

CHAPTER I

INTRODUCTION

1.1 Research Background

There is always a meaning needed to understand behind the spoken language. To recognize what is the speakers' intention behind their spoken language, seeing the context must be a necessary thing as studied in pragmatics. Pragmatics is concerned with the study of meaning as communicated by a speaker (or writer) and interpreted by a listener (or reader) (Yule, 1996). This statement shows that there is a meaning that the speaker delivers through the utterance, and it is caught by the listener. Senft (2014) also stated that pragmatics is a part of linguistics which is related to the actual use of language. It emphasizes that the spoken language cannot only be interpreted by its exact meaning (internally). However, the speaker's aim and how it is interpreted by the listener behind the utterance is not always the same. Therefore, it is important to know that the spoken language should not be only interpreted internally, but also interpreted externally. Interpreting the spoken language externally is usually done by looking at to whom the speaker is speaking, when, where, and the situation, or how the atmosphere goes. Thus, it is necessary to consider and think thoroughly about the aim of what people say besides only looking at its meaning. Since there are many ways for people to deliver or express their desire or even the small feelings using the language, the listener should consider the aim of what is spoken besides only seeing

its meaning.

People produce the utterance and say it to deliver their intentions to the listener. In consequence, there will be actions carried out when they speak. Actions performed along utterance are generally called speech acts (Yule, 1996). There is also another statement by Davies (2005, as cited in John, et al., 2019) who defined speech act as the smallest analysis unit in conversational interaction. Those statements also point out that it is possible for a utterance to have several meanings depending on how the speaker says it. Sometimes, the exact meaning of a spoken language has nothing to do with the speaker's aim of saying it. In speech acts, there are illocutionary acts. Illocutionary acts refer to how words are used by the speakers to deliver the purpose of their utterances. Senft (2014) explained that illocutionary acts follow certain rules and have a "illocutionary force", causing the certain effects (Senft, 2014). In this case, illocutionary force that just mentioned can be persuading, convincing, or making somebody to do something. Hence, the language should be spoken appropriately along with wise consideration of its speech act, so the speaker's intention can be clearly captured by the listener.

Commissive speech act is considered as a part of illocutionary acts. This speech act shows the speaker's willingness to do an action in the future. Commissive speech act is illocutionary act that aims to commit the speaker to do future action (in varying degrees), as Searle (1976) explained. Promising, threatening, offering, swearing, and pledging are the examples of commissive speech acts. Commissive speech acts usually used in daily conversations. It can be identified as a commissive when the spoken language or utterance shows that the

speaker has something to do in the future. However, paying attention to the communication context is necessary to identify the utterance and find the purpose behind the speaker's words.

There are several studies about commissive speech acts analysis from movies that have been done. One of the recent studies about commissive speech acts analysis found in a movie is "Commissive Speech Acts Found in *Onward* Movie by Dan Scanlon" which was conducted by Desica & Ambalegin (2021). This research aimed to find out the types of commissive acts found in *Onward* Movie. This study used descriptive qualitative as the research method. The researchers collected and classified the data based on Searle's theory of commissive acts, which are promising, threatening, accepting, refusing, and offering. This study shows that there are 17 utterances of commissive acts found in *Onward* movie. There are 2 data of promising, 4 data of threatening, 2 data of accepting, 6 data of refusing, and 2 data of offering. The act of refusal is the most frequently used by the characters in the movie among types of commissive acts since the character had the habit of not wanting to bother other people.

Another study is about commissive speech act analysis towards a movie entitled "Analysis of Commissive Speech Acts and Contextual Utterances in *Moanna* The Movie" written by Wulandary (2022). This study aimed to describe the types and functions of commissive speech acts found in *Moanna* the movie. The researcher used an animated movie called *Moanna* as the subject of this study. For this study, the researcher used the observation method to determine the data based on Yule's theory including promise, threat, refuse, and pledge. The researcher

classified the utterances based on their functions such as promise, threat, refuse, and pledge. As a result, there are 5 data of promising, 4 data of threatening, 9 data of refusing, and 0 data of pledge. The most used type of utterance in *Moanna* movie is promising.

Seeing the previous study, there is a difference between this study and the previous study. The previous study analyzes the commissive speech acts used by the characters in *Onward* movie. While in this study, the researcher uses *Raya and the Last Dragon* movie to be analyzed which is rarely discussed by previous research. This study focuses on commissive speech acts used by the characters in the movie. In addition, the researcher chose to classify the commissive speech acts found in the movie based on Yule's theory. There will be promising, refusing, threatening, and pledging. The personality differences in *Raya and the Last Dragon* becomes the reason why the researcher was interested in conducting this study. Each character surely has different ways of communicating, as well as interpreting language, in this movie.

1.2 Research Problem

Based on the background of this study, the research question that espouses this study is:

What are the commissive speech acts used by the main character in *Raya and the Last Dragon* movie?

1.3 Research Objective

According to the research problem, this study was aimed to know the commissive speech acts used by the main character in *Raya and the Last Dragon* movie.

1.4 Research Significance

The result of this study is expected to be able to give deeper understanding about the commissive speech act, both in theory, or in its implication in real conversation. The implication itself was simply taken by the researcher from *Raya and the Last Dragon* movie. The researcher expected that the result of this study can be useful for further research, and who is doing the research about illocutionary acts analysis, especially commissive speech acts. The researcher also expected that this study could help the student to learn and grow the sense in interpreting commissive speech act, since people use it everyday in real communication. By knowing the intention behind the language, students would be aware in interpreting it, be wise to give the response on it, as well as being able to perform commissive speech act appropriately.

1.5 Scope and Limitations

In this study, the researcher used *Raya and the Last Dragon* movie from the beginning until the end to be analyzed. This study also focuses on the commissive speech acts or commissive utterance delivered by the characters in *Raya and the Last Dragon* movie. The researcher did the analysis on commissive speech acts utterance delivered by the main character in *Raya and the Last Dragon* movie.

1.6 Definition of Key Terms

Some important keywords which are discussed in this study interpreted in short as follows:

- a. Commissive speech act is to tie and show the speaker's eager to do or not to do something in the future (Searle, 1976).
- b. *Raya and the Last Dragon* is an American computer-animated fantasy adventure film produced by Walt Disney Animation Studios and distributed by Walt Disney Studios Motion Pictures which released on 5 March, 2021.

