

# A Study of Linguistic Patterns of Selected TV Cartoons and their role in Language Learning

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## ABSTRACT

The new age is interested in the staggering article of media. Today, media is performing an amazing job in the psychological development and passionate improvement of kids. At the absolute first phase of intellectual improvement, kids duplicate the words and articulations utilized in their environment. Kid's shows and language utilized in them straightforwardly influence the intellectual and etymological improvement of youngsters. The present investigation dismembers the etymological examples and belief systems utilized in kid's shows appeared in India media. It further endeavors to neglect the effect of semantic highlights of kid's shows on language learning affinities of youngsters. The examination received a blended strategy research configuration by following qual-quant approach. The semantic investigation of the kid's shows was done subjectively though its effect on kids' language was estimated through a quantitative way. 100 understudies and 100 educators were chosen to decide the example by applying arbitrary examining procedure. The self-created poll was utilized to gather information from the respondents. The gathered information demonstrates that kid's shows are a wellspring of training, stimulation, and data for youngsters. Youngsters can improve their language abilities by watching the animation. Be that as it may, understudies were discovered utilizing numerous Hindi words in their day by day discussion. Etymological advantages of animation language crash into the social dangers looked by countless guardians. The discoveries of the examination suggest that youngsters ought to appear situated and socially explicit kid's shows with the goal that understudies may get the most extreme etymological advantages from them.

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## 1. Introduction

Phonetic examination implies the portrayal of the language with respect to its morphologic, linguistic and semantic structure. The new age of the world is surely intrigued by the advanced media as they are conceived and being brought up in a situation which remains overpowered and clearly ruled by the mechanical blasts from the most recent two decades. Advanced mobile phones, I-Pad, and Internet are open day in and out to even 3 or 4 years of age kids. The reason for every one of these advancements is to keep kids included and give them data and diversion. There is no uncertainty that kid's shows are the most engaging part of adolescence. We have all adult watching kid's shows like pink puma, Sesame Street, woody woodpecker. Every one of these kid's shows was not so much vicious but rather more engaging and useful. On the opposite side, there are all the more instructively arranged animation projects like Dora the voyager sesame road john.

As a drawback, it is extremely astounding to realize that a few cartoons harm to kid's development procedure. We can see our youngsters emulating the vicious signals and rehashing vocabulary from Ben 10, the Simpson and Bheem and so on. The American Academy of child and adolescent psychiatry (AA Cap) says that kids who show savagery in their conduct are a result of what they see. We ought to urge young children to watch kid's shows that are educational and upgrade their learning. Comic kid's shows are a vital piece of kids' life. We can't stay away from the negative impacts of digital media in any way, we can receive certain measures to utilize it

emphatically and to connect with our kid's by helping them develop into moderate, scholarly and agreeable people as opposed to succumbing to disasters of unsurprised and boundless animation language.

### 1.1 Statement of the Problem

To what extent cartoons are playing a positive or negative role? This is the issue that this study focuses on. There is an uncertainty that whether kid's shows are a method for providing entertainment, education, and information from an educational point of view, we ought to urge kids to watch kid's shows and comics as educational cartoons increase children's language proficiency and linguistic abilities. English is considered as the second language for Indian as a youth that is the reason they feel troubled in writing and speaking this specific language. So by watching kid's shows, they get the opportunity to improve the English language. By watching the animation, they know the correct highlight of words. Kid's shows can be the best asset of building up their phonetic skills and improving their craft of correspondence. Kid's shows at some point mislead the youngsters, as compared to the Indian social and cultural scenario is concerned. The language and culture appeared in kid's shows directly trigger the neuro-cognitive framework of kid's brains.

However, there lies a lot of diversity in seeking or gaining a positive or negative impact of these cartoons. A few kid's shows are enlightening and brimming with an instruction like Dora the Explorer, Sesame Street, and so forth yet on the

drawback, there are assortments of kid's shows which damage kid's development process. It is comprehended that we can't dodge digital media yet it is our obligation to watch out children whether they are utilizing this innovation emphatically or something else.

### 1.2 Research Objectives

- (1) To find out the linguistic features in the language used in cartoons.
- (2) To check the impact of cartoons on student's writing skills.
- (3) To find out how other languages are influencing the student's speaking ability.
- (4) To identify the means in which Indian values are misrepresented.

### 1.3 Research Questions

1. What kind of linguistic features are used in the language of cartoons?
2. What are the advantages and disadvantages of the language of the cartoon on students' writing skills?
3. What is the impact of cartoon language on students' speaking skills?
4. To what extent cartoons represent/misrepresent Indian culture and society?

### 1.4 Significance of the Study

The language plays a significant role in our lives and in our society. Language is the method for articulation. We express our thoughts, sentiments, and feelings through language so the significance of language can't be denied. This investigation may prove helpful for the individuals who need to improve the language capability among the kids through effective exposure of cartoons. Additionally, this examination the understanding of the role of the cartoon in language learning. The language of cartoons utilizes extraordinary sort of phonetic highlights, an elaborate and artistic gadget to instruct, engage and to interest the kids. This examination is useful for the instructors and guardians to keep a beware of the media and kid's shows being appeared to kids at an extremely youthful age.

