SPEECH ACT ANALYSIS OF MAIN CHARACTER IN THE SUPER MARIO BROS MOVIE

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Abstract

Understanding language meaning is crucial in communication. Speaker employs speech acts and interlocutors to do what they want to do using appropriate language and manner in particular context. This study is aimed at investigating speech acts and language functions employed by main character in the Super Mario Bros movie. The method used in this study is socio-pragmatic with qualitative descriptive approach. The relationship between main character and other characters are investigated to gain how language function implied in speech act through utterances. The data collection used involves watching movie, transcribing utterances, and identifying data. The steps to data analysis involves classifying, reducting data, and analyzing data. The result illustrates that there are 125 data of speech acts found in Super Mario Bros movie which involves 125 utterances contains 52 data of assertives (42%), 2 data of commissives (2%), 61 data of directives (48%), and 10 data of expressives (8%). The most dominant speech act found is directive speech act. It indicates that the tendency of asking questions and begging is frequently found since the main character in Mario Bros movie used to produce these utterances.

Keywords: Speech Act; Super Mario Bros Movie; Qualitative-Descriptive Approach; Socio-Pragmatic

INTRODUCTION

Communication which uses language as a tool is a crucial process when speakers and interlocutors conduct conversation with particular purposes. Communication conducted impacts behavior (Watzlawick, Bavelas, & Jackson, 2011). The message decoded through communication is interpreted by listener (Canale, 2014). The belief communicated, as Yule (1996) states, more than is said is called Pragmatics. The concept of pragmatics implies the way of how utterances in genuine sense perform actions. The expression revealed creates meaning verbally and nonverbally in various contexts, named speech acts. In other words, speech acts refer to the study of actions conveyed through speech (Widodo & Sari, 2023) as Austin states in his book "Has to Do Things with Words" (Austin, 1955). This title depicts that words are not merely used to say things but also to do things (Petrey, 2016). Philosophically, interpreting utterances serves language functions in communication to perform apology, offer, demand, complaint, compliment, invitation, and so forth. Therefore, language and human activities are intertwined.

This study aims to investigate types of speech act and language function used by main character in Mario Bros movie. The types of speech act involves directive, expressive, commissive, representative, and declarative. It is interested to analyze speech acts used and language functions found in main character since his superior character of leadership spirit is expressed through the way he speaks. Previous researchers has conducted to analyze speech acts found in main characters in movie (Sintamutiani, Fitriani, & Inayah, 2019), (Wisley & Mulatsih, 2022) (Balango, 2022) (Agustina, Moelier, & Abeng, 2022) (Ismani & Effendi, 2022) (Isnawati, Anam, & Diana, 2015) (Selsibilla, Novitri, & Erni, 2022) (Wisley & Mulatsih, 2022). The types

of speech acts investigated cited from John Searle theory involves assertives, directives, expressives, and declaratives. As five types of speech act depicted by Searle, those types inspired some researchers to investigate one speech act found in main characters of movie such as analyzing expressive speech act (Wahyuningtyas & Sirniawati, 2022), analyzing directive speech act (Silaen, Mutiah, Ndruru, & Afriana, 2022) (Rizki, Syamsurrijal, & Suktiningsih, 2023) (Silaen, Mutiah, Ndruru, & Afriana, 2022), analyzing commissive speech act (Sofeny, Farwati, & Supriyanto, 2023), even two speech acts like directive and expressive speech acts in main character of movie (Wea, 2022). By socio-pragmatic, language functions are investigated to interpret meaning of language use conducted by main characters implied through the use of language derived from social situation (Haugh, Kádár, & Terkourafi, 2021)(Revita & Huszka, 2021).

Implementation of socio-pragmatic influences humans' interaction in producing language through utterances. Socio-pragmatic is a combination of disciplines of sociolinguistics and pragmatics. It is used as a method to investigate socio phenomena in humans' interaction. In other words, examines the relationship between discourse and social context and simultaneously interprets meaning behind speakers' utterances. Yule (1996) and Searle (1969) are implemented as theories to analyze and interpret meaning behind utterances, i.e speech acts. There are five speech acts, namely assertives, directives, commissives, expressives, and declaratives. Assertives involve making statements that convey information, present conclusions, or express the speaker's beliefs. The language function implied in assertive speech act are asserting, stating, suggesting, boasting, complaining, claiming, reporting, concluding, believing, and explaining. Directives speech act is conducted to influence someone else's actions, such as commanding, requesting, asking, questioning, ordering, begging, suggesting, advising, and inviting. Commissives encompass speech acts that commit the speaker to future actions, like making promises, vows, pledges, guarantees, swearing, offering, refusing, or issuing threats. Expressives involve expressions of feelings or emotions, including apologizing, thanking, congratulating, and greeting. Lastly, declaratives are speech acts that bring about changes in the world or cause specific events to occur.

