

CHAPTER II

REVIEW OF RELATED LITERATURE

This chapter presents review of related literature that is used in this study. The review of related literature aims to provide information concerning with research question including some theories of deixis, types of deixis, what define of movie script of Frozen II movie and serve some previous studies about doing analysis related to this study.

A. Pragmatics

Conversation is the way of human to convey what is in their mind. It is delivered in a form of utterances of a language. Each conversation must have wishes, goals and also desires behind the utterances. Those explanations lead into a branch of linguistic in which beliefs that what is communicated in conversation is more than what is said. It calls as pragmatics. Pragmatics according to some experts have different definition but still in one perception. According to Levinson (1983) pragmatics is the study of language usage. He also defines that pragmatics is the study of those principles that will account for why a certain set of sentences are anomalous, or not possible utterances. The term pragmatics refers to both context-dependent elements of linguistic structure as well as concepts of language use and comprehension that have little to do with linguistic structure. It is difficult to come up with a term that encompasses all aspects. However, this should not be interpreted as implying that pragmatics is a jumble of diverse and unrelated facets of language; pragmaticists are interested in the interplay between language structure and concepts of language usage. It begins with a concept that is explicitly aimed at catching pragmatics' concern with language structure features. Pragmatics is the study

of the relationships between language and meaning that are grammaticalized or encoded in a language's structure.

Then, Yule (1996) thoughts that pragmatics is concerns with the study of meaning as communicated by a speaker and interpreted by a listener. It involves the interpretation of what people mean in a particular context and how the context influences what is said. This approach also explores how listeners can make inferences about what is said in order to arrive at an interpretation of the speaker's intended meaning. Then, the basic answer is tied to the notion of distance. On the assumption of how close or distant the listener is, speakers determine how much needs to be said. These are the four areas that pragmatics is concerned with according to Yule's theory.

In learning language, we as hearer or even observer cannot simply judge the meaning through die words that people said. The analysis of the interpretation of utterances entails how a speaker creates an utterance to convey his or her purpose, as well as how the listener interprets it. Like what had stated by Richard & Schmidt (2002) which force on how the use of language in communication is related in sentences and the context of situation they used. Pragmatic competence was once described as the ability to attempt to comprehend the meaning of a speaker.

Therefore, deixis is one of a branch in linguistic that is part of pragmatics which refers to the meaning depends on the context, referenced by speakers and influenced by the conversation. Based on the explanation of Levinson (1983), deixis concerns the ways in which languages encode or grammaticalize features of the context of utterance or speech event, and thus also concerns ways in which interpretation of utterances depends on the analysis of that context of

utterance. The basic categories are person, place, and time. Levinson adds two categories of deixis, they are discourse deixis and social deixis.

Then, Yule (1996) states deixis as a technical term from Greek for one of the most basic things we do with utterances. It means pointing via language. The word “pointing” is called as deictic expression. They are among the first forms to be spoken by very young children and can be used to indicate people via person deixis, spatial deixis or temporal deixis. According to explanation above, Yule emphasizes the traditional categories of deixis which are person, place, and time deixis.

B. Deixis

1. Theory Of Deixis

According to Yule (1996) pragmatics concerns with the study of meaning as communication by a speaker (or writers) and interpreted by a listener (or reader). Moreover, Levinson (1983) describes pragmatics is a learning relationship between languages and contexts that are grammaticalized, or encoded in the structure of language. There is a deixis subchapter in pragmatics. Deixis is a technical term (from Greek) for one of the most basic things we do with utterances. It means ‘pointing’ via language (Yule, 1996).

