

CHAPTER I

INTRODUCTION

This chapter discusses some points including background of the research, statement of research problem, objectives of the research, significance of the research, scope and limitation of the research, definitions of key terms, and organization of the research.

A. Background of the Research

Language is one means of communications, through human language can be interconnected (communicating), sharing experiences, learns from each other, and improve intellectual ability. With a good and clear language, will create a communication goal. Communication is to convey what the speaker purpose in order to the listener knows what the speaker want to do. Communication is needed in order to interact with other people. Good communication is very important to used in our life. With good communication, the communication purposes will be achieves.

According to Yule (1996:3), pragmatics is concerned with the study of meaning as communicated by a speaker and interpreted by a listener. In other words, pragmatics is study of speaker meaning. It explains about implicit meaning in speakers conversation with other. This is used to achieve the success communication and the purpose of communication. In language use, the communication is generally called as conversation. The conversation is related to speech act. Speech act generally is actions performed via utterances. Commonly

speech act is given more specific labels, such as apology, complaint, compliment, invitation, promise, or request (Yule, 1996:47).

Speech act theory is concerned with the ways in which language can be used (Smith:1991). There are some kinds of speech act. Those are declaration, representative, expressive, directive, and commissive. All of the classifications have certain function. In this research, the researcher focuses on the expressive speech act. Human uses language to communicate with others by saying utterances. It will define the action, i.e. what is to be communicated by the speech act (Smith, 1991:79). It commonly happens in conversation between one person with another either consciously or unconsciously in conversation.

Expressing feeling and emotion are also included into language's function performed in daily conversation. Viewed from the speech acts theory, expressing feeling and emotion is included into expressive act. Expressive acts are those kinds of speech act that state what the speaker feels. Uttering an expressive means that the utterance can be caused by something the speaker does or the hearer does, but the utterances are about the speaker's experience. They are pleasure, pain, likes, dislikes, joy, or sorrow (Yule, 1996:53). In using expressive, the speaker makes words fit the world (of feeling). The speaker wants what the speaker expresses can appropriate with the feelings.

To know more about utterances that are used in how to express the feeling, the researcher tries to find out the utterance in *Legend of the Guardians: the Owls of Ga'Hoole* movie script. Expressive speech act not only implied in daily conversation in our life, but also in the entertainment like movies. As we know

that many kinds of movie. Movie can be fiction or non-fiction. Sometimes, movie is a good solution when we get problems or trouble, only to entertainment and take a break from many problems and also can refresh our mind. Movie is a story conveyed with moving picture or images. It can be making from experiences, true story, imaginations which inspiring the movie maker to make a movie based from it. Sometimes, the story of movie was taken from short story, novel, legend, comic, or etc.

The researcher uses movie script because the dialogues in the movie script are representing the dialogue in our daily lives. The researcher uses Legend of the Guardians: the Owls of Ga'Hoole because this movie is very interesting. The movie was conceived in 3D stereoscopic from the get-go. Thus making this movie more lively like daily life that creates scenes that contain a lot of expression in it. Therefore, when viewed and carefully understood in this movie there are many interesting things, especially on the conversation of the characters used in expressing their expressions so that poured in the story well and smoothly. This reason make the researcher decide use the move script to the research.

The variety of types of expressive speech acts is caught by researcher as an interesting point to observe. The researcher is interested in discussing about the types of expressive speech acts namely, pleasure, pain, likes, dislike, joy, or sorrow in Legend of The Guardian: The Owls of Ga'Hoole movie based on the how they are exploited by the characters and why they are exploited in the movie.

B. Statement of Research Problem

The researcher have problems, those are :

1. What types of expressive speech acts are found in conversational fragments in the movie entitled “Legend of The Guardian: The Owls of Ga’Hoole”?
2. How are the frequency of types of expressive speech acts found in conversational fragments in the movie entitled “Legend of The Guardian: The Owls of Ga’Hoole”?

C. Objectives of The Research

This research is expected to answer the problems above, namely:

1. To find out the types of expressive speech acts are found in conversational fragments in the movie entitled “Legend of The Guardian: The Owls of Ga’Hoole”?
2. To identify how are the frequency of types of expressive acts found in conversational fragments in the movie entitled “Legend of The Guardian: The Owls of Ga’Hoole”.

D. Significance of The Research

The benefits derived from this research include:

1. For movie spectators:

They will be aware about various types of speech acts used by the characters, especially in the form of expressive speech acts so that it will help them to understand about the intended meaning of the characters in

this movie. The researcher hopes that they will be known about something important of a movie and not only to watch.

2. For students:

This research is expected to help them in exploring the subject so that they can study more about expressive speech acts in the daily conversation or in the movie dialogue.

3. For other researcher:

This research will provide some description on how to do an analysis of expressive. In addition, it can be used as additional information and references related to the speech acts.

E. Scope and Limitation of The Research

This research is within domain pragmatics, focusing on speech act. Since there are many speech acts in the movie, it is important to limit the research.

Based on the research problem above the limitation of this study are:

1. This research focuses on the characters (Soren, Kludd, Noctus, Nyra, Ezylyrb, Gylfie, Boron, Metal Beak, Eglantine, Jutt and Jatt, and Mr. Plithiver) of the dialogue in Legend of The Guardians: The Owls of Ga'Hoole movie script.
2. This research focuses on the speech acts including expressive speech act taken from the characters utterances are found in Legend of The Guardians: The Owls of Ga'Hoole movie.

F. Definitions of Key Terms

In this research, the researchers have word keys to support this research.

There:

1. Speech Acts

Speech act is action performed via utterance stated by Yule (1996: 47).

In communication usually using conversation. The conversation is related to speech act. When the speaker using conversation, they also used words. They not only produce the words but they also have a purpose or meaning in their words. In fact, sometime they also want the hearer to do something.

2. Expressive speech acts

Expressive is that kind of speech act that state what the speaker feels.

Yule (1996: 56) they express psychological and can be statements of pleasure, pain, likes, dislikes, joy, or sorrow.

3. Legend of The Guardians: The Owls of Ga'Hoole Movie

Legend of The Guardians: The Owls of Ga'Hoole is a 2010 American – Australia 3D computer animated fantasy adventure movie. This movie based on Kathryn Lasky's Guardians of Ga'Hoole series that was released in September 24th, 2010. Production this movie is took place in Australia.

4. Movie

Movie is a story conveyed with moving picture or images. As we know that many kinds of movie. Movie can be fiction or non-fiction. It can be making from experiences, true story, imaginations which inspiring the movie maker to make a movie based from it. Sometimes, the story of movie was taken from short

story, legend, novel, comic, and etc. Commonly, movie is good solution when we get problems or trouble. It only to entertainment and take a break from many problems and also can refresh our mind. Movie also can to instructional media in teaching and learning activity. In teaching and learning activity usually the teacher used movie to show the attitude and actual behavior through movie.

5. Movie script

Movie is defined as a motion pictures considered as a source of entertainment or as an art form (Webster, 1961). Then script is defined as something written like text. Therefore, then a movie script is a text form used in the movie.