Speech acts is investigated through characters' language in movie since it concerns human mind engaged as manifestation to investigate language in conversation behind characters' action. Desires, needs, fears, and aspiration of society and everyday life are reflected (Wisley & Mulatsih, 2022). Furthermore, movie is created and arranged to a planned situation in order to adapt people's conversation in daily activity. Social dimension for several reasons implied in film or movie within social context (Yolanda, 2020). Audiences often struggle to grasp the meaning behind dialogues or fail to discern the intended message within the utterances. Therefore, there is a need for individuals to explore other languages, particularly in the context of speech acts. The problems of this study is to figure out the meaning behind characters' utterance of the main character of the Mario Bros' movie by classifying speech act and analyzing speech act conducted by the main character.

METHOD

The method used in this study is socio-pragmatic with qualitative descriptive approach. It explored speaker's meaning contextually as manifestation of social problem conducted through communication and investigated types of speech act (Creswell, 2014). Language usage in its social context and natural uttered by main speaker in the Super Mario Bros movie is interpreted sociopragmatically by focusing on socio-communicative function to analyze speech acts (Halil, Samsuddin, Yawan, & Yuliati, 2023). Socio-pragmatic approach was employed to analyze language by considering beyond language due to social factor and situation (Saddhono, 2012).

The relationship between main character and other characters are investigated to gain how language function implied in speech act through utterances.

The data collection used involves watching movie, transcribing utterances, and identifying data. The steps to data analysis involves classifying, reducting data, and analyzing data using Austin' theory of speech act applied as the main theory. The types of speech act are Documentary technique used was utterances taken from the script of movie in website www.movies.fandom.com. The original movie was watched from Google Play Movies & TV. The main character, who is Mario, in The Super Mario Bros Movie was selected by the researcher because they were the ones who frequently spoke and engaged in numerous actions. The researcher used content analysis to analyze the data to examine utterances (Liauw, 2022) produced by Mario as the main character in the Mario Bros movie. The sampling of transcription was described by identifying speech act types and interpreting them through analysis.

RESULTS AND DISCUSSION

Results

The data of this research are all of utterances that include types of speech act founds in the main character of the Mario Bros movie as well as the intended meaning produced. There are 125 utterances of speech acts found in the Mario Bros movie conducted by Mario as the main character. They are assertive, commissive, directive, and expressive found. They are listed in the table 1.

Table 1. Frequency and Percentage of Types of Speech Act found in the Mario Bros Movie Uttered by Mario as the Main Character

No.	Types of Speech Act	Frequency	Percentage
1.	Assertive	52	42%
2.	Commissive	2	2%
3.	Directive	61	48%
4.	Declarative	0	0%
5.	Expressive	10	8%
	Total	**125**	**100%**

Table 1 depicts that 52 out of 125 data (42%) is assertive speech acts, 2 out of 125 data is commissive speech acts (2%), 61 out of 125 data is directive speech acts (48%), 0 out of 125 data is declarative speech acts (0%), and 10 out of 125 data is expressive acts (2,6%). From the table, it indicates that directives are the most dominant speech act found expressed 61 times by the main character in Super Mario Bros movie, namely commanding asking, requesting, ordering, begging, and suggesting. The last type which was not performed was declarative since it needed special event and special speaker, so it was not performed in the movie.

Discussion

According to the research results, the authors identified four speech act types in The Super Mario Bros Movie. Each type of speech act is represented by samples of sentences, and the

following data categorizes these speech act types. The authors classified sentences based on Searle's typology of speech acts.

Assertives

In the provided dialogue from The Super Mario Bros Movie, both Mario and Luigi engage in an assertive speech act. Assertive speech acts involve making a statement that conveys information or expresses a belief. In this case, Mario asserts "Wow! You were great" is to praise Luigi's performance. In response, Luigi counters with an assertive statement, "I was great? Are you kidding me? YOU were great!" Here, Luigi not only denies Mario's compliment but also asserts his own perspective by insisting that Mario, not himself, was the one who performed exceptionally. The assertive speech acts contribute to the playful and dynamic nature of the dialogue, showcasing the characters' interactions and personalities.

Similar to utterance given to illustrate assertive, the given dialogue, Mario's response to homeowner by saying "Very confident, sir" is conducted to initiate the conversation with a question, "Can you fix it?" This question is a request or a directive, prompting a specific action or response. Mario's reply of "Very confident, sir" asserts his capability and assurance in addressing the homeowner's concern. The term "very confident" indicates a high level of assurance, portraying Mario as confident in his ability to fix the issue. This assertive speech act not only acknowledges the homeowner's request but also conveys Mario's confidence and belief to take on the task.

The situation of when Mario conducts an assertive speech act, he makes a statement to express a belief or opinion about the truth or falsity of a proposition in his utterance "I'm telling you. Nothing can hurt us as long as we're together." He is feels confident of his belief in the safety and well-being of both Luigi and himself as long as they stay together. The assertive nature of the speech act is evident in the certainty and reassurance conveyed by Mario's words. When Mario says "Uh, me and my little brother, Luigi... we-we fell down this pipe, and now he's lost... s-somewhere in the Dark Lands!," he provides information about the situation, explains that he and his brother Luigi fell down a pipe, and Luigi is lost in the Dark Lands. This statement serves an assertion since it conveys a factual claim about the characters' predicament in the narrative. The assertive speech act is characterized by the expression of beliefs or propositions, and in this case, Mario is sharing details about the events that led them to the current situation in the story.

