

AN ANALYSIS OF ILLOCUTIONARY ACTS USED BY “ALICE” IN THE MOVIE “RESIDENT EVIL : RETRIBUTION” AND ITS CONTRIBUTION IN LEARNING ENGLISH SPEAKING

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ABSTRACT

The aims of this study were: 1) to classify and describe the kinds of illocutionary acts used by Alice's character in the movie entitled Resident Evil: Retribution. 2) to find and describe the most dominant types of illocutionary acts used by Alice's character in the movie entitled Resident Evil: Retribution. The writers used descriptive qualitative method in this research. The data were taken from the utterances of Alice's character in the movie Resident Evil: Retribution. The writers used Searle's theory to analyze the data. The technique of collecting data were watching the movie, finding the movie script, identifying the script based on Alice's utterance, classifying the types illocutionary acts into various categories, and, interpreting the data. From the result, the writer found 4 kinds of illocutionary acts used by Alice's character. It consisted of representative 58.8% (97 utterances), directive 30.9% (51 utterances), commissive 7.3% (12 utterances), and expressive 3.0% (5 utterances). The writer found that the most dominant types of illocutionary acts appeared in Alice's character in the movie Resident Evil: Retribution was representative. From this study, the writers suggested that students could improve their speaking skills by learning and using illocutionary acts in daily life conversations through utilizing illocutionary acts as teaching materials in English classes, by using various sources to generated student's interest.

Key Words: Pragmatic, Speech Act, Illocutionary Act

ABSTRAK

Tujuan dari penelitian ini adalah: 1) mengklasifikasikan dan mendeskripsikan jenis-jenis tindak ilokusi yang digunakan oleh karakter Alice dalam film Resident Evil: Retribution. 2) menemukan dan mendeskripsikan jenis tindak ilokusi yang paling dominan yang digunakan oleh karakter Alice dalam film Resident Evil: Retribution. Penulis menggunakan metode deskriptif kualitatif dalam penelitian ini. Data diambil dari ujaran-ujaran karakter Alice dalam film Resident Evil: Retribution. Penulis menggunakan teori Searle untuk menganalisis data. Teknik pengumpulan data dilakukan dengan menonton film, mencari naskah film, mengidentifikasi naskah berdasarkan ujaran Alice, mengklasifikasikan jenis-jenis tindak ilokusi ke dalam beberapa kategori, dan menginterpretasikan data. Dari hasil penelitian, penulis menemukan 4 jenis tindak ilokusi yang digunakan oleh karakter Alice, yaitu representatif 58,8% (97 ujaran), direktif 30,9% (51 ujaran), komisif 7,3% (12 ujaran), dan ekspresif 3,0% (5 ujaran). Penulis menemukan bahwa jenis tindak ilokusi yang paling dominan muncul pada karakter Alice dalam film Resident Evil: Retribution adalah representatif. Dari penelitian ini, penulis menyarankan agar siswa dapat meningkatkan kemampuan berbicara mereka dengan mempelajari dan menggunakan tindak ilokusi dalam percakapan sehari-hari, melalui pemanfaatan tindak ilokusi sebagai bahan ajar di kelas bahasa Inggris, menggunakan berbagai sumber untuk menarik minat siswa.

Key Words: Pragmatik, Tindak Tutur, Tindak Ilokusi

INTRODUCTION

Pragmatics related with phenomenon of speech acts, conversation, verbal and nonverbal communication. Pragmatics is the study of the relationship between language and context which is encoded in the structure of language among speakers and listeners by adapting the wider context around them. According to Yule, (1996: 3), Pragmatics is a study related to the meaning of a language that is communicated by the speaker and then the listener interprets what is conveyed by the speaker. Based on Sihombing et al., (2021: 1773), in the study of pragmatics, context plays a significant role as it refers to share background knowledge between the speaker and listener, which helps the listener understand the speaker's intended meaning through their utterance.

