



The Illocutionary Acts Found In Uncharted Movie

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Abstract - This research is titled “The Illocutionary Acts Found in Uncharted Movie”. The source of data used in this research is the Uncharted movie. This research is qualitative. The main theory used to classify the types of illocutionary acts applied by Searle's theory is taken from the book *Expression and Meaning: Studies in The Theory of Speech Acts* (1979). Analyzing the function of illocutionary acts is supported by Leech's theory, taken from the book *Principles of Pragmatics* (1983). The data collection method consisted of watching films carefully and repeatedly. After that, the taking note technique is applied in the dialogue of every character in the film, which contains illocutionary acts. Subsequently, the data were classified on the basis of the types of illocutionary acts, and the functions of each type was identified based on the theory applied. Afterwards, the data were analyzed descriptively on the basis of the types of illocutionary acts and the function of each type of illocutionary act. The finding of the research demonstrates the existence of four categories in the Uncharted movie, including assertive, directive, expressive, and commissive. It has four functions contained in film, including competitive, convivial, collaborative, and conflictive.

Keywords: Function, Illocutionary Acts, Movie, Types

I. INTRODUCTION

The purpose of communication has an important role in human life. As social beings, humans cannot be separated from communication. Humans communicate to deliver information, express feelings, or deliver ideas to listeners, and listeners can obtain information or understanding of what the speaker conveys through sentences or utterances. However, it is not uncommon for mistakes to occur in understanding the intended meaning of a sentence or utterance, which causes misunderstandings. Therefore, it is necessary to study speech acts.

Speech acts are a part of pragmatic, which studies actions that are carried out through sentences or other utterances. When a speaker speaks, they are performing a speech act. Speech acts not only focus on the conversation but also on the situation, because

utterances take on meaning when they are in relation to another context and situation. Austin stated that during issuing an utterance, the speakers can carry out three acts are carried out at the same time. That are locutionary acts, illocutionary acts, and perlocutionary acts (Austin, 1962). Illocutionary acts are the most essential study of the three types of speech acts.

Illocutionary acts are speech acts that function more than only the purpose of informing something but can also be used to do something. In other words, illocutionary acts are contextual meanings of an utterance. It determines whether the listener understands or acts as an effect of the speaker's utterance. By learning illocutionary acts, it can assist us obtain more knowledge about understand the speaker's utterances under specific contexts and situations. As stated by Searle, there are

five types of utterances contained in illocutionary acts. They are assertive, directive, commissive, expressive, and declarative (Searle, 1979).

Several researchers have conducted research about illocutionary acts. The following research was done on movies especially fantasy genre. First, Sari and Putri researched the illocutionary act contained in the “*Wolfwalkers*” movie. Based on the result of their study, they found 5 types of illocutionary acts, namely: assertive, directive, commissive, expressive, and declaration. Each illocutionary act has a distinct function depending on the desired illocutionary purpose. In this research, it was found that there are 3 illocutionary functions acts contained in the characters' expressions in this movie, there are collaborative, competitive, and convivial (Sari & Putri, 2022). Second, Fitriani, Achamad, and Rasmita used “*Harry Potter and The Chamber of Secrets*” movie. Based on the results of this research, they found four types of illocutionary acts performed by Harry: representative, expressive, directive, commissive (Fitriani et al., 2020). Third, Mustofia and Putra researched illocutionary acts in the “*Oz The Great and Powerful*” movie. The results of this research found 55 data types and functions of illocutionary acts. There are many utterances used, such as assertive, directive, expressive, commissive, and declarative. Most of the functions of illocutionary acts are directive, consisting of commanding, warning, and asking (Mutofia & Putra, 2021).

Putri and Hendar researched illocutionary acts on the movie especially romance genre. They used the illocutionary acts in the “*To All The Boy Always and Forever*” movies. In the results of this research, there are 71 character utterances that contain illocutionary acts. The data were classified into five types: The data contains 18 representatives (25.4%), 17 directives (23.9%), 8 commissives (11.3%), 7 declaratives (9.9%), and 21 expressives

(26.6%). The expression contained are stating, claiming, advising, commanding, promising, offering, pronouncing, deciding, praising, and blaming (Putri & Hendar, 2022).

