

CHAPTER I

INTRODUCTION

This chapter discusses the research background that presents the reason why the researcher conducts the study. On the reason, the researcher formulates the statement of the research problem, objectives of the research, significances of the research, and scope and limitation of the researcher. The researcher also defines key terms that the readers are expected to understand the research and this chapter is closed by the organization of the research.

A. Research Background

People who live in this world use language and talk with their fathers, mothers, daughters, and sons using language. Not only the moment that they got, but also the dream that they want to reach are from language. According to Wardhaugh (1992: 3) Language is a system of arbitrary vocals symbols used for human communication". The arbitrary means that communication can change. If the people know the language, the words or sentences are comprehensible, because the speech sounds and meanings relate to each other. Moreover, if they want to make good communication in certain languages likes English, they should improve their skills not only in spoken but also in writing. There are many kinds of written language. Like the novel, magazine, newspaper, and screenplay. So, it is nearly impossible that in our life we do not use language.

Language gives us the spirit and symbolic expressions. Language facilitates us to communicate with others. Besides, we can express our feeling or idea by using language. There are many differences between language used in daily life and language in literature. It has many unique and unusual expressions. Sapir (1921: 221) states that there are many kinds of unusual expressions, and it is called literature.

Literature is one of many ways to express our feelings, emotions, and experiences. The expression of literature is not only limited by the standard literary work, like poetry or poem. But, the people can express literature in many

ways e.g. story, prose, and drama or play. Jones (1968:1) states "Literature divided into two groups. They are Literature of knowledge and literature (informative) as entertaining or literature of power (Imaginative)". The researcher of imaginative language uses figurative language in their writing. It provides the feelings and thoughts.

Figurative language is words or expressions that carry more than their literal meaning (Stanford, 2003: 48). An author conveys a different way to express and describe something like idea, theme, and author's feeling. The author uses the situation and condition of fact. The author uses language to write literary work. It can make the reader in a positive effect. Figurative language is also used to make the words or phrases be more beautiful, more interesting, and make more clear the image. Hyperbole, Metaphor, simile, personification, and irony are kinds of figurative language that use figures of speech. Figurative Language is not only used in the poem, but also lyrics, poetries, and screenplays or movie script.

There are many studies such as by Yatma's reveal study (2015) in "*A study on figurative languages used in Short stories written by O. Henry*". Her research explains the kinds of figurative language in O. Henry's selected short stories, to describe the meaning and the message of figurative language in O. Henry's selected short stories. Meanwhile, Risalatunni'mah her study indicated that (2015) entitled "*Figurative language found in Cristina Perry's lyrics of songs*". Her research uses songs of Christina Perry as an object of her research. The other previous study from Dwi Wahyuni found (2013) entitled "*Figurative Language found in Kahlil Gibran's Poem*". Her research explains about figurative language that found in Kahlil. While, in this research, the researcher wants to know the unique value of literary works, especially in English movie, that well known movie has a message that to be presented for the viewer. Movie invites the researcher to the new world in every movie, in other hand many utterance and messages different in every single movie. Furthermore understanding the meaning of utterances is needed by viewer in order to avoid misunderstanding. The researcher uses the movie script "Sonic the Hedgehog"

as an object of the research that has many utterances are unique and interest. The sub topic on movie of figurative language has never been investigated yet.

A movie is an entertainment for the people. Most people have watched the movies. There are many kinds of movies, they are horror, romantic, action, adventure, sci-fi, historical, fantasy and thriller. The movie is not only a source of entertainment but also it can be a source of education. Communication, like the dialogue, is the most important part of the movie. Sir John Pollock (1958) assumed that "A play as a work of art composed of work spoken or motion performed by imagined characters and having a subject, action, development, climax, and conclusion". In this research, the researcher chooses the movie entitled *Sonic the Hedgehog* as the object of research. *Sonic the Hedgehog* is a 2020 action-adventure comedy film based on the video game franchise published by Sega. The film is directed by Jeff Fowler (in his feature directorial debut) and written by Pat Casey and Josh Miller. It stars Ben Schwartz as the voice of Sonic the Hedgehog and Jim Carrey as Doctor Robotnik, as well as James Marsden, Tika Sumpter, Natasha Rothwell, Adam Pally, and Neal McDonough. In the film, Sonic teams up with local town sheriff Tom Wachowski to find his lost rings and escape Dr. Robotnik.

Development for a film began in the 1990s, but did not go beyond the planning stage until Sony Pictures acquired the film rights in 2013. Production involved the collaboration of Sega Sammy's Japanese studio Marza Animation Planet, with Fowler brought in to direct in 2016. After Sony put the project in turnaround, Paramount Pictures acquired it in 2017. The majority of the cast signed on by August 2018, and principal filming took place between September and October that year in Vancouver and on Vancouver Island. Following the negative reaction to the first trailer in 2019, the film's release was delayed by three months to redesign Sonic.

