

CHAPTER I

INTRODUCTION

The first chapter is introduction which contains general information of the research. It is divided into six parts namely background of research, statement of problem, research objective, research of significance, organization of writing, and definition of key terms.

1.1. Background of the Research

Interaction among people in everyday life will not be separated from language. It is a tool to express everything. It is the most important means of communication between human beings, whether orally or in written form. Orally, the language is realized in many forms such as conversation that also presents in drama, song, movie and other form.

Since language is used to communicate, there are possibilities of misunderstanding between the speakers and the hearer. In English, sometimes the hearer or addressee difficult to understand what the speaker say about whom, when, and where. This situation can make the problem of communication. Here, context is important for the hearer or addressee to understand what the speaker's meaning. Without context, the addressee will be difficult to understand the meaning of the speaker's utterances clearly. If the hearer knows the context, the utterances can be understood clearly.

Understanding the context means understanding pragmatics. Pragmatics means the study of relations between language and the context that are grammaticalized or encoded in the structure of a language. In studying pragmatics, we study about how we can recognize what is the main of speaker in the spoken or written form. According to Levinson, pragmatics is the study of those relations between language and context that are Grammaticalized or encoded in the structure of a language. Such a scope for pragmatics, there are include the study of deixis (Levinson, 1983: 8).

As Levinson said above, deixis is one topic in pragmatics that means pointing something through languages. Deixis is a technical term (From Greek) for one of the most basic things we do with utterance, it means “pointing” via language. Any linguistic form used to accomplish this “pointing” is called deitic expression.

Deixis is always found in daily communication or in text. Deixis is found not only in everyday life, but also in literature, for example movie. Movie is a communication tool that is not in scope in which becomes a space of free expression in a mass learning process. Strength and ability to reach many movies social segments, which makes experts film have the potential to influence the views of the film is a portrait of reality in society. Films always record the reality that grows and develops in the community and then projected into the screen (Sobur, 2003, in Fauziah, 2015: 126-127)

The God Must Be Crazy is one of movie title which has unique title and make us curious. For the reason, The researcher chooses The God Must Be Crazy

Movie to analyze. Because, the plot of the story occurs in daily life and in this movie uses third person deixis. Many statements are conveyed by narrator, and it becomes interesting to consider this movie as object of research.

The similar research has been undertaken by some researchers with different objects. The first research has been done by Fauziah (2015), she discussed deixis in *A Thousand Words* movie script by Steve Koren. The objectives of this researcher are: first, to find out the types of deixis in *A Thousand Words* movie script by Steve Koren. Second, to find out the function of each deixis types in *A Thousand Words* movie script by Steve Koren. The result of the research shows that there are three types of deixis in *A Thousand Words* movie script by Steve Koren, they are person, spatial and temporal deixis.

The second research is taken from Agustina (2013). The research used descriptive qualitative research design to analyze the types of deixis found in *The Expendables* movie scripts. The research results on five kinds of deixis with the follows numbers: 50 personal deixis, 6 spatial deixis, 5 temporal deixis, 13 discourse deixis, and 6 social deixis.

The third previous research is conducted by Wiwi (2013). She discussed deixis in short story *The Little Mermaid*. The result of shows three kinds of deixis, namely person deixis, temporal deixis, and spatial deixis.

The last is research by Nur (2013). The researcher discussed deixis in *The song Lyrics Boys II Men*. And the result of this study, the researcher finding the five kinds of deixis, there are person deixis, spatial/place deixis, temporal/time deixis, social deixis, and discourse deixis. *Bourne Identity Movie Script*.

Based on the those previous studies above, the researcher realizes there are many writers who conducted the research on the same topic and theory. However, this research is different from those studies in terms of the object. This research takes movie script as the object of the study. From the appearing case above researcher decides to give the title of paper “Deixis Analysis in The God Must Be Crazy Movie Scripts”.

1.2. Statement of the Problem

There are a lot of deixis in God Must be Crazy movie that are showed in the movie script, that make the researcher interested to investigate the problem through following question:

1. What types of deixis are found in The God Must Be Crazy movie script?
2. What is the function of the deixis form found in The God Must Be Crazy movie script?

1.3. Research Objective

This research is aimed at:

1. Identifying the types of deixis used in The God Must Be Crazy movie scripts.
2. Finding out the function of deixis in The God Must Be Crazy movie scripts.

1.4. Research Significance

This research has two significance. Academically, this research is beneficial to enrich knowledge about linguistic. It is expected the result of the study be able to improve the knowledge body of pragmatics. Practically, this research is directed to those who are interested in linguistic field especially in deixisfield.

1.5. Organization of Writing

The first chapter is introduction which contains general information of the research. It is divided into four parts namely background of research, statement of problem, research objective and research of significance. The second discusses the theories that underlie the analysis of this research. It begins with the theory of pragmatics in general followed by deixis theory. The third chapter elaborates methodology of this research. It begins with the method of the research, the data, and source of the data, technique of collecting data and ends with technique analyzing data. The fourth chapter presents the analysis which is related to the research questions in the previous chapter. This research aims to analyze deixis in *The God Must Be Crazy* movie script. It is central to answering the research question. Finally, the last chapter presents the conclusion of the overall study and provides the suggestion for further research.

1.6. Definition of Key Terms

In this part, there are some explanation to understand the concept of the research in brief. The definition of the key terms are as follows:

1. Deixis

Deixis is a technical term (from Greek) for one of the most basic things we do with utterances. It means “pointing” is called a deictic expression (Yule, 1996:9)

2. Personal Deixis

Person deixis concerns the encoding of the role of participants in the speech event in which the utterance in question is delivered (Levinson, 1983:62)

3. Spatial Deixis

Place deixis concerns the encoding of spatial locations relative to the location of the participants in the speech event (Levinson, 1983:62)

4. Temporal Deixis

Time deixis concerns the encoding of temporal points and spans relative to the time at which an utterance was spoken (or a written message inscribed) (Levinson, 1983:62)

5. Movie

Movie is a series of moving pictures recorded with sound that tells a story, shown on television or at the cinema or movie theater (Oxford Learner’s Dictionary, third edition)

6. Script

A written text of a play, film or movie, broadcast, and talk (Oxford Learner’s Dictionary, third edition)



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