Ronaldi, Utami, and Juniarta researched movie especially drama genre. They researched illocutionary acts contained in the “*Lean on Me*” movie. The data analysis results of illocutionary acts contained in this movie, there are nine, consisting of two assertives, three directives, two commissives, one expressive, and one declarative (Rolandi et al., 2022).

Illocutionary act research is also found in webtoons. Dewi, Budiarta, and Rajistha, conducted a study of illocutionary acts contained in the webtoon “*Seasons of Blossom: Hamin's Flower*”. Based on their study results, they found 5 types of illocutionary acts: declaration, representative, expressive, directive, and commissive. They use the illocutionary act theory proposed by Yule (Dewi, Budiarta, et al.).

Similar to previous research, illocutionary acts were analyzed in this research. However, this research focus on the types of illocutionary acts and the function of each type of illocutionary act performed by the characters. Illocutionary acts were categorized by applying by Searle and Leech's theories. The object in this research and the object used in previous research are different. The object used in this research is an action-adventure movie genre. Action-adventure genre like *Uncharted* movie is rarely researched because most research uses genres like animation, comedy, drama, romance, and family. The distinct research objects provided new findings that led to different results.

Illocutionary acts are usually used in everyday conversation, but illocutionary acts can also be found in literary works such as movies. Several illocutionary acts are usually used to make a movie more enjoyable to watch. This research would like to analyze the illocutionary acts contained in the film. The data source for this study was obtained from

the Uncharted film. Uncharted is a 2022 American action-adventure movie directed by Ruben Fleischer. Therefore, it is very interesting to analyze the illocutionary acts in this movie. In the scene taken from the movie Uncharted, several characters in the movie use a variety of illocutionary acts.

In accordance with the above explanation, researching the illocutionary acts is interesting because it is an important aspect of knowing speech acts and greatly influences communication, which refers to the act of carrying out something. There are many actions that result from the utterances that each character in the film makes. The language in this film is an illocutionary act often used in everyday conversation. Every utterance has a certain meaning based on the situations in the scenes.

There are some problems regarding the illocutionary acts in the Uncharted movie. The scope of discussion was formulated as follows: 1.) What are the types of illocutionary acts found in the Uncharted movie? 2.) What are the functions of each type of illocutionary act performed by the characters in the Uncharted movie?

The aim of this research is to observe and provide information on different types of illocutionary acts and the function of every type of illocutionary found in the Uncharted movie. Therefore, the findings of this study can be used as a reference or as guidelines to further develop the reader's knowledge of the illocutionary acts.

II. METHODS

One of the most essential components of conducting research is the research method. Research methods provide some clues to understand the object we are researching to get accurate results. This research is qualitative research. Creswell stated that qualitative research involves exploring and understanding the meaning of individuals or groups that are ascribed to society or personal problems

(Creswell, 2014). There are three points discussed in this research, namely: data source, data collection, and data analysis.

The data source consists of qualitative audio and visual materials. This research used Uncharted movies as a data source. The form of data for this research is dialogue. The Uncharted is a 2022 American action-adventure film directed by Ruben Fleischer and written by Art Marcum and Matt Holloway, on the basis of the Naughty Dog video game franchise, and published by Sony Interactive Entertainment. The total duration of this movie is one hour, fifty-five minutes, and fifty-six seconds.

The data were collected by watching movies on Netflix carefully and repeatedly. It is essential to understand the context of the situation to ensure that the utterances in the scenes of movies contain illocutionary acts. Then, the technique of taking notes was applied on the basis of the conversations of every character in this movie, which included illocutionary acts. Then, the data were classified based on the theory applied.

Following the collection of data, the data were analyzed in accordance with the problems by applying the relevant theories. The following are two steps that were carried out to analyze the data. First, the data were analyzed descriptively on the basis of the type of illocutionary act by applying Searle's theory. Second, the data were analyzed descriptively based on the function of every type of illocutionary act by applying Leech's theory.

