

## “Hi, Google! Tell Me A Joke”: How Google Assistant Creates Its Jokes

<sup>1</sup>Atin Kurniawati\*, <sup>2</sup>Nico Harared, <sup>3</sup>Irwan Rohardiyanto

<sup>13</sup> UIN Raden Mas Said Surakarta, Jln. Pandawa Kartasura,  
Sukoharjo 57168, Indonesia

<sup>2</sup> Universitas Indraprasta PGRI, Jl. Nangka No. 58 C (TB.  
Simatupang) Jakarta Selatan 12530, Indonesia

atin.kurniawati@iain-surakarta.ac.id\*; nico.hrd@gmail.com;

prohardiyantop@gmail.com

\*corresponding author

Received:  
26 January 2022

Revised:  
7 July 2022

Accepted:  
27 July 2022

Published:  
28 July 2022

### Abstract

Artificial intelligence-based applications help people in many ways, one of which is telling them jokes. This study aims at (1) investigating the types of jokes on Google Assistant application, and (2) describing linguistic aspects used in the jokes. This study employed descriptive-qualitative method. There were several steps in conducting this study. Firstly, the data of this study were the jokes taken from the “tell me a joke” feature on Google Assistant. Then, the data were coded and analyzed further based on the types and the linguistic aspects. After all data were analyzed, the conclusion was drawn. There are two forms of jokes in this application namely riddles and one-liners. In riddles, the jokes are presented in question-answer form, whereas one-liner jokes only consist of one or two-sentence statements. There are several linguistic aspects in creating the jokes, namely the phonological aspects of minimal pair, sound substitution, sound addition, and phrases and words with similar pronunciation. The morphological aspects are modified onomatopoeic words and word-combination. The semantic aspects involve homonymy and idiomatic phrases. Jokes are beneficial for language learners to learn the real use of the language since jokes often exploit linguistic aspects, thus further studies on jokes are suggested.

**Keywords:** English jokes, Google Assistant, homonymy

### Introduction

Jokes belong to an inseparable part of human interaction. They are realized in many types, written or spoken, and delivered through various media. As the growth of information and communication technology, jokes are also presented through the newest technology development. Jokes are presented on TV shows, on stage, and also on social media. In written forms, jokes can be found in comics, magazines, caricatures, or newspapers. Along with the development of information technology,



jokes also can be found in an artificial intelligence application, such as Google Assistant. It is a kind of voice-powered smart personal assistant application which is developed to help people manage time commitments and perform tasks (Berdasco et al., 2019). Artificial intelligent application has natural language processing feature that enables it to understand and process human languages (Fitria, 2021). It provides various information somebody requires, making a phone call, opening maps, and playing music or videos. It can make people's life easier in some sort of way. Despite the productivity and practicality, there are some sort of fun things, then people could ask Google Assistant to hear jokes, play games, and find Easter eggs, for example. By simply saying "Hey, Google" or "Ok Google" following ways such as; tell me a joke, tell me a dad joke, tell me a knock-knock joke, etc, people may ask or say something like a joke and wait for funny responses from Google (Fedewa, 2020).

Jokes can be defined as something funny or tricky which is said to make people laugh. It can be found anywhere. On television there are many entertainment programs showing jokes content as well as on YouTube or printed media such as comics or newspapers. It is somehow an essential part of human life for several purposes such as releasing stress, to maintain interpersonal interaction, or ice breaking in the classroom (Al- Noori, 2019). Jokes are also believed to be able in helping the students improve their English skills as well (Gamage & Kondowe, 2019; Rahmi & Adek, 2019). This is because understanding jokes in a particular language requires a certain level of proficiency or knowledge. Further, this integration into mobile applications can bring positive impact for learners due to the ease and simplicity (Lizamuddin et al., 2019).

Language is the prominent element in jokes by which it can be manipulated in various ways to create funny utterances, such as the words that have more than one meaning but they are used interchangeably. For example, there is a question, "*Where do frogs keep their money?*". The context is understood that it is a kind of joke since frogs never have money. The audience might be surprised when knowing the answer, "*In the river bank.*" The word 'bank' can mean a place to save money or sloping raised land, especially along the sides of a river. The word 'bank' is exploited to answer the question by the fact that it is the place to save the money and it relates to frogs' living place with its second meaning.

