachbar (1992) that many of us could take and all had to do withpop culture, the superhero comic film also and the myth that is invisible.

a. Myth

Myth is whether believe it or not, it's up to the faith of each human

being inpopular culture as well as that and the meaning of forms. A myth is a belief that spreads as an easily accepted truth and it also brings myth into popular culture. Myths don't teach about the truth or false, even though myths are carried through abelief, with myths being able to create a mindset held by society that makes the development of mindsets and is like giving the rules themselves through myths.

b. Icons

Icons are three-dimensional things, three-dimensional direct evidence, sometimes shown in two-dimensional images and speak to ideals, convictions, or values when framing social idea designs. The symbol possesses three key characteristics: (1) objects, (2) critical prevalent beliefs or qualities, and (3) transmission of "supernatural" ability to the specific group. The two types of symbols that have the broadest meaning are pure and valuable. Pure symbols merely express elements of a typical attitude; at their most basic, they are merely expressive. On the other hand, valuable symbols convey beliefs and have cultural significance beyond mere images. Popular symbols can also be divided into three categories: private icons, neighborhood icons, and cultural icons. Private icons are symbols that are only offered to smaller individuals or groups. In contrast, neighborhood icons are individuals who speak for the ideals and characteristics of the

social subgroup or culture as a whole. Icon according to Nachbar (1992) Divided into 6 are summarized chart below:

	Personal	Local	Cultural
Pure	X	X	X
Functional	X	X	X

The 6 classifications of icons are described one by one according to Nacbhar (1992) :

1) Pure Personal Icon

   A pure personal icon has no function other than to describe an individual or small group. According to Nachbar (1992), an icon is an object that describes an individual. It means it is important for those with an icon useful to describe something personally and strongly, such as the tattoos name of the couple who owns the tattoos. It can be a pure personal icon because it symbolizes the owner and is important for the owner of the tattoos.

2) Functional Personal Icon

   The functional personal icon has an object with additional functions of the icon itself. It has a strong meaning for individuals or small groups, according to Nachbar (1992), as special items such as items that like to be used and become special but still has other functions.

3) Pure Local Icon

   Pure local icons symbolize an important thing for a city or community that contains many people and important things. According to Nachbar (1992), icons symbolize the group or city but have no other function than symbolizing itself like statue of city founder.

4) Functional Local Icon

   Functional Local icons that present belief and value have been used in the symbolic role for the community, group or city and are useful in the city, such as night clubs, a place for rituals of residents, and which is useful for the city according to Nachbar (1992).

5) Pure Culture Icon

   Pure culture icons are objects synthesized to describe a group or culture that is meaningful or important to the culture. According to Nachbar (1992), icons symbolize culture by how they see it and describe their culture, as with the American flag that describes its country and has no other function.

6) Functional Culture Icons

   Icons have a function to express the emotional or intellectual meaning of the icon, which is important for the culture itself. According to Nachbar (1992), the definition of an icon is

more important to replicate the culture itself by the mindset of a culture.

c. Stereotypes

Stereotypes are commonly held beliefs about particular groups of people or things. This phrase is frequently used to refer to persons, yet it can also refer to articles. The two generalizations in contemporary society can be examined in light of the stereotypes about age, sex, race, religion, employment, and nationality. On the other hand, articles can be generalized based on the traits of two focuses: spot and item, since things used as symbols and generalizations are used to assess people's beliefs and qualities.

d. Heroes

Some people always describe the hero with enormous and super natural power, but based on popular culture, someone who wants to get out of his comfortzone to help someone in trouble can already be called a hero. Standardization witha hero in the usual myths who has great strength, a strong body and can fly compared to ordinary people and every hero has a big villain,To determine hero is divided into nine according to Nacbhar (1992):

1) Myth Narrative

Nachbar (1992) said the story is important for the hero to send a certain message to determine the theme of the hero. The

medium or way to usher in the story or myth media or ways to deliver the story or myth in a way or through work and usually can be seen through the hero himself. It is the thing that is closely related to the hero, usually the daily life of the hero. It can have an impact on the nature of what he does. The hero is affected by how he is at home and with his family and what he does, which can become a culture for the hero's life.

2) Cultural Context

A hero's cultural context is based on hero research by Nacbhar (1992) Create a hero by looking at an interesting culture and having a strong character with a certain culture describes a specific culture into a unique hero background.

3) Notable Quotations

Words often use the hero or their usual meaning to provide motivation or meaning from the word that reflects the hero. Notable quotations are words or expressions. Superheroes, in general, of them, have words that they often say and become characteristics of the hero, according to Nacbhar (1992) An expression that usually contains motivation and also a message to be said or conveyed.

4) Group Idolizes

It is a group representing several cultures that support the hero according to Nacbhar (1992) because the group feels

overwhelmed by the hero and feels helped to become an idol for those represented. Like artists in the real world who have big fans. Group idols are a collection of people who admire the hero like a fan base.

5) Images of The Hero

Images Of The Hero are how a hero is depicted visually and in general, It is a picture of a hero from the visual with a costume that represents a hero and wants to convey what message from the visual, according to Nacbhar (1992). With the aim of covering up his true identity.

6) Icons

An icon is an object or item that is identical to a superhero. Icons are things that are very identical to the superhero. Like the logo, clothes, and mainstay, the icon is important to depict a hero. According to Nachbar (1992), the icon everyone sees the icon describes the hero itself and why the icon should depict the hero.

7) Better Than Us and yet One Of Us

What is meant here is whether the hero has the same characteristics and abilities as ordinary people, according to Nachbar (1992). All ordinary people the way lives, the hero has a power that distinguishes him from ordinary people, which can be said to be a hero with special advantages over

ordinary people.

8) Specific Villains

The enemy who opposes the idealist of the hero or what the hero protects will be damaged by the enemy and always be an eternal enemy doing things that oppose the hero, according to Nachbar (1992). In specific villains, each hero still has a mortal enemy, or the hero must be defeated, whether the background is friends or relatives, and have a connection to the hero.

9) Meaning

The meaning of the hero depends on where we live today. The thing that the hero wants to bring or the message, whether it will be the same until now from when the hero made or change, according to Nachbar (1992), requires strong consistency in the message that the hero wants to convey in the story.

3. **Beyblade**

Beyblade is a one-on-one dish game and the Beyblade comes from Japan inthe village called Beigoma and the first name of the bey comes from the word bei and Beyblade is very famous as a spinning top toy and also first appeared as a manga in 1999 Takao Aoki and the toys are spread in Japan According to Takara Tommy, the owner of the Beyblade series and Hiro Morita (2016) the creator of the Beyblade series. This Beyblade has

three types of Beyblades like rock paper scissors suit, there are defense, attack and stamina types. The series comes out first, Beyblade Grevolution, here tells the 7th graders who want to be the strongest bladers. Blader is a person who plays Beybladeis called a blader and most have the same path that he is against the enemy and thenhis enemies become friends and make a team after making his team against his biggest enemy. until the last version is almost the same storyline, but only different styles and different characters.

Beyblade series is divided into three different stories and does not continue in other series because each series has a different main character and different character backgrounds. The first series takes from the name of the second series' animal name, taking from the name of the constellation name the third take from the god or mythology of the whole world.

The first one we see is in the upper paragraph. The second is a Beyblade metal saga similar to the previous series, just changing the background and playing the same characters as the template. Following the conclusion of Bakuten Shoot Beyblade as a manga and anime, there was a four-year pause in storylines, with Beyblade offered only as a toy with little tie-ins.

Much of this was due to the Beyblade franchise's declining popularity, which was also the reason behind Bakuten Shoot Beyblade's cancellation. Metal Fight Beyblade, a new manga in the Beyblade franchise,

debuted in 2008. It was the third instalment of the Beyblade brand and was considered a reboot of many of the previously-held ideas by Bakuten Shoot Beyblade. Anime was licensed to be produced due to the manga's success. Moreover, the third or latest is the Beyblade burst which is the object of this study.