2. Types Of Deixis

Types of deixis based on Yule there are person deixis, spatial deixis and temporal deixis. Yule (1996) defines that person deixis clearly operates on three part division, exemplified by the pronouns for first person (I), second person (You), and third person (He, She, or It). So, person deixis is related directly to the grammatical categories of a person. In line with Grundy (2008) deictics or deixis are a closed class; there is a limited set of such words to which we cannot

(readily) add. While according to Levinson (1983) there are five types of deixis, they are personal deixis, time deixis, place deixis, social deixis, and discourse deixis. According to Bühler (as cited in Dylgjeri & Ledia, 2013) there is a deictic centre that consists of I, Here and Now. As a result there are three main categories of deixis: 1. Person deixis, used to point to objects (it, these, those books) and people (her, him, them, those students) 2. Spatial deixis, used to point to a location (here, there, close to) 3. Temporal deixis, used to point to a time (now, then, next week, last month) in order to interpret all these deictic expressions we must know which person, time and place the speaker has in mind. There is a great difference on what is close to the speaker (this, here, now) and what is distant (that, there, then). The researcher realizes whether there is a movement away from the speaker (go) or there is a movement towards the speaker (come). According to the explanation above, there are three basic types of deixis as traditionally, those are person deixis to point or indicate people or things, then place deixis or spatial deixis to point or indicate location and time deixis or temporal deixis to point or indicate the time signal. Moreover, there are two more categories proposed by Levinson's theory, those are discourse deixis which indicate texts or stories and social deixis which indicate certain realities of social situation.

a) Person Deixis

Person deixis or personal is used to point people. According to Levinson (1983), person deixis is reflected directly in the grammatical categories of person, it may be argued that we need to develop an independent pragmatic framework of possible participant-roles, so that we can see how, and to what extent, these roles are grammaticalized in different languages. Such a framework would noted that the speaker can be distinct from the source of an utterance, the recipient distinct from the target, and

hearers distinct from addressees or targets, and that sometimes such distinctions are grammaticalized in non-obvious ways. However, the basic grammatical distinction here are the categories of first, second, and third person. Person deixis concerns that encoding of the role of participants in the speech event in which the utterance in question is delivered: the category first person is the grammaticalization of the in the speaker's reference to himself, second person the encoding of the speaker's reference to one or more addressees, and third person the encoding of reference to persons and entities which are neither speakers nor addressees of the utterance in question. Levinson (1983) is also distinguished two kinds of deictic usage, namely gestural usage and symbolic usage. Terms used in a gestural deictic way can only be interpreted with reference to an audio-visual-tactile, and in general a physical, monitoring of the speech event if the proper interpretation is to be available from a recording. There are usually a few words in a language that can only be used gesturally. In contrast, symbolic usages of deictic terms require for their interpretation only knowledge of the basic spatio-temporal parameters of the speech event but also on occasion, participant-role and discourse and social parameters.

Based on Yule (1996), person deixis clearly operates on a basic three-part division, exemplified by the pronouns for first person (I), second person (You), and third person (He, She, or It). In many languages these deixis categories of speaker, addressee, and others are elaborated with markers of relative social status (for example, addressee with higher status versus addressee with lower status).

Furthermore, Anderson, Stephen & Edward, Keenan (2007) state that person concerns the grammaticalization of conceptual distinctions between participants involved

in speech activities. Grammars typically conflate such distinctions and reduce the system to three terms grammaticalizing the roles of speaker (first person), addressee (second person), and other (third person), respectively. The category of first person is the grammaticalization of the speaker's reference to himself, second person is encoding of the speaker's reference to one or more addressees, and third person is encoding reference to persons and entities that are neither speakers nor addressees of the utterance.

b) Spatial Deixis

Place Deixis is also described as Spatial Deixis, where the relative location of people and things is being indicated. It usually is expressed in: this, these, that, those, there and here. The absolute reference to placing the search for an object or a person in a certain longitude and latitude line, while a relational reference looks for people and places in respect of each other and the speaker Cummings (as cited in Gjergji, 2015). Grundy (2008) adds that there are three degrees of proximity is by no means uncommon, with some languages distinguishing proximity to the speaker and to the addressee. They are: here (proximal), there (distal), where (and the archaic hither, hence, thither, thence, wither, whence), left, right, up, down, above, below, in front, behind, come go, bring, and take. Briefly, place deixis is an expression used to show the location relative to the location of a participant in the speech even.