## 2. Literature Review

### 2.1 History of Cartoons

The first motion picture was made in the late eighteenth century by using animation cartoon movies are made in starting a funny film was prepared for amusing and educating the children (Thompson, 2010). At the underlying stage, kid's shows were in short form. The reason is that individuals like these shorts in the cinemas before they see a feature film. After that, the cartoons were shown on TV and it got a more extended time. Today, cartoons became an essential piece of kids' life. They watch cartoon shows keenly. The simple meaning of the cartoon is drawing a sketch in the newspaper or in a magazine. The exact meaning of "cartoon" comes from the Italian word "carton" which means "big paper" and it is used for drawing or artwork which is made on paper. The real meaning of the cartoon means large size sketch made on paper. During the sixteenth century, cartoons were first used for fresco painting peter Paul Rubbers is one of the renowned artists who showed a collection of cartoons for tapestries.

### 2.2 Types of Cartoons

There are five types of cartoons which are very famous:



Figure 1. Types of cartoons

#### 2.2.1 Animated Cartoons

Animated cartoons are created by the chronicle of still pictures about individuals and items situated in various position of progressive development when it played all these none moving pictures move quick. They give an impression of unbreaking capable development. The word animation did not remain limited but rather it also applies to films, computers, and videos which are conventionally composed in shape of a series of sketches, photographs and are drawn on papers. So, cartoon means short animated work which is funny in nature.

#### 2.2.2 Editorial Cartoon

Another sort of cartoon which is called editorial cartoon, it is utilized for political purpose. Editorial cartoons use the symbols to convey his message. So far a Dove is a symbol of peace and Ass a symbol of foolishness. For example, a hungry rupture is a symbol to gallop all things. This symbolizes just corruption galloped big companies. In animated cartoons, John Bull is considered the figure of the kingdom. Animation means a picture which is created by a series of pictures. It means the arrangement of pictures so quickly that it gives the picture of the moving picture. This term animation has brought a great change in the field of film, video, and computers.

#### 2.2.3 Gag Cartoon

It demonstrates a great deal of logical inconsistency from a political point of view. It has been utilized for many purposes. Gag cartoons comprise of single drawing and used in newspapers, greeting cards, and magazines. Most renowned artist is Gray Larson, Thurber James, and Peter Arno. Chuck Johns says about Winsor McKay that he is not sure who is the first artist in the field of Gag cartoons but the name of Winsor McKay is very important who work in this ground.

#### 2.2.4 Comic Strip

Comic strips mean strip cartoon. Mostly, comic strips are either introduced in the arrangement or alone. They are associated with the story succession and remain to proceed with day by day or week after week. This type of cartoons use

in newspaper and magazines on a consistent schedule, their character ends up acclaimed among the general population. This sort of cartoon characters is well known that individuals can remember it quickly. The famous story like "The Archies" which is about the experience of the individual comes every day on newspapers. People are eagerly waiting for this story every day. Generally, news about current issues is identified to comic strips. Many political cartoons are in the form of comic strips because the editor wants to tell the story about the life of the famous politician daily. This kind of stories draw in individuals' consideration and they need to think about the life of their popular legislators. Some of the time, the manager of the paper speaks to creatures to pass on his message.

### 2.2.5 Illustrative and Advertising Cartoons

This type of cartoon identified in the advertisement. The reason for this sort of cartoon is to draw the attention of the viewers and keep them occupied about the advertisement. This cartoon's purpose isn't big yet they have small significance without anyone else's input. They simply draw attention that what is written on school book and in the advertisement. It has no double meaning and personification like political and another type of cartoons It utilized for a comparative reason as its capacity to high light the many key points wherein was composed of textbooks.

### 2.3 Impact of Cartoons on Children's Learning

As everyone realizes that cartoon most loved thing for kids. They feel very happy while watching cartoons. Even newborn kids, at the age of 5 or 6 months, start to watch cartoons, in this way, they become a good viewer of cartoons. Because they sit in front of the television, they show incredible satisfaction even they began to perceive their favorite cartoon character. This thing becomes a problem when kids start to watch too much cartoon. "Famous proverb is that excess of everything is bad". Today, children are addicted to watching cartoons. The marketers use this weakness of the children to market their products using cartoons. We ought to create awareness among children that balances their life. They should watch a cartoon, no doubt cartoons give entertainment and an opportunity to relax the mind of children. It is the responsibility of the parents to make the life routine of their children balanced. It is not a fault of children that today they are addicted to watching cartoon all the time but it is the fault of parents who make their life to do so.

#### 2.3.1 Psychological and Mental Impact of Cartoons on Children

The proverb is "A man does what he sees". This equation is unquestionably relevant to youngsters. What kind of cartoon content they watch, their mental and psychological condition will develop like that. Today, the cartoon's content is brimming with brutality and fear-based oppression. When they watch their favorite character is playing with guns. Definitely, they think about it right because whatever the hero does is the right thing. The research shows that most of the kids feel the inclination to play with guns. Cartoons are not only responsible for changing kid's behavior but also changes their language.

