

AN ANALYSIS OF ILLOCUTIONARY ACTS IN THE FILM *LUCA* (2021)

A THESIS

*To fulfill a Partial Requirements for The Award of Sarjana Degree
at the Faculty of Humanities
University of Lancang Kuning*



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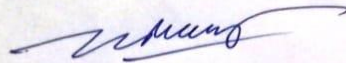
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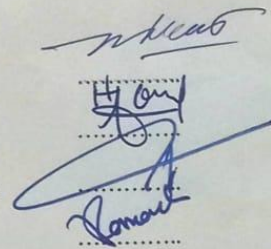
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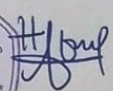


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ABSTRACT

Language in films is not only used for delivering dialogue but also serves as a medium for expressing intentions, emotions, and social interactions. This phenomenon can be analyzed through speech act theory, particularly illocutionary acts, which reveal how utterances function within specific contexts. This research is entitled *An Analysis of Illocutionary Acts in the Film Luca (2021)*. The objectives of the study are: (1) to describe the types of illocutionary acts in the film Luca and (2) to analyze the functions of illocutionary acts in the film Luca. The study applies pragmatic theory, specifically speech act theory as proposed by Searle, with a focus on illocutionary acts. This research uses a descriptive qualitative method. The data source of this study is the animated film Luca, and the data were obtained from the dialogues of two characters, Luca and Alberto. The results of the study show that there are five types of illocutionary acts found in the film: directive, expressive, representative, commissive, and declarative, with a total of 248 data. The directive type is the most frequently found, with a total of 99 utterances, consisting of 9 functions: asking (29), commanding (20), suggesting (11), questioning (10), requesting (8), instructing (8), inviting (7), advising (4), and warning (2). Meanwhile, the declarative type is the least frequent, with only 1 utterance, which functions as declare. These speech acts reflect the dynamics of the characters' relationship and contribute to the development of the story. This study highlights the role of context in interpreting meaning and demonstrates how language in animated films serves not only as entertainment but also as a medium for expressing values, emotions, and social interaction. The research contributes to the field of pragmatics and provides insights into the practical use of language in both media and daily communication.

Keywords: *Pragmatics, Speech Act, Illocutionary Act, Directive, Searle, Animated Film.*

INTISARI

Bahasa dalam film tidak hanya digunakan untuk menyampaikan dialog, tetapi juga berfungsi sebagai media untuk mengungkapkan maksud, emosi, dan interaksi sosial. Fenomena ini dapat dianalisis melalui teori tindak tutur, khususnya tindak ilokusi, yang mengungkap bagaimana ujaran berfungsi dalam konteks tertentu. Penelitian ini berjudul *An Analysis of Illocutionary Acts in the Film Luca (2021)*. Tujuan penelitian ini adalah: (1) mendeskripsikan jenis-jenis tindak ilokusi dalam film Luca dan (2) menganalisis fungsi-fungsi tindak ilokusi dalam film Luca. Penelitian ini menerapkan teori pragmatik, khususnya teori tindak tutur sebagaimana dikemukakan oleh Searle, dengan fokus pada tindak ilokusi. Penelitian ini menggunakan metode kualitatif deskriptif. Sumber data penelitian ini adalah film animasi Luca, dan data diperoleh dari dialog dua tokoh, Luca dan Alberto. Hasil penelitian menunjukkan bahwa terdapat lima jenis tindak ilokusi yang ditemukan dalam film tersebut: direktif, ekspresif, representatif, komisif, dan deklaratif, dengan total 248 data. Tipe direktif merupakan tipe tuturan yang paling sering ditemukan, dengan jumlah total 99 tuturan, yang terdiri dari 9 fungsi, yaitu bertanya (29), memerintah (20), menyarankan (11), mempertanyakan (10), meminta (8), menginstruksikan (8), mengundang (7), menasihati (4), dan memperingatkan (2). Sementara itu, tipe deklaratif merupakan tipe tuturan yang paling jarang ditemukan, dengan hanya 1 tuturan, yang berfungsi sebagai menyatakan. Tindak tutur ini mencerminkan dinamika hubungan tokoh dan berkontribusi pada pengembangan cerita. Penelitian ini menyoroti peran konteks dalam menafsirkan makna dan menunjukkan bagaimana bahasa dalam film animasi tidak hanya berfungsi sebagai hiburan tetapi juga sebagai media untuk mengekspresikan nilai, emosi, dan interaksi sosial. Penelitian ini berkontribusi pada bidang pragmatik dan memberikan wawasan tentang penggunaan bahasa secara praktis baik dalam media maupun komunikasi sehari-hari.

