

## **CHAPTER I**

### **INTRODUCTION**

#### **A. Background of The Study**

Language is an essential tool for human communication, enabling individuals to convey ideas, emotions, and intentions within social interactions. As social beings, people rely on language not only to exchange information but also to perform actions, such as making requests, offering apologies, or giving commands. In this context, the study of how language is used to perform actions—known as pragmatics—plays a critical role in understanding the dynamics of human communication.

One of the central concepts in pragmatics is the notion of speech acts, as introduced by Austin and further developed by Searle. Speech acts are utterances that do not merely communicate information but also accomplish actions. Among these, the requestive act is particularly significant, as it reflects how speakers attempt to influence the behavior of others by expressing wishes, needs, or demands. According to Trosborg (1995), a request is an illocutionary act in which a speaker conveys to a hearer the desire for the hearer to perform an action that is beneficial to the speaker.

A request is a directive speech act in which the speaker asks the hearer to perform an action, often requiring politeness strategies to mitigate potential face-threatening effects (Brown & Levinson, 1987). Requests vary in form and

function depending on factors such as power dynamics, social distance, and cultural norms, making them a rich area for pragmatic analysis.

The analysis of requestive acts has attracted considerable scholarly attention, especially in the fields of linguistics and pragmatics. Previous studies have explored the types, strategies, and functions of requests in various contexts, such as everyday conversations, literary texts, and films. These studies have contributed to a deeper understanding of how requests are formulated. However, there remains a need for further research that examines requestive acts in contemporary media, particularly in animated films that are rich in dialogue and character interaction.

“Coraline,” an acclaimed animated movie based on Neil Gaiman's novel, offers a compelling context for pragmatic analysis. The movie's script features a diverse range of characters who engage in complex interactions, often involving requests that reveal their personalities, relationships, and underlying motivations. The movie's narrative revolves around Coraline Jones, a curious and adventurous girl who discovers an alternate world that initially appears perfect but gradually reveals sinister undertones. The interactions between Coraline and other characters—such as her parents, the Other Mother, and eccentric neighbors—exhibit diverse communicative strategies, including requests that vary in politeness, directness, and underlying intentions.

The study of requestive acts in *Coraline* is particularly intriguing due to the film's contrasting settings: the mundane real world and the manipulative “Other World.” These differing environments influence how characters formulate

requests—ranging from mundane daily interactions to highly strategic and coercive demands. For instance, the Other Mother's requests often appear superficially polite but carry manipulative undertones, whereas Coraline's requests evolve from childish insistence to assertive and strategic pleas as she navigates the story's conflicts. Despite the movie's popularity and narrative depth, there has been limited research focusing specifically on the pragmatic aspects of its dialogue, particularly the requestive acts employed by its characters.

The relationship between the categories of request acts as proposed by Blum-Kulka's theory and the sentence patterns of request acts is an important aspect of pragmatic analysis. Blum-Kulka's theory classifies requests according to their contextual and linguistic characteristics, and sentence patterns refers to the grammatical structures that are used to formulate these requests, each of which is connected to a particular sentence patterns.

In the utterances and dialogues employed by the characters in the Coraline movie, the researcher is interested in analyzing the request expression. The goal of this research is to learn new things or acquire new insights. The advancement of knowledge in a scientific field—in this study, the request expression is in the film—is another factor. The researcher used the previous research by Rifa'i (2015) from State Islamic Institute of Tulungagung (IAIN) entitled "*A Study of Request Used by the Characters in Divergent Movie Subtitles*", the second previous research by Nuraini (2014) entitled "*The Realization Pattern of Request Used by The Characters In Twilight Movie*", the third previous research by Jalilifar (2009) entitled "*Request Strategies Used by Iranian learners of English*

*as a Foreign Language and Australian Native Speakers of English.*”. Researcher uses the Coraline movie as an object of this research. The significance of this research lies in its potential to enrich the understanding of pragmatic phenomena in film dialogue, contribute to the broader field of speech act theory, and provide insights for educators, linguists, and film analysts interested in the intersection of language, communication, and media. By focusing on “Coraline,” the study also highlights the relevance of animated films as valuable sources for linguistic and pragmatic investigation, reflecting the complexities of real-life communication in creative and accessible ways.

Therefore, the researcher searched and analyze speech act especially focuses on identifying the expression of request from the Coraline movie script. The researcher’s title this research is “*A Pragmatic Analysis of Requesive Act in the Coraline Movie Transcript.*”

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

Two research problems are formulated based on the research background. These are as follows:

1. Which request strategies are employed by the Coraline movie characters?
2. How are the sentence patterns of request strategy employed in the dialogue between the characters in the Coraline movie?

### **C. Objectives of the Research**

This research has two objectives based on the research problems, which are formulated as follows:

1. To understand the request strategies that the characters in the Coraline movie transcript employ.
2. To understand how sentence patterns of the request strategy employed by the characters dialogue in the Coraline movie.

### **D. Significant of the Research**

1. For writer, this research can improve the writer's ability to understand the study of request expression based on the context. Additionally, this study can enhance the writer's understanding of pragmatic clarity.
2. For the readers who are interested in learning more about request expression in movies can find this study to be a useful additional source of information.
3. For other researchers, the results of this research will serve a reference and more information for future researchers related to their field.

### **E. Scope and Limitation of the Research**

To achieve the expected research objectives, the writer focuses on identifying speech acts. Especially, to determine the request expression from the dialogue in the Coraline movie using Blum Kulka theory.

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

#### **1. Speech Act**

Speech act is important aspect in pragmatics that have a functional form of actions that help people understand or complete something by using words in communication.

#### **2. Request**

Request fall under the directive category because they are made with the intention of asking the hearer to do something. The listener/interlocutor has the option of complying with the request or not.

#### **3. Movies**

A movie is a recording of moving images that show specific stories and are watched by people on a screen or television. Before about 1912, films or movies were called “motion *pictures*”. Movie is shorthand for the phrase, which some people have shortened into the more archaic-sounding “pictures.”