A child of today is much more intelligent, clever, and sharp than the past. It would not be right to state that media and cartoon have grabbed their innocence. The research states

that by watching too many cartoons it creates mental and emotional issues. Unfortunately, cartoon shows glorify the utilization of guns and violence. When these kinds of element will be used as the content for cartoon. How can we hope about the good and constructive growth of the kid's? Parents should ensure that the content of cartoons which their kids are watching is supportive and contributing to their mental and emotional health. Today, the mental and psychological growth of children is influenced by the wrong content of cartoons. It is the duty of parents to avoid this danger and take initial steps to stop mental and psychological disadvantages.

### 2.4 Linguistic Features and Language of the Cartoons

Language specialists and educationists agree on the point that students become familiar with lots of words by watching cartoons which have a deep impact on their learning. According to Clark (2002) from a pedagogical point of view, the importance of cartoon is very valuable. Cartoons give the learner atmosphere in which they find themselves engaged and creates the scenario to enhance their abilities and their listening and speaking abilities unconsciously. Doring (2002) argues that there is no doubt that cartoons have a great effect on language learning skills. He further states that learner enhances their oral capabilities to answer the question. This makes learner's brain productive. Baharam and sin (2012) carried out quantitative research and find out the result that the students who are weak in their studies and they are slow learners in acquiring language proficiency. Linguists suggest for them watching cartoon would increase their language ability. Students unknowingly watch the sentence and dialogue of the cartoon and try to adopt their pronunciation.

One of the most striking nature of animation is redundancy. In kid's shows characters rehash their discourse, however the reiteration of words sentences. Understudies get an opportunity to address and improve language capability. Also, understudies prevailing to accomplish the objective language (Hague 2015) Linguists says when an understudy embrace new dialect its impacts on his character and at last change his social qualities. This change is called reflecting. At the point when youngsters see the animation, clearly positive characters are loved by them. Furthermore, they went to receive their character their dressing, methods for spoken language. They examine their funniness, values, experience. For learning a language positive air is fundamental for a student. Without this, a student isn't to capable master whatever else. (Aboudan 2013). There is a fascinating component with regards to kid's shows. The student learns the language without realizing that he is learning the language. This positive component lessens the weight of staying alert picking up something. Along these lines, understudy learns a great deal without the wait of learning. For instance, a kid amends various words which he tunes in from the animation which remain unwittingly stay in his psyche. This is classified "suggestopedia".

It implies a procedure wherein a student learns the unknown dialect in an awesome and lively way. As indicated by Bahrani and Sims (2012's) suggestopedia, reiteration assumes significant job during the time spent learning. For instance, one understudy tells his own youth's experience when he was a kid,

he used to watch English kid's shows when he didn't comprehend anything he reconsidered that section over and over. This technique for watching kid's shows improves my language capability. These are additionally numerous understudies who have great articulation in view of watching, listening to the language of kid's shows. Etymologists please this end; language securing would conceivable and viable by tuning in and watching kid's shows.

**3. Research Methodology**

The reason for this investigation is to assess the effect of enlivened kid's shows on language learning of the youngsters. The examination configuration was exploratory in nature. The blended technique approach was connected to accumulate, examine and decipher the information. The subjective technique was utilized to examine and decipher the data assembled from animation programs, though quantitative methodology was connected to dissected information acquired from understudies and educators. The number of inhabitants in this examination involved the energized kid's shows appeared Indian TV channels. Be that as it may, just one animation program "Chhota Bheem" was taken as the available populace of the investigation. Besides, 100 instructors and 100 understudies at rudimentary dimension were chosen as a test of the examination. The example for this examination was chosen from the understudies and educators of govt. Schools of Bahawalpur region. The proportionate arbitrary testing method was utilized to decide the equivalent number of male and female members. Then again, chose lines from 50 scenes of Chota Bheem kid's shows were chosen for substance

investigation by utilizing purposive examining system. Information was gathered by overseeing survey among understudies and instructors. It comprised of 45 things in which respondents were gotten some information about their preferred animation programs, recurrence of watching kid's shows, and the effect of kid's shows on students' scholastic life. The legitimacy and unwavering quality of surveys were guaranteed in the pilot testing stage. The Cronbach alpha dimension of understudies' and educators' polls was .83 and .79 individually. Subsequent to acquiring the worthy dimension of unwavering quality, polls were controlled among the members of the examination. Information gathered from animation projects was broke down through the system of substance examination. Nonetheless, information gathered from polls was broke down by utilizing engaging insights system to quantify the recurrence, rate and mean estimation of the reactions. The investigation was delimited to the non-public schools of region NCR.

**4. Findings and Discussions**

This segment manages the translation of information gathered from animation investigation. Understudies' preferred TV kid's shows were chosen for semantic investigation and it is seen there is extraordinary contrast between the language utilized in them and the language verbally expressed in Indian society.

