

## CHAPTER I

### INTRODUCTION

The first chapter of this paper presents introduction which contains background of research. It tells about the reason why the researcher chooses this topic. The next session is statement of problem, which tells about the problems of this research. The rest are research objectives as the purpose of this research, research significances, previous research and definition of key terms and organization of writing.

#### 1.1 Background of Research

Language is one of the most important thing in people's life. Human needs language for life, in this case for communication. If there is no language, human cannot explain what they mean; even Wardhaugh defined "language as system of arbitrary vocal symbol used for human communication" (Wardhaugh, 1977:3). Another opinion states that language is a system of arbitrary, vocal symbol which permits all people in a given culture or other people who have learned the system of that culture, to communicate or to interact (Finocchiaro, 1974: 3).

In verbal communication, there should be at least two speakers involved. It can happen anywhere, at school, house, market, in the public place, and the other places, as long as done by two speakers. About what topic is communication, it depends on their own business. Communication is a giving or exchanging information, signally, or message by talk or gestures, writing, through symbol, etc. (Webster's New World Dictionary of the American Language, 198: 269). It means that communication produces exchange of language to express about human's feeling, ideas, and information. Communication activity is important, if there is no communication in human's life, how someone can understand each other, what the message, and what the information got.

Language gives a big influence in the aspect of human life. Almost all people in the world can speak, although the language is different. In this universe, absolutely people are speaking differently and it must be billion languages exist. English, Indonesian, and Japanese are the examples of language. In different area, there is one language exist. There are a number of countries in this world, which are placed in five big continents of Asia, Europe, Australia, Africa and America. Furthermore, the language in these continents is quietly different. Moreover, in one area, there are more than one language exist. For example, in Java, Indonesia, there are at least two languages used to communicate, namely Sundanese and Javanese. Although they have different languages, they have the same national language. That is Indonesian (Bahasa Indonesia). Usually, it is used in formal forum and informal forum. Formal forum is condition like learning in classroom (education) Teacher speaks to the student or student speaks to class uses Bahasa Indonesia. Informal forum is outside of education like people who come from different area which has a different language. Bahasa Indonesia can be an alternative to communicate with them. And then the action of using language is speaking. In speaking, especially in conversation, absolutely people need a partner for speaking or hearer.

In communication, there is such a sentence called imperative sentence. Imperative is just one form of sentence or verb in the language to push an order or something to do (Kridalaksana, 1993: 31). It means, when it talks about imperative, there is a group of words as request, as command, as suggestion, invitation, or as prohibition. In addition, imperative indicate, power or authority of commanding (Webster's New World Dictionary of the American Language, 1982: 729). So, imperative express all terms of commanding which made someone to do something or action that asked by commander.

From the statement above, it can be concluded that the imperative has five types, each of them has the characterization of commanding the interlocutor to do something for the speaker. David B. Geralnik in his work affirms this statement,

imperative is designating or the mood of verb that expresses a command, strong request or exhortation.

Command is to give an order or orders to direct with authority (Webster's New World Dictionary of the American Language, 1982: 293), commands are used by people who have a higher level to lower level (Chaer, 1998: 91). Request is the act of asking, or expressing desire for something, solicitation or (Webster's New World Dictionary of the American Language, 1982). In addition, request is asking someone either higher, lower or equal (Moelino and Dardjowidjojo, 1988: 287).

To support the existence and application of imperative sentence here, it needs the object, the object is MOBA Game, named Mobile Legends: Bang Bang (MLBB). Mobile Legends: Bang Bang is a multiplayer online battle arena (MOBA) mobile game developed and published by Moonton. There are so many character called Heroes, which plays with their own role. There are consist of six roles, namely Tank, Fighter, Assasins, Mage, Marksman, and Support. This research is focusing only on what are heroes says as researcher's object.

