CHAPTER IV

DATA PRESENTATION & FINDINGS

This chapter presents the data finding found by the researcher through conducting data collection. As presented in the previous chapter that this study is directed to elaborate on the type of Perlocutionary and Illocutionary Act and the influence of context in classifying the act. Based on the result of analysis, it was found that there were four types of Illucutionary Act used by Joy - Directive Act, Expressive Act, Commisive Act, and Representative Act – and three types of Perlocutionary Act – Hearer does something, Hearer believes in something , and Hearer knows something , Hearer is convinced, and to please the hearer -.

A. **Illocutionary Act of the utterances that are used by Joy in** *Inside Out* **movie.**

The act is delivered through utterances which are created for communicative purposes. It can be explanation, expression of feeling, offering, or demanding. This act is classified into five types; Directive Act, Expressive Act, Commisive Act, Representative Act, and Declarative Act. In this movie, the researcher has found four types of Illucotinary Act. The following are :

1. **Directive Act**

An act that is applied to direct someone or get someone to do a certain acts. The researcher has found 76 data of Directive act. The following are fours examples of Directive act which have found by the researcher :

NO	Data	Context	Illucotionary				
			Dec	Rep	Exp	Dir	Com
1.	Joy: "hey look! The Golden Gate Bridge"	S : Joy H : Sadness, Disgust, Fear, Anger Set : Headquarters T : on the way to San Francisco F : demanding Riley and family are on the way to San Francisco. They past The Golden Gate Bridge.				V	
2.	Joy:"wait... what? What happened?" Fear :"a core memory" Joy:"sadness what are you doing?" Sadness:"it looked like one was crocked so I opened it and then fell out!"	S : Joy H : Sadness, Disgust, Fear, Anger Set : Headquarters T : memory ball F : asking Riley goes to slide but hope off and walks instead. Goofball island goes dark				V	
3.	Joy:"fear! I need a fist of all the peasible negative outcomes on the first day at new school." Fear:"way ahead of you there."	S : Joy H : Fear Set : Headquarters T : first day at school F : demand Today was the first day at school. Joy want make Riley's first day at school become wonderful. So, she gives a duty for each member.				V	
4.	Joy: "disgust! Make sure riley stands out today... but blends in" Disgust :"when I'm through, riley will look so good"	S : Joy H : Disgust Set : Headquarters T : first day at school F : demand Today was the first day at school. Joy want make Riley's first day at school become wonderful. So, she gives a duty for each member.				V	

Table 4.1. Directive Finding

Example 1:

Riley and her parent move to San Francisco. The family car drives across America. The car passes cornfields and rolling hills. Riley sleeps in the back seat. The car zips around a mountain curve, down a desert highway. Riley looks out the window. The car emerges from a tunnel onto the Golden Gate Bridge.

(In the inside of Riley's head)

Joy   : "<u>hey look! The Golden Gate Bridge</u>! Isn't that great?! It's not made out of solid gold like we thought which is kind of a disappointment, but still"

Riley   : (look at The Golden Gate Bridge)

Here, Riley and her parents are on the way to San Francisco. They passed The Golden Gate Bridge. Joy asks Riley to look at that. The utterance *Hey look! The Golden Gate Bridge*! Included stating of Declarative Act because Joy uses the imperative sentence, the structure of the imperative sentence is Verb + Object. By saying that, Joy directs Riley to do something

Example 2:

(At San Francisco Street)

Riley and mom get the pizza. Unfortunately, they get a broccoli pizza. Riley doesn't like broccoli. Mom tries to change Riley mood by asking

about the favorite drive. In the inside of Riley's head, Joy tries to play the memory when Riley and her family at Cement Dinosaur in Vernal, Utah. When Dad takes a picture of Riley and mom, the car rolls down the hill and hits the tail of Stegosaurus. It makes Riley and her parent laughs.

Riley : (smiling) "I liked that times at dinosaurs. That was pretty funny."

Joy's cheer is cut short when the dinosaur memory turns blue. Riley's smile fades.

Joy : "<u>wait. What? What happened</u>?" (Joy looks back. Sadness is touching the memory)

Fear : "she did something to the memory.