4. Heroism

Hero because the researchers used the object in this study Beyblade. The character becomes the hero in the cartoon film and the heroism is attached to the character, heroism is an action or behavior that is like a hero who is willing to sacrifice his life. Could be that simple things that can be heroism. "Heroism is primarily a positive and prosocial act, a simplistic view of this behavior misses theimportant and sometimes negative aspects of the phenomenon (Zimbardo, 2011)

5. Takara Tommy

Takara Tomy is a Japanese toy company and the distributor and manufacturer of the _Beyblade_ toyline in Japan. They currently host Beyblade tournaments in Japan. The company's headquarters is in Katsushika, Tokyo. Tomy (founded in 1924 as Tomiyama, changing the name to Tomy in 1963) and long-time rival, Takara (founded in 1955), merged on March 1, 2006. Before the merger, Beyblades (particularly those of the _Bakuten Shoot Beyblade_ series) were manufactured by Takara (Wiki Fandom, 2019).

B. Previous Study

Researcher have found several previous studies related to this thesis, such as. First is Ariyani (2011) discusses the study of translating charactoymn used in the novel *They Say I'm a Monkey,* The english version of *Mereka Bilang Saya Monyet!* By Djenar Maesa Ayu.This research focuses more on comparing translations from native languages to foreign countries by looking at the names that change between the languages translated from the novel.

This study focuses more on whether the relationship between the classification of character names and the contribution of myths in this series are interconnected or whether there is no relationship at all between the names of the character's names. The research resulted in giving nicknames or aliases; the second result was the strategy used by translators. The difference from this study is the translation strategy and also the comparison of aliases of the translated novel.

This is second Widyastuti, Nababan, Santosa, Wibowo (2019) applied Felecan and Felecan's unconventional anthroponyms model for translating proper names in children's literature from English into Indonesian. The research was how to give the translator the task of naming the character in the children's book, which is proper English in Indonesia. The fictional name of the character in the book.

This study into translation procedures for charactonyms was extracted from nine children's books. The results reveal that translators apply a "copy" more

than any other translation procedure, and in such cases, the translator ignores one of the roles of a charactonym, namely to demonstrate a prominent trait of character. The results reveal that translators more than any other translation procedure, and in such cases, the translator ignores one of the roles of a charactonym, namely to demonstrate a prominent trait of the character**.**

The Third Balteiro (2010) analyzes the solutions given in Spanish translations to the morphological creativity shown in the names of Marvel comic book characters. TheEnglish versions almost invariably provide a full description of the hero by means of a wide variety of word-formation mechanisms leading to highly expressive charactonyms. The result show great variability in the translation of comic book charactonyms, with two basic periods initial one, until the late eighties, when attempts were made at linguistic translation, and the present one, which approximately starts in the ninetiesand still applies, when repetition is the prevailing strategy.

The fourth previous study examining names that affected behavior was researched by Horne P (1996) entitled *The Origins of Naming and Other Symbolic Behavior.* This study has type results from naming behavior. The similarity of the present research is the same user names or naming but different theories and goals. This study concluded that names are very important and influential.

This last previous study, which was researched by Maria (2020), examined the special naming method in the Fantastic beast film by taking

the name of an animal character from the original script and becoming a film entitled *The Charactonym of Beasts' Character in Fantastic Beasts and Where to Find Them Book.* This study uses the theory of Khalasikov (2015).

The results of this study found that the names of animals in this study have expressive meanings and names that are characteristic.The similarity of this study is uses the same theory but what is different from this research is the contribution of the myth narrative that the characters have and the relationships that are owned between the characters.

Similar to previous studies, this study also analyzed charactonym of certain characters and used the same theory as this study Khalasikov (2015). Although, there are also differences between these two studies. In the first study, the name of the novel uses the original language with the one that has been translated into English studies first, and the last study uses the same theory but different ways of using it, and other studies used to be different theories and the same as the naming or the name that was researched.

From the previous study, there is something related to this study from those who use the same theory and in different ways through the corner of the field that many like the research above there are those who use the same object, namely the fantastic beast film is the same object film. However, those wants to know the charactonym who is in the animal character in the movie by using the classification in the same theory. Some use the same approach. The previous studies use the point of view of the name after being

translated from the original language to the language target intended addressed, using the profit method of naming characters with various processes used in the study above.

CHAPTER III

RESEARCH METHODOLOGY

A. Research Design

This research uses a qualitative method it fits with this research from evidence and describe ourselves with a theoretical foundation formed by words with an angled view of qualitatively the process of inquiry makes an object probable with the help of words Cresswell (1994). In this study uses descriptive qualitative to obtain naming and meaning character in the *Beyblade Brust film (2016)*.

The subject in this research uses one of the literary works, the cartoon film entitled *Beyblade Brust (2016)* in the cartoon film, telling the battle Beyblade between Student who want to be number one in the city, and each Beyblade has a name that takes mythology around the world and therefore the object of this research is the name of the Beyblade which takes the name of mythology and we see from the dialogues and visuals what they do or the traits that describe the namewhether or not it influences the character or Beyblade in the film.

B. Data and Source of Data

Statement about the data source in descriptive qualitative research is conducted by Lofland's which is quoted by Moleong (1995: 112), he statedthat the main sources of the data in qualitative research are words and the actions, and other things as the additional data like documents or others.

Sources of data or key data take from the film *Beyblade Burst (2016)* textual and visual forms. The former refers to the names of the Beyblades and any related verbal elements while the latter to the images referring to the names of the Beyblades and their associated elements.

C. **Research Instrument**

The instrument in data retrieval is to use the film from the dialogue dialog and also the visual in the film and then we screenshot and can be scrutinized again to determine the data and describe it with documentation method. In conducting research uses several instruments to facilitate the research process, the tools used to collect, analyze data related to the subject matter can be in the form of observations, questionnaires, to document analysis. because this research is qualitative, the researcher uses analytical documents, whichmeans the main instrument is the researcher

1. Researcher

Researchers are involved in all research processes from observation, analysis and data processing according to (Patton 2015) qualitative research is personal research and makes researchers as instruments.Thus requiring the researcher to understand what underlies this research and develop ideas to ensure this paper is accepted or not, the researcher must use honesty and also sufficient knowledge to analyze the data.

2. Document Analysis

In qualitative research, the researcher must be able to voice the meaning thatsurrounds the subject of discussion. In document analysis, researchers need to enterdata into the themes or categories found. This method is very

effective because documents are easy to manage and practical sources.

D. Data Collection Techniques

The techniques of collecting data is way that used by investigator to gain a data.According to Creswell (2007: 139-141), Thus using film we can look for allof them that are approximately in the category and according to a theory we take all through me a screenshot on that film and write in what episodes in what minutesin the film and what shows this data included in the research if it's visual we can see the character's behavior connected to the name given in this film if this dialoguecan we see the character tell about the Beyblade is the same as the name given by taking from the mythology that we use the documentation method.

Documentation method comes from word document, that means written stuff. the documentation method is the way collecting data which record all existing datas using this method retrieve data by scanning the film transcript of the dialogue from the character's story and from there we will get the data needed in this study in the article or note in the film with what the film maker says this can be data if it fulfillswhat is wanted. This study used qualitative research, and the researcher followed the inductive approach, which included the steps below:

1. The data were collected from Beyblade Burst series by take a screenshot on character and beyblade.
2. Researchers collect data based on theories that are relevant to the subject under.

3. Researchers' data collected from several factors with Beyblade and character names by classifying the findings. After all, were classified, researchers began associating Myth Narrative with Beyblade and Character through the classification of names that have been found.

4. The last classifying data the already existing theories and gives conclusions.

E. Data Validation Techniques

Data validation is an important process in research to find out whether thereis true data in this study we submit to the masters or lecturers, to determine the trustworthiness of data, the researcher needs sometechniques in examining the data. The examination is based on some criteria. There arefour criteria for use: credibility, transferability, dependability, and compatibility.

The aspect that supports the credibility of a study is the trustworthiness of data (Rourke & Anderson, 2004) to get the credibility of the data, researcher observed carefully and thoroughly the data: Beyblade Burst (2016), Credibility is the first to use data from the Beyblade name textual and character naming characters used in the Beyblade Burst series to consider the data obtained. The data was obtained by carefully reading the name of this series. After that, the data must be checked by an expert so that the data is valid and can be relied on by an expert. In this research, the researcher will discuss with the thesis advisor that M. Romdhoni Prakoso, M.Pd.was chosen as the expert who examined data validity. he is a lecturer in English literature at UIN Raden Mas Said.

