

Chapter I

Introduction

This chapter presents the discussion about the background of research, statement of problems, research purposes, research significances, previous study, and clarification of key terms.

1.1. Background of Research

Language is a conventional oral and written system that involves humans as intermediaries. Aitchison (2008) assumes that language is a pattern system of arbitrary sound signals, characterized by structure dependence, creativity, displacement, duality, and cultural transmission. Thousands of words have come out of our mouths without realizing it when speaking with other people. The existence of language is a very important role in this life, so it must be an effort to learn a language.

Chaer (1995) assumes that language is a system, which means that language is formed by several statically patterned components that can be studied. In other words, a language is a communication tool that has its pattern which is then formed by several components that can be understood and recognized. The use of language will be different for each individual because it is based on knowledge and ability in mastering the language itself called a repertoire. Language skills will be used also in communication between one another. As stated by Chaer (2010) human communication conveying information in the form of ideas, thoughts, feelings, intentions, and emotions.

Searle (1975) states “Speaking a language is performing speech acts, acts such as making statements, giving commands, asking a question or making promises”. The meaning in a sentence is made through a clear description and then conveyed through an image that matches the description of the meaning of the sentence. Speech acts are always used when there is a conversation going on in everyday life and also in a conversation that is humorous or dramatic. The type of speech act depends on the attitude or intention of a speaker which is then followed by the reaction of the listener.

In one sentence there are three actions, the act of locution first, this action is the sentence itself or the literal meaning of a sentence. The second is the illocutionary act, which is an action

that takes place behind a speech uttered by someone. These words can appear in the form of acts of approving, disagreeing, promising something, making statements, etc. Illocutionary acts have two types that show the meaning behind the statement, those are explicit and implicit. Then the third is the act of perlocutionary, which is an effect or the result of illocutionary acts, meaning that when the listener hears a speech that has several statements that can be heard and also understood by the listener then it proves that the speech raises a good perlocutionary act.

Searle (1969) assumes that illocutionary act is categorized into 5 main types, are representative, commission, directive, declarative, and expressive. A representative act is one of the illocutionary acts which to represent a situation and describe the situation that occurs in a certain place. A committee act is a form of speech that aims to make an offer or a promise such as offering, promising, and vowing.

A directive act is a speech act used by a speaker when telling someone else to do something and is usually used by someone who has a high position in a certain community group. A declarative act is a speech that has a relationship with the things that are happening or being experienced by the speaker. Then the expressive act is a speech act that is intended by the speaker so that what he says can be interpreted and used as an evaluation of several things that have been stated in a speech.

Many people play games through various media provided by game console manufacturers, such as Playstation, Niiendo, Xbox, etc. Game genres have begun to vary, ranging from those that can be played by children to adults, but not everyone thinks that through games we can learn a lot of new things such as history, how to count, solve problems, and learning a foreign language. The majority of games in the world use English and that makes a person's English language skills increase by frequently viewing English texts and conversations.

Besides, through the game, one can find out the speech act that appears from the character's game, the writer tries to explain the expressive act in one of the games made by a famous developer called KOEI Techmo, which has been around since 1997 until now and has many series here, the game is *Dynasty Warriors 8 Extreme Legend*.

This study uses one game of the Dynasty Warriors series entitled "*Dynasty Warriors 8 Extreme Legend*". Dynasty Warriors is a game made by KOEI Tecmo which tells about the Three Kingdoms era in China. This game is a hack and slashes action game with various features and dramas that are presented stunningly. The writer chooses this particular series

because it is the story in the *Dynasty Warriors 8 Extreme Legend* series is the most accurate and almost by the original history of the Three Kingdoms, and in this series, many dialogues show the expressions of different characters from various backgrounds that make the inherent characteristics of this game are even more interesting if examined carefully. The writer is interested to study expressive acts in *Dynasty Warriors 8 Extreme Legend* series in which there are many characters with different characters and also with various conflicts.

