

## CHAPTER II

### RIVIEW OF RELATED LITERATURE

This chapter presents a number of information topics related to research on the “Deixis in Spongebob Squarepants Movie”. There are six subtitles that can support the research to be carried out, namely: 1) Pragmatics , 2) Context, 3) Deixis, 4) Type of Deixis, 5) Movie, 6) Script, 7) SpongeBob Movie, 8) Previous Study.

#### A. Pragmatics

Pragmatics are rules in language especially in its use, which means according to context and circumstances. The meaning of language can be understood if the context is known. Simply, pragmatics is a branch of linguistics that discusses the meaning of words, phrases, sentences, which are based on a particular context.

Parera (2001: 126) explains pragmatics is study the use of language in communication, the relationship between sentences, context, situation, and the time, when the sentence was uttered. Understanding language refers to knowledge of addressee with the relationship grammar, namely relationship with the context of its use. Based on definitions of several experts, the role of context is very important in linguistics. However, different from the opinion of some experts, Cahyono (2002: 213) states "Yule explains pragmatics as a branch of linguistics that studies the meaning desired by the speaker". The explanation is that pragmatics refers to aspects of its meaning, that is, the intention that the speaker will convey through the context.

This means that pragmatics try to describe an utterance delivered by the speaker to find out the meaning. Based on the explanation above it can be concluded that pragmatics is study the use of language as well as learning about the meaning generated from a sentence by looking at the context. Then we can find out the meaning desired by the speaker that is paying attention to the context surrounding the speech event. Researchers concluded that pragmatics can defined as the study of meaning depending on context.

## B. Context

The use of deixis in text or utterances is influenced by the situation and condition of the speaker. In pragmatics, this conditions and situation is called context. Context is the main basis in interpreting the meaning of utterances. By understanding context, it avoids misunderstanding and misinterpretation. Understanding the context can be defined with various approaches. Based on Huang (2014) basically there are two definitions of context, the first is static, the second is dynamic. In a static approach, context is a basic measure of understanding the meaning of a utterances. Context is considered relatively stable if there is interaction between addresser and addressee. According to dynamic approach, context is not only a basic measure of understanding the meaning of utterances, but a speech can create a context. This means that in a discourse not only based on a context but also can create context.

Besides according to the static approach and dynamic, Fetzer (2012) divides the context into three, they are:

### 1. Social and sociocultur context

The sociocultural context is very influential on the way humans communicate. This affects the way other person delivers their utterances and the choice of language they use. According to Renkema (2018: 16) in speech act theory, language is seen as a form of acting. Said to be a form of acting because it has a strong influence in the field of discourse studies. It focuses on the question of what people do when they use language, for example how someone apologizes to others, asks for help from others, etc. It can be concluded that the building blocks for discourse are sentences (written) or utterances (spoken). With this, everyone can convey the same content in several different ways.

Example:

(1) If only this meat was sold for steak!

(2) This butcher only sells steaks?

Sentence (1) expresses desire, in sentence (2) expresses doubt. The two sentences show important differences, other than they are also similar in some ways. It have same content which is "the butcher and sell steaks", but the sentences is conveyed in a different delivery manner. This is called a proposition. Propositions can be described as meanings in firm and simple sentences. Austin (2018: 16) believes all language expressions should be seen as actions. He distinguishes three types of actions in each utterance. First is locution. Locution is a physical action that produces speech based on the situation. Second, is ilocution. Ilocution is an action carried out by producing a statement, for example, request, offer, invitation etc. Third is perlocution. Perlocution is production of locution and ilocution effects, for example, execution of orders by recipients. John Searle (1976) divides five types of illocutionary actions, depending on their communicative functions:

a. Representatives

Representatives is a type of speech act that states what is believed by the speaker as a case or not. According to Rankema (2018:19) representatives is the commit speaker to something's being the case, to the truth of the expresses content. Statements of facts, conclusions, and descriptions are all representative examples as the speaker believes. In the utterance "The earth is flat", for example, a speaker shows the fact what he or she believes in the shape of the earth, that is flat.

b. Directives

Directives are attempts by the speaker to get the hearer to do something Rankema (2018:20). Can be said, directive is a type of speech act that a speaker uses to make someone else do something. They express what the speaker wants. They are comments, orders, requests, suggestions. They can be positive or negative. The utterance "Could you give me

sugar, please" is an example of a positive direction where the speaker asks someone else to take an action, which is to give him sugar. While the utterance "Don't switch on the phone!" is an example of a negative direction where the speaker asks others not to take an action, it doesn't turn on the phone.