In this study, the writers chose illocutionary acts as an analytical study because illocutionary acts are relevant to the ability in speak English. Illocutionary acts refer to the purpose or intention to be conveyed in a statement, so that studying illocutionary acts can help someone understand and use English more effectively and efficiently. The choice of “Alice” in the movie *Resident Evil: Retribution* as a research

object can yield interesting results. By analyzing the use of illocutionary acts by the character "Alice" in the movie, English learners can broaden their English skills and understand better ways to use illocutionary acts in everyday conversations. Illocutionary acts also have a close relationship with language pragmatics. By studying illocutionary acts, this research can assist in understanding the social and cultural conventions contained in the use of the English language, thereby increasing the ability to communicate interculturally in English. Therefore, the aims of this study were (1) to classify and describe the kinds of illocutionary acts used by Alice's character in the movie entitled *Resident Evil: Retribution*. (2) to find and describe the most dominant types of illocutionary acts used by Alice's character in the movie entitled *Resident Evil: Retribution*.

1. Pragmatics

Pragmatics is a branch of linguistics that is used by people all over the world. Pragmatics is a type of linguistics that studies the relationship between contextual meanings in communication. Pragmatics is also a type of linguistics that deals with the use of meaning in communication. According to Huang (2017: 2), The systematic study of the meaning of, or based on, language usage is known as pragmatics. Based on Allan and Jaszczolt (2012), Pragmatics is the human communication and the choices that speakers make to communicate their intended meaning, as well as the sorts of inferences that hearers derive from a speech in its context of usage. It can be concluded that pragmatics is a scientific field of study that examines the relationship between language and its use, including speech, action, and intention. Pragmatics involves analyzing how people use language to convey intended meaning and how listeners make inferences from that speech in its context.

2. Speech Acts

Humans possess speech organs that allow them to make speech sounds. Enabling them to express anything through utterances. When we use utterances in speaking and perform actions based on context with others in daily life, it is referred to as speech acts. Speech acts are actions carried out through the use of language, where the use of language is considered as an action that has the power to change situations or conditions in a social interaction between the speaker and the listener. According to Hutajulu and Herman, (2019: 30), speech act is an utterance that is used as an explanation as speakers of a language use it to explain an action that aims to make the listener infer the meaning of what the speaker said. The purpose of a speech act is to achieve certain communicative goals, and it is hoped that it will generate a response from the audience. Examples of speech acts can include various types of communicative actions, such as requests, warnings, approvals, apologies, greetings, and statements. All of which are intended to perform a specific function in a social context.

According to Austin (1962), the three categories of speech act, which are locutionary act, illocutionary act, and perlocutionary act. Each of them has distinct interpretations. The following is a definition that is based on Austin's categorization of three types of speech acts:

1) Locutionary act

According to Austin (1962: 108), in the traditional sense, the act of speaking specific words with a specific meaning while performing specific actions is known as a locutionary act. The speaker does not have a specific intention when they make the utterance. Rismayanti et al., (2021: 141), also argue that the act of producing a meaningful linguistic expression, also known as the utterance is

referred to as the locutionary act. In short, the language used in a locutionary act is straightforward and clear, so it reduces listener's chance comprehending or misinterpreting the utterances.

2) Illocutionary act

Illocutionary act is a speech act that has function to inform, ask, explain, etc. It can also be used to do something. Based on Austin (1962: 108), an illocutionary act is accomplished through the communicative force of a statement which has the capability to perform a certain action. The people may speak to make a statement, offer, explanation, or for any other communicative purpose. This means that every utterance we make also encompasses another act performed within the utterance.

3) Perlocutionary act

According to Austin (1962: 108) perlocutionary act is the outcome of an utterance's effect, and the effect of the utterance is obtained for the purpose of doing something such as persuading, convincing, commanding, praising, etc. Perlocutionary act causes an impact on the listener through speaking a sentence, and this impact is specific to the context in which the sentence is spoken. Based on Wahyuningsih and Nirmala (2020: 117), perlocutionary act is a causal relationship between two events, where the speech produced by the speaker is the cause and the reaction of the involved interlocutors is the effect. In conclusion, perlocutionary acts can have an impact on the emotions or beliefs of those participating in the situation.