There are several types of jokes such as shaggy-dog stories, riddles, or one-liners (Chiaro 1992 as cited in Dynel, 2009). Shaggy dog stories can be defined as a long story or joke with an ending that is disappointing or that makes no sense as can be seen in the following example.

"SINGLE BLACK FEMALE seeks male companionship, ethnicity unimportant. I'm a very good-looking girl who LOVES to play. I love long walks in the woods, riding in your pickup truck, hunting, camping and fishing trips, cozy winter nights lying by the fire. Candlelight dinners will have me eating out of your hand. Rub me the right way and watch me respond. I'll be at the front door when you get home from work, wearing only what nature gave me. Kiss me and I'm yours. Call (404) 874-7421 and ask for Petra. Over 10,000 men found themselves talking to the Atlanta Humane



Society about a 6-week-old black Labrador puppy. Men are so easy...” (Thomas, 2022)

At the beginning the audiences might think she was a woman, but in the end, they were disappointed that it was actually a puppy.

Jokes also can be in the form of riddles, questions followed by unpredictable and silly answers as in the following one.

*Question: Why wouldn't the shrimp share his treasure?*

*Answer: Because it was shellfish.*

It exploits linguistic features the word 'shellfish' has. Someone who doesn't even share his belongings is called 'selfish'. To make it relate to the question about 'shrimp', it utilizes the part of this animal called 'shell' and becomes 'shellfish'.

The other type of jokes is one liner as in the following example.

*"I really hope coronavirus can't spread through s\*x. It would be so lonely being the last man on Earth."*

Jokes are interesting topic in linguistic study, since it utilizes language tools such as phonology, onomatopoeia, polysemy, homonymy, metaphor, maxims violation and speech acts (Nemesi, 2020; Resticka, 2017; Rifa'i, 2014; Sukardi et al., 2018). Phonological aspects can be utilized in making jokes by exploiting the element of sounds which can be associated with something else. Common onomatopoeia which has similar sounds with certain words or associated with the characteristics of something can be used to make jokes as well. Homonymy pointing out the same pronunciation of words that results in ambiguity. As for polysemy, it also exploits ambiguity resulting from its multiple related meanings. In metaphor, this kind of figurative language expression utilized the similarities characteristics of a person or an object. In pragmatics, jokes are made by violating communicative maxims and speech acts which results in irrelevant, ambiguous, redundant or lack of information.

Studies on jokes have been conducted by several previous researchers, but jokes on AI is still a new field. Taghiyev (2017) presented a study which explained ambiguity as the most popular device in the process of creation of English linguistic verbal jokes while matching them to the violation of Grice's maxims. It concluded that in linguistic jokes, the humorous effect is achieved through lexical-semantic or structural-syntactic ambiguity where Grice's maxims are violated, namely maxim of quantity, maxim of manner, maxim of relation, and maxim of quality. Rachmawati (2020) studied the language variations and linguistics aspects which form the language play in Hasanjr11's pick-up lines. It revealed linguistics aspects which used language play in pick-up lines, namely: (1) phonology: sound permutation, sound substitution, sound addition, sound insertion, and sound release; (2) morphology: orthography, acronym, and names; (3) syntax; (4) semantics: homonymy. Here, linguistics elements are exploited to create jokes. In the phonological aspects, the sounds of the words are modified by changing the order of the sounds, adding, substituting, and eliminating the sound(s). In the morpho-syntactic aspect, the word spelling itself can be exploited to make the jokes as well as the word abbreviation and/or names and word orders in phrases or clauses which correlate with other objects or funny facts. And the last, homonymy in the semantic aspect is dealing with the words with the same pronunciation which cause ambiguity.



In their study, Ren et al. (2022) addressed jokes recognition by focusing on the linguistics elements. This study pointed out the attention to the aspects of pronunciation, lexicon, and syntax for jokes recognition. Pronunciation aspect often relied on phrases or words with similar pronunciations. The lexicons are usually utilized as jokes and expressed through polysemy. Jokes, however, may contain more than one humorous factor, since the ambiguity and incongruity are caused by the humor linguistics, including the pronunciation, lexicon and syntax in text.