The next steps are transferability, dependability, and conformability. In applying transferability, the researcher has to provide all information needed by rewriting, interpreting, and analyzing the data. Meanwhile, in using dependability, the researcher has to make correct interpretations by reading and observing. The researcher had to classify the data using the myth narrative naming of the Beyblade in the Beyblade burst series. The last is conformability which means the researcher has to discuss with the advisor and ask the expert to check the validation of the data**.**

F. Data Analysis Techniques

The researcher used data analysis theory from Spradely(1979) to analyze the data. The stages of data analysis were domain, taxonomic, component, and cultural analysis.

1. Domain

According to Spradley (1980 in Sugiyono 2008,255) ,domain is a way to look at an object or research to make it broader. According to Santosa (2014) is a way to separate data that is not from the data .this study has a source from the Beyblade Burst series and is taken from the names of characters and Beyblade used and relates between character and Beyblade classifications related to each other. Namely Beyblade, the story and the physicality Character on beyblade series which are then incorporated into the taxon.

2. Taxonomy Analysis

Taxonomy analysis is to develop domain analysis, and the

thing further in this analysis is classifying each domain and

focusing only on its internal structure.

Table 3.1 Taxonomy table

N O	Coding	Character/Beyblade	Charactonym (Kalasinov 2015)		Popular Culture (Nacbar 1992)	
			CV	CP	MN	IC
1	01/11/Cha/CV/MN	Aoi Valt	✓		✓	
2	01/12/Bey/CP/IC	Valkrie valtrek		✓		✓
3	02/13/Cha/CP/IC	Kaiser Cerberus	✓			✓

The explanation of the coding of each datum is elaborate

below:

The Coding 01/11/Cha/CV/MN

1) The first part is episode on the series

   01 : Episode 01

2) The second part is minute on the episode

   11 : Minutes 11

3) The third parts is character or beyblade

   Cha : Character

   Bey : Beyblade

4) The Forth part is classification charactonym

   CV :Charactonym Veiled

   CP : Charactonym Personalia

5) The last part is popular culture

3. Component analysis

Component analysis is a systematic search for the qualities (meaning of components) connected with cultural symbols (Spradely 1979). This information should be entered into the tables and double-checked.

Table 3.2 Componential Table

	Cvd											Cpa									
	MN	IC	NQ	BtU	OoU	Img	Mean	SV	CC	GI		MN	IC	NQ	BtU	OoU	Img	Mean	SV	CC	GI
BY	13	22	1	1	1	1	-	-	18	-		13	8	-	-	-	-	-	-	2	-
CH	17	19	1	1	1	1	-	-	12	-		9	11	-	-	-	-	-	-	8	-
Total	45											34									

4. Cultural Theme

The cultural theme in this study focuses on what are influence the naming of beyblade meaning and the character as hero the actual meaningto behavior , physical from the myth narrative of the beyblade an the hero from the series.

CHAPTER IV

RESEARCH FINDINGS AND DISCUSSION

A. **Research Findings**

In this chapter, researchers will analyze objects with descriptions and discussions of the naming of characters using the charactonym Kalashnikov theory (2015) states Charactoynm is the author's way of naming fictional characters, is divided into two classifications Charactoymn Veiled and charactonym Personalia that take from popular characters and also take from countries that are usually put in surname. In terms of the pop culture theory applied, namely heroes with their main points such as Myth, Ritual, Formula, and Hero, the researchers focus on character naming and its effect on the icon of tool hero and the impact of naming on the tool or Beyblade to the hero of owners of the Beyblade. This thesis aims to define the significance of the character name and the technique of naming it, as well as to determine whether the character's name influences the Beyblade name. Before addressing it, the researcher will discuss the study's subject.

It is a Beyblade series that was popular among children during the 90s. This story is the latest series from the development of this long-standing cartoon series Beyblade Burst (2015), produced by Hasbro and licensed on behalf of Takara Tommy. The franchise has 51 eps season series, and also new characters after fighting his enemies continue to be completed, and there will be results of this interpretation in the award in the table below:

Table 4.1 Classification of the Data

NO.	Naming classifications	Data
1	Veiled	23
2	Personalia	31
3	Fuction Personal Icon	25

1. Classification Naming Beyblades and characters in *Beyblade Series*

Beyblade series often takes names and unique characters from various cultures since the first series, but in this series, it takes the name from mythical myths circulating from various regions and is made into a character related to myths through the characters and Beyblade itself first researchers discovered how to name it in the way of charactonym Veiled.

Aoi Valt

Aoi" Is from Japan the meaning is blue, "Volt" the meaning is Volta in English is Roll According theory the name is classification in Velived charactonym cause taking from the background of the country.

Figure 4.1 Charactonym veiled

From the data above, it is seen that Veiled charactoynm are how way to give a fictional name character taken from the background of nationality. The data shows charactoynm veiled because the name character's surname and first name are taken from words in Japan which are shown with the colour of the hair and colour of clothes from the words "Aoi", meaning blue, and the surname represented the Beyblade "Valt" which means spinning

which is described to the Beyblade nature of valkyrie who has a rotating movement to attack his opponent in the arena and from there proves that the naming of the character is Veiled charactoynm and the data show the first name "Aoi".

Ken Midori

Ken in japan and scotish meaning is Handsome and midori in japan meaning is green Acorrding the meaning and the cloth colors is taking from country is green Charactonym Velied.

Figure 4.2 Ken Midori charactonym veiled

The Second example of the data shows the data charactonymn veiled in character above because by looking at the last name that comes from Japan, namely midoriya, which means green, while ken which comes from a Scottish country which means handsome according to charactonym theory because it also affects the clothes and appearance of the character dominant in green and handsome because it is dominant green and also the Beyblade is green so it can be called this charactoynm veiled from the surname and the first name is depicting the face of the character.

Daigo Kurogami

Daigo is contains is black colors Kurogami is meaning a desteniy from the japan meaning is charactonym veiled

Figure 4.3 Daigo Kurogami Charactonym veiled

Researchers found an example above that he is a friend of the main character who is originally from an enemy who wants to harm cunningly from here is indeed a unified look at the name and appearance of this character, namely " Daigo Kurogami" the name character comes from the Japanese word which means "Kurogami" is black and "Daigo" means destiny with the evidence that has been found and also the same as the appearance and character traits of this data is called with charactoynm veiled taking from a country of its own the naming of the character giving the impact of the character is the surname from the name and have a connection to the full name of this character.

Ben Azuki

Azuki-iro" or "azuki-color" is used to mean reddish-brown in Japanese. This means Ben's surname refers to a color taking from that is charactonym veiled .

Figure 4.4 Ben Azuki Charactonym veiled

Character classified charactonym Veiled "Ben Azuki" This character is the one who was met by the main character when the national competition he was an opponent and became a captain in the squad he had a personality like a wild animal and also the same way of fighting as "Aoi Valt " which is different only he rarely speaks and only issues a brief response, and with the last name "Azuki" which is a word from japan which means red to Browns which refers to on the colour of the skin and also the same with the nature that like wild animals the colour indicates to a very large and strong forest, therefore, the name can be classified as Charactoynm Veiled, because the last name was having to mean and the meaning of the name represents to the skin and the hair of the character.

The classification of naming the character is Charactoynm personalia is the second classification to find out how to name the character of the character in this series, but researchers find this classification a lot in the Beyblade, not in the character the classification is taking from the famous name people or myth around the words.

Valkrie

Taking from popular name this data is charactonym Personlia Valkrie" Name from Myth of Nordic and Valkrie soldier vallhala.