Table 2.1: Demonstratives and Locative Adverbs in English

Demonstrative Types	Demonstrative pronouns/Determiners	Demonstrative adverbs/locative adverbs
Deictic Feature		
Proximal to the speaker	This	Here

Distal from the speaker	That	There
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From the table above we know that spatial deixis can be found from two adverbs, they are here and there, and two demonstratives, they are this and that. Proximal to the speaker means the close object position from the speaker or sometimes dfar from the object position, while distal from the speaker is used to show the far distance from the object position.

c) Temporal Deixis

Time Deixis is also called as temporal deixis. Rankema Jan (as cited in Gjergji, 2015) stated time deixis is a reference to time relative to a temporal reference point and it is typically the moment of utterance. These language resources are the adverbs of time: yesterday, tomorrow, now, then.” The verb sometimes also has another function besides referring to a specific time.

Table 2.2: Examples of Temporal Deixis

Past Tense	Present Tense	Future Tense
Yesterday	Now	Tomorrow
The past week	That time	The coming week
In days gone by	This time	The approaching year

From the table above we know that the present tense is the proximal form and the pat tense is he distal form. Something having taken place in the past, as in (A), is typically treated as distant from the spaker’s current situation. Then, something that is treated as extremely unlikely from the speaker’s curent situation is also marked as the distal or past tense form, such as:

(A): I live here now

(B): I live there now

The present tense is the proximal form as in (a) and the past tense is distal form as in (b).

The deictic items use reference that can only be determined in relation to the time of the utterance in which they occur. Such as:

This / last / next Monday / week / month / year.

Now, then, ago, later, soon, before.

Yesterday, today, tomorrow.

In other words, time deixis is an expression in relation to point to certain period when the utterances produced by the speaker.

d) Social deixis

Social deixis does not deal with three main components (person, place and time) of the coordinate system of subjective orientation, but they show how different social rankings and the participants of communication utter relationships within society via language. It is rather to refer to the level of relationship between people than to information. Levinson (1983) stated that social deixis concerns with the aspects of sentences which reflect or establish or determined by certain realities of participants or the social situation in which the speech event occurs. He adds that there are two basic kinds of social deixis information that seems to be encoded in language around the world. They are: Relational social deixis and Absolute social deixis. Relational social deixis is a deictic reference to some social characteristic of referent apart from any relative ranking of referents or deictic reference to a social relationship between the speaker and addressee. In English, relational social deixis may be a lexical items (e.g. my husband, teacher, cousin, etc), pronouns (you, her). Absolute social deixis is a deictic reference

usually expressed in certain forms of address which will include no comparison of the ranking of the speaker and addressee. For examples: your highness, Mr. President, your majesty, etc.

Briefly, social deixis is a deictic expression used to distinct social status. Social deixis separated in to two kinds relational and absolute social deixis.

e) Discourse deixis

Discourse deixis deals with the orientation in the text through the writer or the speaker, the relation of the text passages to the current utterance either as a head of time or past, forthcoming or simultaneous. It encodes reference to portions of the unfolding discourse in which the utterance is located (Levinson, 1983). It means that discourse deixis is deictic reference to a portion of a discourse relative to the speaker's current location in the discourse, such as: above, below, last, previous, proceeding, next or following (usually used in texts) and this, that, there, next, last (usually used in utterances). In spoken or written discourse, there is frequently occasion to refer to earlier or forthcoming segments of the discourse. Since discourse unfolds in time, it is natural to use temporal deictic terms to indicate the relation of the referred to to the temporal location of the present utterance in the discourse. But spatial terms are also often employed. Reference to parts of of a discourse which can only be interpreted by knowing where the current coding or receiving point is, are clearly deictic in character (Asher 1994).

Levinson (1983) adds that discourse deixis should be distinguished from a related notion that of anaphora. Moreover, discourse deixis shares with anaphora and cataphora the capacity to function as a text cohesion device. As we noted, anaphora concerns with

the use of a pronoun to refer to the same referent as some prior term. Anaphora can hold within sentences, across sentences, and across at speaking in a dialogue. Deictic or other referring expressions are often used to introduce a referent, and anaphoric pronouns are used to refer to the same entity thereafter. However, it is important to remember that deictic and anaphoric usages are not mutually exclusive. Therefore, in principle the distinction is clear: when a pronoun refers to a linguistic expression itself, it is discourse deictic. When a pronoun refers to the same entity as a prior linguistic expression refers to, it is anaphoric.