Kata Kunci: *Pragmatik, Tindak Tutur, Tindak Ilokusi, Direktif, Searle, Film Animasi.*

PREFACE

In the name of Allah, the Most Gracious, the Most Merciful. All praise and gratitude be to Allah for granting the researcher health and the ability to complete this writing, entitled "An Analysis of Illocutionary Acts in the Film *Luca* (2021)". This thesis is presented to get S1 degree in the English Literature Study Program Faculty of Humanity, Lancang Kuning University.

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Pekanbaru, August 1st, 2025
Sincerely,

Patricia Dewi Halida
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CHAPTER I

INTRODUCTION

1.1 Background of the Research

Human interaction is essential, and communication is the primary means through which people interact. Human interaction plays an important role in everyday life, such as in buying and selling activities, teaching and learning processes, discussions at work, and relationships between family members. Rogers and Kincaid define communication as the basic process by which two or more people exchange information, leading to a deep mutual understanding (Elpiani & Suastini, 2024).

Communication involves both verbal and non-verbal elements, which play a crucial role in social and interpersonal relationships. Verbal communication includes speaking directly face-to-face, talking over the phone, or communicating through writing. Meanwhile, non-verbal communication encompasses eye contact, facial expressions, and body movements. Ferdinand De Saussure explains words, symbols, or signs in communication represent deeper concepts or meanings, with language as the primary tool for human interaction (Dayu & Syadli, 2023). In communication, individuals use language, which is a structured system for conveying messages and is essential in daily life.

Therefore, language is a crucial part of civilization that allows humans to gain information and helps people communicate, work together, and live together. According to Yule (2020), Language as a unique human capability that allows

individuals to express their thoughts, emotions, and intentions through a complex system of sounds, symbols, and rules. This research explores how language in the film is used not only to convey literal meaning but also to carry out various social and communicative functions. It can be inferred that in social interactions, language helps individuals negotiate and clarify meaning based on context. People often use language to express their cultural background and personal identity. In social interactions, language enables individuals to influence others' opinions, beliefs, and actions. To thoroughly understand how language functions in social setting, it is crucial to examine pragmatics.

Pragmatics as one of the branches in linguistics, teaches how linguistics affects humans in speaking directly with other humans in social life. Pragmatics looks at how meaning is affected by the situation, the intention of the speaker, the relationship between the speaker and the listener, and the shared knowledge of the participants in the communication.

According to Yule (2020), the meaning conveyed by a speaker and understood by a listener is the main subject of pragmatics. In other words, it focuses on how context shapes the meaning of communication between the speaker and listener. Context is important in pragmatics because it refers to the shared background knowledge between them, which helps the listener understand what the speaker intends to convey.

Pragmatics which is a branch of linguistics has several concepts such as deixis in the form of words that depend on who is speaking, when, and where, implicature

refers to indirect meaning but can still be understood by the listener. Presupposition is an assumption or information that is considered already known or accepted as true by speakers and listeners before the conversation begins. Speech acts are actions using words, and other concepts. In this particular research, the researcher will only focus on speech act.

Pragmatic theory which explains the function of words as a way of conveying information and as conveying actions or to perform actions, namely, speech acts. According to Austin in Egoro & Gunn (2021:131), speech acts refer to actions that are carried out through speaking. Speech acts are very useful for everyday communication, as they show that speaking is not just about conveying information, but also involves social actions, such as making promises, threatening, requesting, giving instructions, and so on. There are three kinds of speech acts that we must know together, namely the first is a locutionary act, the meaning of locutionary is to interpret a word literally. Furthermore, illocutionary act is every word spoken there is an intention or purpose conveyed. The third, perlocutionary act is the influence that occurs on the listener as a result of the speaker's speech. In this study speech acts become the central point of discussion, because it is the object of discussion and the core part of illocutionary acts analyzed the film.