Sukardi et al. (2018) conducted semantic study on meaning deviation using homonymy in memes which described the use of homonymy to deviate words meaning in creating humor and described the pattern of meaning deviation using homonymy. The results of the study showed that homonymy was used in the form of root words, compound words, and slangs. It is caused by euphemism, naming, and juncture. Besides, homophony and homograph of word abbreviations were also found. To create meaning deviation, the words are accompanied by texts or pictures. If the deviation didn't appear in the words, then it occurred in the texts or pictures. Even though the study took Bahasa Indonesia as the object, it contributed to the study of language in general since language has universal characteristics in its aspects.

Lutfi (2016) wrote about semantic pragmatic study of English jokes. Jokes employed multidisciplinary aspects, both linguistics and paralinguistics. Several prominent conclusions were drawn: (1) when a piece of text presupposed some preposition or potential fact, then there are various ways that the hearer of the text may react; (2) sameness in meaning is an indispensable strategy in constructing jokes; (3) profiling is a recurrent cognitive semantic device in jokes; (4) assigning different semantic roles to the same pre-modifying or post-modifying element at the phrasal level is an important way of being humorous; (5) double membership of verbs with respect to transitivity and intransitivity provides a good chance for constructing jokes; (6) jokes involve a mismatch between two of the components of a speech act; (7) jokes exemplify non-observance of one or more of the conversation maxims; (8) jokes often rely on some special logic or some distorted form of reasoning or analogies which is sufficiently bizarre to produce humor.

Abdulabbas (2021) also studied English jokes and riddles seen from a pragmatics point of view. This study pointed out ambiguity which was sourced from the intention to be uncooperative in the communication. This intention was also supported by the linguistic features of the words such as multiple meanings, pronunciation, syntactic structures, word spelling, and parts of speech. It implied that the linguistic features from the smallest unit of sounds, words, phrases, and sentence structures also contributed to the pragmatic analysis in the study of jokes. Therefore, the analysis of phonology morphology and syntactic structure would make it easier to understand the jokes. Pragmatic analysis also included those elements of linguistic units.

This study aims at (1) investigating the types of jokes in Google Assistant application, and (2) describing linguistic aspects used in the jokes. The novelty of this study was the source of data which was taken from a Google Assistant application which had not been conducted before by any researchers. It provides jokes using words only without pictures that makes it more challenging since the



readers need to understand the jokes only by words. It gives benefits for linguistic study in general about jokes as well as its presentation in a kind of artificial-intelligent application. Furthermore, it also contributes in providing information for English learners/readers about word meanings in English which are utilized in different contexts.

## Method

This study belongs to a descriptive-qualitative method since the data were in the form of words. There were several steps in conducting this study. Firstly, the data of this study were the jokes taken from “tell me a joke” by Google Assistant application. It was installed in the researcher’s smartphone and a command to send jokes is ordered to the application. The jokes were collected in this study by clicking “tell me a joke” and “one more” to ask Google Assistant to send more jokes until the data were considered enough and no more variations were found. The jokes were categorized based on the types and the similar linguistic aspects.

Of the overall data of English jokes that had been collected and coded, only 18 jokes were taken for further analysis since they had represented all the joke types and linguistic features and all the 18 data were presented in the findings and discussion section. The categorization of the types of jokes were based on Chiaro’s classification (Dyner, 2009). Meanwhile, the linguistic aspects were categorized based on phonology, morphology, syntax, semantics, and pragmatics aspects (Wijana, 1995). In respect to the form of jokes on Google Assistant application which was considered as one-way communication and only employed text, the pragmatics analysis was not performed. Each category was then described and analyzed further to find out more specific variation of the same category. After all data were analyzed, the conclusion was drawn.

To prove the trustworthiness of a qualitative study, the credibility and confirmability principles were applied (Akyıldız & Çelik, 2020). The data were taken from a world-widely used application everyone could access. Furthermore, the researchers’ qualifications and experience are also important to ensure credibility. The three researchers hold master degrees in linguistic studies with more than 5 years research experience. Hence, the three researchers worked together on the data analysis to confirm the objectivity.