Joy : (try to fix the memory)

   In this situation, Joy plays the memory when Riley's family visits Dinosaurs Park in Vernal, Utah. She wants to change Riley's mood because she feels annoyed, the pizza that has been bought is Broccoli Pizza. Unfortunately, when Joy plays the memory, it turns blue. Joy said *<u>what? What happened?</u>* She uses the question word "what" It means Joy direct someone around her to explain what happened.

Example 3:

   Today is the first day at the new school. Inside Riley's head, joy prepares everything to make a beautiful day for Riley. She plays the

accordion around the headquarters to wake their friends up. Then, she explains the job for each emotion.

Joy :"okay, first day of school! Very very exciting! I was up late. Last night figuring out a new plan. Here it is"

(To fear)

Joy : "fear, <u>I need a list of all the peasible negative outcomes on the first day at new school</u>."

Fear : "way ahead of you there. Does anyone know how to spell "meteor"?"

(To disgust)

Joy : "<u>disgust! Make sure Riley stands out today… but also blends in</u>"

Disgust: "when I'm through, Riley will look so good the other kids will look at their outfits and barf"

In this dialog, Joy has said to Fear, *Fear, I need a list of all the peasible negative outcomes on the first day at new school.* It means Joy directs Fear to do something that is preparing the list of peasible negative outcomes. So, it can be claimed that Joy uses Directive act.

Then, Joy also has said to Disgust, *Disgust! Make sure Riley stands out today… but also blends in.* in this utterance, she uses the imperative sentence, and the structure of the imperative sentence is Verb + Object. It means Joy gives a command to Disgust to manage Riley in dressing. So,

she can stand out for her first day at the new school. It also can be claimed that Joy uses Directive act

2. **Expressive Act**

The speaker employs this act to express or reveal the psychological state that is felt by the speaker. The amount of Expressive act is 11 statements. The researcher takes two examples of expressive act to be described.

NO	Data	Context	Illucotionary				
			Dec	Rep	Exp	Dir	Com
1.	Bing bong:"without you, Riley won't ever be happy. We can't have that, we gotta get you back! I'll tell you what, follow me." Joy:"oh, thank you!"	S : Joy H : Bing bong (Riley's imaginary friend) Set : Long term memory T : the way back F : thanking Bing bong wants to guide joy and sadness the way to headquarter. .			V		
2.	Joy :"I love imaginationland"	S : Joy H : Bing bong Set : imaginationland T : the way back F : expressing Bing bong takes joy and sadness to go around imaginationland. They see trophy town, cloud town, lava daydream, the house of card and Bing bong's rocket. Joy likes the imaginationland because there is a lot of happiness.			V		

Table 4.2. Expressive Finding

Example 1:

In long-term memory, When Joy and Sadness are confused thinking about how to come back to headquarters, Joy sees a strange figure up ahead, gathering memory. Joy tries to chase after him. She rounds corners to find the figure crouched on the ground, hiding his face in his hands like a three-year-old. He is Bing Bog –Riley's imaginary friends-. Joy tells Bing bong that she and Sadness try to get back to headquarters.

Bing bong   : "without you, Riley won't ever be happy. We can't have that, we gotta get you back! I'll tell you what, follow me!"

Joy   : "<u>oh thank you</u>!"

In this dialog, Joy and Sadness are lost in long-term memory. Luckily, they meet with Bing Bong who is Riley's imaginary friend. Bing Bong knows that without Joy, Riley will not be happy. He offers to guide them to back Headquarters. Joy is very thankful. Joy said *<u>oh thank you</u>!* It means Joy expresses what she feels by saying that.

Example 2:

Joy, Sadness, and Bing Bong missed the bus because they were trapped at abstract thought building. Then Bing Bong guides Joy and Sadness toward the impressive gate of imagination land where Riley's imagination is gathered. In Imaginationland, there are French Fry Forest, Trophy Town, Cloud Town, Lava Dream, and The House of Card.