Figure 4.5 Valkrie Charactonym personalia

The researcher took on the name from the series Charactoynm Personalia is to name a fictional character by taking the name of a person or myth that has been popular and recognized by the public, with the table above referring to the name of the Beyblade valkyrie which depicts from the nordic myth that is a knight who is placed in Valhalla because it is the same as the depiction of the Beyblade referring to the valkyrie of the nordic knight in the Beyblade series depicting a knight who carries a sword and also uses a horse that winged with an unyielding nature. Therefore, the data can be input on the charactoynm Personalia.

Zac Kaneguro	Personalia charactonym cause Zac is taken from Actor American named zac efron. He don't want call with his real name but he want called with "Zac the Sunrise"

Figure 4.6 Zac kaneguro Charactoynm Personalia on Character

The researcher a little bit that the name of his character or hero is in the classification of Charactoynm Personalia, but in this data, there is a character named "Zac Kaneguro" Who met at the beginning of the competition, and he often showed off his strength and also he is an overconfident person because he is famous in this series. Zac kaneguro is taken from the name of an American actor "Zac Efron" this character behaves as if he is famous once, like the artist or actor in Hollywood he

just wanted to be called "Zac The Sunrise " and therefore the name zac became on the series episode 43 zac want called Zac Efron as idol name of this character the classification of Charactoynm Personalia

Zillion Zeus

Zeus is based on "Zilion", afictitious, indefinitely large number and Zeus the Greek god of thunder and king of all gods in the Greek myth the Beyblade name is charactonymn personalia

Figure 4.7 Zillion Zeus Charactoynm Personalia

Zilion Zeus is a very tough Beyblade, and its owner is zac. He has black colour and lightning ornament ornaments on the edge of his Beyblade with yellow and red lightning colours. "Zilion " is like a number that is difficult to count, or the invincible "Zeus" is taken from his king, the god of the greek myth and also often called the god of thunder, and he is also the one who destroys the titan kingdom therefore in the classification in personalia because intake from the word Zeus the full name of the Beyblade is represented of the greatness of Zeus.

Acid Anubis Yell Orbits

acid Anubis is based on "acid" and Anubis, the lord of the undead in Egyptian mythology, which is enforced by the bey's avatar: a humanoid jackal with Egyptian-

style head gear and armor is
charactoym personalia

Figure 4.8 Acid Anubis Yell Orbits Charactoynm Personalia

From the data shown in above, the researchers found that the naming of characters that are classified in charactoynm personnel according to khalasikhov theory because the data above uses the name Anubis which is Ambi of Egyptian myths, namely the underground god or the undead which can be shown in the upper part of the Beyblade which describes the head of the Anubis and has a colour that is like Egypt or desert and has the same part on the Beyblade is taking name same from myth Egypt " Holly Horusood" the name of the Beyblade is only The Anubis taking and necessary the surname and the first name is the part of the Beyblade to know the ability the Beyblade.

2. The relations naming classification Beyblades and Characters contribute to the *myth narrative* of the icon.

The researcher take by looking at the clasification affect on each other because the beyblade and his hero are one synergy with that the researcher find out in this way whether the classification of names influence each other or not and researchers find many cases. To answer question two, researchers use the theory of pop culture Nachbar and Clause(1992) from the sub Hero, which is an icon. According to him,

the icon is significant because its function is to show the hero himself who has a personal icon function in this study, all Beyblades have a personal icon function which is to describe or show the Beyblade itself and also for heroes or characters who have, and myth narrative is a way or medium to channel the myth itself in this study through the connectivity of the Beyblade and the hero using the icon.

Ben Azuki

Beast Behemoth
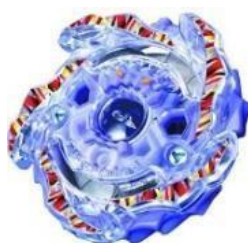
Don't same classification but same color taking from characther name Azuki, which is Japanese for "brown," refers to his hair, while "behemoth," which comes from the Bible, has no bearing on the character's appearance. Beast refers to the character's heritage because the word "beast" comes from the jungle.

Figure 4.9 Different Classification

With the data above, the researcher shows data that the hero and his beyblade do not have a way of giving the same name to his hero in the velied charactonym classification which is indicated by the meaning of his name taken from the Japanese last name which means brown color and ben also reddish brown red from the name his name affects the color of the hero's skin and the color of his eyes and while the beyblade has a

different naming classification, namely Charactonym personnel which means from popular people or mtyh the popular table above shows the name of the beyblade is "behemoth" which is taken from the myth bible which describes monsters from differences in their classification both have no influence from the same color or the other.

From the icon of the beyblade is the beyblade describes with the one that has through the first name and also "Beast" which means wild animal and has a personal function the icon karane describes its owner with various connectivity.

Hoji Konda
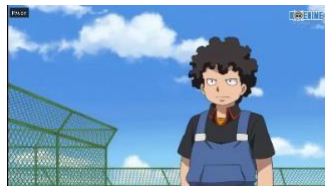
Holly Horusood

The info The Beyblade refers to the Holly of God the sky from Egyptian Horus and Hoji Konda in the same way as the Super Mario character's clothing was. However, there is no relationship between the Hero and Beyblade meanings.

Figure 4.10 Similar Classification

The data above that shows the similarity of classification but the same but does not have a connection between Beyblade and the hero but has similar colours between the clothes and also the colour of his Beyblade

from his hero is 'Hoji Konda"the name is charactonym personalia because the name is taking from the producer and who fills the soundtrack of the legendary game, namely the Super Mario named "Koji Konda" it is shown from his clothes this character takes from his clothes super Mario, and that is what makes this character's fictional story so strong that it is the same colour as the clothes from Super Mario. The Beyblade's naming also has the same classification as his hero. However, suppose his Beyblade draws from the famous mythology of Egypt, namely the god from the sky named Horus from two. In that case, they have no connection other than their colour being the same.

The data above shows the same classification, but the icon, or Beyblade, only describes the name given to the Beyblade, which is to have a personal icon to suggest the movement of the Beyblade has a similar colour between the shirt and the Beyblade. However, the pure character takes from the clothes of Super Mario characters.

Free De La Hoya

The character's name is Oscar De La Hoya, a well-known professional boxer known as "The Golden Boy," has a last name with Free, which is appropriate given Free's nickname Adcorrding to the name is taking from

Drain Fafnir 8 Nothing	popular boxing is charactoym personalia.
	Due to the character's name being derived from a well-known boxing moniker, there is no relationship between the names of the character and the beyblade because they don't have the same characteristics.

Figure 4.11 Similar Classification

In the case of this data, it has the same classification, but the hero only takes the name of a boxer. There is nothing influential about the name, and the Beyblade takes the name from the Norse myth, namely Fafnir, but they are the same colour, the Beyblade and the hero. "Oscar De La Hoya" is The name of the boxer from America that the authors took for the surname of this fictional character and has a connection to the colour of the hair, which is golden, and also his Beyblade. This is taken because Oscar has the nickname "The golden Boy", which affects the character's colour and the Beyblade.

The icon of Beyblade is only describing Beyblade itself. It is not related to the hero, only related to the nickname of the name taken to give the character's name a personal icon. However, its function is only to complete the story or describe the owner of the Beyblade.

Alexander
Shakadera

Sieg Xcalibur 1
Iron

Same classification like
warrior and his weapon sword
Xcalibur on the colors is no
have same meaning, on the
victory meaning sieg is like
warrior.

Figure 4.12 Similar Classification Different Background

The researchers found interesting data that this one in the character shaka, who became a teammate of the main character while undergoing this world competition, has the same classification, namely charactoynm personnel and also the same take name from the greek myth. However, the story taken is different " "Alexander Shaka" takes from a story that is in greek, namely "Alexander The Great", a strong king, as well as a strong warrior, destroyed great power at the time with grand ambitions he had. The Beyblade "Sieg Xcalibur 1 Iron" is a Beyblade that accompanies him. However, the word "Sieg", which means victory, comes from Germany. Also, Excalibur, which comes from the legendary Greek sword owned by king Arthur Pendragon has a connection between the knight and his sword. However, different stories and the victory have shown when this character has a trait that does not like defeat.