Sonic the Hedgehog premiered at the Paramount Theatre on January 25, 2020, and was theatrically released in the United States on February 14, 2020. Critics praised the performances (particularly that of Schwartz and Carrey),

Sonic's design, and its faithfulness to the source material, but criticized its plot for its perceived lack of originality.

The researcher chooses Sonic the Hedgehog as an object of research and the movie script as a source of data. The researcher presumes that there are many kinds of figurative language in all conversation in the movie "Sonic the Hedgehog". So, the researcher is interested to examine the movie.

Many features are in this movie that needs to be analyzed. One of them is figurative languages. Figurative languages made this movie have many features. It made the people liked this movie. How this movie showed the features, it needs to be analyzed more. The researcher hoped that the figurative languages are in this movie can be implemented in teaching and learning. The students can know more about the kind of figurative languages, not only in the poems but also in the movie. Based on the considerations, the researcher intends to conduct the research entitled: An Analysis of Figurative Language Used in Movie script Sonic the Hedgehog

B. Statement of Research Problems

Based on the background of the study, the research problems can be formulated as follows:

1. What are types of figurative language found in movie script Sonic the Hedgehog movie?
2. How do the uses of figurative language in the script help to build the message conveyed in the movie

C. Objectives of the Research

Based on the problems of the research, the objectives of the research are presented below:

1. To give description the types of figurative language used in movie script "Sonic the Hedgehog"

2. To describe contextual meaning of figurative language used on the script help to build the messages conveyed in movie

D. Significances of the study

The researcher expects that this research can give a valuable contribution to:

1. The students

The result of this research provides many explanations of figurative language, and it was expected to the students who want to study literature. So, the result of this research can develop the language and explanation about figurative language.

2. The readers

The result of this research hopefully will be useful for the readers, because this study describes the figurative language. The understanding figurative language will make the readers easier to catch the meaning and message, especially in the movie's script.

E. Scope and Limitation of the Researcher

The scope of this research is a study of figurative language. The researcher only focuses on the words and lyrics that used figurative language in movie script "Sonic the Hedgehog".

The limitation focused on the utterance by the characters in the movie and the messages conveyed in the movie script "Sonic the Hedgehog".

F. Definition of Key Terms

To avoid misunderstanding about the meaning, the writer provides the key terms of the title as follows:

1. Figurative Language

Figurative language is a deviation from what speakers of language apprehend as the ordinary or standard significance or sequence of world, in order to achieve some special meaning or effects. The basis on statement above, figurative language is word or phrase that departs from everyday literal language for the sake comparison, emphasis, clarity, or freshness. Metaphor and simile are two most commonly used figures of speech, but things like hyperbole, synecdoche, puns, and personification are also figures of speech.

2. Sonic the Hedgehog

Sonic the Hedgehog is 2020 action-adventure comedy film based on the video game franchise of same name published by Sega. The film is directed by Jeff Fowler and written by Pat Casey and Josh Miller. It stars Ben Schwartz as the voice of Sonic the Hedgehog and Jim Carrey as Doctor Robotnik, as well as James Masden, Tika Sumpter, Natasha Rothwell, Adam Pally, and Neal McDonough. In the film, Sonic teams up with local town sheriff Tom Wachowski to find his lost rings and escape from Doctor Robotnik. (<https://Kincir.com>)

3. Message

In Cambridge Dictionary Third Edition, "message is a short piece of information that you give to a person when you cannot speak to them directly or the most important idea in a book, film or play. The film's message is that the rich and poor are alike. By understanding the message of the movie, poem, and song, the people can know what the movie, poem, and song mean. There are three kinds of a message (Nurgiantoro, 2010: 320); they are:

a. Moral message

Nurgiantoro (2010: 322) states that "Moral message related to the interaction between organisms in society". It can be all conflicts in society, like the status and human value. The author also can convey the moral message to the readers through the idea or suggestion.

b. Religious message

According to Nurgiyantoro (2010: 327) "religious message is a message in the understanding of life is more than just the superficial". It relates to the faith of the author about the religious as human conviction not as law.

c. Social Message

The social message is the power of imagination can be said to be a person who has a sixth sense (Nurgiyantoro, 2010: 331). It relates to the written or spoken message in social life. The social life can be an actual, critic, relevant, and interesting. It is based on the aspects of social life, like authentic, universal, and eternal. All of the aspects are unlimited by the place and time. So, the author can convey the information and lesson to the readers.