

Pragmatics Perspective: The Analysis of Illocutionary Act Found In Movie “Toy Story 1”

Kadek Devi Arshanti
Universitas Dwijendra
deviarshanti09@gmail.com

Ni Wayan Swarniti
Universitas Dwijendra
swarniti12@gmail.com

Abstract: Pragmatics deals with the study of meaning based on several factors, such as speaker relevance, context relevance, listener inference, and even expression. It is hoped that this research can reveal speech acts commonly used in children's films, which children usually imitate and repeat in everyday life. This research is descriptive and qualitative. The source of the data in this study was movie scripts from an animated children's film entitled Toy Story 1. The data collection technique used in this study is observation. Data is collected through utterances uttered in the dialogue of the characters in the film. The most frequently obtained data are expressions. The data percentage of the expression was 27,7% or 10 data. The percentage of data obtained from representatives was 25% or 9 data. The percentage of data found from the directive was 25% or 9 data the same as the data found in the representative. The percentage of data from declarative was 13,8% or 5 data. The percentage of data found from commissive is 8,33% or 3 data. From some of the data found, commissive data has a small percentage, namely only 3 data.

Keywords: pragmatics; speech act; movie; linguistics analysis

INTRODUCTION

In general, pragmatics examines the importance of the speaker. It has more to do with analyzing what people mean by their utterances than what the words or phrases of the utterances themselves mean. According to Charles Morris (1938), pragmatics is a branch of linguistics related to semiotics, namely the study of sign or symbol systems, while Hickey (n.d.) stated that pragmatics is the use of language in interpersonal communication. This refers to the choice of speakers and the choices and constraints that are applied to social interaction. In contrast to the study of sentences, pragmatics looks at utterances as sentences actually spoken by speakers of a language. Pragmatics deals with the study of meaning based on several factors, such as speaker relevance, context relevance,

listener inference, and even expression. There are many pragmatic aspects, one of which is related to speech acts.

Speech act theory is a field of study that studies the meaning of language based on the relationship between the speaker's utterances and actions. Speech is the main means of communication and has a real meaning in communication, and the form of speech has two sides in certain circumstances (Chaer, 2010:61). Hickey (2014) also stated that speech acts are statements that function in communication. Speech itself is one type of oral communication. A speech act consists of several parts, namely locutionary acts, illocutionary acts, and perlocutionary acts. According to Leni (Sumarsono and Paina Pertama, 2010:329-330) Speech events are part of speech events and speech events are

part of speech events. Meanwhile, Cohen (in Hornberger and McKay (1996)) defines speech acts as functional units, so that it can be concluded that speech acts are expressions that involve action as a functional unit in communication, which takes into account aspects of the speech situation.

Yule (2006:3) describes pragmatics as the study of meaning conveyed by speakers (or writers) and interpreted by listeners (readers). In pragmatics, speech acts are divided into three categories: (1) locutionary speech acts; (2) illocutionary speech acts; and (3) perlocutionary speech acts. First, Locutionary act are speech acts that fall into the category of speech acts that merely state something or make utterances with specific references and meanings. Therefore, in this speech act, the focus is on the contents of the speech uttered by the speaker. Second, Illocutionary act are speech acts used to perform certain actions related to saying something. This action is like a promise, offer, or statement expressed in a statement. Third, Perlocutionary act are speech acts that have an influence on the listener. Perlocutionary acts are the effects caused by illocutionary acts on listeners according to the context of the situation. The consequences of the statement itself can be: harassing, attracting attention, praising, cajoling, etc. (Suandi, 2014: 8588). So in each of the parts of the speech act above, there is its own purpose in giving the meaning conveyed by the speaker to the listener and in determining how the listener will respond to the meaning given.