c. Commissives

Commissives are types of speech acts that the speaker uses to commit an actions that will be taken. According to Rankema (2018:19) commissives is the commit speaker to some future course of action. They express what is meant by the speaker. That is a promises, threats, rejections, pledges. The utterance "I'll lend you a pen" is a commissive example where the speaker promises the other person to lend him a pen.

d. Expressives

Expressives is convey the speaker's psychological attitude toward a state of affairs Rankema (2018:19). Expressive is a type of speech act that states how the speaker feels. They state psychological conditions, such as expressions of pleasure, pain, like, dislike, joy, or sadness. In the utterance "Congratulations!" for example, a speaker expresses a happy statement of what the other person has achieved.

e. Declarations

Declarations bring about an immediate correspondence between the expressed content and reality Rankema (2018:21). Declaration is a speech act that is done by the speaker with the intention to create a new thing (status, situation) by using speech which contains prohibitions, rules, etc.

In sociolinguistic terms, social context involves interconnected conditions including interactions with the surrounding environment Rankema (2018:152). According to Dell Hymes's SPEAKING model, social context can also be called a "discourse situation". Hymes explained that to speak correctly, one not only learns the words and rules of grammar, but also the context of grammar that they use. Hymes distinguishes the components of

speech, which are grouped using the word SPEAKING. Here are the components:

1) S: Setting

Setting is an aspect which includes the time and place where the conversation takes place. Generally Hymes in Rankema's book (2018: 50) refer to it as "*Physical Conditions*". While scene refers to a situation of place and time or psychological situation of a conversation.

2) P: Participants

Participants refer to speakers and recipients. According to Hymes (2018:51) in a conversation, the recipient's background and relations with the recipient is the context that influences the conversation. The social status of participant really determines the variety of languages used, for example a child will use a different style of language when talking to his teacher and his friend.

3) E: Ends

According to Hymes (2018:50) ends as the purpose outcomes and purpose goals of a conversation.

4) A: Act Sequences

This discusses how information is conveyed. Hymes describes *act sequences* as the form content of the message and sequence of events. The form of utterance is related to the word used, how it is used. While the content of the utterance deals with the relationship between what is said with the topic of conversation.

5) K: Keys

Keys as tone, and manner a message is conveyed in a conversation Hymes (2018:50). This refers to the expression of the speaker and recipients during the conversation.

6) I: Instrumentalities

This refers to the form and style of language used. In certain situations, someone is more likely to use a casual style, and in other situations are more likely to use a normal style. More precisely the

instrument is a tool and style of language in expressing opinions or information. For example conveying verbal information, writing, by telephone etc. can use formal or non-formal language styles according to the situation and conditions that occur.

7) N: Norms

This refers to the norms that are around the conversation taking place. In a conversation there are social rules that limit what should and shouldn't be discussed and how speakers and recipients respond to the conversation.

8) G: Genres

Genre is a type of event from a story. Precisely refers to the type of delivery a text (fairy tale, advertisement, poetry, etc.).

Finally, it can be concluded that the sociocultural context is a series of interpretations that are influenced by beliefs, knowledge, commitment and etc, to understand the meaning of utterances. Language is a social phenomenon, and is closely related to social structure and the value system of society. Therefore, language is influenced by all factors such as social roles, social status, gender and age, etc. The social role is the rules of someone's behavior in society. While social status is social position. Every language speaker must know, and can make assumptions about his status in community relations. Gender and age are often the determinants of someone in interacting with social status. How to interact with older people, is different from younger people or equals.

2. Linguistic context

Linguistic context refers to the context in the discourse, namely the relationship between words, phrases, sentences and paragraphs. Example of the word "bachelor". We cannot understand the true meaning of the sentence "He is a bachelor." without a linguistic context to clarify the exact meaning of this word. Meibauer (2012) divides the three parts of the linguistic context, they are:

- a) Intratextual context deals with relationship of a piece of text to the surrounding text, such as paragraphs, and in a sentence.

Example: Mr. Kadir is a gardener in our house and he lives east of our house.