**4.1 Interpretation of Data obtained Through Content Analysis**

**Table 1. The data collected from cartoons**

Royal relations and state affairs		About the Universe		About greetings	
English	Hindi	English	Hindi	English	Hindi
Prince	Rajkumar	Earth	Prithvi	Thank you	Dhanewat
Princes	Rajkumari	Cloud	Perbat	Blessing	Pernam
Dress	Poshak	Moment	Sameh	Congratulation	Badahi
Invitation	Neuta	Moon	Chandra	Well Come	Swagut

The table demonstrates that there are numerous words being utilized by understudies in their ordinary language. Numerous Hindi words are found in their language which is influencing gravely their local language and has a profound effect on them. Besides, kid's shows are intentionally elevating the Hindi language to the new age. Understudies are utilizing numerous Hindi words about the universe in their ordinary language. This demonstrates Hindi language words are being advanced via cartoon s. "Chaya", " Parbat" or "Sameh" are mostly normal words in scratches' language. This demonstrates kids shows have profound in a settlement on them. It is watch d that understudies were utilizing welcome in the Hindi language when contrasted with the Urdu language nowadays. Printed and setting dual examination f animation language demonstrates that kid's shows are advancing the Hindi language as well as Hinduism. "Dhanewat", "Swagut" are most comm just found words in understudy s language. The information displayed that their Hindi word s are not quite the

same as those words which are found in the local language. The information likewise uncovered that nowadays lion's share of understudies was found using these words in the expressed language. They called their 'family' as 'Periwar'. These words are presently being utilized by students in their regular language. They were found of revealing their family relation in Hindi like, some students called t beneficiary sister as "Didi" rather than "Behan. This thing demonstrates that Hindi Cartoons are advancing Hindi culture with the mean of Cartoon.

**4.2 Interpretation of Data Collected from Students' Questionnaire**

This section arrangements with the interpretation of information collected from understudies' mission questionnaire. The information was gathered from to know their perspective about their preferred TV vehicle cartoons.

Table 2. Questionnaire

Statement	Institutions	Yes	No	U.D
Watch Cartoons	Private	38	10	02
	Govt.	35	13	02
Enjoy comic cartoons	Private	30	16	04
	Govt.	34	13	03
Spend excessive time watching cartoon	Private	19	29	02
	Govt.	16	30	04
Prefer watching cartoons than physical activities	Private	20	26	04
	Govt.	23	25	02
Cartoons are a means of education and entertainment	Private	29	15	06
	Govt.	35	12	03
Indian cartoons influence your linguistic preferences	Private	38	11	01
	Govt.	39	09	02
Cartoons spoils moral, social and lingual values	Private	40	07	03
	Govt.	45	02	03
Student's violent behavior due to violence in cartoons	Private	39	10	01
	Govt.	46	03	1
Ben Ten gives the students hope and confidence	Private	29	16	05
	Govt.	35	13	02
Cartoons give new ideas to students	Private	32	14	04
	Govt.	29	20	01