3. Illocutionary Act

Illocutionary act refers to a communicative action such as making an offer, giving a statement, providing an explanation, or serving some other purpose. Examples of illocutionary acts include informing, commanding, warning, promising, thanking, etc. According to Leech (1983: 199), illocutionary act involves carrying out the act of speaking or uttering words. Moreover Hariati et al., (2020: 387) states that illocutionary act refers to the function or purpose of what is conveyed when speaking. Illocutionary act is a type of linguistic utterance that performs an action, such as making a statement, denying something, or asking a question. In general, an illocutionary act is an utterance uttered by a speaker that is conveyed to listeners with specific intentions that are appropriate to their context. Based on Searle (1979: 12-17) there are five main types of illocutionary acts: representative or assertive, directive, commissive, expressive, and declaration.

1) Representative

Representative is a type of illocutionary act that expresses the speaker's beliefs. The objective of assertives is to bind the speaker, to a certain degree, to the accuracy of the proposition conveyed. representative used to make factual statements, informs something, explains, observations, conclusions, descriptions, and other similar expressions

2) Directive

Directive is a type of illocutionary act used by the speaker to influence the listener to take some action. The purpose of directives is to try to prompt the listener to do something, and to varying degrees of success. Therefore, it can be considered attempts at achieving a particular outcome. Directive are utilized to give commands, make demands, offer requests, ask questions, and suggest actions, among other uses.

3) Commissive

Commissive is a type of illocutionary acts that aim to obligate the speaker, to a varying extent, to undertake a future action. In simpler terms, commissives are the speaker's future actions that are

influenced by the context of their utterances. Comissives are used to make promises, threaten, reject, make pledges, and similar purposes.

4) Expressive

Expressive is a type of illocutionary acts that convey the speaker's emotions. The purpose of this category is to express the speaker's psychological state, as specified by the sincerity condition, regarding a particular state of affairs, as indicated by the propositional content. Expressive can arise from either the speaker's actions or the actions of the listener. Expressive are used to shows the speaker's psychological states and can be a statements such as apologies, thanking, likes, dislikes, congratulating, etc.

5) Declaration

Declaration is a type of illocutionary act where the successful completion of the act results in the proposition content matching reality. Declarations are used to make state of affairs such as excommunicate, fire, baptizes, etc.

Based on the statements above, the writer is interested in conducting research entitled illocutionary act analysis by choosing the movie Resident Evil: Retribution as the research object because there are many types of speech acts, especially illocutionary acts found in the movie. Therefore, the writer chose "An analysis of illocutionary acts used by "Alice" in the movie Resident Evil: Retribution and its contribution in learning English speaking" as the title in this study.

RESEARCH METHOD

In this study, the writers used descriptive qualitative as a method of research. Based on Sugiyono (2015: 15), Descriptive Qualitative research methods are methods that used to research on natural object conditions, where the researcher is the key instrument, data analysis is inductive or qualitative and the results of qualitative research emphasize meaning rather than generalizations. The writers analyzed and described based on the main characters "Alice" dialogue in the *Resident Evil: Retribution* movie. The analysis was based on Searle's theory. The object of this study was Resident Evil: Retribution movie which focused on analyzing the main character's utterance in the movie namely "Alice". The technique of collecting data were watching the movie in several times, finding the movie script from internet, identifying the movie script based on Alice's utterance, classifying the types illocutionary acts that uttered by Alice into various categories, interpreting the data to get the result of the study. The writers used an interactive model to analyze the data. According to Miles and Huberman (1994: 10), there were three concurrent flows activity of analyzing data in interactive model, such as data reduction, data display, and, drawing conclusion and verification.

FINDINGS AND DISCUSSIONS

1. Kinds of Illocutionary Acts Used by Alice's Character in the Movie Entitled *Resident Evil: Retribution*

The writer focused on analyzing kinds of illocutionary acts used by Alice's character in the movie *Resident Evil: Retribution*. The result of data findings was presented in the table below.