Most of the data describing different stories between the Beyblade owner and the Beyblade itself from this research are connected to the meaning of the last name, which means the colour of the Beyblade is the character of this. They use a different story but have the power between the warrior and the sword, but with a different story from the point of view of the Beyblade. The icon has a personal function icon with the Beyblade, which has a sword move and is also related to the character.

Chiharu Aoi

The names Chiharu and Chi indicate "thousand" and "spring," respectively. Chiharu's last name Aoi means "blue."Addcording her name taking from japan words its charactonym veiled.
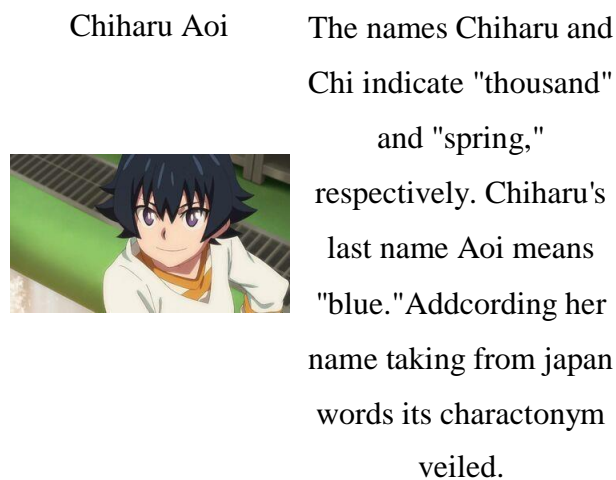
Figure 4.13 Character Don't Have Beyblade

The Researchers also found in this study whose character does not have a Beyblade and cannot have a connection between the Beyblade and the character, and this supporting character is his mother "Aoi Valt ", who often appears as a support system of this main character he has a charactoynm veiled classification "Chiharu Aoi," the name of his mother which means spring and also blue from Aoi.

Many characters do not have a Beyblade and cannot see between the contribution of myth narrative in this character and what researchers find is an essential character in this series. He is the one who always supports

the main character no matter what the circumstances are, namely the character's mother

Gunta Hanami

Hanami, is charactoym veiled which refers to the Japanese tradition of observing flowers, is perhaps a reference to his passion for Beyblade games.

Figure 4.14 Character Don't Have Beyblade

The data researchers found data that the character does not have a Beyblade. However, this character often appears to be a referee or commentator during an official competition. In this data, he often goes out but does not have a Beyblade because he is an extra character in this series but often appears. Therefore, the researcher cannot see the connection between the hero and the Beyblade. However, he has a clarity of naming charactoynm veiled because his name is taken from the word " Hanami". This tradition often observes flowers and is the same as this character, who also likes observation of Beyblade battles.

It does not have a connection with Beyblade, but this character is a distinguished person in the world of Beyblade. He is like an analyst in the world of Beyblade. He knows tips and ways, but unfortunately, his Beyblade does not exist or is not released in his various stories in this series.

Kaiser Cerberus Limited Press		Cerberus from mtyh greek is a monster have a three head like a dog hell keeper is charactonym veiled .
Kaiser Kerbeus Knuckle Unite		Greek mythology describes Cerberus as a creature with three heads that resemble dogs, and the title "hell keeper" is veiled.
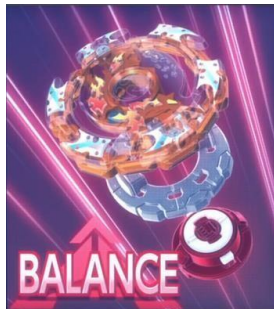
Figure 4.15 Similar Name Beyblade

The researchers found the same name in different Beyblades. However, the owner has a different role if the first one, who is the hero, is a friend of the main character in this series and contributes a lot because he is the second member of the character team in this series and is very helpful for the storyline to achieve the goal in the series Ken Midori has a connection between Beyblade and hero with the meaning of the last name referring to their colour while the one is the same as the name Cerberus and also the same classification but the owner of this Beyblade is his younger brother playing a character who rarely fights also has an impact on the story in this series. It has the same name as the Beyblade, but the back is different.

What know is that usual the last name is that the part of the Beyblade is only different from the colour, but the red one is owned by an extra character who is never seen in the arena when his Beyblade competes.impact on the story in this series.

Katana Sasaki	**Melos Nekota**	**Strom Spriggan Limited Press**
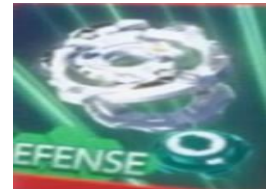
Figure 4.16 Similar Beyblade

Found another similarity in the Beyblade name and also the visualization of the form and colour the same, but different researchers saw the character why it has the same Beyblade between Katana Sasaki and Melos Nekota. They are both different character teams. The Villain team from the main character in the national competition only comes out on the scoreboard. There is no more story detail between these characters because the characters that come out are a little bit not given a special Beyblade-like the main character, Katana Sasaki, who has a personnel climax and Melos Nekota, has a Veiled classification that has the same but different characters affecting the connection between the Beyblade and the hero. Not having a special Beyblade or role, it seems that the creators of this series pay less

attention to what they have for additional characters and give them the same Beyblade.

B. Disscusion

The Beyblade series is a reasonably popular one that has undergone several story changes from the original Beyblade (2001) to Beyblade burst (2016), a change in the main character that brought from the animal story then changed to the zodiac and now changed to the mythology that is around this world with a unique name the story behind all the characters.The characther have similarities wanting to be the strongest blader in the story. The researcher conducted the study by taking the character names and Beyblade from one series, namely the Beyblade Burst series. After collecting name data and analyzing the connection between the Beyblade and the character who had the Beyblade and classified, the researcher found several cases, namely the first one had the same classification but had the same connection had the same classification but has classification.

The dominant data or classification found by researchers, in this case, is Charactoynm Personalia because, in this Beyblade series, many take the name of a well-known name and a familiar myth to match a fictional character or Beyblade itself with the example of a character who takes the name of an audio producer in a Super Mario game who takes the full name of the name and also the clothes used are the same as those used by Super Mario in the game. Some take from a well-known name but do not take all in complete and plainly from the character of Free de la hoya" this takes the last name from the name of a famous boxer "Oscar De La Hoya" in this

case, only his name was taken, but he took from the nickname of a boxer, namely the golden boy which refers to the colour of the character and also his Beyblade why their colour is golden because of the nickname of the boxer. Charactoynm Personalia is many in this study because almost all the Beyblades in this series take from the name of a well-known name or a well-known myth from various backgrounds, which makes the charactoynm personalia dominant in this study in comparison to charactoynm veiled.

The charactoynm veiled here is less than in the Personalia classification. However, in this classification, the opposite of almost all the characters in this Beyblade burst is a charactonym veiled in this study. It has a pattern that is like Beyblade and takes the name from the well-known. The character takes from a word that comes from a particular country which is usually in the last name and means a specific colour. This classification dramatically affects the Beyblade and its character in this series with the example of "Aoi Valt", which means blue and affects the colour of the character's clothes. Also, the Beyblade has the same colour. It is an adjective like valt. It also affects the movement of the Beyblade with the distinctive character who cannot be silent and silly. In this veiled, some follow the name of his Beyblade with the example of "Naoki Minamo", which has the meaning of the name, namely waves or tossing. No colour affects this character, which refers to the character's Beyblade. "Nova Neptune", which describes the god of the ocean, is connected to the character's name. The name Beyblade, which uses charactoynm veiled, is found in one character taken from the word Spryzen. It is from japan, meaning Spirit of fire and

has similarities with the colour taken from the name of the character Kurenai is from japan word meaning Crimson Colors red has the same colour as the element of fire and also red crimson.