## Findings and discussion

This section discusses the form of jokes in Google Assistant and describes the linguistics aspects utilized along with jokes examples in each point to convince the findings. The conclusion is drawn afterwards.

### Types of jokes on Google Assistant

Jokes on Google Assistant are presented in two forms, namely riddle and one liner. Riddle consists of initial text, usually a question (the precedent) in which the speaker supplies a series of clues which are generally insufficient or misleading. The second text (the sequent) is to be surmised by the listener or the participant who solves the riddles (Lutfi, 2016). The humorous effect is found in the answer because of the unpredictable answers as the result of different word meanings and new word forms that correlates with the expected answer. Here are some examples of riddle jokes taken from the Google Assistant application.



(1) *Why can't elephants use computers?*

*Because they're scared of mouse.*

(2) *How do you keep warm in a cold room?*

*You go to the corner, because it's always 90 degrees.*

Data (1) and (2) show the jokes in the form of riddles in which they use different concepts or meanings for the same word. In (1) the question is tricky and sounds nonsense because elephants don't use computers and it must be understood as a joke. Therefore, the answer also does not need to be too serious. The answer employs the multi meaning of the word 'mouse' which means a kind of mammal with a long face and long tail or a device to move a cursor on the computer. It is relatable because of the common belief that elephants are afraid of mouse. In data (2) the question tends to be a real question that invites the listener to respond in a scientific way. However, it turns into jokes because it is totally unpredictable. It used the concept of 'degree' in mathematics (a measure of an angle) and in science (amount of heat in a place). 90 degrees is a very hot temperature in science. Thus, it can make somebody warn in the corner of a room (whose angle is always 90 degrees). On this point, the reader might realize that the word 'degree' has different concepts based on the context and the joke can successfully exploit those concepts.

Another form of jokes in Google Assistant is one liner. It is presented in one or two sentences long with funny or clever remarks. There are several one liner jokes found in Google Assistant as follows.

(3) *The broom was late for our meeting today. It said it over swept.*

(4) *I want to be something really scary for Halloween this year. So I am dressing up as a phone battery at 2%.*

Data (3) asks why the broom was late for the meeting. This should be understood as a joke because a broom (a brush with a long handle to clean the floor) does not join a meeting. The answer 'over swept' uses the similar form of 'over swept' and 'overslept'. As anyone knows, 'overslept' often causes someone to be late for school or meeting. For this case, the phonology aspect is utilized by employing the minimal pair of swept /swept/ and slept /slept/. It sounds similar and is used to create a joke.

### **Linguistic aspects used in the jokes**

Those two forms of jokes can be explained based on linguistic aspects that are employed in making jokes as in the other jokes presented on Google Assistant. The data analysis revealed several aspects employed in creating jokes that mostly related to ambiguity of word meaning because the word used have more than one meaning and/or belong to different word categories. The phonological aspects used in the jokes are minimal pairs, sound substitution, sound addition, and phrases and words with similar pronunciation. The morphological aspects are modified onomatopoeic words and word combinations. In the semantic aspect, there are homonymy and idiomatic phrases. Each of the aspects is described as follows along with the data examples.

#### ***Minimal pairs***

Minimal pairs are two different forms of word which are identical in every way except for one sound segment that occurs in the same place (Fromkin & Rodman, 1993). Minimal pairs indicate different phonemes in the same distribution. Minimal



pairs are also utilized to make jokes by exploiting the words that relate to the utterance in the questions. The jokes in this linguistic aspect are known as joke-purpose questions because it does not make sense. Several examples of minimal pairs in Google Assistant jokes can be seen in the following data.

- (5) *Why did the banana go to the doctor?*  
*He wasn't peeling very well.*
- (6) *What's a dog's favorite dinosaur film?*  
*Jurassic bark.*

Data (5) indicates the minimal pair of 'peeling' /pi:liŋ/ and 'feeling' /fi:liŋ/. Someone went to see the doctor if he wasn't feeling very well, but because the question is asking about a banana, not human, it uses the word 'peeling' (meaning: removing the skin of fruit or vegetables) which sounds similar to 'feeling' and associates with banana. A pair of words which demonstrate a phonemic contrast, the difference is due to the voicelessness of the /f/ labiodental in contrast to the distinctive feature of English consonants voicing of the /p/ plosive. Therefore, voicing /p/ and /f/ is a distinctive feature of English consonants. In this case the minimal pairs belong to the same category or verb.

