

# CHAPTER I

## INTRODUCTION

### A. Background of Problem

Game is a system with artificial conflicts between players accompanied by rules, to achieve the desired goal. One of the goals is to beat other players in the game. The game has several components that must be met, including tools, rules, objectives, and players. For classification, games are divided into: sports (football, basketball, tennis, etc.), tabletop games (snakes and ladders, blackjack, halma, etc.), and video games. Video games are part of games, according to Esposito (2005), "a videogame is a game which we play thanks to an audiovisual apparatus and which can be based on a story". In this sense, the concept of the video game can also be defined as "a mode of interaction between a player, a machine with an electronic visual display, and possibly other players, that is mediated by a meaningful fictional context, and sustained by an emotional attachment between the player and the outcomes of her actions within this fictional context". Based on the frequency of playing, gamers are divided into three types. First are regular gamers, who play more than once a day, every day, or at least once a week. The second is casual gamers, whose playing time is on holidays, once or twice a month, or occasionally but with a duration of hours. And the third is non-gamers, are people who have never played video games, or people who have tried playing video games but don't continue, or people who used to be video game players but don't play anymore.

The truth is that a video game is both a story and a game, but the theoretical tools for the analysis of such a hybrid cultural product are not yet well established. I personally favor two concepts to resolve this duality: story worlds and procedural rhetoric. In his book *Video Game Space* (2008), Michael Nitsche quotes the following two sentences from the *Story Logic* (2002) of David Herman: “Story worlds are mental models of who did what to and with whom, when, where, why, and in what fashion in the world to which recipients relocate or make a deictic shift as they work to comprehend narrative.”(Nitsche, 2008)

Narrative can also be thought of as systems of verbal or visual cues prompting their readers to spatialize story worlds into evolving configurations of participants, objects, and places. Story worlds as they are defined here could challenge seriously the view that verbal and written languages are at the origin of intelligibility. They might only be one way to apprehend story worlds. Michael Nitsche refers this time to Edward Branigan: A fundamental function of narrative, as it is understood here, is that of providing “a way of comprehending space, time, and causality”. Generalizing linguistic so that it can apply to story worlds resolves the limitations of narratology. It doesn't only help better understanding the mechanism of video games, but also of urbanism and architecture to give few other examples.

*Resident Evil 4: Bio Hazard* is a third-person shooter survival horror video game developed and published by Capcom. The sixth major installment in the *Resident Evil* series, the game was originally released for the GameCube in North America and Japan in January 2005, and in Europe and Australia in March 2005.

It tells the story of a specialist agent named Leon under the direct command of the president of the United States, 7 years old. After the Raccoon City incident, Leon has become a special member of the United States government. In this game, Leon is assigned to save the son of the President of the United States named Ashley Graham in a remote village in Spain. Apparently, Leon's mission is not as easy as imagined. Leon must face the villagers there who have been infected with a new variant of the research results from the legacy of the Umbrella company called Las Plagas. In this game too there are a lot of elements that will you find if you play carefully like religion, political, doctrinism, etc. Language is a tool of communication; it is very important because people are social creature which cannot live alone. Human use it in daily activity to share information among people in different social groups or place. Every place or geographical region has different ways to communicate with other.

Mayr states that language is used to create coherent and cohesive texts, both spoken and written (Mayr, 2008). It means that there are two kinds of language, spoken and written language. Spoken language can delivered to the hearer directly face to face or group conversation. Language creates new things in a society which accepted by them and it can be a new habit to firm up their togetherness. Language also does not only used in speaking but also in writing, written language can used with mediator such as paper and pen, the writer can write something or anything to gives information to other, or in this era, technology is very deployed people used electronic letter as email or message in Facebook or other social media to communicate with people that so far.

Communication is needed to social creature because people cannot be alone and only thinks about something or make imagination. They need interaction with other to sharing something or anything even their felling such as happiness, sadness, love, hate and etc. People will be boring if there is no interaction, they do it with families, brothers, sisters, friends and many people around them, so that they feel unloveliness. Communication with other means that there are two person or more make a conversation talking about something or asking about someone, a job or places and etc.