In other words, discourse deixis is an expression used to refer to certain discourse that contain the utterance or as a signal and its relations to surrounding text.

C. The Type of Person Deixis

Person deixis, namely deixis in the form of giving shape according to the participant's role in language events when the utterance is spoken.

All of these shown in the table (2.3).

Table 2.3: Types of Person Deixis

Pronoun	Singular	Plural
1 st person	I/me	We/us/our
2 nd person	You	You
3 rd person	He/him, she/her, it	They/them/their

From the table above we know that:

1) First Person Deixis

The first person deixis is a reference that refers to the speaker or both speaker and referent grouped with the speaker which is expressed in singular pronouns (I, me,

myself, mine) and plural pronouns (we, us, ourselves, our, ours). The first person deixis can be divided into exclusive first person deixis, which refers to a group including addressee. The first person deixis found in the Elsa's utterances and the analysis is as follows.

Elsa : Water has memory

Anna : Elsa?

Elsa : I wanna know what happened to them.

Analysis: The word "I" refers to Elsa as a speaker. So, it can be divided into first person deixis. The pointing is not accompanied by body movements and what is pointed can be understood, thus can be said to be symbolic.

2) Second Person Deixis

The second person deixis is a deictic reference to a person or persons identified as addressee, such as you, yourself, yourselves, your, yours. The second person deixis found in this film is as follows:

Elsa : What would I do without you?

Anna : You'll always have me.

Analysis: The word "you" refers to Anna as addressee. So, it can be divided into second person deixis. The pointing is not accompanied by body movements and what is pointed can be understood, thus can be said to be symbolic usage.

3) Third Person Deixis

Third person deixis is a deictic reference to a referent(s) not identified as the speaker or addressee and usually imply to the gender that the utterance refers to, for example: he, she, it, they, them, him, himself, her, herself. The third person deixis found as follows:

Elsa : **They**'re all looking at us, aren't they?

Analysis: The word "**they**" refers to Northuldra people as addressee. So, it can be divided into third person deixis. The pointing is accompanied by body movement which is Elsa turns her head towards Northuldra who is the people who live in the enchanted forest, and thus can be said to be gestural usage.

D. The Usages of Deixis Terms

According to Levinson (1983) he differentiates between two types of usages, they are gestural and symbolic. Gestural usage of deixis signifies the combination of indexicals with gestural which point to the referent. Consequently the addressee must be audio-visually present during the utterance to be able to understand it. Mostly the demonstrative pronouns this and that are combined with a gesture. But there are very few English words which can be used only gestural, e.g. the toast *cheers*. Gestural represents directly a specific object or action (e.g., nodding the head, waving "goodbye"), based on conventionality or habit within the same cultural group. Any variation in the form of symbolic gestures could therefore alter the meaning conveyed, which is why it may be less subject to variations than the form of pointing gestures.

While, the symbolic usage of deixis terms expects the addressee only to know the basic spatio-temporal parameters of the speech event. Symbolic is an expression that is not accompanied with body movements and it can be understood properly. The gestural and symbolic usages found in Elsa's utterances as follows.

1) Symbolic Usages

Elsa : Water has memory

Anna : Elsa?

Elsa : I wanna know what happened to them.

Analysis: The pointing is not accompanied by body movements and what is pointed can be understood, thus can be said to be symbolic.

2) Gestural Usages

Elsa : They're all looking at us, aren't they?

Analysis: The pointing is accompanied by body movement which is Elsa turns her head towards Northuldra who is the people who live in the enchanted forest, and thus can be said to be gestural usage.

E. Movie And Movie Script

Movie is motion picture includes photographs, picture and audio visual. A movie in a screen by a projector for process in turning a screen that cause appearance in screen look natural movement. Movie also calls as films are the type of visual communication which use moving picture and sound to tell stories.

