



An analysis of illocutionary act in the main character utterances in SOUL movie

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ABSTRACT

Background: Some people not only use language in communication, but also use actions. It occurs in the movie through dialogue. Dialogue is not usually realized as a written text spoken by an actor or character in a movie

Purpose: The purpose of this research is to find out the types of illocutionary acts do the utterances of the main character in *Soul* movie convey.

Design and methods: This study uses a descriptive and qualitative method because the data in this study are words rather than numbers.

Results: Researchers classified 137 illocutionary acts in soul movie scripts and found that there are four categories, which are 54 data for representative types (40%), 59 data for directive types (43%), and 10 data for commissive types (7%), and the expression type with 14 data (10%). The directive type shows the highest percentage, and the commissive type shows the lowest percentage. Throughout the analysis of the data, declarative type is not founded by the main character in the movie.

Keywords: illocutionary acts; speech act; speaker and listener

Introduction

As a social person in daily life, human beings cannot do without interactive activities. This activity requires two or more people to create the interaction. When you use this language, it becomes easier for people to communicate; they can communicate with each other freely. According to SIRBU (2015), language is entirely human and is a learning method that uses generated symbols to communicate thoughts, feelings and desires. However, some people not only use language in communication, but also use actions. Therefore, we must do this in order to use language properly and understand its existence when we communicate with each other; or it is often called speech act.

According to Yule (2017) stated that speech acts are performing an action when the speaker and the listener are communicating. While Meyer et al. (2020) stated if speech acts are the basic unit of language used to express meaning and intention. According to Sadock (2004) stated there are three types of speech acts namely Locutionary acts, Illocutionary acts, and Perlocutionary acts.

Speech acts occur when the speaker says what he means and how the audience understands what he means. In other cases, the speaker will not only speak, but will force the listener to do something. If the listener realizes the meaning of the speaker's words and takes action, it means that this is an implied behavior. That is, speech acts are the main point of linguistics in the elements of communication. They become important in speech acts because they are more difficult and more categorized than other types. According to Meyer et al.

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(2020), there are five types of illocutionary acts, namely: representative, directive, commissive, expressive and declarative.

For example, a movie script is a dialogue that can be used as a research object. In order to investigate illocutionary behavior, the researchers obtained a movie script called "Soul" from the Internet. "Soul" is a 2020 American computer animation fantasy comedy movie produced by Pixar Animation Studios and released by Walt Disney Pictures. Directed and written by Pete Docter. The reason why the researchers choose the soul animation movie as the research object is because of the illocutionary meaning in the dialogue. Dialogue is not usually realized as a written text spoken by an actor or character in a movie. And there is no research on this movie, especially the research on illocutionary behavior.

Speech Acts

Speech act is one of the fields from pragmatics. Whether we know it or not, speech acts happen in everyday life. You can say that people act when they speak. According to Yule, (2017), when the speaker and the listener communicate with each other, the speech act performs an action. In addition, Searle (1985) established whether speech act is the basic unit of language used to express meaning and intention.

Speech Act Theory was first attended by a series of lectures at Oxford University by J.L. Austin. His book "How to Do Things with Words" introduced speech act thinking for the first time and analyzed the relationship between speech and behavior. Austin (1975) pointed out that speech act is the theory that something should be done. That is, when someone says something, he or she is not only saying something, but also using it to do something or take action. From the above explanation, it can be concluded that in order to achieve clear goals and objectives in communication, speech acts are necessary so that the speaker and the listener can understand each other well.

Types of Speech Act

Austin (1975) divides the types of speech acts into three types, they are locutionary acts, illocutionary acts, and perlocutionary acts. The following is an explanation based on the types of Austin speech acts:

1. Locutionary act

Locutionary act is the behaviour of a person producing words or producing meaningful language expressions. When the user uses his or her speech organ to produce speech, then there is a speech act in the middle of his or her speech. In other words, locutionary act is the act of the speaker using speech organs to produce speech.

2. Illocutionary act

Every utterance must have a function. The function or meaning of discourse is called illocutionary act. For example, "I promise to give you another chance", this is not only a statement, but also constrains what the speaker said just now. This is because the intent of words is that the speaker will do something. Therefore, the illocutionary act mentioned above is an act of promise.

