

CHAPTER I

INTRODUCTION

This chapter provides the background of the study. It draws attention to the various aspects that are related to the realization of expressions of dislike in *Bring It On*. It also provides the research questions, aims of the study, scope of the study, research method, clarification of the main terms, and paper organization.

1.1 Background

Humans, as social beings, communicate and express their ideas, thoughts, and feelings by language (Searle, 1969, in Schiffrin, 1994). Language, in this way, is the human ability to perform speech acts or to do things with words.

The essential insight of speech act theory is that language performs communicative acts. Searle (1969: 21) states that “speech act is the basic unit of communication, taken together with the principle of expressibility (whatever can be meant and be said)”. It is suggested that there is a series of analytic connections between the notion of speech acts, i.e. what the speaker means, what the sentence (or other linguistics elements) uttered means, what the speaker intends, what the hearer understands, and what the rules governing

the linguistic elements are. It also needs three related acts, i.e. the production of sounds and words with meanings, the issuing of an utterance with conventional communicative force achieved “in saying”, the actual effect achieved “by saying” (Austin, 1962, in Schiffrin, 1994).

An utterance is delivered according to its context. Contexts enable the speaker to facilitate the interpretation of the produced utterances (Gerot and Wignell, 1994). With regard to movie as the subject of study, the contexts are the elements that facilitate the interpretation of dialogues to the audience.

Feelings are something humans can express through language. Dislikes are one of them. The way of showing this emotional expression varies among the speakers. This becomes the concern of the present study.

There are some studies about speech acts. For instance, Hancock (2006) conducted a study about speech acts of expression in instant messaging which is reflected in the language structure of away messages. Away messages can be defined as a kind of messages that are delivered through internet connection, e.g. e-mail or yahoo messenger. The study reveals that the messages were constructed primarily with assertives, followed by expressives and commissives, but rarely with directives. It confirms that away messages tend to reflect both informational and entertainment goals.

Additionally, the analysis of love expressions in drama movie scripts based on mnemonic SPEAKING was conducted by Maft (2008). It reveals that

Love Expression in movies occurs in many situations with different atmosphere, such as strained, romantic, happy, sad, bloomy and solemn. The participants are the speaker-hearer and the writer-reader. The Ends are to show praise, persuasion, affection, care, eagerness and to engage. The Act sequences are the speaker delivers the expression, the hearer hears it, and the contents are appropriate with the topic. The Key is serious because the speaker delivers the utterance in deep tone. The Norm of the conversation is the participants have to realize rules of interaction such as polite behavior, intimate/very close, and kind attitude. Mostly, the Genre is casual speech.

Inspired by the studies, this study is conducted to reveal expressions of dislike as uttered by the main character in *Bring It On* movie by using Searle's categories of Speech Acts and Hymes' mnemonic SPEAKING. A movie is chosen as the source of data because movies are believed by many people as the representation of life (DeNitto, 1985). *Bring It On* is one of the movies which represents the life of teenagers. It contains various expressions of dislike by the main character. The study emphasizes on the main character's utterances in the movie since it is the centre of story.

1.2 Research Questions

The study is geared to answer the following questions:

1. What expressions are used by the main character in *Bring It On* to show her dislikes?
2. Considering the characteristics of each expression, to what speech act categories can the utterances be classified?
3. How do the contexts of situation play the roles in the production of the utterances?

1.3 Aims of the Study

Based on the research questions, the aims of this study are divided into three folds:

1. To discover the expressions that are used by the main character in *Bring It On* to show her dislikes.
2. To investigate the speech acts categories of each utterance based on their characteristics.
3. To examine the roles of the contexts of situation in the production of the utterances.

1.4 Scope of the Study

The main concern of the study is the realization of the expressions of dislike in *Bring It On*. In addition, the contexts of situation of the expressions are also analyzed.

However, this study concerns only the verbal expression of dislike of the main character. It is because the main character can be considered to be the centre of the story. Besides, the movie seems to highlight the feeling of dislike, as expressed verbally by the main character.