Data (6) the question asks about a dog's favorite dinosaur film. One of the most famous dinosaur films is 'Jurassic Park', however since the question mentions 'dog', the movie title is changed into 'bark' (meaning: dog's voice which is loud and noisy) which associates it with dog. Here, the minimal pairs of 'park' /pa:k/ and 'bark' /ba:k/ are presented. The joke is due to the voicelessness of the /p/ plosive in contrast to the distinctive feature of English consonants voicing of the /b/ plosive voice. Therefore, voicing /p/ voiceless and /b/ voiced is a distinctive feature of English consonants. Both words also belong to different categories. Park is a noun, whereas bark is a verb.

### **Sound substitution**

Sometimes, the joke is also modified by word-phrase correlation, meaning that the word and the phrase that have similar pronunciation are employed to create the joke by substituting the sound as can be found in the following example.

- (7) *How do you make a squid laugh?*  
*With ten-tickles.*

This in data (7) the joke utilizes the part of the squid body called 'tentacles' (long, thin parts like arms of some sea animals which are used for moving, catching food, feeling, or holding). Since the question asked about something that can make people laugh, it was changed into 'ten-tickles' (touching someone's part of body with fingers that makes him uncomfortable and laugh). The joke is due to the vowel of the /ə/ in contrast to the distinctive feature of English vowels voicing of the /ɪ/ vowel. Therefore, voicing /ə/ and /ɪ/ voiced is a distinctive feature of English consonants Both words are pronounced the same /'ten.tə.kəl/ and /'ten.'tɪk.əl/.

### **Sound addition**

A funny element in jokes can be created by adding a certain sound to existing words as can be found in the following data.

- (8) *What does Thor call his underpants?*  
*Thunderwear.*



In data (8) it can be easily guess that the exact answer must be 'underwear', however to make it funny the word is added by [θ] so it changed from /'ʌn.də.weər/ to /'θʌn.də.weər/. This change is reasonable and requires background knowledge of the speakers. Thunder is closely related to Thor, the character of the God of Thunder in Marvel's movies so it is utilized to create the joke.

### ***Phrase and words with similar pronunciation***

This case is similar to homophones, but it represents word-phrase relation. Homophones refer to words that have different spelling but same sounds/pronunciation (Fromkin & Rodman, 1993). While homophones belong to a single word, the jokes in Google Assistant employ the same rule for phrase. The data showed phrases which have similar pronunciation with certain words. Some jokes in Google Assistant use similar pronunciation as presented in the following data.

(9) *Which computer sings the best?*  
*A dell.*

(10) *Did you hear about the guy who invented the knock-knock joke?*  
*He won the no-bell prize.*

Data (9) shows a similar pronunciation of 'A dell' and a famous singer named 'Adele'. In this case, the spellings are different but they are pronounced the same. Thus, from the context of the question asking which computer sings the best, 'A dell' (a computer brand) is associated with a famous singer 'Adele'. This kind of joke is also created by interplay of the prosodic/suprasegmental phonemes juncture. The type of connection or pause we get between syllables or words. This joke is created by open juncture in which syllables are connected together very loosely with pause 'A dell' and close juncture in which syllables are connected together very closely without pause 'Adele'.

Data (10) shows the same pronunciation of no-bell (there is no bell) and nobel (a prize one of which is given to an inventor). The question asked the guy who invented the knock-knock joke, as some inventors got the Nobel prize, the guy got no-bell prize. It is because he knock-knock the door meaning that the door has no bell. This kind of joke is created by interplay of the prosodic/suprasegmental phonemes juncture. The type of connection or pause we get between syllables or words. This joke is created by open juncture in which syllables are connected together very loosely with pause 'no-bell' and close juncture in which syllables are connected together very closely without pause 'nobel'.