3. Perlocutionary act

Perlocutionary act is the effect of the speaker on the words spoken by the listener. For example, "Please open the door". in that context when the speaker expresses that he wants to do something to the listener. As an effect of the utterance, the listener does this to help open the door for the speaker.

Classification of Illocutionary Act

Searle classified the five types illocutionary act that provide the structure of speech acts presently. These are:

1. Representative

Representative is kind of speech acts that state or express what the speaker believes to be case or not Searle in Yule (2017). The example of this types are agree, deny, affirm, allege, announce, believe, boast, complain, conclude, forecast, inform, insist, predict, report, state, and suggest.

2. Directive

Directive is speech act that speakers use to get someone else to do something Searle in Verbs denoting members of this type are advice, ask, beg, bid, command, demand, forbid, order, recommend, and request.

3. Commissive

Commissive is kind of speech acts that speakers use to commit themselves to do some in the future Searle in Yule (2017). Commissive express what the speakers intends. Including in this type is offer, promise, swear, threat, and volunteer.

4. Expressive

Expressive is speech acts that stated what the speaker feels Searle in Yule (2017). It expresses the psychological states and can be statements of pleasure, pain, likes, dislike, joy, or sorrow.

5. Declarative

Declarative is kind of illocutionary acts that can changes world by the utterance which is produced. As Searle in Yule (2017) states that declarative is kind of speech acts that change the world via their utterance. The verbs which belong to declaration are adjourn, appoint, baptize, christen, declare, communicate, name, resign, sentence, and veto.

Problem Simulation

In this research, the researchers discuss about illocutionary act which in the process uses movie as the object. This research aims to know what intentions are contained in each utterance conveyed by the speaker. Therefore, the researcher will use five types classification of illocutionary act by Searle to analyze the illocutionary act of the main character in the animated *Soul* movie.

Based on the explanation above the problem of the research is: 1) What types of illocutionary acts do the utterances of the main character in *Soul* movie convey? In order to answer the question stated in problems formulation, the research aim: To find out the types illocutionary acts do the utterances of the main character in *Soul* movie convey.

Methods

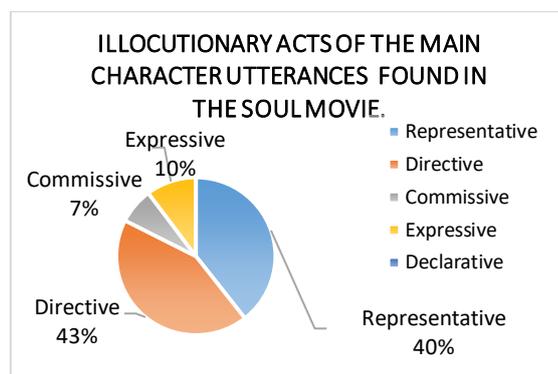
In completing this thesis, the researcher uses descriptive qualitative research method. According Moser & Korstjens (2017) descriptive qualitative research method is a method used by researchers to find knowledge or theory of research at one particular time. In its application, the descriptive method is carried out in the form of observation or survey with the aim of providing the facts of the results of the research with a certain period of time.

By using qualitative data, people can find out chronologically accurately by understanding which events are the consequences, and come up with useful explanations.

Findings & Discussion

Result

After collecting the data from the movie script, 137 utterances of Joe Gardner that fulfill the criteria of illocutionary act had been found. The researcher analyzed the Illocutionary Act of *Soul* movie using Searle in Yule (2017) theory of classifications of illocutionary act. From the 5 classifications, there are only 4 classifications contained in *Soul* movies, there are: Representative, Directive, Commissive, Expressive. The amount of each data can be seen in the following chart:



From the pie chart above, it can be seen that illocutionary acts found by the main character utterances in the *Soul* movie are Representative types (40% or 54 data from 137 data), Declarative types (43% or 59 data from 137 data), Commissive Types (7% or 10 data from 137 data), Expressive types (10% or 14 data from 137 data). The Directive Type shows the highest percentage, and the Commissive type shows the lowest percentage. Throughout the analysis of the data, Declarative type is not founded by the main character in the movie.

