CHAPTER I
INTRODUCTION

This chapter presents the background of the research, statement of the problem, purposes of the research, research significant, previous study and definition of key terms. The background of study explains why the researcher was interested in this title. The statement of the problem presents the problems or question which will be answered by the researcher. Significant research shows the purpose of this research. The previous study presents the previous studies related to this research. And the definition of key terms contains the key terms of this research.

1.1 Background of the Research

Human beings are social creatures, they have to cooperate with each other. They need language to interact with another. The language used by humans for communication. The use of language in communication can make humans understand what they want to express with other peoples. By language people can express their ideas, feelings, and desires in speaking or writing, in a formal or informal situation.

Each country has their own language to communicate each other. Language is the only general way of carrying out the kinds of acts illustrated in thought. According to Wardaugh in Mariani (2007: 3) stated that "Language is a system of arbitrary vocal symbol used for human communication. It means language can constantly produce and understand in responding to a new situations and new experiences. Language is not only used as communication media but also used in other fields, language as art. It can be found in advertisements and entertainment such as magazines, novels, music, and movie.

A movie tells a story by dialogue and action in the movie. Utterance in that dialogue can give information for the speaker by delivered to characters. As (Barsam & Mohanan (2016: 2) states that "Movie is popular entertainment, a product produced and marketed by a large commercial studio". The movie is one

of entertainment media which is interesting for all generations. It contains a cultural elements, moral messages, education, lifestyles, politics, and history. The movie becomes so familiar in this era. A movie can make everyone enjoy when they are watching it. Sometimes a movie can make people forget about time. The subject of this writer is a movie entitles "How to Train Your Dragon 1" and "How to Train Your Dragon 2". Those movies are animation movies which adapted from a novel with the same title. "How to Train Your Dragon" has deictic words but this is a great movie from DreamWorks, many people especially teenagers and kids are interested in this movie. Kid movie is interesting because the actor not only speaks but also using gesture to make the audience more understand.

Even though those movies not only for kid but all generation can watch it because this movie has good moral value that many people could take it, such as to face your fears, if life knocks you down try again until you can stand all, never be afraid of being different, you are stronger than you think. Therefore, it would be interesting to study of this movie, especially about deixis. Although the violent content limits the movies suitability for younger viewers, it is certainly a movie that parents and older children could enjoy together. "How to Train Your Dragon 1" and "How to Train Your Dragon 2" are movies full of moral value. Then why the researcher choose those movies? Because this movie is a sequel and of course in this movie there are five types of deixis but there is uniqueness compared to other movies that are almost 60% in this movie using person deixis most of the other films each deixis is balancing and there are all kinds of deixis functions of those movies here.

When the people watch a movie, sometimes they do not only apprehend the meaning of a word in that utterance itself, but also the meaning of the reader or speaker means. The study of what speakers mean or speaker meaning is called pragmatics. The study of what speakers mean or speaker meaning is called pragmatic. Levinson S. C. (1983 : 9) states "Pragmatics is study of those relations between language and context that are grammaticalized, or encoded in the structure of a language". We can say the meaning of language refers to the fact that to understand a phrase/speech language is also needed knowledge beyond the

meaning of words and grammatical relationships. Some scopes of pragmatics include the study of deixis, presupposition, reference, entailment and speech acts. In this research, the researcher uses pragmatics approach that analyses the deixis in movies.

Furthermore, Griffiths (2006: 12) states that "Pragmatics deals with inferences that listeners and readers make, or that when speaking or writing they invite others to make". Therefore, it means that pragmatics discusses the relationship between a language as a context which is as the base of language standing. In other hand, pragmatics concerns to study about the capability of language user to concept the utterance and context which one of them is, encoded in the structure of a language, deixis.

According to Levinson S. C (1983: 54) states that essentially, deixis concerns how the ways in which languages encode or grammaticalize features of the context of utterance or speech event, and thus also concerns ways in which the interpretation of utterances depends on the analysis of that context of utterance. From Levinson's statement, we can take a point that to interpret the real meaning of the deixis that used, we have to concern on the certain context or situation about who is speaker, what is the object, who are the addressee or audiences and other contextual aspect based on the speech event.

Within linguistic view, deixis refers to the phenomenon wherein understanding the meaning of certain words and phrases in utterance requires contextual information. Then, deixis can give interpretation to the context of the utterance, such as who is speaking, the time or place speaking, the gesture of the speaker, the current location in the discourse and the topic of the discourse. Additionally, deixis is an expression that directly is derived from the utterance context that refers to once or more of the roles in the utterance context which use deixis words like showing the speaker, the hearer, the location, or the time. Such deixis words occur in utterance meaning. In utterance meaning, there are words of which references are determined by the specific context in which a speaker converses with a hearer about a particular topic of conversation.

