

## **CHAPTER II**

### **REVIEW OF RELATED LITERATURE**

This chapter deals with the theories which are related to the problems which have been decided by the researcher. They are about the definition of pragmatics, speech acts, expressive, and movie.

#### **A. Pragmatics**

Conversation always used by the people to communicate with each other. The people want their communicate can be perfect and appropriate with the purpose of communication. They also have certain wishes or desire behind their utterances, when they deliver their words or sentences. It results of why we learn about pragmatic and the branches.

Pragmatics is one of linguistic branches. It focuses in study of the meaning since it puts on the speaker intention. It focuses on the producer of the message, which involves the process of interpreting by the hearer. To define the pragmatic, Yule (1996:3) has four areas in which pragmatics are concerned:

1. Pragmatics is concerned with the study of meaning as communicated by speaker and interpreted by a listener. In short, he said that “Pragmatics is study of speaker meaning”. It means that pragmatics concerns to what the speakers communicate and whether the hearer understand and can interpreted about the speaker utterances.

2. "Pragmatics is the study of contextual meaning". It means that requires a consideration of how speaker organize what they want to say in accordance with they are talking to, where, when, and under what circumstance.
3. "Pragmatics is the study of how more gets communicated than is said". It means that this type of study explore how a great deal of what is unsaid is recognized as part of what is communicated and that is the investigation of invisible meaning.
4. "Pragmatics is the study of the expression of relative distance". It means that on the assumption of how close or distance the listener is, speaker determines how much needs to be said.

According to Leech (1983:10), pragmatics is the study of the relation between language and context that is the basic account of language.

From those definitions, it can be concluded that pragmatics is one of the linguistics branches, which concern with utterance and intention. It considers context and meaning whenever the conversation happens.

### **B. Context**

In a communicate situation there are at least two persons, one is an actual agent, another is a possible agent, or a speaker and a hearer, respectively. Both belong to at least one speech community, or a group of persons with the same language and related conventions for interaction.

In the pragmatics would then be to 'place' these acts in a situation, and formulate the condition stipulating which utterances are successful in which

situation. That is, the researcher needs an abstract characterization term the researcher use for such a situation will be that of context. According to Teun Van Dijk (1976: 191) we need a specific term in order to denote the ‘systematic pragmatic successfulness’ of an utterance, because there are many other aspects of success (grammatical but also psychological and sociological). During a certain period of time the activities of two (or more) members of the community are coordinated, in the sense that a speaker produces an utterance with certain consequences for the hearer, after which the hearer may become agent-speaker and produce an utterance or he may merely become agent and accomplish a certain number of actions. Such may be a relatively intuitive description of some features of the communicative situation. This of them must be theoretically reconstructed in terms of context structure.

A first property of context to be emphasized is its ‘dynamic’ character. According to Teun Van Dijk (1976: 192) a context is not just one possible world-state, but at least a sequence of world-state. Moreover, these situations do not remain identical in time but change. Hence, a context is course of events. Teun Van Dijk also said that such a course of events has, according to the theory of events of chapter 6 (from his book), an initial state, intermediary state, and a final state. Since context must be theoretically identifiable they must have limits: the researcher must know what conditions a possible world must satisfy in order to qualify as initial or final state of context even is a finite context need not have a limited length.

Legend of the Guardians: The Owls of Ga'Hoole is a 2010 American-Australian 3D [computer-animated fantasy-adventure film](#) based on the [Guardians of Ga'Hoole](#) series by [Kathryn Lasky](#). This movie was released in September 24, 2010. It very loosely follows the storyline of the capture, the journey, and the rescue. This movie is 3D movie animation. This movie is about the life of a herd of owls who believe in the history of the ancestors' struggles. It very loosely follows the storyline of the capture, the journey, and the rescue.

### **C. Speech Acts**

In daily conversation, people may express the utterance to conduct the intended meaning. People do not only require the verbal intention, but they also require some actions to fulfill their intention. According to Yule (1996:47) speech acts is action performed via utterances. In English, are commonly given more specific labels, such as apology, complaint, compliment, invitation, promise, request, and etc.