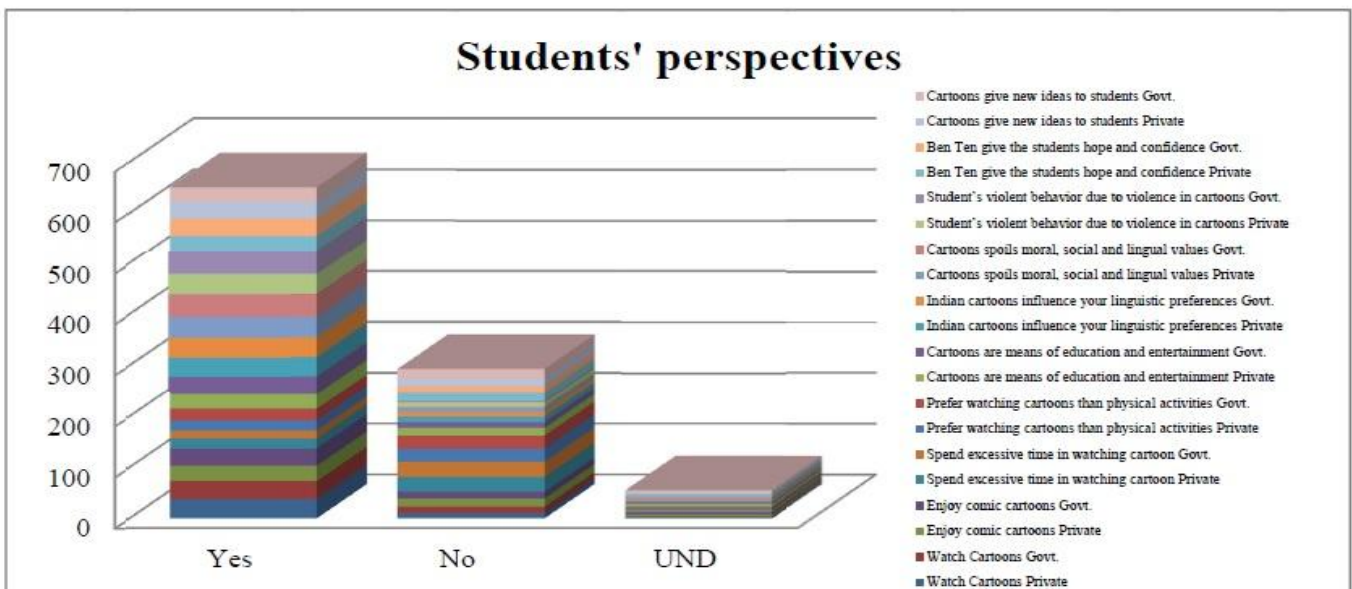


Figure 2. Students' Perspectives about the effect of cartoon programs

Table 2 and demographic information shows the outcomes gathered from understudies' poll. A questionnaire was utilized to gather data from students all together to realize their point of view for their favorite TV projects like animation. In the main area, they were approached to share their see about watching kid's shows. Majority of respondents answered in affirmation that they watch cartoons. Progressively finished, they also guaranteed that they appreciate watching the animation and invest their the vast majority of energy in viewing cartoons. The students have a place with both government and non-public

schools. When got some information about their inclination between animation and physical exercises; the majority of members concurred that they lean toward watching kid's shows rather than making recreations or other physical exercises. They further included that these cartoons are the source of education just as entertainment. The information additionally uncovered that larger part of understudies was enormously influenced by Hindi animation or the individuals who were named in the Hindi language without understanding that these kid's shows ruin their ethical, social and etymological qualities.

4.3 Interpretation of Data Collected from Teachers' Questionnaire

PART A

Table 3. Linguistic analysis of cartoon language

Item	Participants	SA	A	UND	D	S D	Mean Score
Influence of cartoon on mother tongue	Government	34	7	1	7	1	4.32
	Private	28	9	2	9	2	4.04
Change in language due to Cartoon	Government	25	10	8	4	3	4.0
	Private	20	15	10	2	3	3.94
Spoil moral and social values	Government	30	14	2	2	2	4.36
	Private	30	10	4	3	3	4.22
Role in language learning	Government	29	10	3	4	4	4.12
	Private	25	16	4	2	3	4.16
Impact on students' mind	Government	30	9	5	2	4	4.18
	Private	19	10	3	8	1	3.4

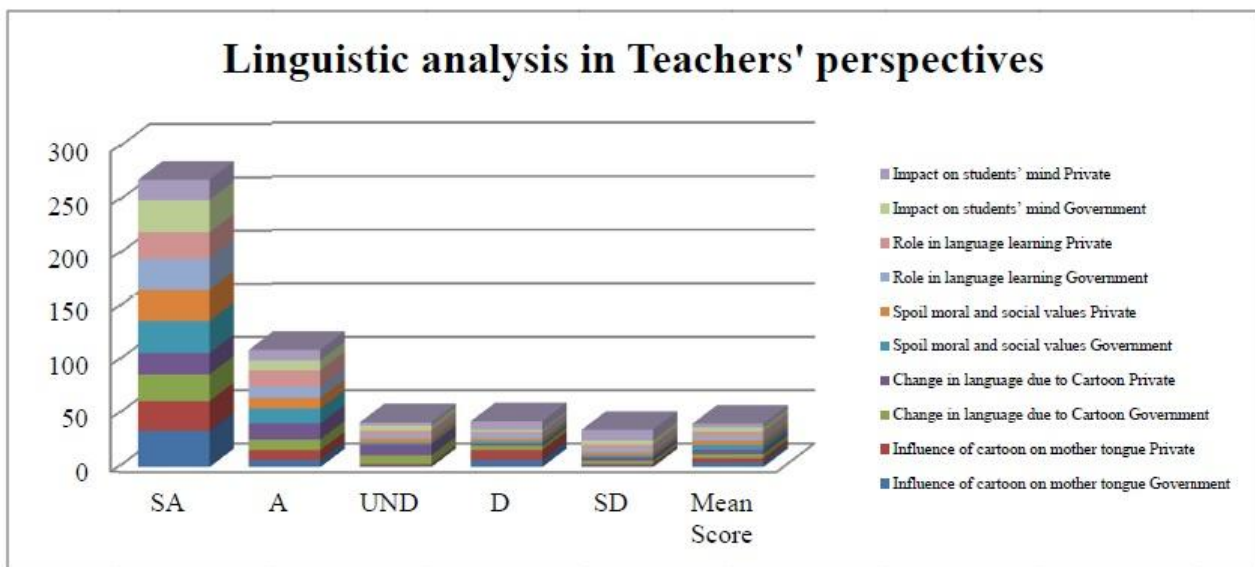


Figure 3. Teachers' perspectives about the effect of cartoon programs

Table 3 and the following chart translates the information gathered from educators' survey. The information showed that larger part of instructors firmly agreed with the explanation that today, our mother tongue is significantly influenced by etymological articulations which are introduced in cartoons. Increasingly finished, instructors demonstrated positive outcomes to ards the statement that Cartoons are changing

understudy's conduct as well as changing their language. In any case, just a few of them were can't help contradicting the explanation that Cartoon assumes a real job in language learning. They further expressed that Cartoons named with the Hindi language are ruining moral and social qualities be a utilization language vivified animation deeply affects the psyches of students.