Movie is one of the entertainments that in fact are mostly used to entertain people. Movie can be described as a story that tells the full of artistic elements. There are plot attractions, characters, theme, rhythm, dialogues, cinematography, editing and effect, and also sound and music. The most important that had to be had is the plot. The plot will tell what happens. It is the simplest ways to explain to someone else. Deixis is not only found in daily interaction but also in literature, for example in film or movie. According to the World Book Encyclopedia (1973), films or movements are works of art that contain worldwode lierature and play, stage setting, music, natural beauty and most importantly are the use of light and color. Movies can introduce us to new ideas and help us explore different social life. Subtitles are the words or words shown on the screem moving from the soeech as a dialogue, and identificatuon or description of the screen.

In making a movie, the artist will be given a movie script to be learnt and practiced before they are playing in the stage. According to Collins dictionary website, movie script: in British means a script that contains dialogue and directions for a movie itself. It also gives another name to call that is a screenplay. The range of the script are around 70-130 pages. Mostly, it comes in 110 pages. Movie script actually has a little bit different with screenplay. A screenplay is always written to be played on 3 screen movie, television or computer screen, while script may also apply to a stage, a video game, a radio program or computer program. Movie script is a piece of writing that is presented almost exclusively through dialogue. Therefore, the sense of making movie script is to be played or performed not to read like the other literature. Movie script is not written in paragraph like novel because it has its own role.

F. Frozen II Movie

Frozen II, also known as Frozen 2, is a 2019 American 3D computer animated musical fantasy film produced by Walt Disney Animation Studios. The 58th animated film produced by the studio, and the sequel to the 2013 film Frozen, it features the return of directors Chris Buck and Jennifer Lee, producer Peter Del Vecho, songwriters Kristen Anderson Lopez and Robert Lopez, and composer Christophe Beck. Lee also returns as screenwriter, penning the screenplay from a story by her, Buck, Marc E. Smith, Anderson Lopez, and Lopez, while Byron Howard executive-produced the film. Kristen Bell, Idina Menzel, Josh Gad, Jonathan Groff, and Ciarán Hinds reprised their roles, while they are joined by newcomers Sterling K. Brown, Evan Rachel Wood, Alfred Molina, Martha Plimpton, Jason Ritter, Rachel Matthews, and Jeremy Sisto. Set three years after the events of the first film, the story follows Elsa, Anna, Kristoff, Olaf, and Sven, who embark on a journey beyond their kingdom of Arendelle in order to discover the origin of Elsa's magical powers and save their kingdom after a mysterious voice calls out to Elsa.

Frozen II's world premiere was held at the Dolby Theatre in Hollywood on November 7, 2019, followed by the film's release by Walt Disney Studios Motion Pictures in the United States on November 22, 2019. The film had the highest all-time worldwide opening for an animated film and went on to gross \$1.45 billion worldwide, making it the third highest-grossing film of 2019, the 10th highest-grossing film of all time and the second highest-grossing animated film of all time, behind the remake of The Lion King, which was released the same year. The film received generally positive reviews from critics. It won two Annie Awards for Outstanding Achievement for Animated Effects in an Animated Production and Outstanding Achievement for Voice Acting in an Animated Feature Production and a Visual Effects Society Award for

Outstanding Effects Simulations in an Animated Feature. At the 92nd Academy Awards, the film received a nomination for Best Original Song for “Into the Unknown”.

G. Previous Study

A deixis analysis conducted by Fauziah, Aulia (2015), she looks at the type of deixis in “A Thousand Words” movie script by Steve Koren based on Yule theory (1996). This research deals with pragmatics field. The objectives in this research are: to find out the types of deixis in “A Thousand Words” movie script by Steve Koren, to find out the function of each deixis types in “A Thousand Words” movie script by Steve Koren. The writer uses descriptive analysis technique. The data are deixis, the types of deixis and what the function of deixis types are used in “A Thousand Words” and the data source is movie script of the movie “A Thousand Words” by Steve Koren. The first technique of data analysis is organizing the data. Second, summarizing the data. Third, interpreting the data. The result of the research shows that there are three types of deixis in “A Thousand Words” Movie Script by Steve Koren, they are person, spatial and temporal deixis. Due to the fact that deixis is important to indicate impermanent reference, English learner should enrich themselves by understanding the function of deixis, the types of deixis and how deixis are used in an utterance. The previous research is similar with the current research that study about deixis in the movie script using pragmatic approach.