According to Smith (1991), speech act theory is concerned with the ways in which language can be used. Speech act theory points out that the action performed when an utterance is produced can be analyzed on three different levels. According to Yule (1996:48) define that level into:

#### **1. Locutionary act**

Locutionary act which is the basic act of utterance, or producing a meaningful linguistic expression. If we have difficulty with actually

forming the sounds and words to create a meaningful utterance in a language, then you might fail to produce a locutionary act.

## 2. Illocutionary act

Illocutionary act is performed via the communicative force of an utterance. We might use an utterance to make a statement, an offer, an explanation, or for some other communicative purpose.

## 3. Elocutionary act

Elocutionary act is simply creating an utterance with a function without intending it to have effect. Depending on the circumstance, we will utter a statement on the assumption that the hearer will recognize the effect you intended.

Beside that level, speech acts also have types of general function performed by speech act itself. According to Yule (1996: 53-54), speech act is decided into five types as follows:

### 1. Declarations

Declarations are those kinds of speech act that change the world via their utterance. The speaker has to have a special institutional role, in a specific context, in order to perform a declaration appropriately. In this case, the speaker changes the world via words. The example of declaration speech acts are:

- Priest: I now pronounce you husband and wife.
- Jury Foreman: We find the defendant guilty.

## 2. Representatives

Representative are those kinds of speech act that state what the speaker believe to be the case or not. Statement of fact, assertions, conclusions, and descriptions, are all example of the speaker representing the world as he or she believes it is. In this case, the speaker makes words fit the world (of belief). The example of representative speech acts are:

- The earth is flat.
- Chomsky didn't write about peanuts.

## 3. Expressive

Expressive are those kinds of speech act that state what the speaker feels. They express psychological state and can be statements of pleasure, pain, likes, dislikes, joy, or sorrow. They can be caused by something the speaker does or the hearer does, but they are about the speaker's experience. In this case, the speaker makes words fit the world (of feeling). The example of expressive speech acts are:

- I'm really sorry!
- Congratulations!

## 4. Directives

Directives are those kinds of speech act that state what the speaker use to get someone else to do something. They express what the speaker wants. They are command, orders, requests, suggestions. They can be positive or negative. In this case, the speaker attempts

to make the world fit the words (via the hearer). The example of directives speech acts are:

- Could you lend me a pen, please?
- Don't touch that.

#### 5. Commissives

Commissives are those kinds of speech act that state what the speaker use to commit themselves to some future action. They express what the speaker intends. They are promises, threats, refusals, and pledges. They can be performed the speaker alone, or by the speaker as a member of a group. In this case, the speaker undertakes to make the world fit the words (via the speaker). The example of commissive speech acts are:

- I'll be back.
- I'm going to get it right next time.

#### **D. Expressive Speech Acts**

In communication, the speaker always used words. They not only produce the words but they also have a purpose or meaning in their words. In fact, sometimes they also want the hearer to do something. Yule (1996) said that expressive are those kinds of speech acts that state what the speaker feels. They express psychological states and can be statements of pleasure, pain, likes, dislikes, joy, or sorrow. The example of expressive speech acts in the are:

- a. I'm really sorry!
- b. Congratulations!

c. Oh, yes, great, mmmm, ssahh!

That expression can be caused by something the speaker does or the hearer do, but they are about the speaker experience. Yule (1996: 54) in using an expressive, the speaker makes words fit the world (of feeling).

### **E. Legend of The Guardians: The Owls of Ga'Hoole Movie**

Acclaimed film maker Zack Snyder makes his animation debut with the fantasy family adventure *Legend of The Guardians: The Owls of Ga'Hoole* based on the *Guardians of Ga;Hoole* series by Kathryn Lasky. The movie follows Soren, a young barn owl, lives in the Tyto Forest with his family: his father, Noctus; his mother, Marella; his older brother, Kludd; his younger sister, Eglantine; and Mrs. P (Plithiver), the family nursemaid, a kindly blind snake.

