

# CHAPTER I

## INTRODUCTION

In this chapter the writer presents the background of the problem, statement of the problem, research objective, research significance, and definition of key terms.

### **A. Background of Problem**

Language is a system of arbitrary vocal symbol used by human communication. Wardaugh (1997) states that linguistics is the study about language. From the definition, we know that language as a system contains system of sound and meaning. People use language in a variety of purposes depending on the context when they speak.

The purpose is delivered through sentences or utterances. The same utterance in communication may have different meaning. Clearly, there might be more than one meaning in one utterance. In the analysis of spoken language, an utterance is the smallest unit of speech. It is a speech that continuously begins and ends with a clear pause. In the case of oral languages, it is generally, but not always, limited by silence. Utterance does not exist in written language, but only representation exists. They can be represented and described in written language in many ways.

To illustrate, there is an utterance "It hurts my heart". If the utterance is delivered by a man to a woman, it can be understood that the man's feelings are hurt by the actions that the woman has done. Nevertheless, when the utterance is delivered between a doctor and a patient, it can be understood that the patient has a disease that hurts his heart.

Pragmatics is indispensable when we are going to study speaker utterance. Yule (2006) supports the statement that pragmatics is the study of invisible meaning, or how we recognize what is meant even when it isn't actually said or written. Simply, it is the study of the speaker utterances based on the context.

Leech (1983) also supports that context is background of knowledge assumed to be shared by speaker and hearer and which contributes to hearer interpretation of what speaker means by his/her utterance. It indicates that context is the situation or condition when the sentence is. The advantage studying language via pragmatics is

that one can talk about people's intended their assumptions, their purposes or goals, and the kind of actions (for example, request) that they are performing when they speak (Yule, 1996).

In spoken language analysis, an utterance is the smallest unit of speech. The utterance very likely used to perform the act. The actions that performed via utterances are generally called speech act. The speakers usually expects that their communicative intention will be recognize by the listener.

John (1962) observes that in saying something that has a certain sense and reference, one is normally also doing something other than just saying something - making a request, as in the case of the sentences or making a promise or offer, or an apology, etc. he also stated there are three things in speech act; locution, illocution, perlocution. This meaning is the meaning of a word that explains or informs something clearly without any other meaning or meaning in it. Locutionary act is the action of making a meaningful utterance.

While illocutionary act is performing an intentional utterance. Perlocutionary act talks about producing the effect of the meaningful, intentional utterance. There are five classification of illocutionary act; representative, directive, commissive, expressive and declarative.

Representatives are speech acts that bind the speaker to the reality of the statement being expressed. Directives are statements made by a speaker in order to persuade the listener to do something. For example, by issuing orders, commanding, advising, and so on. Commisives are statements that bind the speaker to a certain action in the future.

Expressive utterances are those in which the speaker communicates their own psychological state. They are expressions of enjoyment, pain, hate, joy, and sorrow that convey psychological states. When a speaker uses an expressive, he or she fits words into the world (or feeling).

The writer chose video game as the subject of research, and the data will come from the video game's character's utterances. Based on Cambridge Dictionary, video game is a game in which the player controls moving pictures on a screen by pressing buttons. In everyday conversation, illocutionary acts can be found. The conversation

in the video game is an amazing illustration of conversation that can be used as the object of the study.

Red Dead Redemption 2 is a standout amongst other computer game of the decade. On October 26, 2018, the game was delivered worldwide for the PlayStation 4 and Xbox One consoles. As indicated by audit aggregator Metacritic, Red Dead Redemption 2 got "universal acclaim" from critics; it was Metacritic's most elevated evaluated round of 2018.

The game had the best opening end of the week in entertainment history, netting more than \$725 million out of three days and selling in excess of 17 million duplicates in about fourteen days. Besides, Red Dead Redemption 2 is the second most noteworthy netting diversion dispatch (behind Grand Theft Auto V) and set standards for the most pre-orders, first-day deals, and initial three-day deals on PlayStation Network.

Red Dead Redemption 2 garnered awards and nominations in an assortment of categories with specific commendation for its story, performances, music, and graphical design. At The Game Awards 2018, the game got eight nomination and proceeded to win four awards: Best Audio Design, Best Narrative, Best Score/Music, and Best Performance for Roger Clark as Arthur Morgan. At IGN's Best of 2018, the game earned seven selections; it won two honors and was named runner-up in four (behind God of War).

The game earned eight nomination at the 22nd Annual D.I.C.E. Awards, including Game of the Year. At the sixth SXSW Gaming Awards, Red Dead Redemption 2 was named the Trending Game of the Year and won for Excellence in SFX and Technical Achievement. The game got seven selections at the nineteenth Game Developers Choice Awards, and six at the fifteenth British Academy Games Awards.

There are some previous studies which has been done by some researchers. The first is the study from Dina Mariani Siregar from Universitas of Sumatra Utara on 2018 entitled A Study of Expressive Speech Act Used by The Characters In "Orphan" Movie Script. In her thesis, the writer found expression act which is used in "Orphan" movie script. The most dominant of expressives speech act is expressives of attitudes.

The difference between this study with the writer study is the object of analysis. She used movie script as the object while the writer used video game as the object.

The second is came from Naufal Izzuddin from University of Muhammadiyah Malang on 2019 entitled An Analysis of Expressive Speech Act in Dead Poets Society Movie. The writer found that the thesis uncovers the type of expressive speech act performed by John Keating in Dead Poets Society movie. It also explains John Keating's utterance's dominant type of expressive speech act. The main character in the film Dead Poets Society is John Keating. The difference between this study with the writer study is the object. She used movie as the object while the writer used video game as the object.

The third is journal entitled The Expressive Speech Act Used by Anies Rasyid Baswedan and Recep Tayyip Erdogan as the Reaction of the Attacks in Christchurch New Zealand by Badrut Tamam, Slamet Setiawan and Syafi'ul Anam on 2020. The writer found that both speakers produce utterances that contain the expressive speech acts. This study focuses only kinds and function based Norrick's theory (1978). The difference is the object of study that the writer uses video game as the object, while Tamam uses reaction from two world leaders.

Based on those summaries, the writer is highly interested in researching the main character dialogues in Red Dead Redemption 2 video game developed and published by Rockstar Games. In this case, the writer the writer aims to analyze at the various types of expressive actions that conducted by the main character's dialogue.

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

The writer conducted this study to answer the following problems:

1. What are expressive acts performed by the main character in Red Dead Redemption 2?
2. How does expressive acts uttered by the main character occur in Red Dead Redemption 2?

## **C. Research Objective**

Based on the statement of the problem above, this objectives of this study are as follow:

1. To describe the expressive speech acts performed by the main characters in Red Dead Redemption 2.
2. To explain the context of expressive speech acts uttered by the main character in the video game Red Dead Redemption 2.

#### **D. Research Significance**

1. Theoretically

This study may enhance the understanding of linguistic development. It can provide more references of illocutionary act, particularly in expressive speech acts, and also the context, especially in the pragmatic field. Moreover, the study's results are expected to provide more language-related knowledge to the next pragmatics researcher in the English Literature Department.

2. Practically

Hopefully this study could be used as a reference for further research of pragmatic study in video game to other researcher which interested to do a research with the same focus, expressive speech acts.

#### **E. Definition of Key Terms**

1. Expressive Speech Acts: Utterances by which speaker expresses the psychological state of him/herself (Leech, 1991).
2. Context: Background of knowledge assumed to be shared by speaker and hearer and which contributes to hearer interpretation of what speaker means by his/her utterance (Leech 1983).
3. Red Dead Redemption 2 Video Game developed and published by Rockstar Games, Inc.