

CHAPTER I

INTRODUCTION

In this chapter, the researcher discusses background of the research, research problem, objective of the research, significance of research, scope and limitation of the research, and definition of key terms.

A. Background of the Research

Figurative language is a language that uses figures of speech. Figurative language is words or expression that carry more than their literal meaning (Stanford, 2003: 48). The author conveys a different way to express and describe something such as idea, theme, and author's feeling. The author uses the situation and condition of fact. The author uses language to write the literary work. Figurative language used figures of speech to be more effective, persuasive, and impactful. Figurative language is also used to make the words or phrases be more beautiful, more interesting, and make clearer the image. Figures of speech such as metaphor, simile, hyperbole, personification and irony go beyond the literal meanings of the words to give the readers new insight.

Figurative language enables us to explore language in new and interesting ways. Figurative language is a form of language that uses concrete, literal images as a base. Then, "the concrete image is combined with a starting and seemingly unrelated image to create something new." (David, 2010: 1). Figurative language is not only used in poem, but also in

song lyrics, poetries, and screenplay or movie script. Here, the researcher chooses figurative language because it can enhance every literary work and help the readers visualize what is happening in literary work easily, especially in English movie script, that well known that movie has a message which want to be presented for the viewers. Movie invites the viewers to come to the new world, new life as if the viewers' life there. On the other hand, every single utterance has the own meaning and contains different messages. The viewers should be able to understand what is contained within that movie.

Movie is the form of entertainment for the people that creates a story with sound and sequence of images giving the illusion of continuous movement. Movie is one of the important parts of human life. Movie also becomes one of sources of entertainment, education and knowledge. The movies made based on the human experiences, such as working, loving, education, religion, friendship, etc. as the popular entertainment, it makes people dissolving themselves in a world of imagination for a certain time and one of the important parts of movie is communication that called dialogue. 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".

Based on explanation above, the researcher chooses figurative language in this research especially in the movie script "Toy Story 4". "Toy Story 4" is a 2019 American computer-animated adventure comedy

movie produced by Pixar Animation Studios of Walt Disney Pictures. It is the fourth installment in Pixar's story series and the sequel to "Toy Story 3" (2010). It was directed by Josh Cooley from a screenplay by Andrew Stanton and Stephany Folsom. This movie directly follows "Toy Story 3", as Sheriff Woody, Buzz Lightyear, and their other toy friends have found new appreciation living with Bonnie. They are joined by Forky, a spork that Bonnie has made into a toy, and embark on a road trip adventure and run into an old friend from Andy's house. Toy Story 4 released in the United States on June 21, 2019 while it released in Indonesia on June 26, 2019.

On review aggregation website Rotten Tomatoes, the movie holds an approval rating of 97% based on 439 reviews with an average rating of 8.36/10. The website's critics consensus reads, "Heartwarming, funny, and beautifully animated, Toy Story 4 manages the unlikely feat of extending- and perhaps concluding – a practically perfect animated saga". It ranked as the third best film of the year and the fourth-best reviewed film of all time on Rotten Tomatoes. Ehrlich stated "Clever, breathless, and never manic just for the sake of keeping your kids' eyes busy, the action in Toy Story 4 is character-driven and paced to perfection". It can conclude that Toy Story movie is a perfect movie for kids and all ages. In other hand, this movie is easy to understand and there many figurative languages found in this movie script especially in dialogue. So, the researcher is interested in analyzing of figurative language in this movie.

There were several previous studies about figurative language analysis that have been conducted by some researchers. The first previous study was conducted by Fafa Gandhi Khwarizmi from Peradaban University Bumiayu entitled “The Analysis of Figurative Language Used in Johnny English Reborn Film“. The result of this study show the calculating of figurative language, they are; 16 repetition, 11 hyperbole, 9 understatement, 9 synecdoche, 8 metaphor, 4 parallelism, 3 simile, 3 personification, 2 irony, 2 symbol, 3 tautology, 2 litotes, 1 allusion, and 1 paradox.

The second previous study was conducted by Dwi Wahyu Agustin (2019) from University of Muhammadiyah Malang entitled “An Analysis of Figurative Language in “Alice and Wonderland” Movie”. The result of the research showed that there were ten figurative languages which are: allegory, hyperbole, idiom, irony, metonymy, metaphor, onomatopoeia, oxymoron, personification, and simile for forty-two utterances.

The third previous study was conducted by Umar Faruk (2017) from The State Islamic University of Sunan Ampel Surabaya entitled “An Analysis of figurative language Used in The Great Gatsby’s Movie. The result of this study is types of figurative language, there are five data that contain personification, three data of metaphor, ten data contain simile, three data contain hyperbole, two data of litotes, one data of paradox, two data of ellipsis, one data of symbol, one data in metonymy, seven data of climax and anti-climax.

From the discussion above, the analysis of figurative language in a movie script of “Toy Story 4” has never been studied by the other researchers. That is why the researcher chooses figurative language. In addition, it is interest to learn and can motivate student to study literacy especially in movie script of “Toy Story 4”. Based on the reason above, the researcher intended to conduct a research entitled *“An Analysis of Figurative Language Used in Movie Script “Toy Story 4”*.

B. Research Problem

On the basis of the background of the study, the research problems can be formulated as follows:

1. What are the types of figurative language found in movie script “Toy Story 4”?
2. What are the messages can be taken from the use of figurative language in the movie script “Toy Story 4”?

C. Objective of the Research

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

1. To find out the types of figurative language in the movie script “Toy Story 4”.
2. To know the messages can be taken from the use of figurative language in the movie script “Toy Story 4”.

D. Significances of the Research

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

1. The students

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

2. The viewers

The result of this research hopefully will useful for the viewers of the movie, because this study provide the description about figurative language. Understanding figurative language will make the viewers easier to catch the meaning and the message of the movie.

E. Scope and Limitation of the Research

The scope of this research is a study of figurative language. The researcher only focus on the words that used figurative language in movie script "Toy Story 4". The limitation focused on the types of figurative language and the messages conveyed in movie script "Toy Story 4".

F. Definition of Key Term

There are definitions that the researcher has to clarify in order to make the study understandable, the term is as follows:

1. Figurative Language

Figurative language is language that is used in ways that differ from the literal connotation and definition of individual words or phrases. Stanford (2003: 48) states that figurative language is words or expression that carry more than their literal meaning. Figurative language used to make the language more interesting and easy to understand.

2. 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 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.

3. Movie

Movie can be called as play or drama. Because, many people have created, watched, and participated in play, movie, or drama. The drama can be fictive and also realistic. The realistic drama usually was adopted from the realistic life, while the fictive drama was just the fantastic of the writer story. So, the writer can imagine the ideas or emotions into the play or drama.