1.5 Research Methods

The object of study in this research is a script of a movie entitled *Bring It On*. The script was analyzed by means of qualitative approach and descriptive method. According to Wary, in Diniati (2007), qualitative data deal with the kind of material such as judgments, perceptions, and insight. Additionally, Maxwell (1996: 27) remarks that “qualitative design is to understand the meaning of the events, situations, and actions that the participants in the study involved”. It also aims to understand the particular context within which the participants act, and how it shapes events, situations, and meanings. Descriptive method particularly is applied to “explain, analyze, and classify the data” (Gay, 1987: 139). Moreover, Best (1981) explains that descriptive researches deal with the relationships between nonmanipulated

variables. Thus, they are considered nonexperimental. The goal is to describe or illustrate the facts, characteristics and relationships of the research elements systematically, factually, and accurately.

1.5.1 Data Collection

The data were collected by downloading *Bring It On* screenplay from the site *Drew's Script-O-Rama* at http://www.script-orama.com/movie_script/b/bring-it-on-script.html. This website contains a lot of movie reviews. It had also been reviewed by Entertainment Weekly. Besides, many screenplays are provided for free. The lists of films' screenplay are displayed alphabetically. Therefore, it is easy to find the screenplays that are looked for.

Moreover, according to DeNitto (1985), a screenplay or script consists of two major components, i.e. *action* and *dialogue*. *Action* is what the audience see happening while *Dialogue* is what the audience hear. Based on the definitions, it is clear that what the characters utter belongs to 'dialogue'. Thus, this study focuses on the dialogues instead of the actions.

Furthermore, after being downloaded, the screenplay was scrutinized for its dialogues. Then, it was specified into the dialogues that are uttered by the main character only (Torrance Shipman). These dialogues become the data that are analyzed in this study.

1.5.2 Data Analysis

To support the analyses that will be applied to the data, it is necessary to watch the film first. The film, which was in form of Digital Versatile Disk (DVD), was watched in order to get the general comprehension of the story line. It was also done to anticipate the flow of conversations that are contained in the script. This step is also necessary to distinguish the main characters and the supporting characters based on their roles in brief. Besides, to watch the movie is important in rechecking if there are some erroneous in the script.

After making sure that the script was ready to be analyzed, the utterances that contain expressions of dislike were discriminated from the rest of the source. Those utterances were classified based on Searle's categories of Speech Acts (1969), i.e. Directives, Representatives, Commissive, Declarations, and Expressives. The next step was categorizing the expressions into a table of frequency. Additionally, in analyzing the context of situation, this study was applied the aspects of Setting and scene, Participants, Ends, Act sequences, Key, Instrumentalities, Norms of interaction and interpretation, and Genres. These elements are known as mnemonic SPEAKING (Hymes, 1972, in Schiffrin, 1994).

1.6 Clarification of the Main Terms

There are some important terms frequently used in this study. It is necessary to recognize their definition in order to avoid ambiguity.

1. **Speech Acts** is the actions performed by the use of utterances to communicate. It has five categories, i.e. Representatives, Directives, Commisives, Expressives, and Declarations (Searle, 1969, in Yule, 1996). These categories are applied in revealing the kinds of speech acts of expressions of dislike, which are uttered by the main character.
2. **Context of Situation.** Malinowski (1946, in Eggins 1994: 51) states that “a word without linguistic context is a mere fragment and stands for nothing by itself”. In this study, context of situation is defined as a situation in which the dislike utterances are meaningless if the contexts are not relevant.
3. **Movie Script**, or Movie Screenplay, is a written version of movie. It consists of utterances and actions (DeNitto, 1985). The study focuses on the utterances only.
4. **Dislike.** According to Longman Active Study Dictionary (1998: 187), as a noun, *dislike* is defined as “a feeling of not liking someone or something”.

1.7 Paper Organization

The paper is organized in five chapters. Chapter I is **Introduction**. It provides background of the research, research questions, aims of the study, scope of the study, research methodology, clarification of the main terms, and paper organization. Chapter II is **Theoretical Foundation**. It consists of some theories that are relevant to the study. It includes speech acts, and context of situations. It also includes movie trivial and previous study. Chapter III is **Research Methods**. This chapter explains the methodology, which is applied in the research. Research questions, research method, data sources, and the synopsis of the movie are included in this chapter. Chapter IV is **Findings and Discussion**. This chapter reports the findings and discussions of the study. Chapter V is **Conclusion and Suggestion**. It reports the conclusions and suggestions of the study.