Soren enjoys listening to the 'Legends of Ga'Hoole', which are mythical tales of warrior owls called the Guardians who fight against the Pure Ones. Kludd berates his brother's dreams, having grown tired of listening to the stories. When their father teaches them the first steps to flying, Kludd becomes jealous of Soren's natural branching ability. Later, when practicing branching while their parents are hunting, Kludd pushes Soren off a branch which forces them both to fall to the ground. They are attacked by a Tasmanian devil (who scars Kludd's face) but are saved, and then kidnapped, by two owls, Jatt and Jutt.

Along the way, more owlets are revealed to have been kidnapped. Soren meet Gylfie, a young elf owl who is also kidnapped. At St. Aegolius, the owlets are greeted by Nyra, who says that they will be divided into either soldier or 'pickers'. When Soren and Gylfie protest, they are sorted as pickers while Kludd,



who betrays Soren, is sent to be a soldier. Soren and Gylfie avoid being 'moon-blinked' (a catatonic state induced by sleeping under a full moon), while the others do not know and become moon-blinked. They are forced to 'pick' through owls pellets, scouring for bits of metal 'flecks', which are being used to build a super weapon. They are spotted by Grimble, a boreal owl, who reveals that he works under the Pure Ones only keep his family safe and that he isn't really a Pure Ones at all. He teaches them to fly, but Nyra finds out whilst coming to invite Soren to become a soldier. Kludd decides to remain with the Pure Ones, despite Soren's pleas for him to come with him. Grimble and Nyra engage in a battle, but Grimble is eventually killed. Following his instructions to seek the Great Tree of Ga'Hoole and warn the Guardians, Soren and Gylfie fly out. Along their journey, they meet Twilight, a great grey owl, and Digger, a burrowing owl, and rest with them in their shared hollow. Soren is reunited with Mrs. P who is brought in by Twilight, having captured her for dinner while she searched for Soren and Kludd. She agrees to go with them to find the Guardian.

The band flies towards the sea of Hoolemere where a flock of crows chaotically guides them to the legendary shrine and gateway of the Guardians, kept by an oracular echidna, which provides comic, but accurate, descriptions of the quintet and guidance to the object of their quest. He sends the owls out to sea to find the island of Ga'Hoole. En route, the band encounters a fierce storm and Digger's wings freeze, causing him to nearly drown in the sea, but they are saved by Boron and Barran, the king and queen of the Guardians who lead them back to the Tree of Ga'Hoole. There, Soren tells the Guardian council about the Pure

One's plans. The Guardians are skeptical, but an elderly screech owl named Ezylyrb is convinced by Soren's sincerity. Boron sends a great grey owl called Allomere out with two scouts to investigate St. Aegolius.

The band is shown refuge at the Tree of Ga'Hoole, guided by a young Guardian in training named Otulissa, a short eared owl. Soren develops a crush on her, to Gylfie's annoyance. They are sent to attend different classes called 'chaws'. During one lesson in the middle of a rainstorm, Soren grasps a brief hold on gizzard flying (flying purely with instinct), but loses control and falls towards the sea. Ezylyrb rescues him and orders Soren back to his hollow. There, Soren learns that Ezylyrb is on fact, the Lyze of Kiel; the legendary leader of the Guardians who fought and defeated Metal Beak, the ancient leader of the Pure Ones, and Nyra's mate. But Soren is disheartened when he learns that his hero is a battle worn veteran who scoffs at his own past. Allomere returns from his scouting mission with news that his two wingmen were killed in an ambush. He brings back with him two moon-blinked owlets, one of which is Eglantine. Seeing the evidence, the Guardians arrange for battle and fly out towards St. Aegolius. Before leaving, Ezylyrb instructs an anxious Soren to tend to his sister. When she finally snaps out of her trance, Eglantine tells Soren that it was Kludd who moon-blinked her and gave her to Allomere, and he realizes that Allomere is a traitor and that the Guardians are actually subdued by the flecks, contained in a machine operated by bats.