III. RESULTS AND DISCUSSION

Result

The following are the types of illocutionary and their functions findings in the Uncharted movie. The table of research results is attached as follows:

Table 1 Types and Function of Illocutionary Acts

No	Types	Expression	Function
1	Assertive	Claiming Stating Boasting Suggesting	Collaborative Collaborative Collaborative Collaborative
2	Directive	Commanding Requesting Advising Begging	Competitive Competitive Competitive Competitive
3	Commissive	Promising Refusing Threatening Offering	Convivial Competitive Conflictive Convivial
4	Expressive	Praising Thanking Blaming Apologizing	Convivial Convivial Conflictive Convivial

Based on the analysis, it turns out that type of assertive illocutionary act had a collaborative function because the categories of assertive illocutionary acts tend to be neutral in terms of politeness. Second, the type of directive illocutionary act had a competitive function because the category of directive illocutionary acts tends to emphasize negative politeness. Third, the type of commissive illocutionary act had various functions, which are convivial, competitive, and conflictive function. The category of commissive illocutionary acts tends to be more convivial than competitive and conflictive. Last, type of expressive illocutionary act also had various functions, which are convivial and conflictive function. The category of expressive illocutionary acts tends to be more convivial than conflictive because intrinsically it has positive politeness.

Discussion

The following is a discussion of the illocutionary acts in the film *Uncharted*, presented in terms of the types of illocutionary acts and the functions of each type of illocutionary act by each character in the movie:

a. Assertive

Assertive is a speech act used by the speaker to tell what they knew or believed. The following is a more detailed analysis of the types of assertive illocutionary acts:

Data 1

Sully : You know, when Sam said he had a little brother who was just as into this Magellan stuff, I thought. There's no way.

Nate : Wait, you know my brother Sam?

Sully : **Oh, we were practically friends.**
(00:14:45-00:14:51)

The conversation between Sully and Nate took place at Sully's house. In this context, Nate is looking for the bracelet Sully had taken. Nate finds the bracelet in Sully's desk drawer. After that, Sully showed a book that contained information about Magellan's voyage. Sully knew that Nate was interested in Magellan because Sam had previously told him. Nate is confused as to why Sully knows this. Then, Sully also explains that Sam told him, and he also claims that he is Sam's friend.

Sully's utterance above, "**Oh, we were practically friends.**" is classified as an **assertive illocutionary act** of claiming. This utterance contains the condition of claiming something that is believed based on the speaker's point of view. In this case, Sully reveals what he believes to Nate that he is a friend of Nate's brother, Sam.

Sully's bolded utterances above had a **collaborative function** because illocutionary goals are indifferent to social goals. When Sully said, "Oh, we were practically friends," the speaker was convinced of the truth of the information that he introduced himself as Sam's friend from his point of view. The purpose of the utterances conveyed is to claim himself as a friend of Sam, in whom he believes even if listeners disagree. The speaker's utterance only intends to inform the listener about what has happened to the speaker and is not concerned about social goals.

Data 2

Sully : **I'm spending money I don't have.**

Nate : Okay. Here goes nothing. Okay.

(00:27:05-00:27:07)

The conversation between Sully and Nate took place at an auction. When Nate tries to turn off the lights at the auction. Sully tries to buy time to get the cross by participating in bidding on the cross. In this context, Sully did not have the money to buy the cross. Sully's utterance, "**I'm spending money I don't have.**" is included in the **assertive illocutionary act** of stating. Because Sully stated the fact that he was spending money that he did not even have. In this case, Sully has other intentions, he says this utterance so that Nate immediately turns off the lights so he can steal the cross and he does not have to bid for the cross because he has no money.

Sully's utterance in bold above has a **collaborative function** because illocutionary goals ignore social goals. The speaker's utterance only intends to inform the listener

about what has happened to the speaker. When Sully stated his utterance, he only conveyed what happened to him so that Nate could believe what he said. In this case, the speaker ignores social goals because the listener does not necessarily know whether the statement is true or false.

Data 3

Sully : Kid, **I don't even have my glasses. I can't read this shit**

Nate : Yeah clearly

Sully : Just be careful, all right?

(00:45:35-00:45:37)

The conversation between Sully and Nate occurs in the Santa Maria del Pi church. The dialogue occurs when Nate asks Sully for the clues in Magellan's book. Sully gives a wrong clue and upsets Nate. In the conversation above, Sully said, "**I don't even have glasses. I can't read this shit,**" which is included in the **assertive illocutionary act of stating** because here Sully states the fact that he can't read a book properly because he doesn't wear his glasses. Sully's utterance also has another intention, he also wants Nate not to be angry with him.