Tabel 4.2 Kinds of Illocutionary Acts

No	Kinds of Illocutionary Acts	Frequency	Percentage
1	Representative	97	58.8%
2	Directive	51	30.9%
3	Commissive	12	7.3%
4	Expressive	5	3.0%
	Total	165	100.0%

Alice's character in *Resident Evil: Retribution* movie used four different types of illocutionary acts in her conversations. These illocutionary acts included representative, directive, commissive, and expressive.

Representative

Representative illocutionary acts were used 97 times or (58.8%) of the total conversations, which included several types of sentences such as gave information, affirmed, stated, concluded, believed, explained, suggested, and showed.

a. The example utterance of informing

<i>I was head of security at a secret high-tech facility called the Hive.</i>	00:04:32, --> 00:04:35	Alice told about her identity in the past
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The utterance above was classified as informing, Alice's character informed or told that she was the head of security for at secret high-tech facility called hive.

b. The example utterance of affirming

<i>Once again, we found ourselves fighting.</i>	00:06:51, --> 00:06:56	Alice affirmed on herself and her team to surviving from chaos of the T-virus
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The utterance above was classified as affirming or asserting, Alice's character affirmed on herself and her team to keep surviving and fighting from chaos of the T-virus (the virus that could turns human into zombie).

Directive

Directive illocutionary acts were used 51 times or (30.9%) of the total conversations, which included types of sentences such as asked, commanded, challenged, requested, and warned. Alice used this type of sentence to give orders or instructions to other characters in the movie.

a. The example utterance of asking

<i>So why do you want to help me?</i>	00:26:59, --> 00:27:02	Alice asked to Albert Wesker why he gave help to her
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The utterance above was classified as asking, Alice's character asked to Albert Wesker why he suddenly wanted to help her with pleasure.

b. The example utterance of commanding

<i>Boys, you mind?</i>	00:52:20, --> 00:52:22	Alice commanded her friends to shoot the zombies from the car while she was driving
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The utterance above was classified as commanding, Alice's character commanded her friends to shoot the zombie who was casing behind them while Alice could not shoot by herself because she was driving a car. From the utterance "Boys, you mind?" it is referred to a command to shoot.

Commissive

Commissive illocutionary acts were used 12 times or (7.3%) of the total conversations, which included types of sentences such as promised, offered, and threatened. In the movie's dialogue, Alice used this type of sentence to express a specific intention.

a. The example utterance of promising

<i>I'll come back for you.</i>	00:50:00, --> 00:50:01	Alice promise to her daughter that she would back soon to her daughter
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The utterance above was classified as promising, Alice's character made a promise to her daughter that she would go but also would be back soon to her daughter.

b. The example utterance of offering

<i>Waiting for a written invitation?</i>	00:51:11, --> 00:51:13	Alice offered her friends to get in the car
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The utterance above was classified as offering, Alice's character offered her friends who were exhausted against the Las Plagas zombies, then Alice came and said, "waiting for a written invitation?" While she opened the car's door. It meant that the utterance referred to offering them to get in the car.

Expressive

Expressive illocutionary acts were used 5 times or (3.0%) of the total conversations, which included types of sentences such as expressed love, apologized, congratulated, thanked, and welcome. In the movie's dialogue, Alice used this type of sentence to express her emotions or feelings towards other characters.

a. The example utterance of congratulating

<i>Congratulations. You're officially a badass.</i>	00:49:41, --> 00:49:44	Alice congratulated her friend that she can shoot with a gun
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The utterance above was classified as congratulating, Alice's character congratulated to her friend that she could use a gun after Alice had taught her.

b. The example utterance of apologizing

<i>I'm sorry.</i>	00:51:34, --> 00:51:36	Alice apologized to her friend about Ada Wong
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The utterance above was classified as apologizing, Alice's character apologized to her friend namely Leon, when he asked to Alice about the whereabouts of Ada Wong who was Leon's partner, Alice

answered Leon that she thought Ada Wong would not be able to survive as she was fighting the enemies alone, then Alice apologized to Leon for not helping her.

