

## CHAPTER V

### DISCUSSION

This chapter presents the comparing of data finding with the theory which have been chosen by the researcher. The data finding which is analyzed has been presented in Chapter IV. The data are analyzed for answering the research question, (1) what are the type of Illocutionary Act used by Joy as one of characters in *Inside Out Movie*?, (2) what are the effect (Perlocutionary Act) of utterances which have been spoken by Joy as one of characters in *Inside Out Movie*?, and (3) how does the context influence the utterances which hve been spoken by Joy?.

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

Illocutinary act is an act which is delivered through utterances that are made for a communicative purpose. Sometimes, it can be a statement, an offer, or an explanation. Moreover, Hord and Ward (2009) explain the *illocutionary act* as an act performed by making the utterances (p.54). Yule (1996) has classified this act into five types. There are Directive Act, Expressive Act, Commisive Act, Representative Act, and Declarative Act.

In previous reseach, Choerunnisa Rumaria (2015) analyzed speech acts of Mr. Keating in a movie entitled *Dead Poets Society*. Rumaria found that Mr. Keating uses Declaration act, Representative act, Expressive act, Directive act, and Commisive act. In other previous research which have been done by

Rani Violeta (2019) in analyzing speech acts of main characters in *Maleficent* movie script. Rani found that the main character uses all the types of Illocutionary act. They are Representative act, Directive act, Commissive act, Expressive act, and Declarative act. Then, the research which has been conducted by M. Khoirul Zamzami (2016) which analyze speech acts used by Elsa in *Frozen* movie explain that Elsa uses Representative act, Directive act, Commissive act, Expressive act, and declarative act. In this research, the researcher has found four types of Illocutionary Act. There are Directive act, Expressive act, Commissive act, and Representative act.

### **1. Directive Act.**

Directives Act is that kind of Illocutionary act that conveys into an utterance which is used by the speaker to direct someone or get someone to do something (Yule, 1996, p.54). In *Inside Out Movie*, Joy is the leader of the group of emotion. This position is acceptable for her to direct someone, in that case, is her friends or Riley. For the example, she said “hey look! The Golden Gate Bridge”, this utterance happens when Riley and her family pass the Golden Gate Bridge. They are on the way to San Francisco. By her utterance, Joy gets Riley to do something. Another example of Directive can be found when Joy tries to play the memory when Riley and her parents visit Dinosaurs Park in Vernal, Utah but suddenly the memory turns blue. Joy said “What? What happened?” it

means by saying this statement she wants someone to do something that explains the situation.

The other example of Directive Act said by Joy, “fear! I need a fist of all the peisable negative outcomes on the first day at new school.” the utterance takes place when Joy prepares the first day of Riley at new school. She wants to make it become a wonderful day. So, by uttering this statement, it means Joy asks Fear to provide the negative outcome which might happen when Riley in the new school. Besides asking Fear, Joy also gets Disgust to do something by saying “disgust! Make sure Riley stands out today... but also blends in”. It means Joy asks Disgust to direct Riley in selecting a costume for the first day at the new school.

## 2. Expressive Act

As Yule (1996, p.53) stated, Expressive Act is a kind of Illocutionary Act that is used to reveal what the speaker feels. The speaker uses the utterance to describe the psychological states. It can be a statement of happiness, sadness, soreness, like or dislike that can be caused by some act that has been done by the speaker or the situation around the speaker or the speaker’s experience.

In *Inside Out* movie, the expression of happiness is personified in the form of Joy's character so that Joy can express what she felt. It can be proven by the utterance which Joy has said. For example, when Joy lost in Long Term Memory, Bing Bong helps her by giving direction to find the

way to reach Headquarters, then she said: *“oh, thank you!”*. It means her express gratitude which she felt because of Bing Bong’s help. In addition, the researcher also found that Joy said *“I love imaginationland”*. This statement utters after Joy goes around the imaginationland. She finds that there are many places which full of happiness. This statement means that Joy feels happy.

### 3. Commisive Act

As Yule (1996, p.54) wrote Commisive act is utterances that apply for stating or committing some future action or expressing the speaker intends. It can be promises, threats, refusal, or pledges.