### ***Modified onomatopoeic words***

Onomatopoeia, generally, is a linguistic form that is used to mimic sound, non-sound-based impressions, such as texture, manner, or even feelings (Rohan et al., 2021). Onomatopoeia may differ among languages and it can also be employed for making jokes.

(11) *What sound does a nut make when it sneezes?*  
*Cashew!*

(12) *How does a train eat?*  
*It chew-chews.*





Data (11) asked the sound of nut sneezing. ‘Achoo’ is the general sneezing sound in English, however, because it is asking about the sound of a nut, the answer is ‘cashew’ the word that sounds like sneezing and also represents a kind of nut. The onomatopoeia used in the joke is modified to relate better with the context or the question.

The similar case in data (12) is asking the train’s sound when it is eating. The answer is ‘chew-chew’ which is associated with the eating activity ‘chew something’ but can also sound like a train. The onomatopoeia is modified to make it sound similar to a kind of eating verb. The train’s sound looks like ‘cho-cho’. Joke is due to the natural sound source of the train ‘cho-cho’ similar to the eating verb ‘chew-chew’. Onomatopoeia might occur as verbs or nouns. In data (11) above ‘cashew’ performs as a noun, while in data (12) ‘chew-chew’ performs as a verb. Previous study revealed that verbs are the most frequent and most onomatopoeic words in written form (Sugahara, 2010), in this study both categories are performed.

### **Word combination**

Another case is not simply adding a sound to a word, but combining two words to make it a single word as in the following example.

- (13) *What is the most shocking city in the world?*  
*Electricity.*

Data (13) shows jokes that (as if) combines two words, namely electric + city, to answer the question and it totally makes sense that this city could be the most shocking city in the world due to the power it has. However, when it is analyzed deeper, it actually is a single word called as derivative words formed from electric as the root and -ity as the suffix. So, electricity is not really the name of a city, but it is a single word. Once again, it is for the purpose of placing ambiguity in the word meaning that results in such a joke.

### **Homonyms**

Homonyms are different words that have the same form and pronunciation. However, they are distinct lexical items and the meanings are not related (Koskela & Murphy, 2006). Homonymous words are listed separately in the dictionary and they have different origins or word categories. The meaning of homonymous words cannot be guessed because the words have unrelated meanings. The jokes in this analysis contain only riddle form whose question parts both make sense and do not make sense in real life. It is somewhat tricky for the listener because it might have scientific explanations. Here are examples taken from the data that show homonyms.

- (14) *Why did the man work in a barn for his whole life?*  
*Because it was a stable career.*
- (15) *Why are football stadiums so cool?*  
*Because every seat has a fan in it.*
- (16) *What do you call the tallest mother on the playground?*  
*The maximum.*

In data (14) the word ‘stable’ refers to two different words. It means something that is fixed. Another meaning of stable is a building in which cows are kept. Both homonymous words are adjectives. The question in data (14) is asking why



somebody worked in a barn for his whole life. Barn is also a kind of building to keep animals which is synonymous with 'stable'. The joke utilizes the homonyms of 'stable'. So, the man works in a barn for his whole life because it is a stable career (means that it placed him in a stable), but in another way it gives the sense of a good or fixed career.

Data (15) also used homonyms of the word 'fan'. It means someone that supports a sports team and it can also mean an electronic device to move the air around. Both the homonymous words are nouns. The question why football stadiums are so cool. It is because it has a fan on each seat. This joke employs the homonymous word 'fan'. A football stadium is always full of fans (people that support the football team). Then, the meaning was changed into another 'fan' (electronic device that moves the air). Therefore, it results in the cool air in the stadium because there is a fan on each seat.

Data (16) uses the homonymous concept of maximum. It means the largest amount of something. It can also mean a kind of play set usually found in a play grounds. The words belong to different categories, namely adjectives and nouns. It is not the maximum (play set) which is actually the tallest on the playground, but the name represents the largest, or somewhat the tallest based on the context, so that it is utilized to create the joke.

Homonyms found in the data belong to the same word category (data 14 and 15) or different category (16). Homonyms are often employed in jokes in any language (Sukardi et al., 2018). Homonyms are a kind of universal feature of each language and used in different contexts to refer to different meanings. Somehow it can be utilized to create jokes by stipulating ambiguity in its use.