Mario is responding to Peach's question by saying "We've never been apart this long" about his thought regarding his brother. It indicates assertive speech act. In this case, Mario is providing information about the duration of time he and his brother have been apart. The assertion is made to convey a factual statement rather than expressing a desire, making a request, or performing another type of speech act. Mario's response is straightforward and serves to inform Peach about the situation with his brother.

Commissives

The utterance of "…I'll fight your son and WIN!," Mario commits to a future action, which is engaging in a fight with Cranky Kong's son and ensuring victory with the word "I'll." The commissive speech act conducted involves a commitment or promise to perform a specific action in the future. Mario is not just describing or stating a fact, but also he is making a commitment to take part in a fight and come out as the winner. The similar words of "I'll" used by Mario in the utterance of "I'll take that as a yes" shows his taking action when he responds to Donkey Kong. The use of "I'll buy you a turtle" reflects a commitment or promise to perform

a specific action in the future. This statement serves commissive speech act within the context of the dialogue given.

Directives

Mario engages directive speech act by posing a question and seeking information or an opinion about the accents. The use of the interrogative sentences, "Eh, what about the accents? Is it... Is it too much?" reflects Mario's attempt to get a response or feedback from others. It continuous in the situation of when Mario tells Luigi in his saying of "Luigi, c'mon... y'know, you can't be scared all the time, Mario is not merely making a statement, instead he is encouraging or advising Luigi to change his behavior. The use of phrases like "c'mon" and the suggestion that Luigi "can't be scared all the time" implies directive intent aimed to influence Luigi's actions or mindset. Mario is urging Luigi to overcome his fear. When Mario asks Luigi a favor by saying "Gimme your hand!," it indicates directive speech act as Mario responds to Luigi's distress with a quick and direct request. The use of imperative language, such as "Gimme" emphasizes the urgency and immediacy of the action Mario's request. This directive speech act contributes to the overall dynamic and tension in the scene, as it prompts an immediate response and action from Luigi. Similar to directive speech act conducted by Mario, the utterance of "Come on, Luigi! Pump those legs" is used to command Luigi. Mario also commands to Spike by saying "Say that again about my brother, and you're gonna regret it." In his utterance, directive speech act is employed with the function of warning. It is the way of how Mario intents to discourage and to prevent Spike from repeating the offensive remark. This adds a layer of assertiveness and potential conflict to the conversation.

Expressives

The illustration of expressive speech acts are conducted when Mario and Luigi's father expresses joy and excitement through the exclamation "Wahoo!" and laughter, conveying a positive emotional response to Mario's performance. Mario acknowledges the compliment with a brief "Thanks, Dad," confirming the understanding of the expressive speech act. The overall interaction reflects a supportive and celebratory tone within the family context. Luigi's expression of "Oh great... Spike's here" and Mario's greeting "Hey, Spike" are an expressive speech act. The use of the phrase "Oh great" is indicated reflection of Luigi's displeasure or disappointment upon realizing that Spike is present. On the other hand, Mario's casual greeting "Hey, Spike" indicates a more neutral or positive attitude, providing a contrast to Luigi's expressive speech act. Overall, these expressions serve to convey the characters' emotional reactions to Spike's presence in the scene.

Establishing connection or initiating conversation is essential way to conduct by expressing a friendly and casual greeting. In this case, Mario is not seeking information about the well-being or state of the listener but greeting by saying "How you doin'?" used to express a friendly and relaxed demeanor. Showing surprise, Mario utters "That was amazing!" in his expressive speech act. Mario is expressing admiration or amazement in response to the Maw-Ray's burp which had a surprising and impressive effect by knocking them into Donkey Kong's kart. This expressive speech act serves to convey Mario's positive emotions about the unusual situation, highlighting a sense of wonder or amusement at the unexpected turn of events caused by the Maw-Ray's burp.

The significance of learning speech acts through Super Mario Bros movie is to enable interlocutors to interpret speakers' saying behind their utterances by their utterances that communication becomes effective. Besides, by understanding intended meaning, there is no

language barriers between locutors and interlocutors as language users to receive acknowledgment of meaning in word, sentence, and situation.

CONCLUSION

Based on the research finding and discussion which are explained before, there are some conclusions in this research. There are 5 types of speech act which are metioned by searle, it is assertive, directive, commissive, expressive, and declarative. In this research, only 4 of them were performed by the main character in the movie. The types which were performed by the main character are 52 data of assertives (42%), 2 data of commissives (2%), 61 data of directives (48%), and 10 data of expressives (8%). Directive were the most dominant which were expressed 61 times, it showed that the main character expressed it mostly because the utterances that appear in the conversation of main character is mostly about the asking, requesting, and giving commands. The second is assertive, which was expressed 52 times. And then expressive was expressed 10 times in the movie. The last type which was not performed was declarative since it needed special event and special speaker, so it was not performed in the movie.

This research is able to enrich the knowledge and understanding of the classification of language in the society especially in speech act field. In addition, through this research, it is expected that other researchers are able to use this research as the references and will carry out further research, especially those who examine the speech act in the movie or different subject.

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