PART B

Table 4. Advantages a disadvantages of the cartoon's language

Item	Participant s	SA	A	UND	D	SD	Mean Score
Effect on students' growth	Government	35	5	4	4	2	4.34
	Private	30	13	3	2	2	4.34
Preference for cartoon n physical activities	Government	30	8	8	2	2	4.24
	Private	28	10	7	4	1	4.20
Cause of mental and emotional problems	Government	25	10	8	4	3	4.00
	Private	26	16	2	4	2	4.20
Mislead audience	Government	30	10	4	4	2	4.24
	Private	34	5	6	3	2	4.32
Impact of internet on students' mind	Government	20	15	8	2	5	3.86
	Private	18	17	2	5	8	3.64

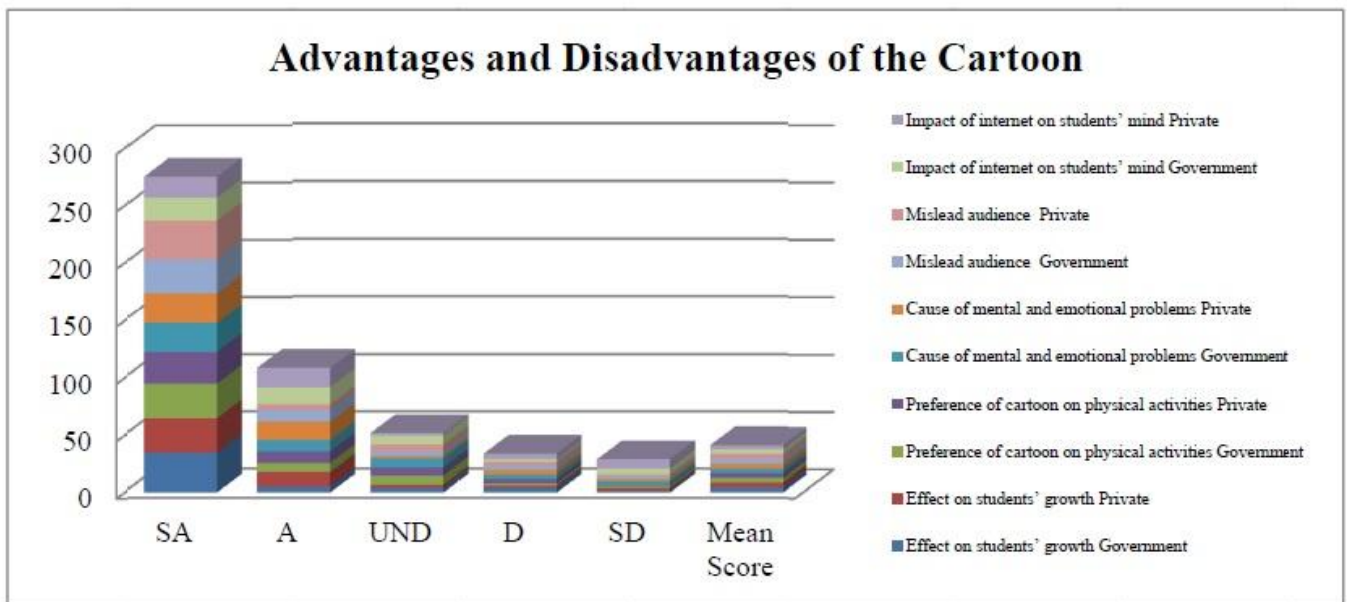


Figure 4. Advantages and disadvantages of cartoon programs for ESL learners

Table 4 and the following diagram translates the information collected from the educating' survey. The information demonstrates that larger part of individuals concurred with the statements countless educator expressed that kid's shows effect rationally just as physically on the development of understudies. It saw that understudies prefer Ben Ten and Doraemon than physical exercises that are the reason for observing an excess of kid's shows cause mental and emotional problems. Nonetheless, numerous teachers expressed that animation serves as a means of diversion

however at a similar time it misguides the understudies about genuine. Some of them asserted that TV and the internet have a solid effect on understudies. It is likewise observed that 78 percent of the understudies are pulled in by the dresses of cartoons characters like Ben Ten, Spiderman and so forth. In addition, understudy's violent conduct le promotions to poor air conditioning academic performance on the grounds that the universe of energized cartoon understudies appreciates the universe of imagination and dream.