### ***Idiomatic phrase***

Idioms refer to a group of words that has a particular meaning which is different from each word in the group. It can also be described as recurrent sequences of words that convey a figurative meaning (Hubers et al., 2020). Idioms are also used in making jokes as can be seen in the following data.

(17) *Why are libraries so strict?*

*They have to go by the book.*

(18) *I once stayed up all night trying to figure out where the sun went. Then it dawned on me.*

Data (17) uses an idiom 'by the book' to answer the question why libraries are so strict. The word 'book' in the idiom is closely related to the library as the place that has so many book collections. However, the idiom 'by the book' doesn't relate to the book as it is. It means to be in accordance with rules or regulations. It employs the idiomatic meaning of a phrase to create the joke.

In data (18) there is a one-liner joke telling about someone who stayed all night to figure out where the sun went. "Then it dawned on me," he said. The word 'dawn' means the period of the day when the light from the sun appears in the sky. However, when it comes to the idiom 'dawn on me' it doesn't correlate with the period of the day. The idiom means to understand something after a period of not understanding it. In the joke (18) the speaker realized that he would never figure out the sun, because there was no sun at night.



## Conclusion

Jokes on Google Assistant is a kind of linguistic phenomenon in which it utilized several linguistic aspects to create the joke. The jokes in Google Assistant only consist of words and are relatively short, without any pictures or videos along with it. Therefore, the languages or the words are the only modality in the joke. There are two forms of jokes in this application namely riddles and one-liners. In riddles, the jokes are presented in question-answer form, whereas one-liners only consist of one or two sentences. There are several linguistic aspects in creating the jokes, namely the phonological aspects of minimal pair, sound substitution, sound addition, and phrases and words with similar pronunciation. The morphological aspects are modified onomatopoeic words and word-combination. In the semantic aspects, there are homonymy and idiomatic phrases.

Jokes are believed to be advantageous for English learners to improve their skill. Therefore, studying jokes will reveal some linguistic aspects and knowledge from which language learners can learn the use of language in colloquial communication. The limitedness of this study is that it only provides two forms of jokes, namely one-liners and riddles, whereas there are some other forms of jokes. Further study might try to investigate jokes in other artificial intelligence-based applications with more varied types of jokes. Artificial intelligence-based application is suggested since it is developing fast these days and is close to language learners.

## References

- Abdulabbas, I. A. (2021). A pragmatic study of humor in english jokes and riddles. *PalArch's Journal of Archaeology of Egypt / Egyptology*, 18(1), 5221–5230.
- Akyıldız, S. T., & Çelik, V. (2020). Thinking outside the box: Turkish EFL teachers' perceptions of creativity. *Thinking Skills and Creativity*, 36, 100649. <https://doi.org/10.1016/j.tsc.2020.100649>
- Al- Noori, B. S. (2019). Teaching english through humor and jokes. *International Journal of Advancement in Social Science and Humanity*, 8.
- Berdasco, López, Diaz, Quesada, & Guerrero. (2019). User experience comparison of intelligent personal assistants: Alexa, google assistant, siri and cortana. *Proceedings*, 31(1), 51. <https://doi.org/10.3390/proceedings2019031051>
- Dynel, M. (2009). Beyond a joke: Types of conversational humour. *Language and Linguistics Compass*, 3(5), 1284–1299. <https://doi.org/10.1111/j.1749-818X.2009.00152.x>
- Fedewa. (2020, November 22). The best jokes, games, and easter eggs for google assistant. *The Best Jokes, Games, and Easter Eggs for Google Assistant*. <https://www.howtogeek.com/697323/funny-things-to-ask-google-assistant/>
- Fitria, T. N. (2021). Grammarly as AI-powered English Writing Assistant: Students' Alternative for Writing English. *Metathesis: Journal of English Language, Literature, and Teaching*, 5(1), 65. <https://doi.org/10.31002/metathesis.v5i1.3519>
- Fromkin, V., & Rodman, R. (1993). *An introduction to language* (5th Edition). Harcourt Brace College Publishers.