Based on the table above, it was revealed that the Alice's character in *Resident Evil: Retribution* movie used four different types of illocutionary acts in her dialogue. Thus, the total illocutionary act data found in *Resident Evil: Retribution* was 165 words uttered by the Alice's character.

2. Dominant Types of Illocutionary Acts Appeared in Alice's Character in the Movie Entitled *Resident Evil: Retribution*

According to the results in the table of data above, the writers found that in Alice's character in the *Resident Evil: Retribution* movie, there were four types of illocutionary acts that could be identified. Furthermore, the writer conducted further analysis of the data table and found that the types of illocutionary act that most often appeared in Alice's character was the representative type of illocutionary act, with the amount of 97 data in the form of utterances or around 58.8% of all data recorded in the table. From 97 (58.8%) representative data, Alice's character used utterances with a percentage of (29.7%) or 49 utterances which were identified as "informing". Additionally, (20.0%) or 33 utterances were identified as "affirming", (4.2%) or 7 utterances were identified as "stating", (1.8%) or 3 utterances were identified as "concluding", (1.2%) or 2 utterances were identified as "believing", (0.6%) or 1 utterance was identified as "explaining", (0.6%) or 1 utterance was identified as "suggesting", and (0.6%) or 1 utterance was identified as "showing".

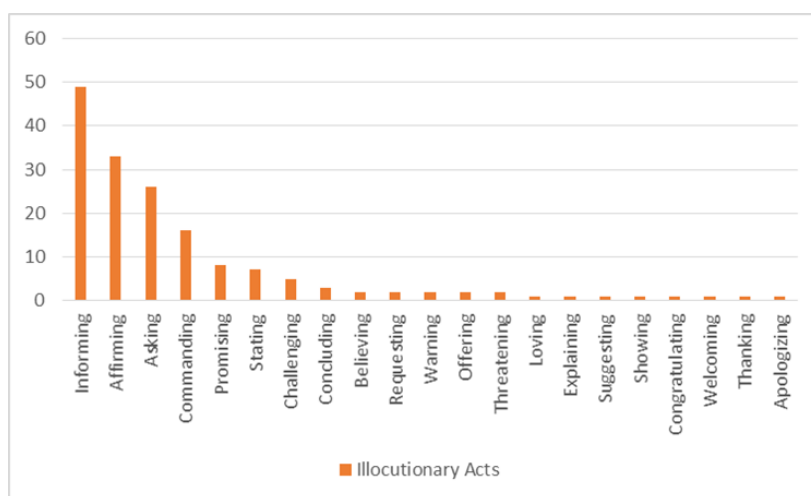


Figure 2.2 Dominant Types of Illocutionary Acts

Based on the diagram, the most dominant kinds of illocutionary acts used by the Alice's character in the *Resident Evil: Retribution* movie was representative, which included several types of sentences such as gave information, affirmed, stated, concluded, believed, explained, suggested, and showed. In the movie's dialogue, Alice often used this type of sentence to provide explanations or information about a situation that was happening or to give a statement that showed her belief in something. There were 97 data which were identified as representative. The dominant part of the representative illocutionary act used was (informing) with amount of 49 utterances.

CONCLUSIONS

After analyzing the data from the movie, the writer concluded that there were four kinds of illocutionary acts found in Alice's character utterances in the *Resident Evil: Retribution* movie. There were

representative with total of 97 utterances. There were informing, affirming, stating, concluding, believing, explaining, suggesting, showing (58.8%), directive with total of 51 utterances. There were asking, commanding, challenging, requesting, warning (30.9%), commissive with total of 12 utterances. There were promising, offering, threatening (7.3%), and expressive with total of 5 utterances. There were loving, congratulating, welcoming, thanking, apologizing (3.0%). The dominant types of Illocutionary Acts that appeared in Alice's character in the *Resident Evil: Retribution* movie is representative with a total of 97 (58.8%). with several groups of sentences, they are informing, asserting, stating, concluding, believing, explaining, suggesting, showing. The use of movies as a learning media could facilitates the understanding of speech acts. Lastly, this research could be used as a reference for future research. They could conduct research and explore similar topics with different objects.

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