In contrast, the recent study only identified the person deixis by using George Yule theory in the A Thousand Words movie script by Steve Koren, while the current study focused on the three types of deixis based on George Yule theory in the different subject which is Moana movie. Another research is about deixis analysis conducted by Ferya Dinata Rahmat Tulah (2016). This research was focused on the type of deixis on SpongeBob movie script from Levinson theory. This study was intended to investigate deixis based on the formulation of the

research problems as follows: what are the types of deixis found in SpongeBob movie script? How is the frequency of each deixis in SpongeBob movie script? The aim of this study are: found out deixis types and frequency of each deixis in SpongeBob movie script. This research using research method: 1) the research was conducted by using a quantitative descriptive while the data taken from the print media (SpongeBob movie season script). And the data analysis was done by using the theory of pragmatics. The research finding showed that: (1) there are five kinds of deixis, namely person deixis (first person, second person, and third person), place deixis (proximal and distal), time deixis, discourse deixis, and social deixis. Person deixis was the most fragment found in the SpongeBob movie season. Person deixis concerns the grammatical categories of person such as; me, you, them, us, and so on. The center of Place deixis is the place that the speech event occurs (here and there). Time deixis is the word used to point certain period of time in the speech event (yesterday, tomorrow, now). Moreover, discourse deixis or text is the expression of the referent is not shown in the sentence, but the referent is attached to the last, next or the current position of the discourse. The last, social deixis used in social absolute relation when an utterance is produced the speaker to addressee. (2) The frequency of occurrence of types of deixis as follows: the person deixis is the one which reached a greater level than another, means it was used by 156 times. The next is discourse deixis usage 29 times. The following, place deixis used 22 times and time deixis used 9 times. The last, social deixis used 1 times. Overall, the current and previous research have quite similar, they discussed about type of deixis used in movie script by using pragmatics approach. Here also have different thing, the recent study used Levinson's theory, but the present study used Yule's theory.

The other research is about study deixis conducted by Kurnia Saputri (2016) which is the title *An Analysis Of Deixis In Black Swan Movie Script*. This study was focused on five types of

deixis by Levinson theory. The problems of this study were what types of deixis are used in Black Swan Movie Script? And what is the dominant deixis used in Black Swan Movie Script? The objectives of this study were to find the types of deixis and to find the dominant of deixis in Black Swan Movie Script. This study only focused on movie script. This study was purposed to find out the types and the dominant of deixis are used in Black Swan Movie Script. This script got from internet. The study applied descriptive qualitative method. The following steps, it applied was the first, this study looked for the movie, the second, this study watched the movie, then, looked for the movie script of the movie “Black Swan”, the fourth, this study identified the sentence of the movie script based on four types of deixis. From the analysis, it is found that there are four types; personal deixis, spatial deixis, temporal deixis, and discourse deixis and the most dominant deixis used in Black Swan Movie Script is personal deixis.

Furthermore, there is Nurjanah (2018) that analyzed deixis in her study entitled “A deixis analysis in Moana movie script. In her study is same as other which is she analyzed based on Yule’s theory about the types of deixis. The objective of this study are to analyze type of deixis and to find out the frequency of each deixis on the Moana movie. This study is conducted using descriptive qualitative research. The source of the data is taken from the movie script. The findings of this study revealed that the three categories of deixis identified by Yule’s theory (1996), namely person deixis, geographical deixis, and temporal deixis are utilised in the Moana movie script. The participant in this film was recognized by the usage of personal deixis. While the spatial deixis indicated the participant’s position and location of the event.

In what follows, the previous research and current research are quite similar. They have the same topic with discussed about the types of deixis but being analyzed is different object and

used different theory. The present study aims to investigate the type of person deixis and how it is often uttered by main character “Elsa” in Frozen II movie using Levinson’s theory (1983).