Various kinds of expressive acts can be found in *Dynasty Warriors 8 Extreme Legend* series because every dialogue spoken by each character in the game describes the feelings and character of the characters (Yule, 1996). However, sometimes the writer also finds that some of the dialogues expressed by the characters in the game do not match the character's mood or feelings. This is because the character's background is contrary to what he was experiencing when the character expressed his feelings at that time.

Following the theory of expressive which that a person's expression will adjust to the person's psychological state and then be shown by the person's expression, including in *Dynasty Warriors 8 Extreme Legend* series. Barry Smith in his journal describes that a person's expression can be seen through the sentence or tone of the person's speech and to find out it is necessary to make careful observation when someone is talking, whether the person is saying what they feel because that person only presupposes the truth of the proposition. has been disclosed (Smith, 2003).

Research on speech act that focuses on the expressive act by making video games as research objects is very rarely found, most research that studied speech acts took novels or films as research objects of graduates from various universities when they were going to conduct a thesis trial. Considering it, the writer decides to take two theses that discuss the speech act as references in writing this research.

The first was entitled "An Analysis of Speech Acts in The Dead Poets Society". This thesis was written by Rumaria (2015). She used the theory put forward by John Austin and John Searle as her main theory and then examined the speech act elements in the film The Dead Poets Society. The writer searches for and then classified, the results of his research into several categories of speech act. (Rumaria, 2015).

Next, the research was "The Analysis of Speech Act in Spongebob Squarepants Comics". This research was written by Lutfiani (2013). Just like the previous thesis. In this thesis, the writer used the theory of John Austin and John Searle to serve as the main theory in writing

this thesis. In the study, the writer found several speeches acts in the comic Spongebob Squarepants (Lutfiani, 2013).

Then, the research was entitled “Pragmatic Analysis of Representatives Speech Act in Obama’s Speech to the United Nations General Assembly Text”, written by Zalaludin (2013). This research used the theory of John Searle to representation about speech act in Barrack Obama’s speech.

Last, the writer took thesis with title “Pragmatik Analysis On Speech Act In *Abdallah Yusuf Ali’s Al-Mudatsir* English Translation” was written by Alfarisi (2017). Just like the previous thesis above, in this thesis the writer used the theory of John Austin to serve as the main theory in his thesis. In the study, the writer found several speech acts in *Abdallah Yusuf Ali’s Al-Mudatsir* English Translation (Alfarisi, 2017).

From the literature review above, the writer finds that none of them focused on discussing in-depth what the writer is trying to research, namely understanding the expressive acts that appear on each character in the game *Dynasty Warriors 8 Extreme Legend*. Therefore, the writer is the first to research the game *Dynasty Warriors 8 Extreme Legend* by using the Expressive Act theory.

1.2 Statement of Problem

The basic question for this research is to know what expressive acts are contained in the game *Dynasty Warriors 8 Extreme Legend*, to take the focus on this research clearly, the writer records several questions in the form of problem formulations to be answered in the research. The statement of the problem for analysis are as follow:

1. How does the context of the situation support the use of expressive acts in the *Dynasty Warriors 8 Extreme Legend*?
2. What kinds of an expressive act are found in the *Dynasty Warriors 8 Extreme Legend*?

1.3 Research Purpose

The purpose of this research is as follows:

1. To find out how the context of the situation supports the use of expressive acts in the *Dynasty Warriors 8 Extreme Legend*.

2. To find out what kinds of an expressive act are found in the *Dynasty Warriors 8 Extreme Legend*?

1.4 Research Significance

Two significances can be taken in this study, theoretical and practical. The theoretical significance is the benefit of this research in the field of pragmatic studies that focuses on expressive speech act and also provides insight into works in the form of games that can be used as teaching materials in classroom learning. Second, practical benefit is that this research can be used as an alternative source or object of research in a subject that discusses the pragmatic speech act theory.

1.5 Definition Keyterm

To clarify the key terms used in this thesis, some definitions are disclosed as follows:

- a. Speech Act

Speech act is an interaction activity carried out simultaneously.

- b. Expressive Speech Act

Expressive act is one of the speech acts that convey something the speaker feels.

- c. Context of Situation

Context of situation is a theory of context that emerged before the theory of text was made.