**PART C**

**Table 5. Cartoons presenting or misrepresenting Indian culture and society**

Item	Participants	S A	A	UND	D	SD	Mean Score
Promotion of culture	Government	30	10	5	2		4.24
	Private	30	9	8	1		4.28
Representation of Hindu culture in Chota Bheem	Government	30	6	5	5		4.06
	Private	40	6	2	1		4.66
Use of Hindi in language	Government	35	9	1	2		4.42
	Private	18	17	2	5		3.64
No option, other than Indian Cartoons	Government	33	7	7	2		4.38
	Private	30	8	7	2		4.20
Part of social culture throughout history	Government	38	5	2	2		4.46
	Private	32	10	1	6		4.32

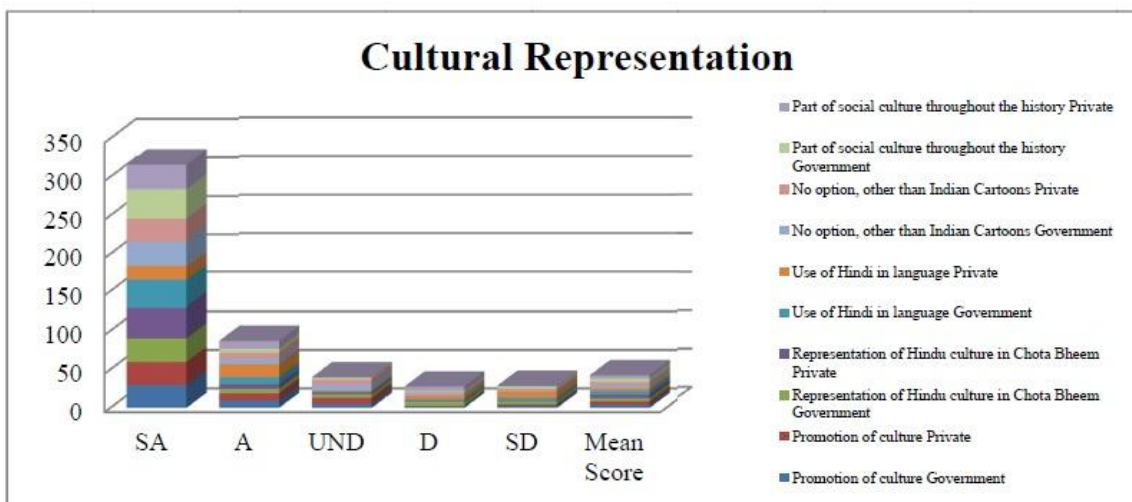


Figure 5 . Cultural representation of selected cartoons

Table 5 and the resulting diagram show the information collected from the teachers' questionnaire. At the point when gotten some information about Indian Cartoons. They further expressed that we can promote our culture through kid's shows. In any case, Chota Bheem speaks to Hindu Society. Today, numerous understudies are utilizing numerous Hindi

words in their conversation. It is argued that 44 percent understudies like to purchase various adornments identified with various truck on characters. Some teachers asserted that our understudies have no alternative to seeing the Indian animation. History demonstrates that kid's shows have been part of social-cultural and civilization.

**PART D**

**Table 6. Cartoon affect students' speaking skills**

Item	Participants	SA	A	UND	D	SD	Mean Score
Source of improving speaking skills	Government	35	9	2	3	1	4.52
	Private	33	5	2	2	8	3.96
Improvement in accent due to cartoons	Government	30	9	6	4	1	4.26
	Private	28	10	2	8	2	4.4
Deep impression on speaking	Government	30	9	7	3	1	4.28
	Private	35	7	2	3	3	4.36

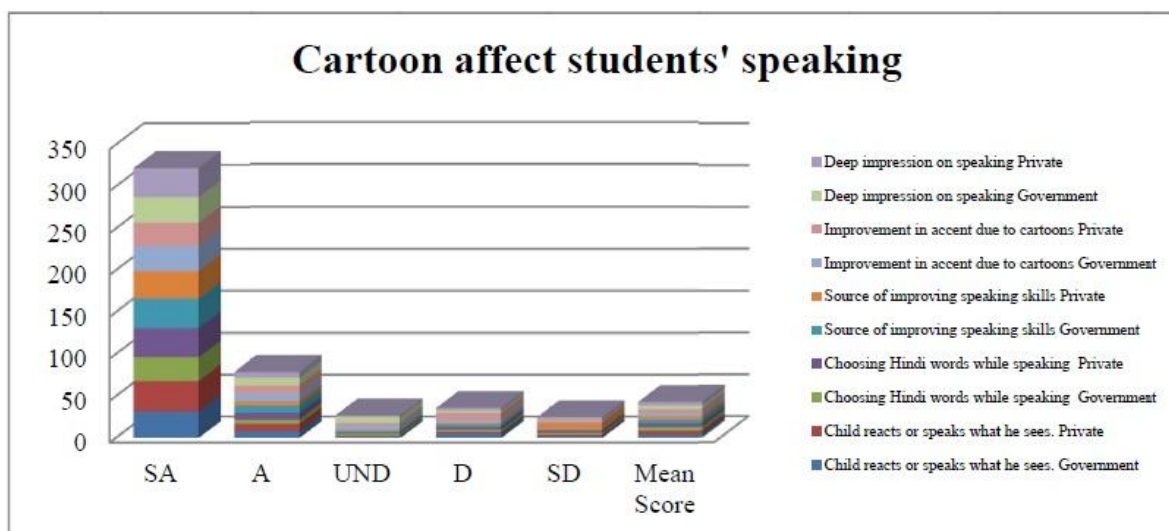


Figure 6. Linguistic representation of cartoon programs

Table 6 and consequent chart show the information gathered from teachers' questionnaire. Research demonstrates that kid responds or talk what do they sees. In Pakistan, the in the agreement of Hindi cartoons is obvious, they understudies pick Hindi words while expressing. Today, Cartoons are not

negligible animation but it turns into a wellspring of Improving speaking abilities. Through the accent of animation characters, students can improve their verbally expressed language. The language of kid's shadows has profound impact on talking aptitude.