Deixis is one of the phenomena that cannot be ignored in terms of utterance. Yule (1996: 9) state that defines "Deixis as 'pointing' via language". its mean that deixis depends on the speaker and hearer sharing the same spatial context, in face-to-face spoken interaction. Meanwhile, Levinson S. C (1983: 54) states that "Essentially, 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 the interpretation of utterances depends on the analysis of that context of utterance". From Levinson's statement, we can take a point that to interpret the real meaning of the deixis that we used, we have to concern on the certain context or situation about who is speaker, what is the object, who are the addressee or audiences and other contextual aspect based on the utterance. There are five kinds of deixis proposed by Levinson, they are: Personal deixis, Place deixis, Time deixis, Discourse deixis, and Social deixis.

In this research, the writer does not reveal the types of deixis only, but also the function of deixis found in "How to Train Your Dragon" movie. This research entitles "An Analysis of Deixis in "How to Train Your Dragon 1" and "How to Train Your Dragon 2" Movies". In those movies there are all kinds of deixis and their functions, therefore the writer analyzes only two movies even though the movies have sequel.

1.2 Statement of Problem

As explained in the background, the writer is interested in analyzing types of deixis in "How to Train Your Dragon 1" and "How to Train Your Dragon 2". There are many utterances in those movies which use word to refer something. It means there are types of deixis and their function which can be analyzed in the characters utterance. There are problems that can be formulated into the research question as follows:

1. What types of deixis are found in "How to Train Your Dragon 1" and "How to Train Your Dragon 2"?

2. What language functions of deixis are found in "How to Train Your Dragon 1" and "How to Train Your Dragon 2"?

1.3 Research Object

The main purpose of this research is to give evidence for pragmatic theory especially in dietic expression (deixis). Thus, this study aims as follows:

1. To find out types of deixis in "How to Train Your Dragon 1" and "How to Train Your Dragon 2".
2. To find out of language functions of deixis that found in "How to Train Your Dragon 1" and "How to Train Your Dragon 2".

1.4 Research Significance

Based on the statement of problems above, there are the research significance as follow:

a. Theoretically

As written in the background of study, this research aims to analyze deixis in How to Train Your Dragon, this is important to enrich the understanding of pragmatic especially in terms of deixis found in movies "How to Train Your Dragon 1" and "How to Train Your Dragon 2". Hopefully, this research might enrich study and understand about deixis. The findings of this study can contribute to the students of English Language Learner. The use of new evidence can be a contribution to the other learners in the future and now.

b. Practically

This research is directed to those who are interested in this research, and can benefits for students, also this research to enrich references as knowledge for English learners.

1.5 Previous Study

Before writing this research, the writer compares the other analysis which has relation with discussion of the research. The first is a paper entitles "A Deixis

Analysis of Moana Script" by Nurjanah in 2018. This study was focused on three types of deixis by George Yule theory. This study only focused on movie script. This study was purposed to find out types and dominant of deixis are used in Moana Movie Script. The result in this study is types of deixis that used in Moana Movie script were personal deixis, spatial deixis, temporal deixis and discourse deixis. In Moana Movie Script, the person deixis is the one which reached great level than another, means it was used by 1.041 times. The similarity between this research and Nurjanah's research is both of the research are discuss about deixis, and the differences are object of the research and the theory. While this research discuss about movies and Nurjanah's research is discuss about script movie. This research uses Levinson's theory while Nurjanah uses Yule's theory

The second is a paper entitles "Deixis and reference analysis of Big Hero 6 Movie" by Lulu Nurul Adhani in 2016. This study was focused on deixis and reference in the characters utterance movie by Cutting theory. This study focused on movie and movie script. The result in this study is types of deixis that used in Big Hero Movie were personal deixis, time deixis, spatial deixis, temporal deixis and discourse deixis.

The third is a paper entitles "An Analysis of Deixis in Lois Lowry's Novel The Giver" by Diah Utami in 2017. This study is focused deixis and reference used by Jonas in novel The Giver dialogue by Levinson theory. This study focused on Jonas's utterances, the main character novel The Giver. The result in this study were personal deixis, time deixis, place deixis, discourse deixis and social deixis. The method of this research is a descriptive qualitative. The result of this research shows that are 869 data from 296 Jonas's utterance which contain deixis. The similarity between this research and Diah's research use Levinson's theory. The differences both of the research are the object. while this research discuss about movies and Diah's research is discuss about a novel.

The fourth is a thesis entitles "Deixis Analysis in God Must be Crazy Movie Script" by Ashrolif Alif in 2018. This study is focused deixis and function

of deixis in God Must be Crazy Movie Script by Levinson's theory. The result in this study were personal deixis, time deixis, place deixis, discourse deixis and social deixis. The method of this research is a descriptive analysis technique. The result of this research shows that are 115 data. The similarity between this research and Ashrolif's research use Levinson's theory. The differences both of the research are the object. While this research discuss about movies and Ashrolif's research is discuss about a movie script.