- b) Infratextual context include relationship of parts of text with the same whole text, such as introductory parts that fulfill specific functions in the essay.
- c) Intertextual context means the relationship of text with other texts, for example, the close relationship between book review and the original book.

### 3. Cognitive context

The cognitive context is a set of assumptions stored in the human brain. Cognitive contexts vary according to different individuals, because they have different experiences and live in different environments. All these aspects will play a very important role in the process of discourse production. Rancema (2018: 153) from a cognitive linguistic point of view, context refers to the mental material that the participant has. Therefore, the cognitive context is a common basis for concluding during discourse processing.

Example :

Mery: I have never been to MoMA.

John: OK, let's book a flight to New York.

To understand Mery's utterance, John needs to have same general knowledge as Mery about the location of Museum of Modern Art in Manhattan. In addition, he must conclude the relation of Mery's statement, which contextually implicit meaning. Mery called MoMA, before John answered the question he had to know what is MoMA.

### C. Deixis

There are many words that can be found in speech that cannot be interpreted if we do not know the context. Especially the physical context of the speaker. Words that we know for example me, you and him, here, there,

this and that, now and then, yesterday, tomorrow or today. In English, the sentence cannot be understood if we do not know who is speaking, who, when and where the speech occurs, especially the physical context of the speaker. Deixis is a word used to indicate something, it can be a person, an object, a place, and a time. Thus, utterance is very dependent on knowledge of the context, where and when the sentence is spoken, and by whom. These three dimensions are considered deictic centers, without these three elements there is no deictic expression that can be interpreted correctly.

Many linguists have their own definition and explanation of deixis. According to Rankema (2018:154) the word deixis, which comes from the Greek word meaning “to show”, or “to indicate”. Deixis is a phenomenon of discourse dependence in which references refer to social and cultural contexts. Based on the above definition, we can know that deixis is a way refer to something in the time, place, and context of addresser and addressee while having a conversation about something. Crystal (2000) deixis is a term used in linguistic theory for language features that refer directly to the personal, temporal or locational characteristics of the situation in which speech takes place, which means, relative to that situation.

Levinson (2004) states that basically deixis concerns the ways in which languages encode a context of utterances or speech events. Then, directly involves ways of interpreting the utterances depends on context analysis. According to Levinson's theory, there are five categories of deixis, there are people deixis, time deixis, place deixis, social deixis, and discourse deixis. These categories can be used to analyze language that sometimes not hearer or addressee not understand what addresser means. According to Buhler (2018), any expression of a reference in space or time is a deictic expression. In language activities, sometimes using words or phrases that have meanings point to other meanings. Based on the explanation above, the researcher concludes that deixis is a few words from the meaning based on the situation.

## D. Type of Deixis

In pragmatic studies, there are several definitions about deixis because every linguist has his views and opinions about types of deixis. In this study, the discussion focused only on five parts of deixis based on Levinson:

### 1. Person deixis

Person deixis is directly related to the expression used in referring someone (I, you, he/she, we and they). According to Rankema (2018: 155) person deixis is realized by using pronouns of people. The speaker in the first person (I), directs the remarks to the listener as the second person (you), and can talk about the third person (he or she). Yule (2000:10) person deixis clearly operates in three basic divisions, exemplified by pronouns for the first person (I), second person (you), and third person (he, she, or it). The first category is grammar from the speaker reference for himself, second person grammar from the speaker reference to one or more addressee, and third-person grammar from the reference for individuals and addressee who are not concerned with the speaker Levinson (2004).

From the statements above, can conclude that person deixis is usually depend on the relation of position the speaker or hearer. First person deixis is a deixis reference that refers to the speaker, or both the speaker and the reference grouped by the speaker, for example the singular pronouns (I, my, mine, myself, and me) or the plural pronouns (me, us, ourselves, our). In addition, first person deixis is the grammar of the speaker's reference to self. The second persons deixis is the speaker's reference to one or more addressees. The pronouns (you, yours, yours) are deixis references to the person who is speaking. Third person deixis is a reference to deixis that is not identified as a speaker or recipient, such as, (he, he they, and a third-person singular verb).

### 2. Place deixis

Place deixis are expressions that indicate the specific location of people and objects relative to participants. Levinson (2004) divides the place deixis into two. The first is relative to other objects or fixed points.

