

CHAPTER IV

CONCLUSION

4.1. Conclusion

This research is focused on analyzing the impoliteness strategies found in *In Time* (2011) movie in the form of arguments. The data were taken from the *In Time* (2011) movie script and analyzed using impoliteness strategies from Culpeper's (1996) theory. The final results of the research show that there are 16 impoliteness utterances in total. The impoliteness strategies found throughout the film were four: bald on record impoliteness, positive impoliteness, negative impoliteness, and sarcasm or mock politeness. The researcher found that sarcasm or mock politeness is the most used strategy with six appearances and the percentage is 38%. Sarcasm or mock politeness is frequently used in the movie because the main character often relies on irony, ridicule, or insincere politeness to deal with serious or threatening situations.

The second most used strategy is positive impoliteness which occurs five times with a percentage of 31%. Positive impoliteness is mostly used to show a lack of interest, ridicule others, or trivialize the interlocutor's contribution. The third most used strategy is negative impoliteness with three occurrences (19%). Negative impoliteness is used in situations where the characters scorn or reject others, often through mockery or by ridiculing their concerns. The least used strategy is bald on record impoliteness with two occurrences (12%). Bald on record is used directly to attack the interlocutor's face without mitigation, usually in urgent moments.

Culpeper's (1996) theory also provides sub-strategies for two impoliteness strategies: positive impoliteness and negative impoliteness. The researcher found seven

utterances that contained sub-strategies in the movie. For positive impoliteness, two sub-strategies appeared: *Call the Other Names / Ridicule Identity* (3 times) and *Be Disinterested / Trivialize* (2 times). For negative impoliteness, two sub-strategies appeared: *Condescend, Scorn or Ridicule* (2 times) and *Ridicule Concerns* (1 time). These findings show that ridicule and irony dominate the impolite communication style in the movie.

Based on the results, sarcasm or mock politeness is preferred by the characters in the movie to attack others' face rather than the other strategies. This is related to the satirical and critical tone of the movie which often frames arguments through mockery and irony. The researcher cannot find the last strategy from Culpeper (1996), *withhold politeness*, because the movie emphasizes direct or ironic confrontation rather than silence or withheld responses.

In general, the researcher concludes that sarcasm or mock politeness is the most frequent strategy of impoliteness used to indirectly attack the interlocutor's face. Positive impoliteness is the second most frequent strategy, used to show lack of interest or ridicule. Negative impoliteness is used to scorn or hinder others, while bald on record is rarely used because the movie favors sarcasm and mockery over blunt directness.

4.2. Limitation

The limitation of this research is that the writer only focused on the application of impoliteness strategies in utterances. The data for this research were taken from a movie entitled *In Time* (2011). The theory used to analyze the data is the impoliteness strategies by Culpeper (1996). The writer conducted the research with two research questions which

were to find impoliteness strategies and impoliteness sub-strategies in *In Time* (2011) movie. The research only used Datum as the form of data to limit the scope of this thesis.

Based on the limitation of this research, the researcher gives some suggestions for future studies. It is suggested that future researchers analyze impoliteness strategies in other movies or different types of texts to get more various results. They can also study other characters besides the main one to compare how impoliteness is used in different situations. Furthermore, combining Culpeper's theory with other theories like speech act or context analysis is recommended to make the study deeper. Lastly, future researchers may use more data or other methods to make the findings stronger and clearer.