Bing Bong	: "welcome to Imaginationland!"
Joy	: "Imaginationland?"
Bing Bong	: "sure! I come here all the time. I'm practically the mayor. Hey you guys hungry? There's French Fry Forest!"
Joy	: "No way!"
Bing Bong	: "check it out! Trophy Town! Medals! Ribbons! Everyone's winner. I won first place!"
Joy	: "me too!"
Sadness	: "hooh... participation award..."
Joy	: "wait, is that—sadness, look, it's Cloud Town! That is my favorite!"
Bing Bong and Joy	: "oh no, lava! Whooo! Whaawhoooo! Imaginationland is the best"
Bing Bong	: "hey look! The House of Card! Ooh wait, hang on just a minute…"
Joy	: "your rocket"
Bing bong	: "yeah! I stashed it in there for safekeeping. Now, I'm all set to take riley to the moon!"
Joy	:"I love Imaginationland"

Here is the first time Joy visits Imaginationland. Bing Bong introduces every site in imagination land to Joy. Joy is very excited because this place

is full of happiness. Happiness is an emotion controlled by Joy. She said *I*

love Imaginationland to express her first impression of visiting

Imaginationland. The word "love" indicates the feeling that feels by Joy.

3. **Commisive Act**

This act is purposed to state or commit for some future action or

activity that is intended by the speaker. The speaker found 2 data of

commisive act.

NO	Data	Context	Illucotionary				
			Dec	Rep	Exp	Dir	Com
1.	Joy:"okay! Here we go, <u>we'll be back to headquarters before morning…</u>."	S : Joy H : sadness Set : Long term memory T : the way back F : commit Joy and Sadness start the way to headquarters. Sadness gives direction to Joy because she remembers the entire content of book. She make commitment that she will reach headquarters before Riley wakes up					V
2	Joy:"sadness you may know your way around down here, but I know riley! We're gonna make her so <u>happy she'll wake up with exhilaration! We'll excite her awake</u>!" Sadness :"that's never happened before"	S : Joy H : sadness Set : dream production T : the way back F : demand Joy doesn't agree with sadness's advice. She can't scare Riley. She promise will wake up riley naturally					V

Table 4.3. Commisive Finding

Example 1:

Joy and Sadness are in Long Term Memory. They don't know the way how to back to headquarters because Riley's gone sleep making the sky darkens and Friendship Island that the only way inaccessible. Suddenly, Joy remembers that Sadness has memorized the entire content of the manual book.

Joy   : "the manuals? The manuals? You read the manuals!"

Sadness   : "yeahh…"

Joy   : "so you know the way back to headquarters!"

Sadness   : "I guess …"

Joy   : "you are my map! Let's go! Lead on, Mind Map! Show me where we're going!"

Sadness   : "okay! Only, I'm too sad to walk"

(Joy grabs Sadness' leg and drags her into the shelves)

Joy   : "which way? Left?"

Sadness   : "right."

(Joy turns right)

Sadness   : "no, I mean, go left. I said left was right, like "correct""

Joy   : "okay"

Sadness   : "this actually feels kind of nice"

Joy   : "okay! Here we go. <u>We'll be back to headquarters before morning</u>. We can do it. This'll be easy. This is working"

The situation where the dialog takes place is when Joy remembers that Sadness has memorized the entire manual book. Joy asks Sadness to guide her into Headquarters. Then she commits to reaching Headquarters before Riley wakes up by saying *we'll be back to headquarters before morning.* It can be claimed as Commisive act because she uses "will" meaning future action.

Example 2:

Joy, Sadness, and Bing Bong have gotten the train. Now, they are on the way to headquarters. Suddenly, the train slows to a stop, and the engineer and his assistant hop off the engine. The train stops because Riley's gone to sleep. The Train of Thought doesn't run while she is asleep.

Joy : "okay, how are we gonna wake up her up?"

Sadness : "well, she wakes up sometimes when she has a scary dream. We could scare her"

Joy : "scare her? no, no, she is been through enough already"

Sadness : "but joy..."

Joy : "sadness you may know your way around down here, but I know Riley! We're gonna make her so happy she'll wake up. With exhilaration! We'll excite her wake up!"