Sully's statement in bold above had a **collaborative function** because illocutionary goals ignore social goals. This means that the speaker's utterance only intends to inform the listener about what has happened to the speaker. When the speaker states the utterance, the speaker's utterance is not concerned with social goals and does not involve polite values. In this context, Sully is only stating what happened to him. However, it ignores the social purpose because Nate, as a listener, does not necessarily know whether the statement is true or false.

b. Directive

Directives are a type of illocutionary act used by speakers to persuade listeners to take action. The following is a more detailed

analysis of the types of directive illocutionary acts:

Data 4

Nate : Whoa, Whoa, Whoa!
Sully : Whoa!
Nate : **Could you move any slower?!**
Sully : I got a bad ankle, kid. I can't be running around out here. (00:34:12-00:34-16)

The conversation between Nate and Sully took place on the roof of Eugènia's Victorian Pavilion. At that time, they were chasing Chloe for stealing a cross from Nate's bag. Nate's bolded utterance "**Could you move any slower?!?**" is included in the **directive illocutionary act of requesting**. Requesting is confirmed by the phrase "**Could you**". The actions uttered by the speaker are used to get the listener to do something. Nate requests that Sully be a little slower so he does not run into him while chasing Chloe.

Based on what Nate said, it has a **competitive function** because the intended purpose is self-interest and aims to compete with social goals. Nate's purpose in making this utterance is that he wants Sully to follow his request to go slower so he does not bump into him while chasing Chloe. The speaker's utterance above includes the competitive function of commanding because the speaker's utterance has a negative politeness value. Because asking implies ordering the listener to do something, the value of politeness is negative because it is perceived that the speaker is impolite enough to want something.

Data 5

Sully : You hate me. All right, I get it. Look, I'd hate me, too. But Braddock, after what she did to your brother? She shot him in cold blood. All right? We can't let her win. She....

Nate : Oh, Sully, will you please just stop trying to play me for like five minutes? For years, I told myself that Sam would come back. That he wasn't gone, that he was just lost. But instead, I'm stuck here with you. (01:07:22-01:07:46)

The conversation between Nate and Sully takes place at Chloe's house. This conversation took place while Nate was packing to leave Sully. He was very disappointed because he had been lied to, but here, Sully persuaded Nate not to go and continue their mission. Nate's words, "**Sully, will you please just stop trying to play me for like five minutes?!**" are included in the directive illocutionary act of begging. The word "**please**" means to beg. In this context, Nate begs Sully to shut up and to stop lying to him again about his brother Sam's existence.

Based on the conversation above, the bold utterances uttered by Nate had the function of competitive illocutionary acts because Nate, as the speaker, intends to want the listener to do something according to what he said, in this context, Nate asks Sully to shut up and to stop lying to him again. The speaker's utterance has a negative politeness value because it is felt that the speaker is not polite enough to want something from the listener.

Data 6

Sully : I thought that's what we wanted.
Nate : No, I wanted to do this with my brother Sam, not with Sully : I know. I'm sorry, but **look around, kid!** You did this. He'd be proud of you. (01:28:53-01:29:09)

The conversation between Sully and Nate took place on Magellan's ship. When the

two of them managed to find Magellan's ship, which contained a lot of gold, Sully was very happy, but Nate was not at all happy because Nate had always wanted to find this ship with his brother Sam. Sully's utterance, "**look around, kid!**" is included in the **directive illocutionary** act of commanding because there Sully commands Nate to look at the gold that is there, and by saying his words he also expects that Nate would be happy with what they had achieved.