In this research, researchers can find the method used by authors to name names in this series with different backgrounds. Different Beyblades and heroes are interdependent with each other. Therefore there will be a relationship between the hero and the Beyblade that is owned and uniquely. Each character has the same connection with his Beyblade in terms of colour,background, the meaning of the name, and the behaviour that describes the Beyblade and his hero. Some do not have a bond between Beyblade and heroes, and also some characters do not have Beyblade. They are complementary characters in this series, such as an extra that does not always appear in the story and also does not affect the storyline, like the example of the principal who only comes out at the beginning of the episode, Blader, that has no name and is also only seen once, there is also an extra with a Beyblade, but the Beyblade is like a plain custom. It does not have the same characteristics as the others. The connection between hero and Beyblade has several variations of the data obtained by researchers from the data collected from the two classifications. We can describe the contribution of naming and myth narrative. Here in connectivity, a lot is taken from the same colour taken from the meaning of the character's name and then applied to the shirt and Beyblade, and this becomes dominant, so Tommy takes the name and colour of the character to distinguish from other

characters, so the colour and character in the Beyblade series depend on the name and meaning of a character.

In this research, charactoynm personalia have a significant influence when characters are named by using Charactonymn Personalia from data whose characters have a classification of charactoynm personnel have a significant impact, such as Hoji Konda, who wears clothes from Super Mario, and that is why many karaktonymn in this study because there are also many mythologies related in this series and make the audience learn about other mythologies and also amazed by way of the mind of the character creator in this series.

By looking at the function of the icon, which is very useful in this series using theory, one can see the contribution made to naming the characters in this series. The creator of the series thinks carefully about all the characters from the name and also all of them with details and also the connectivity or connection between the Beyblade and his hero in this series, all the functions of the personal icon because this Beyblade carries its myth by being issued in the visual when they are issuing a notable move as a Beyblade and also representing the hero himself.

In the end, Takara Tommy takes the name of the myth of the influential world from the character. His Beyblade uses the name of the Character Personnel, which draws from the name of the famous name and the famous myth by assigning one colour to the character's name to determine the character and the colour of the Beyblade.

Answered this goal is all for the world of marketing or the way marketing sells things like merch from this series because they all have special from the details that all Takara Tomy can produce the incision of the character that has matured thought of by the creators of this series.

CHAPTER V

CONCLUSIONS, IMPLICATIONS, AND SUGGESTIONS

A. Conclusions

This study aims to find a way of naming a fictional character related to myth narrative by taking from the connectivity between the hero and the Beyblade and also seeing whether the naming classification will affect the character and his Beyblade such as colour, habits, behaviour of the hero and Beyblade in the Beyblade series. The naming of a fictional character is based on a name that comes from a country and also takes from a famous myth or the name of a famous person to name a fictional character in this series.

The classification, which is divided into two, can determine how the creator of the work names characters by taking many from the names of names and myths that are well known so that all characters have their background also. The creators of this series determine the name with the character's colour, and the Beyblade has been determined from the meaning of the character's name.

Taking the name from the name famous, some take full of the name by just replacing the first letter, the others the same as the name taken why Beyblade burst (2015) because this series brings many names that smell myth from all over the world and also this series is counted as the latest from Takara Tommy.

Thus, from all the names listed, the creator of this series seems

to have a pattern that is easy to see because, after researching the way he chose the colour, it follows the meaning of his character's name. His Beyblade takes from mythical myths that are famous worldwide and is associated with a single entity except for the one whose character takes from a famous name. The author ignores his connectivity if taken from a famous name.

B. Implications

A Beyblade series that can make nostalgic people born in the 90s who have evolved until now with exciting stories and character strengths as well as exciting and unique name names in each series using charactonym theory can find out how the creator of this series genius thinks of names and depictions through naming, the way to name fictional characters is essential because it will affect the next one such as colour behaviour clothes and also other detailed things in order to become an interesting fictional character.

C. Suggestions

Naming in works of fiction is very important and exciting because we can know why this character has clothes and habits and characteristics that can be answered if we know the way of naming and the name's meaning. However, in this series, a lot can be discussed by adapting myths. It can become a mighty figure in this series and many and exciting because each Beyblade has its depiction. We can also see why each main character must have a pleasant nature in each series.

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APPENDICES

Appendix 1: Validation Sheet

VALIDATION

This thesis data titled *"MYTH NARATIVE OF BEYBLADE NAMING IN BEYBLADE BURST SERIES"* had been checked and validated by M. Romdhoni Prakoso, M.Pd. in:

Day   : Monday

Date : September 12rd, 2022

Surakarta, 12rd of September, 2022

Validator,

M. Romdhoni Prakoso, M.Pd

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Appendix 2: Validation of the Data

MTYH NARRATIVE OF BEYBLADE NAMING IN *BEYBLADE BURST* SERIES

Rizqi Hidayatulloh Nasution

SRN: 173211109

ENGLISH LETTERS STUDY PROGRAM

FACULTY OF CULTURES AND LANGUAGES

UIN RADEN MAS SAID SURAKARTA

2022

NO	Coding	Name	CV	CP	Explaination	Relations	Val/Inval
1	**CHA/E 1/M18/ S20/C V/**	Aoi Valt	✓	X	Aoi" Is from Japan the meaning is blue, "Volt" the meaning is Volta in English is Roll. According theory the name is classification in Velived charactonym cause taking from the background of the country.	According to the analysis' data, the classification is not same but can having a connection if the name of heroes and beyblades have different meanings, although having the same blue color as "Aoi."	✓
2	**BEY/E 1/M18/ S20/CP /**	**Valkrie**	X	✓	Taking from popular name this data is charactonym Personlia Valkrie" Name from Myth of Nordic and Valkrie soldier vallhala.		✓
3	**CHA/E 1/M17/ S20/C V/**	**Rantaro Kiyama**	✓	X	Acoording the theory this name is Charactonym Velied .Rantaro on the first name meaning is Rock and Kiyama is From japan Meaning is Tree,Wood, Mountains.	According to data analysis, the hero's name and beyblade have no bearing on one other, however the color of the hero's hair matches to Glide is Yellow.	✓
4	**BEY/E 1/M17/ S20/CP /**	**Glide Ragnarock**	X	✓	The name "Glide" is derived from the Greek "eurp," which means "to shine," and the color "gold." Taking from the popular name is charactonym personalia		✓
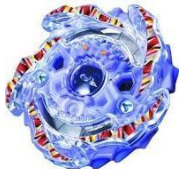
					because from the shape is focus on ragnarock Ragnarok, which means "Fate of Gods" but also "The End the Word From Norse Myth," is a term from Norse mythology.		
5	CHA/E 2/M15/ S17/C V	**Ken Midori**	✓	X	Ken in japan and scotish meaning is Handsome and midori in japan meaning is green Acorrding the meaning and the cloth colors is taking from country is green Charactonym Velied .	Cerberus Kaiser and Ken Midori have same color from the hero, and beyblade is green. Greek mythology describes the Ceberus as the three-headed keeper	✓
6	BEY/E 2/M15/ S17/CP	**Kaiser Cerberus**	X	✓	Cerberus from mtyh greek is a monster have a three head like a dog hell keeper is charactonym veiled .		✓
7	CHA/E 4/M19/ S18/C V	**Shu Kurenai**	✓	X	Shu is from chinese the meaning is Victory and Kurenai is from japan woard the meaning is Crimson like Colors red on the anime same to the eyes of the Character is charactonym veiled.	Analysis of the data Shu Kurinai has Springgan beyblades. The meaning of kurinai means red & crimson, so there is no connection though there are similar colors.	✓
8	BEY/E 4/M19/ S18/C V	**Spryzen Requiem**	✓	X	Charactonym Veiled acroding to Spryzen Is from japan the		✓

NO	Coding	Name	CV	CP	Explaination	Relations	Val/Inval
					meaning Spirit of fire . Sprinngan myth is like a stone from scndinavia.		
9	CHA/E6/M16/S10/CV	**Wakiya** **Murasaki**	✓	X	Charactonm Velied acrodding to Wakiya from japan meaning the other way Murasaki is purple	The character's details and the beyblade have a connection based on the character's meaning and characteristic, the wakiya's ability to win, and the purle's dominance among colors	✓
10	BEY/E6/M16/S10/CP	**Wyvern Armed Massive**	X	✓	Is charactonym personalia myth popular Wyren is from United States mythical dragon with winged snake skin		✓
11	CHA/E5/M06/S13/CV	**Daigo Kurogami**	✓	X	Daigo is contains is black colors Kurogami is meaning a desteniy from the japan meaning is charactonym veiled	The data includes Daigo The beyblade's name refers to a weapon used by the death god Grim Reaper, and its shape is similar to a scythe. The Black color serves as the character's main colors.	✓
12	BEY/E5/M06/S20/CP	**Dark Deathscyther**	X	✓	Like a weapon demon n bring it people death on the anime in the dialog this beyblade is call god of death on the power like a Grim reaper according the name is charactonym personalia because taking from grim reapaer popular myth .		✓