Illocutionary act have the function of informing as well as being used to carry out an act of conveying intent, such as conveying information, promises, or offers through uttering sentences. Illocutionary speech acts are divided into five kinds of speech forms, namely: First, Assertive is a speech act that binds the speaker to the truth of what he says. For example, stating, suggesting, boasting, complaining, comparing, and claiming. Second, Directive

is a speech act carried out by the speaker with the intention that the interlocutor perform the action mentioned in the utterance. For example, ordering, begging, demanding, and advising

.Third, Expressive speech acts are speech acts whose form functions to express or show the speaker's psychological attitude towards a situation, for example, thanking, congratulating, apologizing, blaming, praising, and offering condolences. Fourth, commissive speech acts whose form of speech functions to express promises or offers; for example, promises, swears, and offers something. Fifth, declaration a speech act whose form of speech serves to connect the contents of the utterance with reality, for example, surrendering, firing, baptizing, naming, appointing, isolating, and punishing.

In these types of illocutionary acts, it is not easy to identify them because illocutionary acts are related to who the speaker is, to whom, when and where the speech act is performed, and so on. But this type of illocutionary act is very helpful in analyzing the meaning that speakers give to listeners.

In language analysis, there are many texts that can be used as data sources, such as speeches, song lyrics, movie scripts, short stories, etc. With so many data sources, researchers are more interested in choosing movie scripts, because in movies there are lots of illocutionary data sources that can be taken. the film used is Toy Story 1. Which is an animated film that is much loved by both children and adults. Speech act events also appear in the film, making it interesting to study and analyze in more detail. It is hoped that this research can reveal speech acts commonly used in children's films, which children usually imitate and repeat in everyday life.

A movie is defined as an audiovisual medium that not only offers entertainment but also provides information and can even touch the emotions of the audience. According to Wibowo (in Rizal, 2014), film

is a tool to convey different messages to the audience. through stories to the general public and can also be interpreted as a means of artistic expression for artists and filmmakers to express ideas and story ideas. Contrary to Klarer (Narudin, 2017), films are included in a type of literary work because all cinematic representations are in accordance with the characteristics of literary texts and can also be explained within a textual framework. From the definition of movie, it can be concluded that a film is a work of art, a moving image, or a communication medium that can be seen and shown and whose function is to convey a message to a wide audience.

There are many types of movie now days including horror movies, action movies, dramas, and animated movies. Animated movie is a movie which shows animated character and funny stories. One of the most famous animated movies is Toy Story. Toy Story is a computer-animated film released in 1995. It was created by Pixar Animation Studios and distributed by Walt Disney Pictures. This is the first animated film made with sophisticated computer rendering techniques. Became a very popular animated film and won many awards. Animated film directed by John Lasseter. He is a co-founder of Pixar Animation Studios and serves as Chief Creative Officer at Walt Disney Animation Studios. John Lasseter is also the director of other animated films such as A Bug's Life, Cars, and The Incredibles. It premiered at the El Capitan Theater in Los Angeles, California, on November 19, 1995, and was released in North America on November 22, 1995. It is a film with the highest grossing during its opening weekend; the film ended up earning more than \$373 million at the worldwide box office.

This Toy Story movie tells about a group of toys that live together and interact with each other when their children are not around. This film is interesting to watch because of the good animated images. It is funny and not only recommended

for children, but also parents. This film also has a moral message that we can emulate, such as friendship. This film was chosen because it consists of many utterances. contains illocutionary acts performed by every movie character and created as data.

RESEARCH METODOLOGY

This research is descriptive and qualitative. Descriptive research that reveals descriptive data, a person's utterances both orally and in writing, and observable behavior (Bodgan and Taylor, 1975). The method used is a descriptive method using a qualitative approach, so this research is part of a qualitative descriptive study. Bodgan and Bilken (1982) stated that the data in a qualitative descriptive study were in the form of words or images, not numbers. The source of the data in this study was movie scripts from an animated children's film entitled Toy Story 1. The research data was in the form of the speech or dialogue of the characters in the film. expressing speech acts Given that this research is descriptive qualitative research, the research data is in the form of language, such as words, phrases, clauses, or sentences. The data collection technique used in this study is observation, namely the method of observing and noting. This listening method is manifested in a technique for obtaining data: the author uses a proficient free-involved listening technique (Sudaryanto, 1993). The next data acquisition technique is the note-taking technique, which is an advanced technique. (Sudaryanto, 1993) states that recording can be done immediately when the first or second technique is used or after the recording is done by using certain tools. Data is collected through utterances uttered in the dialogue of the characters in the film. The researcher watched the film carefully to get a good and correct understanding of it. The researcher writes down the data and classifies the data into parts of the illocutionary act.