In a communication, the speaker will convey a certain message conveyed through language and the interlocutor will try to capture the meaning of the message conveyed. So, to create a good communication, the speaker and the interlocutor must understand each other well. However, it is often found that the meaning of the utterance conveyed by the speaker cannot be understood properly by the interlocutor because the speaker conveys the message in a unclear, ambiguous, or uncoordinated manner.

In linguistics it is explained that good communication can be done by following the Principle of Cooperative conveyed by Paul Grice. The Cooperation Principle is defined by: “make your contribution such as is required, at the state at which it occurs, by the accepted purpose or direction of the talk exchange in which you are engaged (Grundy, 2000:37). Basically, the principle of cooperation explains that in communication, each speech participant must provide contribute well. The intended contribution is to provide information that enough to the interlocutor, namely information that is correct, clear, coherent, and relevant to the

talks. In this principle, there are four maxims that must be applied to create a good communication, namely maxim of quality, maxim of quantity, maxim of relevance and maxim of way.

In fact, in communication the four maxims are not always obeyed by the speech participants. When maxims are not followed or obeyed in a communication, then this is what is called flouting maxim. Jenny Thomas (1995) explains “when flouting a maxim, the speaker does not intend to mislead the hearer but wants the hearer to look for the conversational implicature, that is, the meaning of the utterance not directly stated in word uttered. Therefore, when the speaker intentionally fails to observe a maxim, the purpose may be to effectively communicate a message”(Thomas, 1995).

The types, strategies, and Functions for the flouting maxim were appeared in some literary works, novel, drama, short movie, film, television show, and others. One of the examples found in video game Resident Evil 4. Following is one of the utterances that indicate the flouting maxim appeared in Resident Evil 4.

*Louise : Okay. Only one, very important question. You got  
a smoke?*

*Leon : I got gum.*

### **Conversation Number 30**

The conversation above showed that Leon failed to fulfill the maxim of relevance by giving an irrelevant answer. Other than, that it showed the Function for the flouting maxim had done by Leon. The competitive Function was the Function which led Leon to flout the maxim. According to the context, Leon understood

that Luis asked if he have a cigarette, but he didn't have cigarette so that he answer "i got gum". Here, Leon's illocutionary goal was to make Luis understood that he is not a smoker. Meanwhile, the social goal was to help Louise get a cigarette. Leon's utterance showed that he told Luis that he didn't have cigarette. It was known that Leon's illocutionary goal competed to the social goal. Because of the competition between Leon's illocutionary goal and her social goal, it could be concluded that the Function of the flouting maxim of relevance was the competitive Function.

Every word that is spoken has a meaning, both written and implied. Sometimes, the participant will think that they are success in conveying their meaning. In fact, both speakers and listeners always experience misunderstandings due to lack of knowledge or unknown of context in the communication. It can be used pragmatics to know the context and meaning, as well as Yule stated, pragmatics is study about meaning as communication by a speaker (or writer) and interpreted by a listener (or a reader) (Yule, 1996). In addition, it studies the use of language in context, and the context dependence of several (Leech, 1983). In short, pragmatics means that the study of meaning and context which could help the participants in using the language in order to convey their information in that communication.

In the video game Resident Evil 4, characters frequently flout Grice's maxims of conversational implicature, leading to various communication problems and misunderstandings. Grice's maxims are a set of principles governing effective communication proposed by philosopher H.P. Grice. They include the

maxims of quantity, quality, relation, and manner. (1) Maxim of Quantity: Characters often provide incomplete or insufficient information to others, leaving out crucial details about their situation or objectives. This lack of information can lead to confusion and misinterpretations. (2) Maxim of Quality: Some characters in Resident Evil 4 deliberately provide false or misleading information to others, violating the maxim of truthfulness. This deceitful behavior can create distrust among the characters. (3) Maxim of Relation: Characters occasionally fail to provide context or relevant background information when communicating with each other. This omission can hinder effective collaboration and problem-solving. (4) Maxim of Manner: The characters may use ambiguous language or fail to be clear and concise in their communication, leading to misunderstandings and unnecessary complications in their interactions.