Sully's statement in bold above has a **competitive function** because the goals of illocutionary acts compete with social goals. In this case, Sully intends to want Nate to do something according to what the speaker ordered, which is to command Nate to see the gold around him. The speech act of commanding means ordering the listener to do something, so the value of courtesy is negative because the speaker's actions are considered impolite in wanting something from the listener.

c. Commissive

Commissive is an illocutionary act to get the speaker to take some future action. The following is a more detailed analysis of the types of commissive illocutionary acts:

Data 7

Sam : You see me go anywhere without this?
Nate : No
Sam : So, you know I will never leave it behind. **I always be with you.**
(00:06:26-00:06:35)

The conversation between Nate and Sully took place in the exhibition. This conversation occurred when Sam and Nate were quietly entering the Colonial Era exhibition. Shortly after, they were caught by the guard. Sam did not want to go to jail and then chose to run away. when Sam wanted to go. Nate wanted to go with Sam, but Sam

didn't let him. Sam gives Nate a necklace and promises to always be with him. The bold utterance of Sam: "**I always be with you.**" The utterance stated by Sam is included in the **commissive illocutionary act** of promising. Sam, as the speaker, promises that the listener will always be with him. The promise is also emphasized with the word "**will**", which can be used to promise something. The utterance Sam conveyed also had an intention. In this context, Sam's utterance was meant to state that he would like to meet Nate again.

Based on the dialogue in bold above, Sam's utterance has a **convivial function** because from this context illocutionary goals are in line with social goals. The illocutionary act of promising included a convivial function because promising can give a positive impression to the listener. Sam promised Nate that he would always be with him. he is committed to keeping his promise to earn Nate's trust. It coincides with the social goal of maintaining good relations with others. Sam uses promises as a positive way to gain an advantage in order to gain Nate's trust and be able to maintain a good relationship with him. Sam's stated intention in making this remark was to ensure that he would come back soon and see Nate again.

Data 8

Nate : Well, you're wrong and we're also closed, so take off.
Sully : Victor Sullivan. You can call me Sully.
Nate : Thank you. **I won't** but thank you.
(00:11:01-00:11:09)

The participants involved in the conversation above are Nate and Sully. The conversation took place while Nate was working, and then Sully approached and introduced himself to Nate. The utterances uttered by Nate, "**I won't**" is included in **commissive illocutionary** acts of refusing. Nate, as the speaker, shows his refusal by saying he will not call Sully's name. In this

context, Nate's utterance can be classified as a commissive **illocutionary act of refusing**, by saying that he hoped Sully would just leave and not bother him anymore.

Nate's utterance in bold above has a **competitive function**. The speech act of refusing has a **competitive function** because speech has a negative politeness with the aim of reducing disharmony between what the speaker wants to achieve. In this case, Nate is being selfish by prioritizing the goals he wants to achieve, which has a negative impact on the listener because it is felt that the speaker is not being polite by refusing something.

Data 9

Braddock : Find the gold. If you see Sully, do not let him open that mouth of his. Kill him and drag on sight.

The Scotsman : Aye

Braddock : Be careful, gentleman. These ships are worth a fortune on their own. **You put a hole in my boats, I put a hole in you.**

(01:29:46-00:29:55)

The participants involved in the conversation above are Braddock and the Scotsman. The conversation took place in Cala de Oro. The conversation ensued as Braddock and the Scotsman arrived at Cala De Oro. They saw Magellan's ship there. Braddock ordered the Scotsman to check whether Sully and Nate were on board or not. In the words uttered by Braddock, "**You put a hole in my boats, I put a hole in you**" is included in the **commissive illocutionary act** of threatening because the speaker threatens the listener and the speaker will take an action in the future. In this case, the meaning of Braddock's words is that if the Scotsman damages the Magellan ship, she will kill him by shooting. Here, Braddock also wants the scoatsman to be more

careful when looking for Sully so as not to damage Magellan's ship.

Based on Braddock's statement in bold above, it has a **conflictive function** because the conflictive function contains no politeness because the function's primary goal is to cause fury and hurt the listener's feelings. In this case, Braddock threatens The Scotsman, saying that if they damage Magellan's ship then they will be killed by Braddock. Braddock's utterance does not include any aspects of politeness but hurt the listeners' feelings.

d. Expressive

Expressive is illocutionary acts one that uses language to convey a psychological condition. The following is a more detailed analysis of the types of expressive illocutionary acts:

Data 10

Nate : I don't really know who invented the cigarette

Zoe : **You're kind of weird, but kind of cute too.**

Nate : Well, then I'm kind of offended, but I'm also kind of flattered. (00:06:26-00:06:35)

The people involved in this dialogue are Zoe and Nate. This conversation took place at the cafe where Nate works. The conversation happened when Nate talked about cigarettes and Zoe complimented Nate for being funny. Zoe's utterance, "**You're kind of weird, but kind cute too.**" is included as an **expressive illocutionary act** of praising because the speaker expresses feelings to listeners. In this case, Zoe praises Nate for being funny and has a genuine admiration for Nate's knowledge. In the utterance, Zoe also expects Nate to be confident in himself.