NO	Coding	Name	CV	CP	Explaination	Relations	Val/Inval

13	CHA/E7/M14/S20/CV	Hoji Konda	X	✓	Hoji Konda Characther is take from the man Behind Super Mario sountrack Koji konda , The Cloth is form super Mario Cloth is charactoymn personalia	The info The Beyblade refers to the Holly of God the sky from Egyptian Horus andHoji Konda in the same way as the Super Mario character's clothing was. However, there is no relationship between the Hero and Beyblade meanings.	✓
14	BEY/E8/M06/S17/CP	Holly Horusood	X	✓	The beyblade name Holly is to the Horusood is taken from Egyptian God of the sky Named Horus charactonym personalia .		✓
15	CHA/E16/M20/S08/CV	Alexander Shakadera	X	✓	Alexander is meaning a Warrior taken From Greek Mytholocgy Is according the meaning of name is charactonym personalia .	Have connection meaning and same classification like warrior and his weapon sword Xcalibur on the colors is no have same meaning, on the victory meaning sieg is like warrior.	✓
16	BEY/E46/M11/S12/CP	Sieg Xcalibur Iron	X	✓	Is based on the German word "Sieg" mean Vitory and Xcalibur is Sword from Arthurian Tale from the shape sword on the top of beyblade is charactonym personalia .		✓
17	CHA/E18/M11/S02/CV	Ukyo Ibuki	✓	X	surname contains the kanjis, Ibuki", which mean 'snowstorm' or 'blizzard', possibly referring to his chill personality, his	Don't have same classification The meaning of Ukyo is snow, and the bey has colors that are similar to snow. The unicron on	✓

					arctic blue hair and eyes, and how his bey appears to be snow/ice-based its charactonym veiled	the bey has a horn that is similar to the unicron, according to the data, which demonstrate how Ukyo has inspired the Beyblade Unicron.	
18	BEY/E 19/M15 /17/CP	**Unlock Unicron Down Needle**	X	✓	Unlock Unicorn's name and avatar are based on the mythical Unicorn, a legendary creature that has been described since antiquity as a horse with a single large, pointed, spiraling horn projecting from its forehead charactonym Personalia .		✓
19	CHA/E 32/M5/ S34/CP	**Zac Kaneguro**	X	✓	Personalia charactonym cause Zac is taken from Actor American named zac efrron. He don't want call with his real name but he want called with "Zac the Sunrise"	The beyblade's name, Zilion Zeus, which means "Unlimited Number," and the character's name, Zac, which means "sun rising," are both taken from American actor Holly Wood. Zeus from Greek mythology has no connection to either, yet both have great power and immortals,the classification is same but the character and beyblade don't	✓
20	BEY/E 47/M16 /S22/C P	**Zilion Zeus**	X	✓	Zeus, is based on "zillion", a fictitious, indefinitely large number, and Zeus, the Greek god of thunder and king of all the gods in Greek mythology charactonym personalia		✓

					have same meaning.		
21	CHA/E 34/14/S 5/CV	**Ben Azuki**	✓	X	Azuki-iro" or "azuki-color" is used to mean reddish-brown in Japanese. This means Ben's surname refers to a color taking from that is charactonym veiled .	Don't same classification but same color taking from characther name Azuki, which is Japanese for "brown," refers to his hair, while "behemoth," which comes from the Bible, has no bearing on the character's appearance. Beast refers to the character's heritage because the word "beast" comes from the jungle.	✓
22	BEY/E 37/17/S 3/CP	**Beast Behemoth**	X	✓	Beast Behemoth's name and avatar are based off the mythical creature from the Bible: Behemoth, a primal unconquerable monster of the land is personalia charactonym		✓
23	CHA/E 35/M17 /S30	**Orochi Ginba**	X	✓	Orochi's family name contains a color. Orochi's color is silver. "Orochi" essentially means "great serpent" and has been associated with snakes in Japanese legends and stories is clasfisited charactonym personalia.	Have same classification personlia charactonym and the olors taking from The name "Orochi" comes from the Japanese word for "silver," which also refers colors of the beyblade to the obelisk, which derives from the Asgrad story. The persona is like a piano without any music to aid in the beyblade's special attack.	✓
24	BEY/E 35/M17 /S32	**Obelisk Odins**	X	✓	Odin is based on "obelisk", a tall, four-sided, narrow tapering monument which ends in a pyramid-like shape at the top,		✓

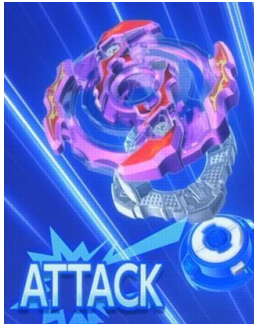|						
					and Odin, the Norse god of wisdom, poetry, war, death, divination, and magic, king of the Aesir and ruler of Asgard taking from odins asgrad is charactonym personalia.	

NO	Coding	Name	CV	CP	Explaination	Relations	Val/In val
25	CHA/E 40/M7/ S2/CV	Naoki Minamo	✓	X	His last name s"Minamo" means "water surface addcording the name is charactonym veiled.	Mimamo, meaning refers to "water wave," describes the shape of the beyblade, which is shaped like a circular wave around the emblem and which connects to the same water from a Roman story with a spear,diferent classification of naming but have connection on the shape beyblade and meaning of name .	✓
26	BEY/E 41/13/S 9/CP	Nova Neptune	X	✓	Nova Neptune, is based on the word "nova", a star showing a sudden large increase in brightness until it subsides in a few months, and Neptune, the god of water in Roman mythology. This is enforced by its avatar, which is a merman wielding a spear is charactoym personalia.		✓
27	CHA/E 43/M18	Quon Limon	✓	X	His replicated this by making his dub surname a mixture of the	Lemon and yellow are the predominant colors in the	✓

No.	Code	Name / Image			Description	Description	
	/S19/C V				Spanish words for 'Lemon' and 'Lime' which are respectively yellow and green taking from Spanish word is charactoym velied..	characters and have an impact on the design of the Beyblade. The characters' names are derived from the Astec story of the flying serpent, and the apparel is related to lemon and yellow.	
28	BEY/E 43/M18 /S19/C P	Quad Quetzalcoatl	X	✓	Quad Quetzalcoatl's name and avatar are based off the mythical creature of Aztec mythology: Quetzalcoatl, a feathered serpent, a flying reptile (much like a dragon), who was a boundary-maker and transgressor between the earth and sky taking from popular myth is charactoym personalia .		✓
29	CHA/E 47/M7/ S14/C V	Akira Yamatoga	✓	X	Akira's name means "bright" or "clear", a reference to his flashy personality and love for the spotlight is taing from japan charactonym veiled .	Anubis is beyblade taking name from the egyt myth is the god of the undead soldier and the character is Akira means Bright and clear the colors from the beyblade and the character is opposite meaning the name no have infuence each others but the	✓
30	BEY/E 47/M7/ S14/CP	Acid Anubis Yell Orbit s	X	✓	acid Anubis is based on "acid" and Anubis, the lord of the undead in Egyptian mythology, which is enforced by the bey's avatar: a		✓