Joy said to Sadness *we're gonna make her so happy she'll wake up with exhilaration! We'll excite her to wake up.* It means Joy commits to wake up Riley naturally. This statement uses the modal "will", which means the activity will happen in the future.

4. **Representative Act**

When the speaker wants to convey or reveal what the speaker believes, the speaker can employ Representative Act. This act can be fact, assertation, conclusion, and description. In this movie, the researcher obtains 11 data of Representative act and takes three examples of them.

NO	Data	Context	Illucotionary				
			Dec	Rep	Exp	Dir	Com
1	Joy :"<u>it is quickest way back</u>" Sadness:"but it is right over the memory dump. If we fall we'll be forgotten forever"	S : Joy H : sadness Set : Long term memory T : the way back F : hearer is convinced Joy and sadness are in long term memory. They have to come back to headquarters because riley need the core memory. Joy sees the way between goofball island and headquarters is the quickest access but they have to walk across the thin lightline which underneath is memory dump. So, she makes sure sadness to follow her.		V			

2	Joy:"<u>whoa! This place is huge</u>" Sadness :"yeah, it looks so much smaller than I expected"	S : Joy H : sadness Set : dream production T : the way back F : giving opinion Joy, sadness and bing bong enter the dream production. When they come. The place is so busy. The place is huge with many stages which used to make a dream		V			
3	Joy :"<u>it is broccoli</u>"	S : Joy H : sadness Set : subconscious T : the way back F : hearer knows something Joy spots a dark shape ahead and that is broccoli.		V			

Table 4.4. Representative Finding

Example 1:

Joy and Sadness are in Long term memory. They see Family Island rumbles. It means they have to back to headquarters as soon as possible because Riley needs the core memory. There is Goofball Island and it becomes the fastest way to reach headquarters. They have to walk across the thin light line and below is the darkness of the memory dump.

Sadness : "we're gonna walk out there?"

Joy : "<u>it's the quickest way back</u>"

Sadness : "we have to do this for Riley. Just follow my footsteps"

Joy said to Sadness *"it's the quickest way back"*. This statement is Joy's statement that she got after look around and she finds this way which connects to headquarters.

Example 2:

Because the train stops, Joy, Sadness, and Bing Bong stop by at a place called Dream Production. Dream Production is a busy booklet. Joy sees there are three big stages which use to make a dream.

Joy   : "*whoa! This place is huge*"

Sadness   : "yeah, it looks so much smaller than I expected"

Joy said *whoa! This place is huge.* This statement is gotten after Joy observes the place.

Example 3:

Joy and Sadness are in Subconscious where Riley's darkest fears kept. Suddenly, Joy spots a dark shape ahead in green color. It is very familiar.

Joy   : "it's broccoli!"

Sadness   : (shocked)

Joy and Sadness are in Subconscious where Riley's darkest fears kept. Suddenly, Joy spots a dark shape ahead in green color. It is very familiar. And then she yells *it's a broccoli,* this statement figure what Joy has said.

B. **The effect (Perlucotionary Act) of the utterances that have been spoken by Joy in *Inside Out* movie.**

Perlocutionary Act is defined as a statement that is created by the speaker with a specific function and the speaker has an assumption that the hearer will recognize the effect..

NO	Data	Context	Illucotionary					Perlucotionary
			Dec	Rep	Exp	Dir	Com	
1	Joy : "let's review the top five daydreams" Fear : "ohh, that looks safe" Disgust : "ugh, joy, for the last time, she cannot live in a cookie" Anger:"that's the one! It comes with a dragon"	S : joy H : Sadness, Disgust, Fear, Anger Set : Headquarters T : new house F : demanding Riley and her parents are stuck in a traffic jam. Joy tries to plug the Daydreams to cheer up her. Joy shows fantasy house, tree house, waterslide house and ask her friend to give comment				V		Hearer does something

Table 4.5. Table of "Hearer does something"

Riley and her parent move to San Francisco. The family car drives across America. The car passes cornfields and rolling hills. Riley sleeps in the back seat. The car zips around a mountain curve, down a desert highway. Riley looks out the window. The car emerges from a tunnel onto the Golden Gate Bridge.