- Gamage, U. P., & Kondowe, W. (2019). A pragmatic study of humour in udurawana's joke stories of sri lanka: Implications for second language teaching and learning. *Theory and Practice in Language Studies*, 9(7), 762. <https://doi.org/10.17507/tppls.0907.02>
- Hubers, F., Cucchiardini, C., & Strik, H. (2020). Second language learner intuitions of idiom properties: What do they tell us about L2 idiom knowledge and acquisition? *Lingua*, 246, 102940. <https://doi.org/10.1016/j.lingua.2020.102940>
- Koskela, A., & Murphy, M. L. (2006). Polysemy and homonymy. In *Encyclopedia of Language & Linguistics* (pp. 742–744). Elsevier. <https://doi.org/10.1016/B0-08-044854-2/01045-2>
- Lizamuddin, A., Asib, A., & Ngadiso, N. (2019). Indonesian English Learners' Perception of The Implementation of Mobile Assisted Language Learning in English Class. *Metathesis: Journal of English Language, Literature, and Teaching*, 3(1), 70. <https://doi.org/10.31002/metathesis.v3i1.1252>
- Lutfi, A. F. (2016). A semantic pragmatic study of english jokes. *Al Adab Journal*, 1(116), 1–16. <https://doi.org/10.31973/aj.v1i116.472>
- Nemesi, A. L. (2020). Semantic and pragmatic mechanisms of humour in animal jokes. *Acta Universitatis Sapientiae, Philologica*, 12(2), 1–24. <https://doi.org/DOI: 10.2478/ausp-2020-0010>
- Rachmawati, A. (2020). *The language play to create jokes in pick up lines of Hasanjr11's instagram account* [Diploma Thesis, UIN Sunan Gunung Djati]. <http://digilib.uinsgd.ac.id/31951/>
- Rahmi, A., & Adek, M. (2019). Joke and its relation to students grammar mastery in efl learning. *Proceedings of the 3rd Asian Education Symposium (AES 2018)*. Proceedings of the 3rd Asian Education Symposium (AES 2018), Bandung, Indonesia. <https://doi.org/10.2991/aes-18.2019.106>
- Ren, L., Xu, B., Lin, H., Zhang, J., & Yang, L. (2022). An attention network via pronunciation, lexicon and syntax for humor recognition. *Applied Intelligence*, 52(3), 2690–2702. <https://doi.org/10.1007/s10489-021-02580-3>
- Resticka, G. A. (2017). Pemanfaatan aspek kebahasaan bentuk kata tuturan humor dalam karikatur. *Haluan Sastra Budaya*, 1(1), 41. <https://doi.org/10.20961/hsb.v1i1.4296>
- Rifa'i, S. N. (2014). Kajian penyimpangan prinsip kerja sama dalam wacana humor on line. *Prasasti*. Seminar Nasional Prasasti (Pragmatik: Sastra dan Linguistik), Surakarta. <https://doi.org/10.20961/pras.v0i0.508>
- Rohan, O., Sasamoto, R., & O'Brien, S. (2021). Onomatopoeia: A relevance-based eye-tracking study of digital manga. *Journal of Pragmatics*, 186, 60–72. <https://doi.org/10.1016/j.pragma.2021.09.018>
- Sugahara, T. (2010). *Onomatopoeia in spoken and written english: Corpus- and usage-based analysis* [Dissertation]. University of Hokkaido.
- Sukardi, M. I., Sumarlam, S., & Marmanto, S. (2018). Penyimpangan makna dengan homonimi dalam wacana meme (kajian semantik). *LiNGUA: Jurnal Ilmu Bahasa Dan Sastra*, 13(1), 23. <https://doi.org/10.18860/ling.v13i1.4513>



- Taghiyev, I. (2017). Violation of grice's maxims and ambiguity in english linguistic jokes. *International E-Journal of Advances in Social Sciences*, 3(7), 284–288.
- Thomas, G. (2022). Funny shaggy dog stories. *Funny Jokes*. <https://www.funny-jokes.com/funny-shaggy-dog-stories.htm>
- Wijana, I. D. P. (1995). Pemanfaatan teks humor dalam pengajaran aspek-aspek kebahasaan. *Humaniora*, 2. <https://doi.org/10.22146/jh.1973>