These instances of flouting Grice's maxims contribute to the tense and suspenseful atmosphere of the game, as characters struggle to communicate and cooperate effectively in the face of a deadly threat. It adds complexity to the narrative and enhances the overall gaming experience, as players must navigate not only the physical challenges but also the challenges of deciphering the characters' intentions and motivations.

There have been studies relevant to the concerns discussed in this study. The first study by Mery Wahyuni (2019) entitled "*An Analysis Of Flouting Of Maxims Done By Main Characters In La La Land Movie*". This research aimed at revealing kinds of maxim flouted by the main characters and also identifying the implied meaning behind their utterances. This research was conducted by using

content analysis qualitative method since it focused on understanding language phenomena deeply. Data were taken from movie in the form of utterances. Dealing with the purposes of the research above, it was found that main characters flouted all kinds of Gricean maxim. There were 44 data that contained flouting of maxims in the movie. In addition, it was also found the implied meaning behind main characters' utterances depending on the context of conversation. Most of the implied meaning contained of insulting, rebuking, requesting, and praising.

The second study was conducted by Sarah Rosalina Burhan (2013) entitled "*Flouting Maxims In The Main Characters Of UP! Animated Movie*". This research aims to discover what the maxims flouted by the main characters in the animated film "UP!" are, as well as the intended meanings of the utterances flouted by the main characters in the animated film "UP!". This research seeks to determine not only what maxims are violated, but also why people violate maxims in their communication. The data for this study is collected from the subtitle of "UP!", which was gathered from the internet, and the data for this study is the utterances of the main characters that are flouted. The researcher only looks for utterances that contradict the maxims. According to the findings of this study, there are 47 dialogues in the animated film UP! that feature flouting maxims. There are four types of flouting maxims: quality flouting maxims, quantity flouting maxims, manner flouting maxims, and relevant flouting maxims.

The third study was conducted by Fathol Dedy Susanto (2017) with the title *Analysis Of Flouting Maxim In Need For Speed (2014) Movie*. The research was carried out by incorporating one theory: the flouting maxim by Herbert Paul Grice



(1975). According to Grice's thesis, flouting maxims are as follows: flouting maxims of quantity, quality, relevance, and manner. Data collection methods include downloading the Need for Speed movie and watching the Need for Speed maxim utterances. The data analysis revealed that there were fifteen pieces of data found in the Need for Speed movie. The researcher discovered four instances of flouting the quality maxim (4 data), two instances of flouting the quantity maxim (2 data), seven instances of flouting the relevance maxim (7 data), and two instances of flouting the way maxim (2 data). Furthermore, the consequences of breaking the maxim include angry (5 data points), dissatisfied (1 data point), normal (4 data points), confusion (1 data point), offence (1 data point), astonished (1 data point), suspicious (1 data point), and disappointed (1 data point). The researcher expected the following researchers to do analysis on conversational maxims in conjunction with other research aims. And several theories.

So that there are many things that must be considered in playing games, not only carrying out the missions in game, but also many things that can be learned and analyzed such as what the researcher will discuss about *“Maxim Flouting Done By The Characters In Video Game “Resident Evil 4: Biohazard””*

## **B. Statement of Problem**

Based on the background of the problem, the researcher is interested in conducting this research. It was related to the types and Functions for the flouting maxim that appeared in the video game Resident Evil 4, and can be formulated into the research questions as follows:

- a. What are the type and function of the flouting maxim which flouted by the characters?
- b. How do the maxim flouted by the characters in the video game *Resident Evil 4: Biohazard*?