Zoe's utterance in bold had a **convivial function**. Convivial function occurs when illocutionary goals and social goals are in **tune**. Praising is a positive act that makes

those who hear it feel flattered. When Zoe compliments Nate, the purpose of her illocutionary is to express admiration for Nate. Zoe's intention in making this utterance was to make Nate feel good about himself.

Data 11

Sully : You asked for that.
Nate : **Thank you.**
(00:20:47-00:20:48)

The utterance "**Thank you**" by Nate above is included as an expressive illocutionary act of thanking because the utterance expresses what the speaker feels. to the listener. From the conversation above, Nate's intention was to express his gratitude to Sully for giving him a hand-held sheet metal cutter. Sully and Nate's conversation took place at Sully's house. As they rushed to the auction, Sully gave a hand-held sheet metal cutter to Nate.

Nate's utterance in bold had a **convivial function** because it suited the social goal of finding opportunities to live in society by containing a positive attitude and politeness. Nate thanks Sully for giving him the hand-held sheet metal cutter he wanted. Nate's purpose in making this utterance is to express gratitude to Sully. The goal of the utterance of "thank you" is to please Sully. The speech act of thanking is meaningful as a response or mutual reaction conveyed by the speaker.

Data 12

Sully : Both-both of you,
uh, turn your keys
clockwise at the same
time.

Drake : Three, two, one.

Sully : **Shit! Thanks a lot.**

You almost got me killed

Nate : Clockwise Sully?

Sully : Well, it was 50-50,
so I made a guess.

(00:45:214-00:45:28)

The conversation between Sully and Nate occurred when they were searching for clues to find a lost treasure in the church of

Santa Maria del Pi. They find a statue containing a keyhole, after which Nate and Chloe try to insert the key, they have. At the time, Nate asks Sully which way they should turn the key. Sully answered clockwise, but when the key was turned, a knife came out, and Sully was almost hit. The utterance spoken by Sully, "**You almost got me killed**" is an **expressive illocutionary act** of blaming. In this context, Sully wanted to wreak his anger on Nate through his utterance. He blames Nate for almost killing him.

Sully's bolded utterance above it is included in the **conflictive function**. The conflicting function does not contain any politeness at all because this function's basic aim is to cause anger. In this conversation, Sully's utterance hurt Nate's feelings by accusing Nate of killing him. The speaker's utterance has no manners because it has accused the listener and made the listener angry. The goals of this illocutionary act are not in accordance with social goals because it does not contain a politeness component, but it contains negative ways that are used to hurt the listener's feelings.

IV. CONCLUSION

According to the research's findings, there are several inferences that may be derived from this study, entitled "The Illocutionary Acts Found in Uncharted Movie". The conclusions will be explained as follows.

In the film Uncharted, four of the five types of illocutionary acts were discovered: assertive, directive, commissive, and expressive. This movie does not contain any declarative illocutionary acts. because this speech act is very special and is usually used by someone who is specially authorized to do it in an institutional rather than private action. The characters in Uncharted movies do not have a formal institutional role with the proper context to modify status or situation through declarative. Of the four types found expression, which states the type of



illocutionary act. Expressions that state assertive is claiming, stating, boasting, and suggesting, which have the same function that is collaborative because the categories of assertive illocutionary acts tend to be neutral in terms of politeness. The expression indicates that the directive contains a commanding, advising, requesting, and begging all serve the same function, which is competitive because the category of directive illocutionary acts tends to emphasize negative politeness. The expression that states commissive is promising, refusing, offering, and threatening, which have different functions. The category of commissive illocutionary acts tends to be more convivial than competitive and conflictive. The expression that states expressive is praising, apologizing, thanking, and blaming, which have different functions. The category of expressive illocutionary acts tends to be more convivial than conflictive because, intrinsically, it has positive politeness.

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