CHAPTER 1

INTRODUCTION

1.1 Background of the research

Communication is the way to send an information and message between the speaker and the hearer by using language. Communication will be effective if the speaker and the hearer get the same information. There are many factors that make communication become ineffective, such as, speaker and hearer have the different languages and therefore they cannot understand each other. Meaning of utterances from the speaker or the hearer is an important part of the conversation if we want to avoid misunderstanding in the communication.

As the problem above, misunderstanding becomes one of the main problems in communication. Sometimes, it is difficult to understand what the exact meaning of the utterances in conversation is. To minimize this problem, understanding the context becomes an important thing to understand the conversation. Without context, the meaning or message is not intelligible.

Context is the situation of the utterance. Yule states that context is the physical environment, or context is perhaps more easily recognized as having a massive impact on how referring expressions are to be interpreted (1996, p. 21).

Sometimes, it does not make sense if we don't know the context or only hear or see the sentence. For example, *Did you* see *her?*. This sentence sounds silly unless the speaker somehow knows that whatever *her* refers to is on the hearer's mind and that nobody else the hearer might have met. This is due to that both speaker and hearer do

know of *her* refers to. However, if someone else who does not know whom *her* refers to, it means that he doesn't know the context.

Therefore, first, people have to learn how to interpret such pronouns. Second, people have to learn in what situations it is appropriate to use such pronouns. That is, meaning always changes from one utterance context to another. An expression that gets its meaning directly from the utterance context makes reference to one or more of the roles in the utterance context: the speaker, the hearer, the location, or the time. As for the above example, the personal pronoun of the word is called deixis.

The personal pronouns *I* and *you* are alike in a number of ways; they differ with respect to their person, which utterance participant they refer to. Conventionally, we call reference to the speaker as the first person and reference to the hearer as the second person.

In line with this, the study of contextual meaning is called pragmatics. According to Levinson (1983, p. 9), "pragmatics is the study of those relations between language and context that are grammaticalized or encoded in the structure of a language.". "Pragmatics is the study of speaker meaning."(Yule, 1996,p. 3). Then, when it is referring to something/someone, it is tied to the speaker's context. A form of referring or pointing via language is called deixis. Deixis is a technical term from Greek for one of the most basic things we do with utterances. A word is said to be deixis if the reference is moving or changing, depending on the time and place of the word spoken, for example, the word *I*, *here*, and *now*. Deixis is divided into three types: person deixis, spatial deixis, and temporal deixis.

Not only in daily conversation, deixis is also found in some literary works, for example, film. The film is one of the literary works which had many linguistics features. Almost all scenes in the film contain conversation. In the film, some words may have one meaning or many if the context is not shown up. In this study, the writer focuses on deixis in "The Hunger Games" first series movie which is directed by Gary Rose, besides it is a good movie which won many awards and well-known, the script also has many utterances which contain deixis.

The writer focuses on the use of deixis in the Hunger Games movie first series. Deixis can be found in the first scene of the movie:

Seneca Crane : I think it's *our* tradition
It comes out of a particularly painful
part of *our* history.
Caesar Flickerman: yes, yes

Caesar Flickerman as the famous host in the movie and also the commentator in the Hunger Games with Seneca Crane as the game maker of the Hunger Games who tells about the purpose of the Hunger Games. There are two deictic words that can be found in the conversation. They are, *it* and *our*. For example, the deictic word *Our* refers to the people in the nation of Panem, including the speaker and the hearer. The word *Our* is the first person plural deixis. Therefore, the sentence is to tell the readers that Seneca Crane thinks that it became tradition and history of Panem. If deictic words *Our* is changed into the Nation of Panem, the sentence becomes:

I thinks it is *the nation of Panem's* tradition
It comes out of a particularly painful
part of *the nation of Panem's* history

With the example above, the writer is interested in analyzing deixis. The writer also wants to find out the deictic words, and the reference of each deictic word used in the Hunger Games movie.

1.2 Identification of the problem

In this research, the writer intends to analyze deixis found in the Hunger Games first series movie. There are two research questions proposed in this study. They are:

1. What are the types of deixis found in the Hunger Games first series movie?

2. What are the reference of each deixis uttered in the Hunger Games first series movie?

1.3 Objective of the study

As the problem above, the research is intended to identify the types of deixis that found in the Hunger Games first series movie. Then, the writer analyzes the reference of each deixis that has found in the Hunger Games first series movie by using Pragmatics analysis.