### **C. Research Objective**

According to the research questions this research aims to:

- a. To identify the type and function of flouting the maxim flouted by the characters,
- b. To analyze the maxim of cooperative principle that was flouted by the characters in the video game *Resident Evil 4: Biohazard*.

### **D. Research Significance**

As the digital era develops, the learning methods that students get must also develop. there are many examples of students who understand digital lessons better than the theory conveyed in class, one example is a famous rapper from Indonesia who learned English through YouTube who is now a famous rapper in America with the stage name Rich Brian or Rich Chiga, and there are still many Indonesian YouTubers who learn knowledge through video games, such as one YouTuber who can find out about Nordic mythology by playing the God of War game series, and so forth.

So that the researcher expected the result of study are expected to be beneficial both theoretically and practically elaborated in the following section

## 1. Theoretically

The researcher is expected to contribute some support to the teaching of writing. In other words, the researcher is expected to add and complement the previous studies related to writing skill. The researcher are further expected to be used as a reference for other researchers, who are going to do similar research.

## 2. Practically

In practically the researcher are expected to who wants to learn English can you get from playing games. There are a lot of something that can you learn not just the language, like you can study about plot, background, stories or the other. Actually not just the fun or entertainment that you can get in playing games, but you can also get a lot of lessons in playing it.

### E. DEFINITION OF KEY TERMS

In the context of Resident Evil 4: Biohazard, here are some definitions of key terms related to the cooperative principle and flouting by characters:

**Cooperative Principle:** A principle proposed by H.P. Grice, emphasizing the assumption that speakers and listeners will work together to achieve effective understanding in communication. The cooperative principle is a concept in communication theory developed by H.P. Grice. It emphasizes that speakers and listeners innately cooperate to achieve effective understanding during communication. There are four maxims in the Cooperative Principle which include the maxims of quantity, quality, relevance, and manner. Speakers are expected to provide sufficient, accurate, relevant information, and present it in an

appropriate manner, while listeners are expected to assume that the information provided has value and purpose in accordance with these principles. The principle of cooperation provides the foundation for mutually supportive understanding in verbal communication.

**Maxim Flouting:** An act that involves openly violating one of Grice's four maxims (maxims of quantity, quality, relevance, and manner), with the aim of creating a dramatic effect or directing understanding in a given context. Flouting maxim refers to the act of deliberately violating or ignoring one or more communicative maxims included in the Cooperative Principle, developed by H.P. Grice. In this context, maxim refers to communicative rules such as the maxims of quantity, quality, relevance, and manner. Violations of these maxims are done intentionally to create special effects, produce humor, hide information, or establish a certain nuance in a conversation. Flouting maxim is a form of language use that is unconventional or does not conform to the general norms of communication, often used in rhetorical or literary situations to achieve certain goals in communication.

**Characters in Resident Evil 4:** Biohazard: Refers to characters in the game, such as Leon S. Kennedy and antagonists such as Los Illuminados, who may commit acts that violate the principle of cooperation to build tension or explore story elements. Characters in the video game Resident Evil 4: Biohazard refers to characters involved in the narrative and gameplay experience of the game. In this context, some of the main characters may include Leon S. Kennedy, the main protagonist who is trying to deal with the threat of a vicious virus, as

well as antagonistic characters such as Osman Sadler and Albert Wesker. Each character has a unique role in the development of the story and interactions with the environment and other characters, lending complexity to the narrative and influencing game dynamics.

**Flouting in Resident Evil 4: Biohazard:** The application of the principle of offense in the game, where characters may deliberately violate communication norms to create situations of tension or reinforce story elements. Violation (flouting) in Resident Evil 4: Biohazard refers to the act of deliberately violating certain norms or principles, such as gameplay rules or narrative elements, for the purpose of creating dramatic effect, surprising the player, or reinforcing story elements. In the context of this game, flouting can occur through game design decisions that do not follow common conventions, such as abrupt changes in gameplay or plot aimed at creating tension or surprise. Flouting can also occur through character behaviors that do not conform to the player's expectations, forming an interesting and unique gaming experience.