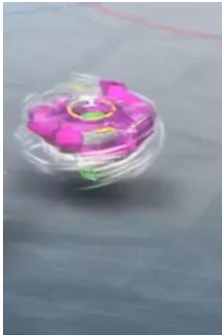|							
					humanoid jackal with Egyptian-style head gear and armor is charactoym personalia	colors same like from Egyptian	
31	CHA/E 32/M08 /S58/C V	Lui Shirogasi	✓	X	Shirasagijo, that also contains the Japanese word for white (Shiroi), derives its name from the Burst series' character' preference for the color white by taking it, acorrding the name is taking white colors from japan is charactonym velied	sAlthough the character's name Shirhoi means "white colors," the beyblade's categorization of names is different, and both the character's clothing and the beyblade's colors contain some white colors.	✓
32	BEY/E 38/M14 /S44/C P	Lost Longinus Nine Spiral	X	✓	Adcorrding to Taking from popular myth is charactoym personalia St. Longinus, the Roman soldier who stabbed Jesus' side during his Crucifixion in Christian mythology, is the inspiration for Lost Longinus.		✓
33	CHA/E 38/M08 /S10/C V	Jin Azizawa	✓	X	According to the classification, the meaning of the character Aizagawa is "love and affection," whereas Jin's "weary and have sleep condition" and "have some mental issue of the character" are	The character's name and the beyblade are unrelated in both of the character's categorization and meaning.	✓

					different meanings of the same character that were taken from the Japanese language can be to the charactonym of velied addcording the clasification		
34	BEY/E 42/M11 /S22/C P	**Jail Jormungand Infinity Cycle**	X	✓	This beyblade's name is an acronym for "personality" derived from "jormungand" and "power." Jail Jormungand is based on the Norse mythological snake Jörmungandr and the word "jail," which is a term for imprisonment.		✓
35	CHA/E 32/M11 /S43/C V	**Gou Chagake**	✓	X	The Beyblade character is Gou, which in Japanese means "man" or "boy," and "chagake," which refers to the figure's brown attire and the color brown is classification charactoym veiled.	According to data analysis, the last name character and the name of Gaia, which means "Earth," have a link since they both have hues that are earthy and brown.	✓
36	BEY/E 38/M06 /S20/C P	**Gigant Gaia Quarter Fusion**	X	✓	Addcording to the data classification is charactoym personalia .Gigant The name Gaia is derived from "Gaia," the Greek Titan who		

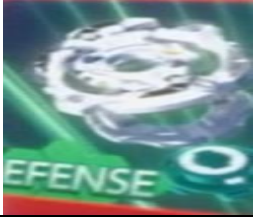|						
					represents the Earth, and "gigant," the term meaning huge in a variety of languages.	
37	CHA/E 2/M7/S 2/CV	Free De La Hoya	X	✓	The character's name is Oscar De La Hoya, a well-known professional boxer known as "The Golden Boy," has a last name with Free, which is appropriate given Free's nickname Adcorrding to the name is taking from popular boxing is charactoym personalia.	Due to the character's name being derived from a well-known boxing moniker, there is no relationship between the names of the character and the beyblade because they don't have the same characteristics.	✓
38	BEY/E 2/13/S9 /CP	Drain Fafnir 8 Nothing	X	✓	In Norse mythology, Fafnir, a son of the dwarf king Hreidmar, is the model for Drain Fafnir. The ring and riches of Andvari cursed Fafnir, transforming him into a dragon Its charactoym perssonalia.		✓
39	CHA/E 01/M12 /S19/C V	Toko Aoi	✓	X	Tokonatsu means to "everlasting summer," maybe alluding to Toko's upbeat disposition and also fittingly	According to the beyblade's failure to appear in the series, there is no relationship between the name and the character; nonetheless, toko	✓

				✓	matching the names of his twin sisterAnd the surname Aoi because is the sister,adcording the data is charactoym veiled.	is Aoi's sister, just like in the summer.	
40	BEY/E02/M18/S19/CP	**Rising Ragnaruk Force Jaggy**	X	✓	This beyblade never out on the series of beyblade ragnaruk is taking from Ragnarok is a phrase from Norse mythology that meaning "Fate of Gods" as well as "The End of the Word From Norse Myth."		✓
42	CHA/E01/M12/S14/CV	**Nika Aoi**	✓	X	Nika's name, which means to "day summer," alludes to how cheerful she is. Due to their shared affinity for summer-themed names, it also corresponds with her twin brother its charactoymn velied.	Nika and the beyblade have different classifications and colors and have no bearing on the meaning of the beyblade and the character.	✓
43	BEY/E1/M12/S14/CP	Kaiser Kerbeus Knuckle Unite	X	✓	Greek mythology describes Cerberus as a creature with		✓

				✓	three heads that resemble dogs, and the title "hell keeper" is veiled.		
44	CHA/E 16/M8/ S18/C V	**Yugo Natsui**	✓	X	Adcordng to the name is charactonym veiled Yugo's surname includes a color. The word "Nansui" uses a character for green that was more prevalent during the samurai period to allude to the kingfisher bird and its green hue. The crest of a kingfisher appears to have impacted Yugo's hairstyle.	The character has meaning green colors and influence on the beyblade colors, however the categorization is not the same and the meaning of the beyblade is like a tree from myth nordic the tree is iconic to the green colors	✓
45	BEY/E 16/M9/ S12/C V	**Yaeger Yggdrasil Gravity Yielding**	X	✓	Focus on The words "Yggdras il," which in Norse mythology connect the nine realms of Asgard, Midgard (Earth), Jotunheim, Alfheim, Nidavellir, Vanaheim, Niflheim, Muspelheim is charactonym personalia and Hel, are derived		✓

					from the German term "Jaeger," which meaning "hunter."		
46	CHA/E 37/M01 0/S13/ CV	**Shinki Mikuni**	✓	X	The word "encouragement " in the word "shinki" may be the charactoym veiled .	The categorization of the beyblade and the character has no effect on the colors and the characteristics.	✓
47	BEY/E 37/M11 /S20/C P	**Obelisk Odin Gravity Needle**	X	✓	Odin, the Norse deity of wisdom, poetry, war, death, divination, and magic, as well as the monarch of the Aesir and ruler of Asgard, is modeled after the "obelisk," a towering, four-sided, narrowly tapering monolith with a pyramid-like top its charactoymn personalia.		✓

48	CHA/E 3/M3/S 215/CV	Chiharu Aoi	✓	X	The names Chiharu and Chi indicate "thousand" and "spring," respectively. Chiharu's last name Aoi means "blue."Addcording her name taking from japan words its charactonym veiled.	. X	✓
49	CHA/E 01/M5/ S9/CV	Principal Shinoda	✓	X	Valt has received a lot of support from Principal Shinoda, who is pleased to have allowed him to establish a BeyClub at the school. He is extremely fanatical about maintaining order, as seen by the fact that when Valt unintentionally knocked over some athletic goods, he forced Rantaro and Valt clean up the gym's storage area. hinoda is meaning intelligent,knowledgeable is charactoym velied because he is a principal on main beygoma high school	X	✓

50	CHA/E 01/M18 /S19/C V	Gunta Hanami	✓	X	Hanami, is charactoym veiled which refers to the Japanese tradition of observing flowers, is perhaps a reference to his passion for Beyblade games.	X	✓
51	CHA/E 29/M8/ S14/CP	Katana Sasaki s	X	✓	His last name, Sakaki, may have been inspired by the Japanese town of Sakaki in the Nagano prefecture or by the flower Cleyera japonica, also known as sakaki, which is known to flourish in Japan's warmer regions. Katana is the name of a traditionally made Japanese sword with a curved, sharp-edged blade, a long guard, and two handgrips Adcording the name its charactonym velied.	The name Sasaki is derived from twon in Japan, and the katana is a weapon used by samurai in Japan, and the tradition of flower in Japan differs from the beyblade, which means fire, but the name has no influence on the beyblade.	✓
52	BEY/E 29/M9/ S18/C V	Strom Spriggan Limited Press	X	✓	Spryzen, which means "spirit of fire," is a Japanese word. The Scandinavian		✓

					myth is like a stone its charactoym personalia.		
53	CHA/E 3/M7/S 10/CV	**Melos Nekota**	✓	X	His name contains the character "neko," which signifies "cat." Kakeru Nekota, a character any charactoymn velied.	The character's meaning is cat since his face looks like a cat, but the beyblade do not impact each other.	✓
54	BEY/E 3/M7/S 23/CP	**Strom Spriggan Limited Press**	X	✓	Spryzen, which means "spirit of fire," is a Japanese word. The Scandinavian myth is like a stone its charactoym personalia.		✓