These heroes use many type of sentences to conduct the conversation, one of them is imperative sentence. Every hero speaks when in the three situations, such as "picking", in this section player have to shadow pick the hero and then the picked hero will speak. The second situation is "in game", when player spend most of time to play in the field called Land Of Dawn, player will hear the picked hero speak. And the last situation is when the hero is killed by another hero, player will hear the picked hero speak.

In those three situation, player will not hear the same sentence, therefore researcher will find a lot of different sentences in every hero to be analyzed. Researcher analyzed that at least more than two types of command and request sentences/phrase contain in the quotes of heroes in Mobile Legends: Bang Bang Games Patch Lunox (1.2.90), for example; Command, *kill, kill, kill!* (In-game, Lapu-lapu, Fighter). Lapu-lapu is casting his skill, it may take time to cast but will

surely give problems on hit. Cover a wide area front of Lapu, this skill is to catch the enemy off guard. Another example is from hero named Akai, he said, *let's roll!* (In-game Akai, Tanker), *Hurricane Dance* is Akai's disruptive skill. Akai will spinning aside from the annoying knock back and wall pinning,

And then another sentence type is request

- Would you like to have a drink with me? (In-game, Eudora, Mage)
- Let me show you the art of killing (In-game, Alucard, Fighter)

From two examples above, the researcher can found about imperative that presented by command and request. Imperative happened because of an action, which is signed by communication activity. Therefore, the big part of imperative happened in communication activity. In MLBB, heroes make a variety of quotes spoken in three different situation such as Picking, In-game and Death, and all of those quotes are communication act which did by one hero to each other, it means they are giving information to each other. Communication is a giving or exchanging off information, signals, or message by talk, gesture, writing, etc (Webster's New World Dictionary of the American Language, 1982: 269), and the researcher researches imperative sentence which is happened in communication among MLBB heroes, and two of them are command and request.

Based on the statement above, this researcher analyzed the type and function of imperative based on certain aspect that discussed in the next chapter. Can give more knowledge and as an example of previous research is aim of this research, especially for readers and MLBB Heroes player who interested to discuss or research such kind of this research. For researcher himself in understanding the type of sentence: Imperative be the new experience. Then researcher gives the title of this research is "Command and Request Used by Heroes in Mobile Legends: Bang Bang Patch Lunox (1.2.90)".

## **1.2 Statement Problem**

The problem of this research is command and request in quotes of Heroes in Mobile Legends: Bang Bang Patch Lunox (1.2.90). As the researcher know that in those two types of imperative, command and request there are contain varieties of element such as type, function, meaning and structure. According to the research problems, research discussion and the theories which are applied in the research such as Janet Holmes, John Searle and then their theory are combined to discover the elements of command and request in contain as quotes from Mobile Legends: Bang Bang Patch Lunox (1.2.90). The researcher provided the questions such as follows:

1. What are the imperative as command form in the Heroes expression of Mobile Legends: Bang Bang Patch Lunox (1.2.90)?
2. What are the imperative as request found in the Heroes expression of Mobile Legends: Bang Bang Patch Lunox (1.2.90)?

## **1.3 Research Objectives**

According to research question above, this research has objectives, such as follows:

1. To know the form of command in the Mobile Legends: Bang Bang Patch Lunox (1.2.90) which are spoken by heroes as the main object of this research.
2. To know the form of request in the Mobile Legends: Bang Bang Patch Lunox (1.2.90) which are spoken by heroes as the main object of this research.

## **1.4 Research Significances**

1. Theoretically

Writer is expected to give a new contribution to linguistics studies especially in analyzing form of sentences in the game, and hopefully this research able to become a reference for futher research about how to analyzing imperative as one of type of sentence in the game.

## 2. Practically

The result of this research is expected to be useful for students of the English Literature who have interest in gaming. The researcher also hopes the result of this research could give more reference for the development of pragmatics theory to improve the knowledge and understanding of pragmatics.

