

CHAPTER I

INTRODUCTION

This chapter presents five sub-chapters. They are background of the study, research questions, objectives of the study, significance of the study, and scope and limitation of the study.

1.1 Background of the study

Human is a social being and communication is the vital part of human interactions. When humans socialize, they require a means of communication, which is a language. As noted by Widianingsih, Kulsum, and Wulansari (2021), communication can occur through various channels, with language being a primary medium, whether in spoken, written, signed, or gestured forms. Language serves as a vital communication tool, enabling people to express thoughts, feelings, and ideas while maintaining connections with others. Communication is a process where a speaker conveys information and the listener interprets the intended message. In daily life, communication takes many forms, such as face-to-face conversations, phone calls, and even scripted interaction in films, dramas, or in games. As a vital part of human interactions, communication is a way of expressing an individual's feelings or thoughts through language. In such contexts, dialogue is carefully organized to convey meaning and advance the narrative. During communications, humans often misinterpret or misunderstand certain things that differ from the speaker's intention. Johnstone (2008) explains that even if a statement is fully understood at a literal level, the intended meaning may still be misinterpreted. Therefore, in order to achieve the optimal communication process. Grice (1991) suggests that conversational contributions should be relevant and appropriate within the context of the discussion.

Language is not only a tool for expression but also a system shaped by social, cultural, and contextual factors. Every conversation requires an understanding of shared knowledge, as communication is more than just the exchange of words it involves the interpretation of intended meaning.

Sometimes people add implicit information in their way of communication, some people might perceive the implicit meaning if they understand the shared information and assumption within. In a situation where individuals did not relate to each other, an implicature occurred. Implicature is when a speaker implies an implicit meaning in their utterances which causes trouble for the hearer to interpret the speaker's intended meaning. To put it another way, implicature is something that a speaker indicates or suggests with their words but does not express explicitly.

The complexity of communication increases when speakers do not explicitly state their intentions. As Sillatul and Zakrimal (2020) suggests, pragmatics focuses on the study of meaning as it is conveyed by a speaker and interpreted by a listener. This means that understanding language requires more than recognizing vocabulary and grammar; it also involves grasping implied meanings, assumptions, and context-dependent interpretations.

Presupposition refers to the background assumption that a speaker has already thought that listener would understand when delivering an utterance. In other words, it is meaning that is implied but not directly stated. According to Grice's Cooperative Principle (1975), speakers often rely on implicature and shared context to be understood. While Yule (1996) describes presupposition as an assumption the speaker makes about what the listener already knows. Chandra (2020), when individuals fully engaged in a conversation, they find it easier to grasp the intended meaning, purpose, and underlying assumption of the dialogue. Dialogues are a major part of the human communication system, and a listener should understand the presupposition from the utterance of the speaker as it is essential to reach successful communication.

In both spoken and written communication, presuppositions play a crucial role in how meaning is constructed and interpreted. Erlinda et al. (2021) highlight that, the level of understanding of a person in presupposition is crucial for effective communication when in conversation. It enables both speaker and listener comprehend messages and respond appropriately to the conversational context. These assumptions help facilitate efficient communication, as they allow

for implied meanings without the need for explicit clarification. Presuppositions are embedded in dialogues, shaping the interactions and the interpretation of events. On the example dialogue below, Max and Chloe are in a discussion.

- (1) Max: Chloe, did you see somebody passing by?
Chloe: I do not know Max.
- (2) David is late again.

In the (1) example, it is true that Chloe has an assumption that somebody is actually passing by but she did not know who that was. In the (2) example, the use of the expression “again” is used to presuppose another statement that David was late before. From that phenomenon, it is certain that presupposition occurred. Presupposition plays an important role in real-life conversations because it enables speakers to communicate efficiently without repeating known information. It allows both speaker and listener to build understanding based on context, past experience, or shared assumption. In practical everyday situations, misunderstanding a presupposition can lead to confusion or miscommunication especially when the speaker assumes the listener shares the same knowledge, but they actually do not. Thus, recognizing presupposition is essential in both everyday talk and formal communication.