RESULTS AND DISCUSSION

Based on the result of the analysis, it was found the types of illocutionary act in

Toy Story 1 movie. The finding was explained in the following description.

| Rank | The Types of Illocutionary Act | Quantity | Percentage |
|------|--------------------------------|----------|------------|
| 1 | Expressive | 10 | 27,7% |
| 2 | Representative | 9 | 25% |
| 3 | Directive | 9 | 25% |
| 4 | Declarative | 5 | 13,8% |
| 5 | Commissive | 3 | 8,33% |
| | TOTAL | 36 | 100% |

The table above represents the types of illocutionary acts found in *Toy Story 1*. The most frequently obtained data are expressions. The data percentage of the expression was 27,7% or 10 data. The percentage of data obtained from representatives was 25% or 9 data. The percentage of data found from the directive was 25% or 9 data the same as the data found in the representative. The percentage of data from declarative was 13,8% or 5 data. The percentage of data found from commissive is 8,33% or 3 data. From some of the data found, commissive data has a small percentage, namely only 3 data. The

analysis of each types of illocutionary act found in *Toy Story 1* Movie was described in the following description.

Expression

Expression is a acts function to express feelings and attitudes the speaker to the circumstances implied in the illocutionary for example: pronouncing thank, congratulate, forgive, criticize, praise, express condolences, criticize, complain, blame, regret and etc. (Searle 1993: 164-165). In the following description, the data that classified as expression was analyzed in detail.

Table 2: Expression speech act

| No | Utterance | Meaning |
|----|---|---|
| 1 | “Oh, this looks great, Mom!” (2.45) | This utterance gives information about complimenting. Complimenting is part of the expressive. The speaker gives compliment to the listener, for making a nice birthday decoration for the speaker |
| 2 | “I wanted to thank you, Woody, for saving my flock” (5.24) | This expression expresses thanking. The speaker shouted thanks because the listener had saved his flock. That thank you information is one of them expressive characteristics in the type illocutionary act.. |
| 3 | “Welcome to pizza planet” (34.13) | This data shows greeting expressions. The speaker greets the listener when he enters a pizza shop |
| 4 | “Uh sorry. I thought that you were gonna eat my friend” (53.16) | This utterance discusses the expression of apologizing. The speaker apologizes for being prejudiced against the listener |

From the data above, there is information about praise, thanks, greetings and apologies. These sections are part of the expression. Expression is the first data which is large in number, namely 27,7% or 10 data found.

Representative

Representative is a configuration or form or arrangement that is able to describe, represent or conclude something in a certain way (Goldin 2002). According to Seale

(1976) representative speech acts are utterances with the intention of binding the speaker to something with the truth of the proportions expressed. Representative speech acts classes are declaring, claiming, reminding, suggesting reporting, agreeing, predicting, bragging, complaining and concluding. In the following description, the data that classified as representative was analyzed in detail.

Table 3: Representative speech act

| No | Utterance | Meaning |
|----|---|--|
| 1 | “If Woody says it's all right, then,well darn it, it's good enough for me” (7.11) | This data is representative of the opinion section. The speaker expresses his opinion "If Woody says it's okay, then, fine, that's good enough for me". Opinion is also one part of the illocution of the representative |
| 2 | “And this is Andy's room. That's all I wanted to say” (15.07) | This data is a representative part of explaining. Here the speaker explains to the listener that this is Andy's room. Explaining is also part of the illocutionary act |
| 3 | “ I-I'm stationed up in the Gamma Quadrant of Sector Four.As a member of the elite Universe Protection Unit of the Space Ranger Corps,I protect the galaxy from the threat of invasion from the evil Emperor Zurg,sworn enemy of the Galactic Alliance” (16.20) | This expression is part of the representative, namely the fact. The speaker tells the listener about the fact of the origin and assignment of the speaker. |
| 4 | “No,No,that's scud,you idiot” (23.50) | This expression shows the representative part of swearing. Swearing is an utterance used by speakers when they are in an uncomfortable state. Swearing is usually used when expressing feelings of annoyance, discomfort, annoyance, anger, hatred, or throwing with the listener's speech or behavior |

From the analysis data above, the information provided regarding opinions, explanations, facts and swearing. From one type of illocutionary act representative, the data found was a total of 9 data with a percentage of 25%.