The second is relative to location of the speaker when speaking. Place deixis can be speakers or addressee or objects being discussed. In addition, Mayer (2009: 186) states that the type of deixis, known as spatial deixis or space deixis, is also associated with adverbs “here” and “there” and some use of prepositions such as indoors. It can conclude that in place deixis a speaker can refer to something around or further afield “this”, “these” is contrary to “that”, “that”. Place deixis can be realized not only by using pronouns, but also by using adverbs of place “here”, “there”.

### 3. Time deixis

Time deixis are deictic word which determines the location of time. Language resources are adverbs of time. Historically in English and other languages, spatial prepositions, such as in and on. Then temporarily developed into adverb of time, so prepositions like in, on, at and by in the morning, at time, during the day, and at night can now can be called time marker Mayer (2009:187). According to Mayer the temporal diexis is marked linguistically by both temporal words (example: yesterday, tomorrow, in the morning) and tense markers (present and past) on verbs. Samosir and Zainuddin (2013: 3) have quoted Levinson's opinion that like all aspects of deixis, time deixis makes the main reference for the participant's role. Time deixis relates to coding of time which is the utterance is spoken or the message is written.

### 4. Discourse deixis

Discourse deixis contains the power of language which has a quality of unity. Discourse, or text, deixis deals with the use of expressions with utterances to refer to some parts of the discourse that contain the utterances Levinson (2004). It deixis relates to use of expressions in several utterances refer to several parts of discourse that contain utterances including the utterances itself. In oral or written discourse, it happens that in one whole discourse is interconnected as in speech, paragraph one with the next paragraph and the next chapter in a book. According to Huang (2014) deixis

discourse is a reference to certain parts of the discourse that have been given or are being developed.

Example:

- a. I bet you haven't heard this story
- b. That was the funniest story I've ever heard

"This" in example (a) refers to part of the sentence in discourse or story in question, and "that" in the example (b) refers to sentence part of the previous discourse.

## 5. Social deixis

Social deixis reflects or is determined by the specific reality of the social situation in which speech acts occur. Social deixis involves social information encoded in various expressions, such as social status and familiarity. According to Levinson (2004) social deixis involves the encoding of social differences which are relative to the recipient's role, specifically aspects of the social relations that occur between the speaker and addressee or speaker and some references. In addition, social deixis refers to social characteristics, or differences between, participants or references in a speech. Rankema (2018:157) social deixis reflects the identity and relationships between participants in communicative exchange. In English there are also forms of address that show respect and deference to the hearer. Accordingly, social deixis manifests itself in titles of and authorities (Mr. President, Your Honor), ranks in professional groups (Colonel, Professor), titles with the first or last name (Sir Peter). It can be concluded that social deixis is a nicknames based on social differences that refer to role of the listener, especially aspects of social relations between the speaker and the listener or the speaker with several references.

Example: May Your Majesty always healthy and happy.

The word "Your Majesty" use refer to the queen

## **E. Movie**

Movie is one of the literary works that serves to entertain and provide information. It can also be used as learning media. Movie is a communication tool that is not limited in scope. This becomes a space of freedom of expression in the process of mass learning. The strength and ability to reach many social segments of movie, which makes movie experts have the potential to influence the society that every movie has a moral message. Movie is one of the media that influences people's minds today. It affects in childhood and adult Joel Spring (2005: 351). In addition, according to the Cambridge Dictionary, the movie is a series of moving images, usually shown in theaters or on television and often tells stories.

According to Audah (2016:4) movie is the most famous entertainment media in the whole world. It has many interesting sides that we can see. Starting from the action, audio, visual, location, situation, technology, etc. Moving pictures are a combination of movement, words, music and color. There are many kinds of movie. That are action movie, adventure movie, comedy, horror, musical, animated movie and etc. The researcher use animated movie as a object in this research. Animation is a series of fast moving images that have a relationship with one another. Initially, this is a series of pieces images that are moved so that they look alive Adjie (2011). According to Maestri (2006) animation is a basic art in studying the motion of an object, movement is the main foundation so that a character looks real. It has a close relationship with time management in animation. Animation can be concluded from the explanation above that, animation is a technique in making audio visual works based on time management in pictures. The pictures are made up of several moving images that make it look real.