Riley and her family are on Lombard Street. The car is stuck in traffic. Cars honk and people yell. It makes Riley upset. She feels annoyed. Inside her head, Joy plays the daydream about home.

Joy   :"which was lucky because that gave us plenty of time to think about what our new house is going to look like! *Let's review the top five daydreams*."

(Joy shows water-slide house)

Fear   : "ooh! That looks safe!"

(Joy shows tree house)

Joy   : "ooh, this is will be great for Riley."

(Joy shows gingerbread house)

Joy   : "oh no, no, no, this one, a gingerbread house"

Disgust : "ugh joy, for the last time, she cannot live in a cookie castle"

(Joy shows dragon castle)

Anger : "that's the one! It comes with a dragon"

Joy said *let's review the top five daydream.* This utterance means Joy invites her friends to review the daydream. The effect of this act is proven by her friend who comments on the daydream house played by her. For example, Joy displays a water-slide house. Then, fear response by saying *ooh! That looks safe!* Moreover, after showing a water-slide house, Joy display gingerbread

NO	Data	Context	Illucotionary					Perlucotionary
			Dec	Rep	Exp	Dir	Com	
1	Sadness :"I can't joy" Joy :"<u>yes you can, Riley needs you</u>"	S : Joy H : sadness Set : headquarters T : riley F : hearer is convinced Joy remembers what she have watched in memory ball when she is in memory dump that sadness make Riley feel better. So, joy convinces sadness that she can make riley back home.		V				Hearer believes in something

Table 4.6. Table of "Hearer believes in something "

Joy sprints by grabbing the satchel full of an imaginary boyfriend. Then, she dumps the satchel, pouring out the imaginary boyfriend. At the time, the tower of boyfriends pulls her to the top. Joy falls and bounces herself on a trampoline in Family Island and she can grab Sadness.

Joy and Sadness hit the back window and slide down, grabbing the window edge. Fortunately, Anger, Fear, and Disgust can save Joy and Sadness.

Disgust   : "Joy, you've got to fix this. Get up there."

Joy   : "Sadness, it's up to you"

Sadness   : "me?"

Joy pushes Sadness toward the console

Sadness : "I can't, joy"

Joy : "*Yes, you can. Riley needs you*"

Sadness grips the Idea Bulb and ejects it. The console which is black and

off changes into normal.

From the dialog above, Joy has said, "*Yes, you can. Riley needs you".*

That utterance means Joy reassures Sadness. Then, sadness grips the Idea

Bulb and ejects it. That is the effect of the act which has done by Joy.

NO	Data	Context	Illucotionary					Perlucotionary
			Dec	Rep	Exp	Dir	Com	
1.	Joy :"it is quickest way back" Sadness:"but it is right over the memory dump. If we fall we'll be forgotten forever"	S : Joy H : sadness Set : Long term memory T : the way back F : hearer is convinced Joy and sadness are in long term memory. They have to come back to headquarters because riley need the core memory. Joy see the way between goofball island and		V				Hearer knows something

Table 4.7. Table of "Hearer knows something "

Joy and Sadness are lost in Long Term Memory. Joy spots that

Family Island rumbles. Suddenly, she notices that the thin light line

between Goofballs and Headquarters is the only way to reach Headquarter.

She and Sadness have to walk across the way.

Joy : "*it's the quickest way back*"

Sadness : "but is is right over the memory dump.if we fall we'll be forgotten"

From the dialog above, Joy wants Sadness to know that they must walk across the thin light line because that way is the quickest. After observing that way, Sadnees prevents Joy to do that because Sadness knows that way is dangeraous. That is the effect of the act which has done by Joy.

NO	Data	Context	Illucotionary					Perlucotionary
			Dec	Rep	Exp	Dir	Com	
1.	Joy:"we'll back to headquarters before she wakes up. We'll just go across friendship island"	S : Joy H : sadness Set : Long term memory T : the way back F : making commitment The goofball island has been broken. Riley is gone to sleep. Joy makes commitment to bring back the truly riley.					V	The hearer believe in something

Table 4.8. Table of "Hearer is convinced"

The Goofballs Island has been broken. Suddenly, the sky is darkening. It means Riley's gone to sleep. The time when Riley sleep is the perfect time for Joy and Sadness to reach Headquarters because nothing else bad can happen.

