

## **CHAPTER I**

### **INTRODUCTION**

This chapter presents the general informative for the research. It discuss about the research background, research problems, the objectives of the research, significance of the study, formulation of hypothesis, scope and limitation, and the definition of key terms.

#### **A. Research Background**

In the world, there are many countries and also there are many different language in each country. Even in a country have different of culture, ethnics and dialect to speak. In life society, people as social beings need to do interaction or communication with one another. So, to make a good communication or to do interaction, people needed a tool called language. Language is one means of communication. Through language people can communication (expression of giving command, expression of order, expression of request, or expression of giving suggestion), sharing (experience, ideas, opinions, or feelings with other people), learns from each other, and improve intellectual ability. To integrate the difference of language in the world, world also has International language that is English. According to Ramelan (1992: 2-3) “English as an International language that used to communicate”. English as International language makes easier to discuss a particular topic like technology, politic,

education or commercial product. With English all people in the world can make a conversation to reach the goal of social life.

In communication, people also need to learn speech act. Speech act is the branch of pragmatics. The reasons why we must learn speech act because misinterpretation can be happen in daily communication. So, people will be good in understanding an expression by learning about speech act. In daily activity, people have many expressions in their life and also people need to learn about expression, because expression is often used in communication. According to Jenny Thomas (1996:1) "people do not always or even usually say what they mean". For example, a woman talks to her partner "*this shoe is very beautiful*". The woman's partner does not understand what woman's intention so the woman's partner does not do something. In fact the woman want to her partner buy the shoe for her. This is one common problem of misinterpretation which often happens in daily activity. The example shows that perlocutionary act are not happen because the listener does not understand about the illocutionary act in woman utterance. Several utterances in conversation from a speaker may be different interpretation by a hearer. So, this is why people must learn about speech act, because with speech act people can know about how the hearer was recognized what the speaker is referring to, or how was the hearer interpreted what is said from knowledge about the speaker and the topic of discourse. It is crucial things in communication to make the conversation meaningful.

Speech act can change the social reality not only describing a given reality but also doing a real action. Speech act is usually used for making statement, giving commands, asking question, or making promises. According to Yule (1996), there are five kinds of speech acts that one can perform on utterance: representatives, directives, commissives, expressive, and declaratives. The kinds of speech act that are often heard in the daily communication namely directive speech acts.

According to Yule (1996:54), directive speech are those kinds of speech act that speaker use to get someone else to do something. It means that directive is one kind of the classification of speech acts that concerns with the act of getting someone else to do something by delivering a speech or hearer does what the speaker wants. Speech act is not only found in real life, but speech act can be found in the movie. Many people like watching the movie. According to Yule (1996:53-54), there are at least five forms of directive speech acts, they are command/order, request, suggestion, warning and prohibition. From this statement directive speech acts can be used in many kind of genre movie like romantic, comedy, action, epic and even horror movie, because directive here can be applied in different form, different function an also different situation.

A movie consist of many dialogues about human activities, but not all of them understand the every utterance's meaning which speaker said in dialogue in the movie. The dialogue occurs between its characters that can be analyzed using the speech act theory. The researcher interested to

do research about the movie because a movie can also be a media in learning directive speech act especially expression of giving command. “*Ender’s Game*” movie can be source of media to observe. By watching this movie, people can observe expression of giving command.

The reason why the researcher choose “*Ender’s Game*” movie as research subject of the research is the movie made more touching and requirements of the various directive speech acts. Enders Game is a film adaptation of 1985 military American science fiction novel by author Orson Scott Card. Written for the screen and directed by Gavin Hood, and starring As a Butterfield as Ender, was released in October 2013 and distributed by Summit Entertainment.