Directive

Directive is a type of speech beam that speakers use to instruct other people to do something. This type of speech act states

what the speaker or listener wants (Yule 2006). According to Austin (1962) a directive speech act is a speech act that creates several effects through the act of hearing, for example ordering, begging, asking for suggestions and ordering. In the following description, the data that classified as directive was analyzed in detail.

Table 4: Directive speech act

| No | Utterance | Meaning |
|----|--|--|
| 1 | “Just gather everyone up for a staff meeting, and be happy” (4.37) | This data is a directive because of the classification in the command. The speaker orders the listeners to gather all the staff |
| 2 | “Come on down, guys! It’s time for games” (13.10) | This information talk about directive part of the invitation. The speaker invites the listener to follow the directions of the speaker, namely the mother invites her friends to come downstairs because various games have been prepared. |
| 3 | “I need air” (55.27) | This utterance talks about a request. The speaker asks his speech partners to be given air, because they are hiding in a box |

From the results of the data analysis above, information is obtained regarding orders, requests and invitations. This is speaker information found in the directive. There are 9 data with a percentage of 25% found in the movie Toy Story 1.

Declarative

Declarative speech act are speech carried out by the speaker with the intention of

creating new things (statues, circumtenses etc) for example deciding, canceling and apologizing. So a declarative speech act is speech that connect the contents of proposition with actual reality (Chaer, 2010). In the following description, the data that classified as directive was analyzed in detail.

Table 5: Declarative speech act

| No | Utterance | Meaning |
|----|---|--|
| 1 | “You shouldn't be worried” (7.03) | This speaker discusses the declarative part of convincing. The speaker assures the listeners that they don't have to worry about Andy's birthday happening suddenly. |
| 2 | “Honey, I’m sure he’s around. You will find him” (28.14) | This data discusses the declarative part of convincing. The speaker convinces the listener that he will find the game. Convincing is also part of the declarative |
| 3 | “Oh don’t worry, honey. I’m sure I will find Woody and Buzz before we leave tomorrow” (55.14) | This utterance discusses convincing. The speaker assures the listener that he will find his toy before moving tomorrow |

From the results of the data analysis above, information about convincing is obtained. This is the speaker information found in the declarative. There are 5 data with a percentage of 13,8% contained in the film Toy Story 1.

Commissive

Commissive speech acts are forms of speech that function to express promises or offers, for example promising to swear, and offering something (Yule: 2019). In the following description, the data that classified as commissive was analyzed in detail.

Table 6: Commissive speech act

| No | Utterance | Meaning |
|----|-------------------------------|--|
| 1 | “Yes! Yes! We promise! (8.23) | This utterance states about the commissive part of |

| | | |
|---|---|--|
| | | the pledges. The speaker promises the listener that he will be quiet and not make a fuss. |
| 2 | “I can’t help.I can’t help anyone” (56.30) | This utterance discusses refusal. The speaker refuses an order from the listener. Refusing is part of an illocutionary act. |
| 3 | “ from now on you must take good care of your toys. Because if you don't we will find out,Sid, with toys can see everything.So play nice” (1.05.33) | This speech discusses threats. The cover gives threats to the religious speech partner, he no longer destroys his mind and must love him otherwise all his toys will hurt him. |

From the data above, there is information about pledges, rejection and threats. These sections are part of the commissive. There are 3 data with a percentage of 8,33% found in the movie Toy Story 1.

CONCLUSION

Based on the result of the analysis, it was found the types of illocutionary act in Toy Story 1 movie. The analysis above represents the types of illocutionary acts found in Toy Story 1. The most frequently obtained data are expressions. The data percentage of the expression was 27,7% or 10 data. The percentage of data obtained from representatives was 25% or 9 data. The percentage of data found from the directive was 25% or 9 data the same as the data found in the representative. The percentage of data from declarative was 13,8% or 5 data. The percentage of data found from commissive is 8,33% or 3 data. From some of the data found, commissive data has a small percentage, namely only 3 data.

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