Twilight, Gylfie and Digger fend off the bats sent by Metal Beak to kill the paralyzed Guardians. This cause Metal Beak to distrust Allomere, and,

believing he lied to him about bringing all the Guardians, has him dragged away by several bats, and is seemingly killed in the darkness. Meanwhile, Soren flies through a forest fire, igniting a lamp of oil, and manages to disable the fleck trap. Freed and recovered, the Guardians fly into battle and Ezylyrb goes straight for Metal Beak, who with Nyra begins to overpower him. Soren flies into the battle after spotting Kludd, but Kludd attacks him, throwing him into the forest fire. The two brothers briefly fight while Soren tries to talk some sense into Kludd but Kludd replies that the Pure Ones believe in him like no one ever has, and that Metal Beak has instilled in him the belief that the strong will triumph, the broken will be put out of their misery and that honor is just another word for weakness before he leaps onto Soren, causing them to fall down a tree. Injured, Kludd tries to trick Soren into helping him up, but as he attempts to do so, Kludd attacks him again, only for the branch Kludd is holding onto to snap, causing him to fall into the fire and disappear, seemingly killed. Furious at Kludd's apparent death and betrayal, Soren grabs a flaming branch and attacks Metal Beak, but the evil warrior easily gains the upper hand on Soren. His over confidence proves his undoing, however, and as he dives at Soren, the younger owl manages to impale him on the branch, killing him. Nyra, shocked at her mate's death, retreats with the remaining Pure Ones.

When they return to the tree, Soren and Eglantine are reunited with their parents, who have just arrived. The band is then welcomed and initiated as new Guardians. Sometimes later, Soren tells the story to a group of owlets, revealing that Nyra is still out there with a contingent of Pure Ones. He also reveals that

Kludd's body was never found. Meantime, back in the smoking remains of the canyons a shadowy figure with glowing red eyes (most likely Kludd) is shown looking at Metal Beak's body and mask. The movie ends with Ezylyrb and the band flying off into another storm.

#### **F. Previous Study**

There are results of previous observations which have been done by previous researchers in the area of speech act. That observation which had been conducted by other researchers has different subjects than what is going to be conducted by the researcher. Those are: the first, with title *Expressive Speech Act in The Harry Potter and Chamber of Secret Movie Script*. This research was written by Ulin Nafi'ah (2015). She focuses her research on analyzing the classification of expressive speech acts used in the Harry Potter and Chamber of Secret movie. From that research, the researcher found there are five expressive speech acts from the conversation in the movie script. The expressive speech acts that were found by the researcher are dislike, like, sorrow, and pleasure.

The second research related to speech acts has been conducted by Dewi Luthfiatun Nikmah (2015) who wrote a graduating paper entitled *An Analysis on Representative Acts in Film "Harry Potter and The Philosopher's Stone" by J.K Rowling*. She focuses her research on analyzing the classification of representative speech acts in the movie script of Harry Potter and The Philosopher's Stone movie. She finds that there are nine classifications of representative speech acts, they are informing, asserting, claiming, assuring, arguing, complaining, concluding, describing, and predicting.

The last research is Winda Ayu Citra Dewi (2015) in her thesis with title *Speech Act in The Great Gatsby Movie Script*, she focuses her research on analyzing about speech act classification of Searle and about strategy of speech act to realize illocutionary act. This researcher found five classifications of speech acts from Searle are representatives, directives, commissives, expressive, declaratives and found two strategy of speech act to realize illocutionary act are direct and indirect speech act.

The previous researcher above are similar to the research that writer conducts in speech act aspects. The differences of this research from previous researcher are in the focus and object of the research. The research focus on analyzing the use speech acts including expressive speech act by George Yule by the characters utterances in *Legend of The Guardian: The Owls of Ga'Hoole* movie script.