There are some previous studies that related with this research. The first is the thesis that was made by Latifa Nurhasana (2017) talks about speech act analysis of utterances in the Disney animation movie script “inside out”. Furthermore, Harun Hidayat(2018) talks about expressive speech acts in “the fate of furious” movie. The last is the thesis of Rahmawati Amilatu Sholihah (2016) talks about the persuasive utterances used by barrack obama in his political campaign speeches. From the third previous studies above was found some weakness they are not synchrony between the title and the result of data, less of data, and no specific explanation about the result. So, in this research the researcher intention in order to find out classification of directive speech acts which are used in the movie “*Ender’s Game*” in their dialogue process and to describe the

contribution of directive speech acts to English Foreign Language (EFL) learner in understanding expression of giving command. The reason why the researcher use “Ender’s game” movie as the source of data because this movie uses English that represents the real conversation of daily life especially the used expression of giving command. Based on the explanation above, so the study takes a title **A Directive Speech Act Analysis In The “Enders’s Game” Movie by Gavin Hood.**

## **B. Research Problems**

Based on the background above, the researcher formulated the research problem as follow:

1. What are the Kinds of Directive Speech Acts in *Ender’s Game* Movie?
2. What forms of Directive Speech Acts found in *Ender’s Game* Movie?

## **C. Objectives of the Research**

Based on the research problem above, the objective of the research as follow:

1. To know the kinds of Directive speech act found in *Ender’s Game* Movie.
2. To find out the form of directive speech acts found in *Ender’s Game* Movie.

#### **D. Significances of The Study**

The researcher hopes that this research will give some significance as follow:

1. Theoretical significance.

Based on the purpose of the study, the result of this research is expected to give some contribution to all people who want to study English literature especially to be beneficial for improving and understanding of Directive Speech acts by observing this movie.

2. Practical significance:

- a. For readers, the result of this research the readers can be know how to realize and apply directive speech act in daily life, the readers can be understand the content and avoid misunderstanding each other, and the readers can be used as reference to study speech act and as additional knowledge in sociolinguistic, pragmatic and others.
- b. For other researcher, the result of this research can be used as one of references and information for further research related with the field.

#### **E. Scope and limitation of the research**

The scope of this study is speech act. In order to be more focus in doing this research, then it is limited on investigating the Directive Speech

Act based on Searle category and the form of directive speech acts found in conversational fragment of film “Eder’s Game” movie..

## **F. Definition of key terms**

### 1. Speech Act

According to Yule (2006:118), speech act is an act when we say a word. In general terms, it can usually recognize the type of action performed by a speaker with the utterance.

### 2. Directive Speech Act

According to Yule (1996:54), directive speech are those kinds of speech act that speaker use to get someone else to do something. It means that directive is one kind of the classification of speech acts that concerns with the act of getting someone else to do something by delivering a speech or hearer does what the speaker wants.

### 3. Movie script

According to Klarer (2005:57), Movie or Films, and particularly video tapes, are like novels, which in theory can be repeatedly read, or viewed. Movie script is a means of communication for an artist or a script writer to express their idea. It can be in the form of written language. In spoken language, utterance makes the movie very clear. In addition, the utterance of speech act also describes or tells the viewers what the actors do in the movie.

#### 4. Ender's Game

Ender's Game is a film adaptation of 1985 military American science fiction novel by author Orson Scott Card. Written for the screen and directed by Gavin Hood, and starring Asa Butterfield as Ender, was released in October 2013 and distributed by Summit Entertainment.

### **G. The Organization of Research**

This study entitles *A Directive Speech Act Analysis in the "Ender's Game" Movie by Gavin Hood*. The organization of this study is describing below:

1. Chapter I is the introduction of this study. It includes research background, research problems, objectives of the research, significance of the study, formulation of hypothesis, scope of the study, limitation of the study, definition of key terms, and organization of research.
2. Chapter II or the part of review of related literature which explains theoretically about speech act, Directive speech acts, movie, movie studies and previous studies.
3. Chapter III is about research method. It covers research design, data and data source, data collection, credibility and dependability, data analysis and interpretation.
4. Chapter IV presents about research finding and analysis.



5. Chapter V explains about the conclusion and suggestion from the researcher.