Joy : "Riley's gone to sleep which is a good thing, when you think about it, because nothing bad can happen while she's asleep! *We'll back to Headquarters before she wakes up. We'll just go across Friendship Island*."

Sadness follow Joy wihout any word coming from her mouth.

By saying that utterance, Joy purposes to convince Sadness that they will reach Headquarter soon. this effect of this utterance is Sadness following Joy because she trust what has been said by Joy.

NO	Data	Context	Illucotionary					Perlucotionary
			Dec	Rep	Exp	Dir	Com	
1.	Bing bong:"without you, Riley won't ever be happy. We can't have that, we gotta get you back! I'll tell you what, follow me." Joy:"oh, thank you!"	S : Joy H : Bing bong (Riley's imaginary friend) Set : Long term memory T : the way back F : thanking Bing bong wants to guide joy and sadness the way to headquarter.			V			The Hearer is pleased

Table 4.9. Table of "Hearer is pleased "

Bing Bong : "you're Joy? The joy?"

Joy : "Mm-mmm"

Bing Bong : "well, what the hack are you doing out here?"

Joy : "that's a good question! You want to answer that, Sadness?"

Bing Bong : "without you, Riley won't ever be happy. We can't have that, we gotta get you back! I'll tell you what, follow me."

Joy : "*oh, thank you*"

Bing Bong : (smiling and guiding them to Headquarters)

Joy meets with Bing Bong in Long Term Memory. Bing Bong wonders why Joy is here and then Sadness explains how they get here. Bing Bong offers help to find the way to reach Headquarter and asks Joy and Sadness to follow him. By saying that, Joy has the intention to appreciate what Bing Bong has done and the effect of her act is Bing Bong smiling. It means Bing Bong is happy because of Joy's appreciation.

C. The influence of context toward the utterances which have been spoken by Joy.

Context becomes the background of knowledge that is is assumed to be shared by speaker and listener. Context is knowledge about who is speaking, who is listening, and what objects are being discussed. After doing analysis, the researcher found that context influence in meaning of utterances.

NO	Data	Context	Illucotionary					Perlucotionary
			Dec	Rep	Exp	Dir	Com	
1.	Joy:"well, uh, you know what? You can't focus on what is going wrong,	S : joy H : Sadness, Disgust, Fear, Anger Set : Headquarters T : new house				v		Hearer believes in something

there is always a way to turn thing around, to find the fun" Sadness:"yeah, finds the fun…"	F : demanding Riley and her parents are stuck in a traffic jam. Joy tries to plug the Daydreams to cheer up her. Joy shows fantasy house, tree house, waterslide house and ask her friend to give comment					

In headquarters, when Joy tries to make Riley happy, she plays the memory about Goofballs in The Core Memory holder, suddenly, Sadness opens it and makes the core memory fell. Sadness reaches out to touch the core memory and it starts to go blue and automatically Joy pushes Sadness away before she can touch it. Fortunately, the core memory back to yellow. It means the memory back to happiness memory.

Joy : "sadness! You nearly touched core memories and when you touch them, we can't change them back!"

Sadness : "I know. I'm sorry. Something's wrong with me. It is like I'm having a breakdown."

Joy :"you are not having a breakdown. It is stress"

Sadness :"I keep making mistakes like that. I'm awful……"

Joy   :"nooo, you are not"

Sadness   :"…. And annoying"

Joy   :<u>well… uh… you know what? You can't focus on what is going wrong.. There is always a way to turn things around, to find the fun</u>"

Sadness   :"yeah, finds the fun. I don't know how to do that"

Sadness feels guilty and Joy explains the situation to sadness by saying *<u>well… uh… you know what? You can't focus on what is going wrong... there is always a way to turn things around, to find the fun. </u>* . Sadness is the character who manage sadness emotion. So, it is impossible by her to find something funny. This underlined sentence might have meaning to hurt someone's feeling but because of those contexts, the meaning of the underlined sentence change into to irritate someone become to calm down someone.