

CHAPTER I

INTRODUCTION

A. Background

People communicate with others by what is called conversation. A conversation means the exchange of words, sentences and many other expressions and information between people in a certain situation and certain topic. The study of conversation is related to the study of speech acts. When people have conversation to express themselves, they not only produce utterance but also perform actions. Actions performed via utterances are generally called speech acts (Yule, 1996:47). People perform speech acts when they offer an apology, greeting, request, complaint, compliment, or refusal. A speech act is an utterance that serves a function in communication (<http://www.carla.omn.edu/speechacts/definition.html>).

One type of speech acts that commonly happens in conversation between one person and another is commissive. Commissive is one type of speech acts in which the speaker commits to a future action and it is exploited in many interactions. People often utter a promise, a guarantee, a refusal, a swear, a threat, etc. to express their intention of future action. Those utterances are uttered based on the aims and the reasons of the speakers to the hearers/addressees. People make a promise to commit to do something, a guarantee to convey that something will happen or a refusal to show that they will not do or accept something and those utterances can be motivated

by some emotional feeling such as loyalty and love for promise, dislike for refusal, or anger for threat to reach their own purposes.

Uttering a commissive means that a speaker express his/her intention to do something in the future. Each speaker has strategies in uttering his/her commissive expression. It can be influenced by who the speaker and the hearer, the status between them, and the aim of the utterance. Those strategies can be verbal and non- verbal strategies. The verbal strategy means the speaker utters direct or indirect speech acts, explicit or implicit statement, in high or low intonation, for example one can promise by saying “I promise”, refuse by saying “No, thanks”, and swear by saying “I swear” while the non-verbal strategy can be performed through the body movement, facial expression, eyes gaze, or gesture, for example by shaking the head to refuse or nodding the head to agree. Those strategies are used to give the force of the degree of strength of their commissive speech acts.

The speech act is not only exploited in daily conversation, but also in the movies. The movie *A Bug's Life* is an animation movie produced by Pixar Animation Studios. This movie tells about an ant colony oppressed by a gang of grasshoppers led by a grasshopper named Hopper. As a movie, *A Bug's Life* conveys the conversation including commissive utterances. This movie provides the appropriate data needed for the research on commissives. Here are some examples of commissives in the movie *A Bug's Life*:

1. Flick : Princess Atta. There's something I need to tell you.
Princess Atta : **Not now, Flick**, shh!
Flik : But you Highness. It's about the offering.
Princess Atta : Shh..

2. Princess Atta : Flik, after much deliberation, we have decided to grant you your request.
Flik : Really?
Princess Atta : Really
Flik : Oh, thank you Princess. Thank you so much for the chance. **I won't let you down. I promise, I promise, I promise.**
Princess Atta : That's fine. No, forget it, forget it.

From the examples above, commissives are uttered in various type depends on the purpose of the speakers. In the first example is a **refusal** utterance in which the speaker uses this type to express her dislike to not be disturbed. That utterance is also asserted by her non-verbal action to force her intention by putting her finger on her lips and not looking at the hearer/addressee. The second example uses **promise** type of commissives. It can be seen from the performative verb 'promise' used by the speaker. That type is used by the speaker to express his loyalty so that his aim to maintain the relationship with the Princess can be reached.

The variety of types of commissives is caught by the researcher as an interesting point to observe. Considering that, the researcher is interested in discussing about the types of commissive speech acts in the movie *A Bug's Life* based on the functions of those types, how they are exploited by the characters, and why they are exploited in that movie.

B. Problem Limitation

Since there are many speech acts used in the movie, it is important to limit the research. The research only focuses on commissive utterances types such as

promise, guarantee, threat, refusal, volunteer, and offer. The data are taken from the animation movie entitled “A Bug’s Life” released by Pixar Animation Studios.

C. Problem Statements

Some problems discussed in the research are as follow:

1. What types of commissives are used by the characters in the movie entitled *A Bug’s Life*?
2. What are the commissive speech acts’ fuctions?
3. How are the commissive speech acts exploited?
4. Why are the commissive speech acts exploited in the film?

D. Research Objectives

This research is expected to answers the problems above, namely:

1. To find out the types of commissives used by the characters in the movie entitled “A Bug’s Life”.
2. To find out the functions of commissive speech acts.
3. To identify how the commissive speech acts are exploited.
4. To know why the commissive speech acts are exploited in the film.

E. Research Benefits

The researcher hopes that this research will be beneficial to:

1. The movie spectators. They will be aware about the various types of speech acts used by the characters especially in form of the commissives that can help them in understanding the characters in the movie.
2. The English Department Students who are interested in Pragmatics Study. They can explore more deeply in studying Speech Acts.
3. The future researchers. They can use this thesis as additional information and references dealing with Speech Acts.

F. Research Methodology

This research is a descriptive qualitative research. The steps of doing this research are collecting data, analyzing it and drawing the conclusion. Qualitative means there is no numerical measurement where the data are taken from the words or sentences from the movie dialogues. The further explanation is presented in Chapter III.

G. Thesis Organization

The Thesis Organization is systematically arranged as follows:

CHAPTER 1	INTRODUCTION consists of Research Background, Research Limitation, Problem Statements, Research Objectives, Research Benefits, Research Methodology, Thesis Organization.
CHAPTER II	LITERATURE REVIEW consists of Pragmatics, Communicative Competence, Speech Acts, The Classification of Speech Acts, Direct and Indirect Speech Acts, Commissives, The Movie “A Bug’s Life”.
CHAPTER III	RESEARCH METHODOLOGY consists of Research Methodology, The Source of Data, Sample and Sampling Technique, Equipments of Research, Technique of Collecting Data, Technique of Coding Data, Technique of Analyzing Data.
CHAPTER IV	DATA ANALYSIS consists of Introduction, Data Analysis
CHAPTER V	CONCLUSION AND SUGGESTION