The researcher found that Joy also applies Commisive act when she interacts with her friends. For example, she said, *“okay! Here we go; we’ll be back to headquarters before morning....”* This utterance means Joy and Sadness make a promise to themselves that they must arrive at Headquarters before Riley wakes up. The situation when the dialog takes place when Joy and Sadness are lost in Long Term Memory. Suddenly, Joy remembers that Sadness has memorized the entire content of the manual book. So, Sadness gives the direction to Joy.

Another example of Commisive act, she said, *“We’re gonna make her so happy she’ll wake up with exhilaration! We’ll excite her awake”*. It means Joy commits Riley that she will not scare her to make her wake up but she will wake up Riley naturally. Sadness has given the advice to scare

Riley because Riley sometimes wakes up because of a nightmare but Joy disagrees.

#### 4. Representative Act

Reference to Yule (1996, p.53) reveals that the utterances that are used by the speaker convey what the speaker believes. The utterance can be fact, assentation, conclusion, and description. The researcher found that Joy has said "it's the quickest way back". Joy utters this statement after she observes the condition around her. She recognizes that the thin light line between Goofballs Island and Headquarters is the quickest way to reach Headquarters. This statement is the fact that is believed by Joy.

Another example, Joy, Sadness, and Bing bong visit Dream Production. After they had entered that place, they look around. The place is large and crowded. Joy said, "whoa! This place is huge". This statement contains the description of the place which Joy believed. Another example is "it's broccoli". Joy utters this statement when she and sadness are in Subconscious. She spots a dark shape in green color. She believes that is broccoli.

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

Austin (1962), Perlocutionary act is the achieving of certain effect by saying something (p.126). Perlocutionary act is defined as a consequent of an

act. Indeed according to Yule (1996), *perlocutionary act* is the assumption that the hearer will recognize the effect the speaker intended (p. 49).

In previous study, Choerunnisa Rumaria (2015) conducted an analysis on speech use by Mr Keating as a character in *Dead Society*. She found the effects (Perlocutionary act) of utterance which have been said by Mr Keating are to convince the hearer, to cause the hearer, to insult the hearer, to enlighten the hearer, to inspire the hearer, to get the hearer to do something, and to get the hearer to realize something. Moreover, M. Khoirul Zamzami (2016) has been conducted a research which focus on speech acts that is used by Elsa in *Frozen* movie. He has found that the amount of effect (Perlocutinary act) is 43 but he does not explain it. In this research, the researcher found the effect (Perlucotinary Act) of utterance which have been spoken by Joy. There are Hearer does something, Hearer believes in something, Hearer knows something, Hearer is convinced, and Hearer is pleased.

#### **1. 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 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

## 2. 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

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.

### 3. **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

Joy said :”it is quickest way back, Joy wants Sadness to know that they must walk across the thin light line because that way is the quickest. After observing that way, Sadness prevents Joy to do that because Sadness knows that way is dangerous. That is the effect of the act which has done by Joy.

### 4. **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.

By saying We’ll back to Headquarters before she wakes up. We’ll just go across Friendship Island.” 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.

### 5. **Hearer is pleased.**

Joy said, “oh, thank you”, 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.**

According to indrawati (2009), context helps understand factors in producing, and interpreting speech oriented in users (p.9). Leech (1983) said that context should be considered to be any background knowledge assumed to be shared by speaker and listener and which contributes to the listener's interpretation of what the speaker means by a given utterance (p.13). Remembering how the importance of context on pragmatic, Holmes (2008, p.9) has mentioned factors in any particular which relevant to the context, the following are: (1) The Participant: who is speaking? And who are they speaking to?, (2) The Setting: where are they speaking?, (3) The Topic :what is being talked about?, and (4) The Function : why are they speaking.

In previous study which is conducted by Choerunnisa Rumaria(2015), Rani Violeta (2019) and M. Khoirul Zamzami (2016), there is no discussion about the influence about context. In this research, the researcher analyzed found that the context influence the utterances which have been spoken by Joy.

For example :

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. .

The participant : Joy as a speaker, Sadness as a hearer

The setting : in the Headquarters

The Topic : Memory ball

The Function : 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

This underlined sentence might have meaning hurting someone's feeling because Sadness is the character who manage sadness emotion. So, it is impossible for her to find something funny. Because of the context around them, the meaning of the underlined sentence change to calming down someone. Joy tries to explain the situation to Sadness who is panic because whatever she did, it makes Riley feels sad and makes the situation worse.