Concerning this research, the writer uses games as the source of data due to its rich narrative and dynamic form of dialogue, where player choices can influence conversations. Nowadays, video games have been advancing into an interactive media in storytelling just as movies or novels. Rennick and Roberts (2022) state that modern video games, particularly Role-Playing Games (RPGs), have evolved to include advanced character animation, voice acting, and production values comparable to those of television and film.

In the game, *Life is Strange 2*, published by Square Enix and developed by Dontnod Entertainment released in 2018. *Life is Strange 2* is a narrative-driven game in which the player controls a teenager named Sean, along with his younger brother Daniel, their struggles to flee the country after an accident in Seattle. Together, they must journey toward the border wall and attempt to reach Puerto Lobos, Mexico. Among many games that emphasize player engagement, *Life is*

Strange 2 stands out as a compelling case study due to its strong narrative dialogues. *Life is Strange 2* presents morally nuanced and socially relevant themes, such as immigration, racism, and family dynamics, which are explored through character dialogues. These dialogues frequently contain implicit meanings and logical relationships that players must interpret to navigate the story and make impactful decisions. This focus on meaningful player interaction marks a shift from its predecessor, *Life is Strange*, which, while also narrative-driven, explored a different thematic approach.

Compared to its predecessor the *Life is Strange*, *Life is Strange 2* dives deeper into social commentary and everyday human interactions, providing a broader and more grounded context for linguistic analysis. This study focuses specifically on Episode 1, as it is the most downloaded and widely discussed part of the game making it suitable for the analysis. Therefore, this research focuses on analyzing the game entitled *Life is Strange 2* and may contribute to understanding how implicit meanings particularly in presupposition and contextual meaning on character dialogues in interactive media such as games.

This study focuses on the academic exploration of pragmatics, particularly the role of presupposition in communication and its contextual that influence the presupposition. The narrative-driven games, such as in *Life is Strange 2*, offer a unique context for studying these linguistic phenomena. Unlike traditional forms of media, video games combine interactivity with narrative in which they offer a rich linguistics element to research. Despite the increasing use of video games in media studies, little attention has been given to how implicit meanings within dialogues shape narrative coherence and audience understanding. By focusing on presupposition in this game, the research contributes to a growing field of linguistic studies in digital narratives.

1.2 Research Questions

Based on the background of the study, the writer formulates the research question as follows:

1. What are the types of presuppositions found in the main character of *Life is Strange 2*?
2. What are the contexts that influence each presupposition found in the main character dialogue of *Life is Strange 2*?

1.3 Objectives of the Study

In this research, there are two objectives. From the research questions above, the objective study is as follows:

1. To identify and classify the various types of presupposition in the main character of *Life is Strange 2*.
2. To explain the types of contexts that influence each presupposition found in the main character of *Life is Strange 2*.

1.4 Significance of the Study

This research is intended to be beneficial to both theoretically and practically.

1. Theoretical significance

Theoretically, this research provides useful knowledge, particularly in the field of linguistics, presupposition in the context of interactive media. It applies Yule's and Cummings' theories to video game dialogues and explores implicit meanings within narrative-driven games.

2. Practical significance

Practically, this research helps readers understand presupposition and how its context that influences the presupposition itself especially in narrative media such as games.

1.5 Scope and Limitation of the Study

This research focuses on analyzing pragmatics, particularly presupposition within the dialogues of the main character Sean in the game *Life is Strange 2: Episode 1* during the writer's playthrough. This study uses Yule's (1996) theory of presupposition. Additionally, it applies Yule (1996) theory of presupposition to analyze the presupposition and Cummings' (2015) theory to analyze context types

within the presupposition in the dialogues from the main character in *Life is Strange*. The scope of this research is limited to Episode 1 of the game *Life is Strange* 2. Only the first episode of the game is analyzed as it is the most downloaded and reviewed among all episodes of the game.