Additionally, film is a work of art that is loved by many people in the world because of its lively nature. Images and sounds in the film feel more real and can tell a lot of things in a short time. When watching a film, the audience seems to be able to penetrate the space and time in life, affecting feelings and emotions of the audience. On the contrary, the film script itself is different. People need think more

to get all the messages of the conversation or the story in the film script like the speaker's intended, meaning of their utterance, and the attitude of the speaker when they talk to the addressee.

In this research, the researcher will examine illocutionary acts, to better understand every word in the film *Luca*. Apart from understanding every word in the film dialogue, it can also increase our understanding of communication, because when we speak, miscommunication often occurs. When examining how speakers use their words to accomplish particular communicative objectives, including requesting something, delivering instructions, or expressing feelings, illocutionary acts are important. Illocutionary acts are actions performed with a specific intention, depending on the speaker's purpose or function (Searle, 2012).

Therefore, the meaning of a speaker's action through an utterance depends on the context, purpose, and communicative function the speaker aims to achieve. Searle classifies illocutionary acts into 5 kinds namely representative, directive, commissive, and expressive, each of which has its own function. These types of illocutionary acts have a huge impact in social interactions as they regulate how messages are received and understood by listeners. For example, the statement "*Congratulations on your graduation!*" is an example of the expressive type, with the function to appreciate because the utterance expresses happiness at another person's achievement. The meaning of expressive is to show the speaker's feelings or attitude towards a certain situation.

The study of illocutionary acts in *Luca* film is important because through conversations between teenage characters, we can learn about Italian culture, such as the way they greet, express emotions, and their typical traditions. By understanding the hidden intentions behind their simple words, we can capture the deeper values of Italian culture, such as family, friendship, and daily habits. This makes this research not only linguistically useful but also helps us understand the cultural setting behind their interactions.

The reason why the researcher chooses the film *Luca* (2021), first because film is one of the modern media that can be used as a place to learn about language and this film comes at a time when the world is being attacked by the Covid-19 virus. To keep fans entertained, Disney shows animated films, which is where this film attracts the interest of many people, so it is hoped that the results of this study can be related to the audience who are interested in the messages of this film. Second, the researcher is interested in *Luca* because this film is full of social interactions, rich in highly emotional conflicts, and friendships that allow various forms of illocutionary acts to emerge, this provides varied data to analyze the type and functions of illocutionary acts in the dialogues.

Another reason is that by addressing themes such as courage, independence and interpersonal relationships, *Luca* provides an interesting context for looking at how language conveys hidden intentions or non-literal messages. The last, the researcher wants to increase, measure, and improve her knowledge about illocutionary acts. By analyzing illocutionary acts in *Luca*, this research aims to

shed light on the role of speech acts in animated films as vehicles for expressing meaning, emotions, and interpersonal dynamics.

In making this research, the researcher need other research as reading material and sources of information. Here are some previous studies that the researcher has read.

The first researcher is Namira (2021), from Raden Intan State Islamic University Lampung, who wrote a thesis entitled *An Analysis of Illocutionary Acts in Maleficent 2 Movie (2021)* found that assertive acts were the most dominant, reflecting characters' tendencies to express beliefs. However, the study lacked focus on specific character interactions. The second researcher is Hastuti et al. (2021), from Guna Darma University, Jakarta, who wrote a journal entitled *Illocutionary Acts Uttered by The Main Character in Fear Of Rain Movie: Pragmatic Approach (2021)* found assertive and directive acts as dominant, while the classification was detailed, the focus on a single character limited analysis of interpersonal interaction. The third is Perdani (2023), from Faculty of Humanities, Bina Nusantara University who wrote a journal entitled *The Investigation of Illocutionary Acts Uttered by The Character In Brave Movie (2023)* found directive acts most dominant. Although involving multiple characters, the study lacked focus on two-character interactions and their relational impact. The last is Amalia et al. (2021), from University of Islam Negeri Syarif Hidayatullah, Jakarta, who wrote a journal entitled *Illocutionary Speech Acts Analysis in Nadhira Afifa's Speech as A Student Speaker at Harvard Graduation 2020* found representative and expressive acts

dominant. However, the monologic nature of the speech limited analysis of interactive communication.

