

## CHAPTER IV

### CONCLUSION

After analysing the “*The Hunger Games*” movie, the writer finds some types of directive utterances from the movie. As proposed by Searle, the writer just finds seven types of directive utterances. They are: instructing for 6 (40%) times, advising 4 (27%) times, warning 1 (6,6%) time, forbidding 1 (6,6%) time, asking 1 (6,6%) time, begging 1 (6,6%) time, and the last form order/command 1 (6,6%) time. The writer discovers that the occurrence of instructing is the dominant utterances.

In relation to the main finding of this research, the writer concludes that instructing, advising, warning, asking, forbidding, and begging in directive utterances can be interpreted through illocutionary acts used by the speakers. They show the typical form of directive in which the speaker represents what he or she wants through his or her utterances. Among these seven types, instructing is mostly used by the characters in the Hunger Games. As being interpreted that instructing is dominantly because this movie is game of a science fiction adventure, so that there are a lot of conversations dealing about the instructing utterances. In addition in this movie there are differences social status of the movie characters, who has higher social status he/she has power to direct the rules of the game. That is why instructing utterances of directive mostly occur in “*The Hunger Games*” movie.