Discussion

In this research, the researcher found some types of Illocutionary Act in *Soul* movie. These are some examples of the data that the writer obtained.

Representative Illocutionary Act

Datum no. 21 (10:01 – 10:12)

Joe: Hey, hey! Hello!

Gerel: Oh, what's your name, honey?

Joe: I'm Joe. Joe Gardner. Look, I'm **not** supposed to be here!

Analysis

The participants in the dialogue are Joe and Gerel. It occurs at the place called The Great Beyond. At the time, Joe was confused about where he was at that time. Then he met several people, one of them was Gerel. they started talking and Joe explained what had happened to him.

The utterances above explain that Joe denies something to Gerel, as he said "*Look, I'm not supposed to be here!*". it is obvious that Joe utterance is representative illocutionary act

in form of deny. The speaker, Joe, denies that he should not be there because he believes something wrong has happened.

Directive Illocutionary Act

Datum no. 85 (44:34 – 44:40)

Joe: Maybe **you should** call her up and tell her that we're not crazy!

22: I've only been a person for an hour and even I know that's a bad idea.

Analysis:

The participants in the dialogue are Joe and 22. It occurs at Joe's apartment. At that time, Joe was at a crossroads and accidentally met Dorothea but Joe was behaving a bit silly. So, he commanded 22 to explain to Dorothea that what she saw was unintentional.

The utterances above explain that Joe commands 22 to do something, as he said "Maybe **you should** call her up and tell her that we're not crazy!". It is obvious that Joe utterance is directive illocutionary act in form of command. The speaker, Joe attempted to make a hearer do a particular action.

Commissive Illocutionary Act

Datum no. 136 (01:27:07 – 01:27:13)

Joe: **I'll** go with you.

22: You know you can't do that.

Joe: I know. But I'll go as far as I can.

Analysis:

The participants in the dialogue are Joe and 22. It occurs at place called You Seminar. At the moment, Joe has managed to help 22 get a pass to get down to earth. but 22 was afraid to do it himself, so joe volunteered to accompany 22 even though he knew it wouldn't be possible.

The utterances above explain that Joe offers to do or give something, as he said "**I'll go with you**". It is obvious Joe utterances is commissive illocutionary act in form of volunteer. The speaker, Joe, offers 22 to accompany her down to earth without being forced.

Expressive Illocutionary Act

Datum no. 123 (01:09:30 – 01:09:32)

22: You promised but you wouldn't even give me five minutes!

Joe: My life was finally going to change! I **lost everything** because of you!

Analysis:

The participants in the dialogue are Joe and 22. It occurs at place called You Seminar. At that time, Joe was upset because his dream was almost come true but failed for some reason.

The utterances above explain that Joe states something, as he said "My life was finally going to change! I **lost everything** because of you!". It is obvious Joe utterance is expressive illocutionary act in form of blame. The speaker, Joe, considers or says that somebody is responsible for something bad. He blames 22 for the bad deeds that made him fail to achieve what he wanted.

Conclusion

This research was conducted in order to describe the illocutionary act that are founded in Soul movie based on Searle's 5 classification of illocutionary acts. There were four classifications of illocutionary act found in the utterances of the main character Joe Gardner's from Soul movie script. They were representative, directive, commissive, and expressive. 137 utterances were found in the category of illocutionary act. There were 54 utterances from 137 utterances or about 40% that belong to representative illocutionary act, there were 59 utterances from 137 utterances or about 43% that belong to directive illocutionary act, there were 10 utterances from 137 utterances or about 7% that belong to commissive illocutionary act, and last, there were 14 utterances from 137 utterances or about 10% that belong to expressive illocutionary act.

This research showed that the most dominant force that appeared was asking with 30 data and commanding with 12 data.

Suggestion

Based on the analysis and conclusion of this thesis, the researcher presents several suggestions that may be useful for readers and other researchers. The researchers hope this study could inspire other researchers to engage in more in-depth illocutionary activities in movies or other literary works. The scientist also hopes that other researchers will be able to continue this research in the future. And for readers, the researcher hopes that this study may provide new insight into speech act theory, especially in relation to illocutionary acts

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