The fifth is a thesis entitles "Deixis analysis of Paramore lyrics in Brand New Eyes Album" by Fitrotul Nekita in 2018. This study is focused deixis and references of deixis in song lyrics in Brand New Eyes Album by Levinson's theory. The result in this study were personal deixis, time deixis, place deixis, discourse deixis and social deixis, while references are exophora, endophora, anaphora, and cataphora. The method of this research is a documentation method. The result of this research shows that are 125 data from 76 words deixis dominate the analysis of data such as person deixis. The similarity between this research and Fitrotul's research use Levinson's theory. The difference between both of the researchers is the object. While the researcher discusses about movies and Fitrotul's research discusses about song lyrics in an album.

The sixth is a thesis entitles "Deixis in Raja Campur Sari of Didi Kempot's Song" by Jimmy 2014. This study is focused deixis in Didi Kempot's Song lyric by Levinson's theory. The result in this study were personal deixis, temporal deixis, spatial deixis, discourse deixis and social deixis. The result of this research shows person deixis 33%, spatial deixis 16%, temporal deixis 16%, spatial deixis 16%, discourse deixis 20% and social deixis 13%. The similarity between the researcher and Jimmy's research use Levinson's theory and the result dominant to person deixis. The differences both of the research are the object. While the researcher discusses about movies and Jimmy's research discusses about song lyrics.

The seventh is a thesis entitles "The Translation of Deixis in Stephenie Meyer's Novel The Twilight Saga "Eclipse" Into Monica's "Gerhana" by Vialita Poerwalangendaru in 2013. This study is focused deixis in song lyrics in novel by Levinson's theory. The result in this study were personal deixis, time deixis, place deixis, discourse deixis and social deixis. The method of this research is a qualitative descriptive. The result of this research shows there are 107 words or out of 130 words deixis dominate the analysis of data such as person deixis. The similarity between this research and Vialita's research use Levinson's theory. The difference between both of the researchers is the object. While the researcher discusses about movies and Vialita's research discusses about novels.

The eight is a thesis entitles "A Pragmatic Study on Deixis in The Song's Lyric of Deen Squad Album" by Defi Heldia Rahmiin 2018. This study is focused deixis and references of deixis in song lyrics in of Deen Squad Album by Alan Cruse's theory. The result in this study were person deixis, spatial deixis, temporal deixis and social deixis. The method of this research is textual analysis. The result of this research shows that are 264 words deixis dominate the analysis of data such as person deixis. The similarity between this research and Defi's research use explanation about deixis but different theory. The difference between both of the researchers are use theory and object. While the researcher use Levinson's theory although Defi use Cruse's theory, then researcher discusses about movies and Defi's research discusses about song lyrics in an album.

Next is a thesis entitles ""The Analysis of Deixis Found in Hansel and Gretel: Witch Hunters Movie and Its Application to Teach Writing at the Tenth Grade of Senior High School" by Tri Kusumawardani in 2016. This study is focused deixis and teaching writing in Witch Hunters Movie by Yule's theory. The result in this study were personal deixis, time deixis, place deixis, discourse deixis and social deixis. The method of this research is a qualitative research. The result of this research shows that are are 572 person deixis (89.38%), 35 place deixis (5.47%), 33 time deixis (5.16%), dominate the analysis of data such as person deixis. The similarity between this research and Tri's is object. The

difference between both of the researchers is use theory. While the researcher use Levinson's theory although Tri's research use Yule's theory.

And the last is a thesis entitles "A Study On Deixis Used In Adverstisement of The Headline USA Today Website" by Al Imroatus Sholihah in 2015. This study is focused deixis in advertisement headline USA TODAY website by Levinson's theory. The result in this study were personal deixis, time deixis, place deixis, discourse deixis and social deixis. The method of this research is use descriptive qualitative design. The similarity between this research and Fitrotul's research use Levinson's theory. The difference between both of the researchers is the object. While the researcher discusses about movies and Imroatus's research discusses about advertisement in website.

1.6 Definition of Key Terms

1. **Pragmatic** : Pragmatics discusses about the relationship between a language as context which is as the base of language standing. In other hand, pragmatics concerns to study about the capability of language user to concept the utterance and context which one of them is, encoded in the structure of a language, deixis.

2. **Deixis** : Deixis is used to analyze the conversation, utterance or sentence because every utterance is related to pointing about people, something, place or time. The meaning will be clear if the listener or reader knows about who, where and when the utterance is uttered.

3. **Person deixis** : to indicate a person who utters the utterance or sentence.

4. **Time deixis** : Time deixis is refers to the relative time at which the conversation or conversation takes place.

5. **Place deixis** : Place deixis is a place that mentioned in utterance or place where the utterance happens.

6. **Social deixis** : Social deixis use for social status.

7. **Discourse deixis**   : Discourse deixis can be referred as deixis, it pointing to use of utterance

8. **Function deixis**   : The function of deixis is a related to the language function