

CHAPTER I

INTRODUCTION

This chapter explains about background and justification for the discussion topic as suitable for use as a thesis research topic. This chapter consists of the background of the study, the statement of research question, the objective of the study, the significance of the study, and the scope and limitation of the study.

1.1 Background of the study

Communication has an important role in influencing daily life. Communication is a way to build social relationships with other people. Communication is also a way to be able to express our ideas through the utterances we make. Language can be used as an appropriate communication tool to convey utterances. That is the reason why understanding and making the best use of language can be a great benefit and be able to reduce misunderstandings between speaker and listener. Language as a means of communication between humans will work well if the speaker and listener have the same understanding of the language used (Riztya & Rahmani, 2022).

Communication through language has a system in which there is a desire to express personal reactions, viewpoints, and thoughts to share information about everyday social life. In communication, we do not only pay attention to knowledge of language. Understanding how the language is important things to learn. Moreover, studying the field of language and the context of language.

One branch of knowledge used in studying language context is pragmatics. Pragmatics is related with utterances in specific events, the purposeful activities of speakers at specific times and locations, and typically using language (Fa'adillah Mustakim & Weda, 2022). Meanwhile, according to Yule (1996:3) mentions four pragmatic definitions, namely: (1) The field that examines the meaning of speakers; (2) fields that examine meaning according to context; (3) the field that goes beyond the study of the meaning uttered, examines the meaning communicated and

communicated by the speaker; and (4) a field that examines forms of expression according to social distance which limits the participants involved in certain conversations.

In pragmatics there are several elements, one of which is a speech act. A speech act is an utterance of a sentence that is uttered with the aim of expressing an intention from the speaker to the speech partner speech act is an action performed via utterance (Yule, 1996). In other words, this speech act is a pragmatic element which contains an analysis of the speaker's intention to convey a context in a conversation that can be expressed by speakers directly or indirectly.

In speech act theory explains that a speech act has three aspects, namely locutionary, illocutionary, and perlocutionary (Austin, 1962). Locutionary is the physical utterance by the speaker, illocutionary is the intended meaning of the utterance by the speaker (performative), while perlocutionary is the action that results from the locutionary. A speech act can be contained in literary works, one of which is in movie. The researcher chose the topic of illocutionary acts to analyze the source of data because illocutionary acts explain utterances delivered by the speaker that have a specific purpose. Thus, illocutionary acts are used to solve the problem about misunderstanding or miscommunicating in language. So, the researcher used Searle's theory to analyze. Based on the background above, the researcher is interested in analyzing one of the Disney Pixar films entitled *Coco*. The reason for the researcher to analyze this is because there are many speech acts in the speech of the characters in the *Coco* movie. Besides that, *Coco* movie is great movie so many people are interested to watch this movie. Not only that this movie contain utterance that represent illocutionary acts and speech context in daily conversation. Therefore, the researcher will take the title "An Analysis of Illocutionary Acts Uttered by Characters in The *Coco* Movie by Adrian Molina" with the aim of research to find what are the types of illocutionary act used by the character, and what are types of speech context used by the character in *Coco* movie.

1.2 Research Questions

Based on the background of the study, the questions in this study are formulated in the following :

1.2.1 What are the types of illocutionary act used by the characters in Coco movie script?

1.2.2 What are types of speech context used by the characters in Coco movie script?

1.3 Objectives of The Study

1.3.1 To identify the types of illocutionary act used by the characters in Coco movie script.

1.3.2 To explain the types of speech context used by the characters in Coco movie script.

1.4 Significance of The Study

Based on the research objectives above, this research is expected to provide benefits, both theoretical and practical significance. Theoretical benefits such as the results of this study are expected to be useful as a reference for further research and This research is expected to contribute to pragmatics in general and to complement the study of speech acts in particular. While practical benefits for researchers to study succeeded in providing benefits in the form of increased knowledge and experience in optimizing the theory used to analyze data. Besides that, this research contributes to the community as an insight into the use and function of speech as well as provide an overview of the use of variations of each speech act.

1.5 Scope and Limitation of The Study

The scope of this research is study about pragmatics especially speech acts. The limitation of the study is the utterances consisting illocutionary acts such as assertive, directive, commissive, expressive and declarations produced by the characters in Coco Movie using the theory by Searle (1969). The focus of the characters that analyze such as Miguel, Hector, Mama Imelda, dan De La Cruz.

Besides, this research also analyzes the types of speech context using the theory by Domingo (2020).

The researcher limits this research only to discovering pragmatics about the types of illocutionary acts and the types of speech contexts that are portrayed by the characters in *Coco Movie* by Adrian Molina and Lee Unkrich. The title video used by the researcher is *Coco Movie* and available on the Disney+ Hotstar.