### 1.5 Previous Research

Research dealing with pragmatics, especially speech acts, has been conducted several times. Since the meanings of speech acts are based on the context, the findings of every research are different from one to another. Here the researcher presents the previous research related to the discussion of speech acts. The first research is conducted by Sukasih Ratna Widayanti, entitled A Pragmatic Analysis of Commands in Robert Wise's *The Sound of Music*. The research focused on the pragmatic analysis of speech act of commands.

After conducting the research, Sukasih found that there were five forms of commands, used by the characters of *The Sound of Music*. They are base form of verb, you + imperatives, verb ellipsis, imperative + modifier, and let + first person pronoun. According to the research, direct speech acts are proposed by the characters in this film. Then, at last she found that there were two purposes of commands uttered by the characters on *The Sound of Music*, they are referential and attributive.

Another investigation was led by Licenciada Romina Ariana Marazita in her article *The Role of Negative Politeness in Request: The Strategies that Non-*

Native Speakers Apply and Fail to Apply when Performing Request. She analyzes the use of negative politeness strategies in making requests which is happened in a group of nonnative speakers of an English course. Then she investigates whether the nonnative speakers were aware of the use of politeness in the performance of speech acts. She applies politeness and speech acts to examine her data. The results are first the sub strategies be pessimistic is preferred to avoid imposition on the hearer, second the sub strategies be direct is chosen to minimize imposition because the speaker and the hearer are friend, the last bald on record strategy when the speaker has a higher authority. Her final conclusion is that on one hand, nonnative speakers are conscious of the concept of negative politeness since in fact they managed to apply some of the strategies this theory proposes. On the other hand, they do not apparently succeed in applying them in the right situation.

Then the closely similar research to this current research was conducted by Ning Zhao which entitled Analyzing the Meaning in Interaction in Politeness Strategies in Scent of a Woman. She examines the politeness strategies in this film in terms of the linguistic form, the context of utterance, and the relationship between the speaker and the hearer. She employs politeness strategies theories to examine her data. The result of this research is that positive politeness or negative politeness is adopted to examine how a cynical old colonel talked with a nice junior and a beautiful girl respectively in unconventional way. Then, it enables them to develop a friendship using the (im) politeness strategies; they are bald-on-record or off-record tactic. The analysis of politeness in action in this film uncovers both the informational and affective dimensions of language use in structuring human relationship and friendship.

This research is totally different because in this research, the researcher observe not only the form of commands but also the ways of expressing commands using politeness strategy. The politeness strategy is analyzed based on Brown and Levinson's politeness theory.

## **1.6 Definition of Key Terms**

The following point elucidates some definitions of terms that will often occur in the research.

### **a. Pragmatics**

Pragmatics is the study of utterances as communicated by a speaker and interpreted by a hearer. Secondly, pragmatics is the study of contextual meaning. It requires a consideration of how a speaker organizes what he or she wants to say. Thirdly, pragmatics is the study of how the hearer gets the implicit meaning of the speaker's utterances. The last, pragmatics is the study of the expression of a relative distance (Yule, 1996:3)

### **b. Imperative**

Imperative is a form of sentence or verb to push an order or something to do. Imperative also has the nature of, or indicating, power or authority commanding (Kridalaksana, 2008: 91)

### **c. Command**

Command is an easy way to predict whether a declarative or an interrogative form will be realizing something other than to make a statement or question (Coulthard, 2004:24)

### **d. Request**

Request is request has the conditional feature, or, in other words, the speaker assumes that the request will only take an effect if the hearer agrees to do it (Tsui, 1994: 92-93)



## **1.7 Organization of Writing**

This research is organized into five chapters. Chapter one presents introductory remarks of the research which involves background of research, research questions, research objectives, research significances, definition of key terms, and organization of writing. Chapter two provides some related theories as to the research. It contains the definition of Speech Act, pragmatics, imperative, command, and request. Chapter three discusses methodology of conducting the research. In this chapter the researcher tries to depict the research design, source of data, technique of collecting data, and technique of analyzing data. Chapter four elucidates findings and discussions of the research. This contains a table of command and request. Chapter five gives the conclusion and suggestion of the research.