PART E

Table 7. Outcomes

Item	Participants	SA	A	U ND	D	SD	Mean Score
Allowing educational and informative cartoons	Government	28	10	4	1	7	4.02
	Private	36	9	1	2	2	4.54
Ensuring the content of the cartoons	Government	36	9	1	3	3	4.56
	Private	36	6	2	3	3	4.38
Banning Indian Cartoons	Government	20	15	5	2	8	3.74
	Private	34	5	1	2	8	4.10
Engage students into physical activities	Government	32	2	8	4	4	4.08
	Private	33	8	5	2	2	4.36
Allowing, those cartoons which improve speaking	Government	27	16	2	4	1	3.8
	Private	30	7	3	6	4	4.06

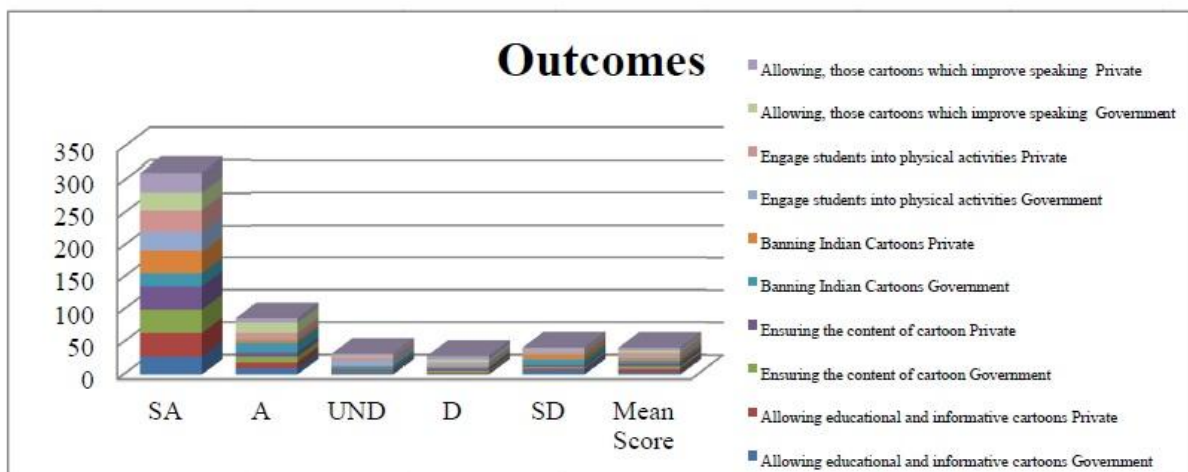


Figure 7. Suggestions and outcomes of cartoon programs

Table 7 and ensuing diagram show the information collected from educators' inquiry questionnaire. The larger part of individuals concurred with the statement that educational and in the developmental vehicle, toons ought to be viewed. In addition, guardians should ensure about the substance of what their kids are watching is strong and contributing to their soundness of psyche. Indian Cartoon sought to be restricted. Teachers just as parent attempt to draw in them in physical exercises so their life routine should be balanced. Such vivified animation motion pictures are introduction conducted to students who develop their speaking ability and help them in l language learning.

5. Conclusion

There is a nearby relation between content linguistics and discourse investigation which is closely associated with this field. Discourse means utilization of words for changing our considerations and thoughts; then again talk analysis implies the investigation of linguistic relations with discourse, in which the linguistic structure is examined. Constructive outcomes of the kid's shows on a youngster can be broke down b few key points. Socially, positive kid's shows could be utilized to show a youngster how to control his or her temper, speak in an amicable way, comply with his parents, help the old, help poor

people and lending to the youthful and to work in a group with no sentiment of envy. Speaking about the aptitudes, positive animation substance could show the kids how to analyze issues in a logical way, think session acting and eve to make a child love a game. Concerning educational experience, a great animation could resemble showing a youngster about threats of life, the peril of power, how to manage a broken arm. An animation her could be a child's model for quite a long time. A child could increase the unadulterated substance of good deeds and message of kind-hearted from there. On the other and, a violent animation motion picture could be much more dangerous for a child. It could contain content that would mistake the youngster for which the person encounters, all things considered. The negative substance could lead a kid to question his or her raising, perspective, way of life. A character with negative characteristics shows up on the screen as s legend will deceive to youngsters' capacities and wreck their psychological development. Kid's shows can be utilized as a gainful instrument for learning or damaging device also. It is prescribed that material ought to be checked appropriately before displayed through kid's shows. With the goal that most extreme advantage can be accomplished from these kid's shows.

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