

## CHAPTER I

### INTRODUCTION

This chapter presents, the background of the research, Statement of research problem, objectives of the research, significance of the research, scope and limitation, and definition of the key terms.

#### **A. Background of the Research**

In everyday life, a person is a part of social being. She or he needs to communicate to each other in order to fulfill their own needs, Therefore they need a language as a means of communication to talk to others considering the appropriate situation in the right ways.

Language is the exchange or transfer of meaning, Schmitt (1998:3). It is a tool of communication. Communication is very important for our life. Just think what life would be like if we couldn't speak or make communication to each other. Try to imagine life without language, what will happen later? It certainly will be dull. Language is divided into two types, they are: spoken language and written language. Language is one of the most fascinating and essential tools possessed by humans. By using language, we can express what we want. Through language human can perform variant acts. Such as request act .

Based on Cambridge Advanced Learner's Dictionary, request is an act of asking for something to be given or done, especially as a favor or

courtesy; solicitation or petition. As social beings we can not live without interference of others. So, we need request act as one of tool to express how can we get something from other, either help or information. There are many things that can be learned from the request act. For example, when we need some explanations or things from other we have to use the act.

According to Searle (1969:25), by making a request I may get him to do something. Searle and Austin also clasified request act based on performing act or we called by strategy. They are, direct and indirect request strategies. Meanwhile, Blum-Kulka are devided those into some substrategies. Such as, in direct request are: imperative, performative, obligation, and want statement. In indirect strategy is: hint.

The request act, is an act that mostly appears We can use some media to learn this act. For example, we can use movie as a learning media. We can analyse movie to get data source that concerns of the request act. Because, the request act not only occurs in the daily communication but also occurs in the movie.

Movie is one of a good media that not only for formal education but also informal education. By the right movie, the people can get some positive advantages. Such as, they can get social value, education value and linguistic value. According to Munadi (2008:117) there are some characteristics of a good movie. They are, Attractive the students

interesting, real and authentic, up to date, appropriate with the students grade, use correct language, the disciplinary of squence, and satisfied technique. Movie is not only presents entertainment but also through the movie we can learn about linguistics. Such as, pragmatics.

Pragmatics is concerned with the study of meaning as a communicated by a speaker (or writer) and interpreted by listener (or reader). It has consequently, more to do with the analysis of what people mean by their utterances than what the words or phrases in those utterances might mean by themselves, or we can call pragmatics is the study of speaker meaning Yule ( 1996:3). Pragmatics is one of important thing in linguistic. Because, trough of pragmatics we can learn about what writer or speaker wants in their utterances. For example, when the people want something from other and how the way to do it, it also will be learned in the pragmatics. In short, pragmatics is very important for the people to be able to use appropriate request expressions, considering to whom and what situation someone is speaking.

Based on the explanation above, the reseacher is interested to choose movie entitled “The Journey of Mysterious Island 2” as a media of analysing request expressions. Because, in the movie has some characteristics of a good movie as Munadi (2008:117) cited in Pradiyan said. In the movie uses a correct language pragmatically, the movie also has satisfied technique. Beacause, the movie is presented as a American 3D science fiction adventure comedy movie. And the last is, there are

some phenomenas of request strategies that are expressed by the characters with different condition, setting, and relationship that can be analyzed.

There are five substrategies that can be analyzed by the researcher from the movie, according to Blum-Kulka et al(1989), they are: imperative, performative, obligation, and want statement substrategies in the direct request strategy and hint substrategy in the indirect request strategy.

“The Journey of Mysterious Island 2” is a movie that is released at February 10, 2012 by some producers, they are: Charlotte Huggins, Beau Flyinn, Tripp Vinson, Michael Bostick and Evan Turner. The movie has runtime 94 minutes. It includes the ‘adventure’ genre. There are some characters that play in the movie. They are: Josh Hutcherson (Sean Anderson), Vanessa Hudges (Kailani), Michael Caine (Sean’s grandfather), Luis Guzman (Gabato), Dwayne Johnson (Sean’s stepfather), and Kristin Davis (Sean’s mother). The movie became a box office success with a worldwide gross of nearly \$326 million, surpassing its predecessor.

Through the movie entitled “The Journey of Mysterious Island 2”, the researcher is interested to analyze one of the linguistics branches that is pragmatics that concerned of speech act, especially request act that occurs in this movie. The research is expected can give a great contribution for the program English Department. Especially, in learning

of Linguistics that concerned of Pragmatics. So that, make the learning in part of Pragmatics is more interested and more easy to be understood by the students.

### **B. Statement of Research Problem**

Based on the background of the study, the research problem of the study is formulated as follows:

1. What strategies and reasons are used to realize the act of request by the characters in the movie entitled “The Journey of Mysterious Island 2”?

### **C. Objective of the Research**

Based on the statement of research problem that mentioned above, the purpose of the study is:

1. To analyze the strategies to realize the act of request by the characters and the reasons when the characters perform commonly the act of request based on the context in the movie entitled “The Journey of Mysterious Island 2”.

### **D. Significance of the Research**

The research is expected can answer all of statements of the research problem, and can give great contribution for:

#### Reader

Through of the research, the researcher hopes the reader can get some advantages. Such as, knowledge of linguistics that concerned of request expression, methodology of the the research in analyzing of request expression in the movie, and soo on that releted to the same topic.

#### Future Researcher

For the future researchers, the result of the research can be used as a reference, when they want to conduct the research that have similar topic.

### **E. Scope and Limitation**

To avoid the misunderstanding, the researcher limits the scope of the problem. The research focuses on strategies and reasons of request expressions that performed by the all of characters in the Movie Entitled “The Journey of Mysterious Island 2” includes of: imperative, performative, obligation, want statement and hint.

### **F. Definition of Key Terms**

#### 1. Expression

Whatever can be said by someone, can be means and can be understood by other, that has structural forms, declarative, interrogative, imperative, statement, question, command or request.

## 2. Request

Request is an act that is used to ask something from other politely. For example: when we need some helps from other, we use some expressions to express what we want from other.

## 3. Direct Request

Direct request or imperative, explicitly state the desired action.

## 4. Indirect Request

Request that is implicitly states the desired action.

## 5. Movie

A form of entertainment that enacts a story by sound and a sequence of images giving the illusion of continuous movement. It also can be as a media in teaching and learning process.