CHAPTER I

INTRODUCTION

This chapter presented research background, statement of problems, research purpose, scope and limitation, significance of study, and definition of key terms. Each section is presented as follows:

1.1 Research Background

Literature refers to the collection of written works, including both fictional and nonfiction texts, which are valued for their intellectual value. According to Loomba (2018), literature is a form of art with significant aesthetic value. Literature can also convey the beliefs, customs, and attire of various cultures and societies. It can gain a deeper understanding about the human experience throughout history and in different parts of the world. Literature can be written in a variety of styles and genres, such as drama and poetry.

Because the literature is very broad, learning literature can present several problems for students, such as difficulty understanding complex language, and connecting with characters and themes. These problems can be challenging for students and may impact their enjoyment and engagement with the text. Another problem is the interpretation of meaning in literature. Students may struggle to understand the symbolism, and metaphors used in the text, leading to confusion and misinterpretation. This can be particularly problematic when students are required

to analyze and write about the text, as misinterpretation can lead to lower grades and a lack of confidence in their abilities.

Nowadays, figurative language has been implemented in various literary media, such as books, poetry, songs, and movies. Figurative language can be used in movies to increase the emotional effect of a scene, provide viewers a more immersive experience, and make difficult concepts or subjects more understandable. A character's inner world might be powerfully shown through a metaphorical explanation of their mood or through a comparison of their experience with something else. According to Rangkuti (2021), figurative language exemplifies the beauty of language, and some authors and filmmakers use it to convey their emotions in written works. This can be used to improve the dialogue of characters, particularly those in movies. Figurative language can also be utilized to produce a visual experience that is more memorable and powerful. A filmmaker might apply personification to give a character or object a more living being's appearance, or metaphor and symbolism to emphasize the importance of particular actions or events while also adding depth and richness to a film's visual and emotional elements. For viewers, this might result in a more immersive and engaging movie experience (Raengo (2018).

In addition, figurative language can be used as a useful tool for writers and speakers who want to communicate clearly and expressively, but it can be difficult to understand for people who are inexperienced with its subtitle. Learning figurative language can be challenging for some people. Rahmawati (2021) states that people need to spend extra effort to understand the meaning of figurative language since the meaning is different from the words spoken or

written. Furthermore, confusion and misunderstanding possibly happen when people use figurative language in daily conversations because it depends on how the speaker or writer uses it and the addressees understand it. Figurative language also requires an understanding of the nuances and multiple meanings of words and phrases, as well as an ability to use imagination and make connections between seemingly unrelated things. If a person has not been exposed to a wide variety of literary works or spoken language that employs figurative language, they may not be familiar with it and may have difficulty recognizing and interpreting it.

Analyzing the types and meanings of figurative language in a movie is essential for readers and writers alike, as it allows for a deeper understanding of the text's message and themes. By examining figurative language, readers can gain a more nuanced understanding of the text and its meaning. In movie, figurative language makes literature works more beautiful and meaningful. According to Qasim (2019), analyzing figurative language in films can enhance the cinematic experience and provide a fresh perspective regarding the way we interpret them. In addition, understanding a film's figurative language is critical since it enables viewers to comprehend the emotional impact of the work. In order for literary works to be adequately presented, it is expected that the audience will be able to feel the connection given by the film's actors so that literary works can be conveyed properly.

There have been several research findings dealing with an Analysis of figurative language in the movie, such as Radiyanti (2021), Wardani (2022). Radiyanti (2021) found that there are six types of figurative language, namely metaphor, idiom, proverb, simile, personification, and hyperbole in a film entitled "*Harry Potter and Deathly Hallows*" *Part 2*. The researcher used a qualitative descriptive method. In completing research, the data were analyzed by transcribing all spoken dialogues in the form of audio recording and identifying all figurative language shown in the movies. Besides, Wardani (2022) found that there are seven types of figurative language discovered in the script of *"Split"* movie, namely hyperbole, metaphor, paradox, simile, synecdoche, and symbol. To obtain the data, the method used in this research was documentation whose data source was the film script. The researcher also used qualitative as a method of observation. The working procedure consisted of several steps, such as watching every scene, and reading intensively film script to get a complete understanding. Then, identifying and classifying the data from the scene and script consisting of dialogue between characters to know the types and meaning of figurative language. In this current research, the researcher focuses on analyzing types of figurative language are used by the characters in the movie as suggested by Radiyanti (2021) who recommended other researchers to conduct further study on the use of figurative language in order to enrich the existing body of knowledge concerning the figurative language.

1.2   Statement of Problems

Based on research background above, the problems are stated as follow:

1.   What are the types used by the characters in the movie entitled "Everything Everywhere All at Once?"

2.   What are the meanings of the figurative languages used by the characters

in the movie entitled "**Everything Everywhere All at Once**?"

1.3   Research Purposes

The purposes of this study are stated as follow:

1.   to describe the types of figurative language used in the movie Everything Everywhere All at Once.

2.   to describe the meanings of figurative language used in the movie Everything Everywhere All at Once.

1.4   The Scope and Limitation

This research only focuses on analyzing figurative language, especially the types and meanings found in a film. It is limited to the analysis of types and meaning of figurative language found **the movie** entitled *Everything Everywhere All at Once (2022)*.

1.5   The Significance of the Study

Through this research findings, some benefits are provided for **students**, that is this research is expected to broaden their knowledge about the application of figurative language in a literary work, especially in a film. The researcher also expected that this research can expand students' knowledge, especially deepen their critical thinking in understanding the use of figurative language. For **teachers**, this research can be used as an example about the important role, types, and meaning of figurative language in a literary work. For **researcher,** it is expected that this research can serve as reference material for an in-depth understanding of the use of figurative language in literary works, especially films.

1.6   The Definition of Key Terms

1. According to Loomba (2018), **literature** means a form of art with significant aesthetic value. Literature can also convey the beliefs, customs, and attire of various cultures and societies. In this study, literature refers to the collection of written works, which are appreciated for their intellectual value.

2. **Figurative language** is the ways to show the writer's thought by using the special words. This is produced in our daily conversation and often found in literary works, such as novels, short stories, poems, and so on (Ardhyanti, 2020). In this study, figurative language is various types of figurative words, which can be found in the movie everything, Everything All at Once.

3. **Movie** in this study is a series of moving image sequences intended to convey information and meaning to the audience found in "Everything Everywhere All at Once?"

4. **"Everything Everywhere All at Once"** is the tile of the adventure movie directed by Daniel Kwan and Daniel Scheinert which