1.4 Scope of the study

The writer analyzed three types of deixis found in the Hunger Games movie first series. They are; person deixis, spatial deixis, and temporal deixis. In analyzing the reference of deixis, the writer focused on the pragmatic analysis as concerns with the speaker meaning and context.

1.5 Method of the Research
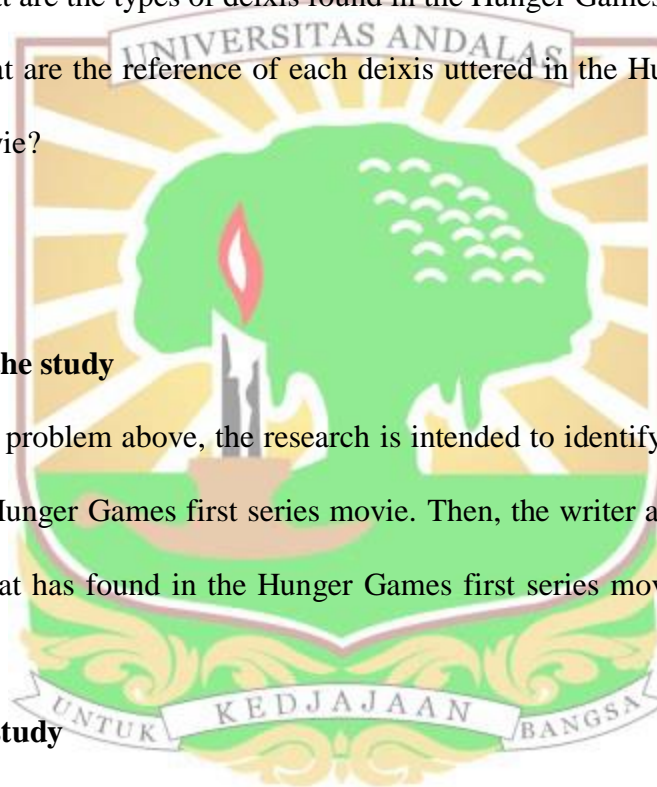
The sources of data are taken from a movie. The movie is *The Hunger Games*. The movie are taken from www.yts.ag. This movie is released in 2012. The movie is American science fiction action-adventure film directed by Gary Ross. These movies are based on the novel *The Hunger games* by Suzanne Collins. The novel is well-known. The novel wins New York Times bestseller, USA Today Bestseller and many more. It also comes to the movie. *The Hunger Games* was released on March 12, 2012. After the release, The movie becomes the best movie in MTV Movie and TV Awards (2012), most overrated movie of the year in Golden Schomoes Awards (2012), and many more. Beside it's a good movie that won many award, the movie have complicated plot and storyline.

In conducting the research, the writer applied three steps. They are collecting the data, analyzing the data and presenting the result of an analysis. Firstly, the data were collected from the internet by downloading the subtitle of the Hunger Games first series movie. After that, the writer selected the data that can be categorized as the crucial scenes in building up the story. The scenes of the Hunger Games are complicated therefore the researcher limits each scene which has Exposition, complication, rising action, climax, falling action and resolution. Exposition is the introduction of character especially the main character of the story, the goal of the story. Complication is a single event that begins the major conflict. Rising action is the part where the main character starts to building up the story to the climax. Climax is the part where the moment of the highest conflict of the story happened. Falling action is happened to lead the story to the ending of the story when the main problem of the story resolves. Resolution Is the parts of main character solve their problems.

Then, the writer also listened carefully all utterances uttered that had been selected in order to check whether the subtitle provided has already been in accordance with the action performed, plots, or story of the movie. Next, the writer printed subtitle and identified the number of utterances that found in five plots and also the utterances containing deixis. There contained 185 utterances and only 35 utterances contained deixis.

After identifying the utterances, the writer analyzed those utterances which belongs to deixis, then the writer classifies deixis into three types: person deixis, spatial deixis and time deixis. Whenever the writer classified deixis into each type, the writer also analyzed their references. The process of analyzing deixis in this step will be conducted by applying pragmatic identity method (Sudaryanto, 1993 p. 15) in which the writer uses situational context found in the movie to interpret and analyze the types and references of deixis used in this movie.

The last step is presenting the result of the analysis. The types of deixis found in this movie are presented in each category; person deixis, spatial deixis, and time deixis. The data are presented in sequence by describing the previously provided situational context of the utterances. They are followed by the form of the utterances containing deixis. Then, the writer analyzes, explains and elaborates in descriptive logical reason of why the deixis is categorized into its' type. The finding is recapitulated into a table which shows the types and reference of deixis found in The Hunger Game first series movie.