

CHAPTER I

INTRODUCTION

This chapter consists of the background of research, problems of research, objectives of research, significance of research and limitation of research.

1.1 Background of Research

People need language to connect with one another in everyday life in order to create relationships, share ideas, and thought. It is a communication tool used by humans to be able to interact with other people. There are many languages in the world. We can learn other languages in addition to our mother language to be able to communicate and understand one to another.

According to O'grady (1992), language is a medium for thoughts, a carrier of related expressions with literature, a societal custom, a subject for political controversy, and a catalyst for national development. The research of language is called linguistics (Lyons 1967). Linguistics includes phonology (the research of sound language), morphology (the research of the structure of words), syntax (the research that is learn about how to form words in sentences), and semantics (the research of meaning in language).

Linguistics also has relations with other sciences such as sociolinguistics (the relationship between sociology and linguistics), ethno-linguistics (the relationship between ethnology and linguistics). There are also pragmatics and semiotics. Semantics is research of symbols on meaning whereas pragmatics is the research of meaning in context. To learn meaning in language besides semantics. Pragmatics is a subfield of linguistics which studies the ways in which context contributes to meaning.

One of the most important aspects of pragmatics is deixis. Melnik (2017) noted in his journal "The function of Deixis in the understanding of a literary work" that modern linguists are

becoming increasingly interested in the topic of language modeling of text world fiction based on deixis. The reader benefits greatly from knowing the speaker's location because it allows them to orient themselves using demonstrative pronouns pointing to a proximal or distal location. The pragmatic component of these deixiss is difficult to determine.

Deixis is an important field of language research for learners of second languages, because it has some relevance to analysis on utterances both in spoken and written text. Yule (1985) states that some words in language cannot be interpreted at all unless the context like here, there, this, that, now, then, yesterday as well as most pronouns such as I, you, him, her, them. According to Yule (1985) deixis expressions depend on the immediate physical context in which they utter. To interpret those expressions, the speakers need to share the same context with the listener. Levinson (1983) argues that the most obvious way the relationship between language and context is reflected in structure the languages themselves and in the form of deixis. He divides the deixis in five categories, namely: person deixis, place deixis, time deixis, discourse deixis, and social deixis.

Deixis, the important parts of language can be learned or studied through media such as books, music, or films. According to Severny (2013), a film, also known as a film or motion picture, is a collection of still images that, when displayed on a screen, give the impression of moving images due to the film effect. Film is one of communication instruments and a motion picture in which we can enjoy the visualization of written form into a complete moving image of screen. A film is created by photographing actual scenes with a motion picture camera, by photographing drawings or miniature models using traditional animation techniques, by means of CGI (Computer Generated Imagery) and computer animation, or by a combination of some or all of these techniques and other visual effects. Film is a work of art that incorporates a variety of

artistic components to help people with their spiritual requirements. In order to create a story film, one needs go through a cognitive process as well as a technical one, namely the hunt for story ideas. While the technical process takes the form of artistic abilities to bring any ideas, concepts, or tales to life as ready-to-watch films. It is an art form which is produced by recording actual people and objects with cameras, or by creating image using animation techniques or specific effects. Film also has some intrinsic elements such as: plot, characters, setting, and point of view.

There are several film genres such as action, adventure, animation, biography, comedy, documentary, drama, fantasy, horror, romance, and science or sci-fi. The language usage in the film itself can be various. It can help the audience to understand and feel the mood, plot and also the atmosphere in the film. The language and the film themselves cannot be separated. This research will analyze the type of deixis and the meaning through the film because sometimes in watching film as a literary work, people sometimes have difficulties in interpreting the message in the dialogue. In order to analyze the film, theory of deixis is chosen because deixis is used to point thing in order to make clear what the character means. Because *Maleficent 2* has a lengthier runtime than *Maleficent 1*, the researcher chose it over *Maleficent 2* because the main character appears more frequently. Without understanding the deixis, it is hard to comprehend the context of dialogues.

In the film, we can see the expression of the actor and by looking at their expressions we can feel the atmosphere of the film. Based on the above issue, the researcher conducted a study on thesis entitled “*Deixis Used by the Main Character in the Film Maleficent 2: Mistress of Evil*”.

1.2 Problems of Research

Based on the background of the research above, the problems of the research are as follows:

1. What types of deixis are used by the main character in the film Maleficent 2?
2. How does the main character use deixis in the film Maleficent 2?

1.3 Objectives of Research

The objectives of this research are:

1. To find out the types of deixis used by the main character in the film Maleficent 2.
2. To find out how the main character uses deixis in the film Maleficent 2.

1.4 Significance of Research

This study will enrich the researcher's knowledge in analyzing deixis used in the film. The result of this research is expected to be useful for many parties. Through this research, the researcher also hopes English learners can get a deeper knowledge and information about deixis. Moreover, this research is expected to give information and contribution about deixis for the next researcher.

1.5 Limitation of Research

In this research, the researcher only focused on the utterances of the main character in the film Maleficent 2: Mistress of Evil. In the film, there are main character and minor character and Maleficent is the main character in this film.

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