## **F. Script**

Scripts are written works by screenwriters for a film, video game, or television program. This script can be an original work or an arrangement of existing writings. In movements, actions, expressions and character dialogues are also told. One of the literary works that has a structural similarity with drama. This means that the script also has a background, plot, character, and

theme. Venny (2003) a script is a handwriting that stores various expressions of thoughts and feelings as a result of past cultures. According to Field (2000:8) a screenplay is a story told with pictures, in dialogue and description, and placed within the context of dramatic structure. A screenplay is a noun – it is about a person, or persons, in a place or places, doing his or her or their thing. All screenplays execute this basic premise. The person is the character, and doing his or her thing is the action. From the above understanding, it can be concluded that the script is a scenario that outlines the sequence of scenes, places, situations, and dialogue. The order is arranged in a dramatic context structure so that it can be reference in production process.

## **G. SpongeBob Movie**

### **1. Description of The Movie**

SpongeBob is the most popular 3D animated series in the United States in 1999 created by Stephen Hillenburg, an animator and marine biologist. This movie has many seasons and episodes. In this research the researcher chose SpongeBob Movie season 9, episode 184, duration 11:10, and entitled "Jail Break". This season 9 aired on April 17, 2015. The more information about this movie was presented as following:

- 1) Written by:
  - a. Luke Brookshier
  - b. Marc Ceccarelli
  - c. Mr. Lawrence
- 2) Supervisor producer by:
  - a. Paul Tibbitt
- 3) Animated by:
  - a. Alan Smart
- 4) Creator by:
  - a. Vincent Waller
- 5) Characters:
  - a. Spongebob
  - b. Mr. Crabs

- c. Plankton
  - d. Purple Cellmate
  - e. Light Blue
  - f. Whale Cellmate
  - g. Brown Cellmate
  - h. Reggie
  - i. Karen
  - j. Cashier
  - k. Prison Guards
  - l. Policeman
- 6) Airdete:
- a. United States : March 12, 2013
  - b. Indonesia : April 17, 2015

## H. Previous Studies

Here the researcher would like to compare this research and the other research.

- a. The first researcher is Anggreiny (2018) with the title "Deixis Use by Adeline In The Age of Adeline Movie". It analyzes about the types of deixis and deixis references used by the characters in the movie. The results of the research found that 518 deixis were divided into 421 personal deixis, 30 place deixis, 20 time deixis, 9 social deixis, and 38 discourse deixis. The deixis most frequently used by the characters in this movie is personal deixis.
- b. The second research was conducted by Fauziah (2015) with the title "An Analysis of Deixis In A Thousand Words Movie Script by Steve Koren". It analyzes about types of deixis found in the script of the movie A Thousand Words and to find the function of deixis in the movie script. In his research confirmed that the movie script is one of the right objects to analyze deixis because the sentences in the movie's script are oral language. A Thousand Words is the right movie to analyze deixis because the storyline refers to daily life. The results of this research indicate that

there are three types of deixis in the movie script *A Thousand Words* by Steven Koren, namely personal deixis, place deixis and time deixis.

- c. The third research was conducted by Kholis (2016) with the title "Deixis Analysis of the Good Dinosaur the Movie". It analyzes the types of deixis and deixis that are dominantly used by the characters in the film *Good Dinosaur*. According to Kholis (2016: 113-114) five types of deixis namely persona deixis, time deixis, place deixis, social deixis and discourse deixis are found in films with different percentages of data. Person deixis is found in the highest percentage which at the same time answers the second question with data acquisition of 80%. Person Deixis has a relationship with the point of view in the film *The Good Dinosaur*. Due to the discovery of person deixis which involves the first pronoun, the second pronoun and the third pronoun determine the plot. This is the reason why person deixis dominates the deixis used in the movie.

In this study, researchers used a different method from previous studies. In conducting this research, there are several differences with the previous studies that have been described above. First, the object to be analyzed in this study is not the type of writing, novel, or speech, but the researcher focuses on analyzing the movie, specifically the *Spongebob Squarepants* movie. Furthermore, the researcher also used the traditional theory of deixis to analyze the data, namely person deixis, time deixis, place deixis, discourse deixis and social deixis. Then this study aims to analyze the types of deixis used by the characters in the *Spongebob Movie* and the factors that influence the characters in using these deixis. From the previous study above, it can be comparing that this study examines the five deixis of Levinson's theory, namely person deixis, place deixis, time deixis, discourse deixis, social deixis. The second examines the factors that influence the use of deixis. The object of this research is *spongebob saquarepants* movie script.