From the previous research above, there are some similarities and differences with this research, this research uses Searle's theory just like some of the studies above, but the subject and data of our research is different, this research choose the film *Luca*, an animated film that features relaxed and dynamic social interactions between characters. The focus is on the type and functions of illocutionary acts in the context of a lighter, family-oriented film. Unlike the above films with darker themes or characters facing intense situations.

Through analyzing the illocutionary acts in the film *Luca*, this research aims to explain the role of illocutionary acts in animated films as a means to express meaning, emotion, and interpersonal dynamics.

1.2 Formulation of the Problem

There are many problems that can be investigated to explore the phenomenon of speech acts, in this sense the researcher formulated the problems as follows:

1. What type of illocutionary acts are found in the *Luca* film?
2. What are the functions of illocutionary acts in the *Luca* film?

1.3 Objective of the Research

The objectives of the analysis are not much different from the problems and there are:

1. To describe the type of illocutionary acts in *Luca* film
2. To analyze the functions of illocutionary acts in *Luca* film

1.4 Significance of the Research

Theoretically, the purpose of this study is to show that speech acts can be used as research subjects, thus contributing to the expansion of pragmatics theory, especially on the type and functions of illocutionary acts in communication, especially in the media context. This study provides a useful foundation for future researchers who want to research on illocutionary acts.

Practically, the researcher hopes that this study will increase the understanding of illocutionary speech acts. This study aims to provide valuable information to teachers, lecturers, students, and the general public about the type and functions of illocutionary acts that we also commonly use in daily communication. This understanding can improve individuals' ability to communicate more effectively and understand the hidden intentions behind other people's speech, thus increasing our awareness of language use in social contexts.

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

Based on the data collected, all five types of illocutionary acts are found in the dialogues of the characters Luca and Alberto throughout the entire film *Luca*. A total of 248 illocutionary acts were identified. Among these, the directive type appears most frequently, with a total of 99 data. These directive speech acts are categorized into 9 different functions: asking with 29 data, commanding with 20 data, suggesting with 11 data, questioning with 10 data, requesting with 8 data, instructing with 8 data, inviting with 7 data, advising with 4 data, and warning with 2 data.

Expressive is the second most frequently used illocutionary act by Luca and Alberto throughout the film, with a total of 72 data. These are categorized into twelve functions: compliment with 10 data, thanking with 8 data, reassuring with 8 data, greeting with 8 data, complaining with 8 data, apologizing with 6 data, panic/distress with 6 data, exclaiming with 6 data, wondering with 5 data, refusing with 5 data, appreciating with 1 data, and motivating with 1 data.

Representative is the third most frequently used, with a total of 61 data. It consists of seven functions: stating with 30 data, asserting with 12 data, informing with 8 data, claiming with 4 data, explaining with 4 data, reporting with 2 data, and agreeing with 1 data.

Commissive ranks fourth, with a total of 18 data. These include five functions: promising with 9 data, committing with 5 data, offering with 2 data, threatening with 1 data, and accepting with 1 data.

Declarative is the least frequently used illocutionary act in the entire film, with only 1 data found, which functions as a declare.

The findings of this study show that the most frequently used type of illocutionary act by the characters Luca and Alberto is directive with the function of commanding. This indicates that the film *Luca* can be used as a subject of pragmatic analysis, just like literary works. The frequent use of commanding functions is due to the characters often giving instructions or directions, which are closely related to their relationship and the events in the storyline. In addition, the speech act functions identified are strongly influenced by the context of the story, meaning that the interpretation of an utterance depends on the speaker's intention and the situation in which it is spoken. Therefore, films can serve as a rich and meaningful source of data for pragmatic analysis through their dialogues.

5.2 Suggestion

This research is expected to serve as a reference for readers who are interested in studying speech acts and pragmatic analysis in films, especially animated films. For future researchers, it is suggested to conduct further studies by analyzing different characters or other animated films to obtain more varied and enriched results. Subsequent research may also explore other types of speech acts or combine them with different pragmatic theories, such

as perlocutionary acts, locutionary acts, or other pragmatic approaches to broaden the understanding of language functions in fictional contexts.

Moreover, since animated films contain dialogues that reflect everyday communication in an engaging and easily understandable way, they can be used as a medium for language learning, teaching materials, or as research objects in linguistic studies. Through this approach, pragmatic analysis becomes not only more relevant but also more enjoyable to learn.

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