CHAPTER I
INTRODUCTION

1.1. Background

Communication is a process in which the exchange of information provided by the communicator either by using a system of symbols, signs, or the same behavior. (Webster Cannon). In human life, people need and exchange information for their communication and they use languages in order to express their thoughts, feelings, and intentions both in written or spoken forms. Language is referred to as a communication tool used by humans, as explained in Afifah (2015) language has become a unique human heritage that has a very crucial role in human life, such as in reasoning, corresponding ideas, and conferring with the others. There are two ways in communicating tools, those are written and pronounced. Written media be contained in children book, journal, booklet, tabloid, novel, short story and etc, although spoken media be contained in debate, conference, dialogue, interview and etc.

The use of languge in dialogue is a crucial problem matter in interaction and communicating. Dialogue can be done in one place, and there must be a contact between two participants; it is a speaker and hearer. Dialogue is also appertaining to speech act. In the structure pattern of discourse, the choice of speech act is a main source to negotiate titles or intimacy. If the communicator want to delve into their interpersonal affinity, they ought to elect speech act that keeps conversations running, and this often implies that affectionate relationships affect communicators who react to each other in dealing with, in place of supporting movements. In communicating, a speaker does not just express meaning but also expresses an attitude. The attitude is expressed by performance of a speech act.

Pragmatics is a branch of linguistics that study about meaning as communicated by the speaker and interpreted by the listener (Parker, 1986:12). Yule (1996:3) explained that Pragmatics, learn about humans in feelings, demands, character, etc. Later, Pragmatics is a investigation about speaker meaning that

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involves the interpretation of a person on a particular topic and how the topic can affect. Speech act identifies speech and changes as actual action. Speech act is not only considering the language used by the speaker but also studies about behavior of the speaker and the listener during communication

Yule (1996) accepted by carrying-out speech acts, speaker not only communicate something applying language all of sudden. Conversely, they have aim and impulse from their words, which can influence the behavior of their listeners. In speech acts, there are three classes or elements. Grundy (2008) explained that when people communicate, he can include the three components: loctionary acts, illocutionary acts, and perlocutionary acts.

Locutionary acts are main words spoken by speaker formed in correct vocabulary and can be understood in grammar. Yule (1996) give an example, that locutionary acts is apparent that he often said that one of the necessity in performing locutionary acts is that both the speakers and the listeners speake the same language; if not, the listener may misunderstand or not understand what the meaning.

Illocutionary acts according to Yule (1996) is often closely related to the term of speech act. When someone have power in communicating, that explains they commit illocutionary act. For instance when someone says "turn it off" there may be contrasting strengths behind it. The speaker might have been trying to dissuade the woman from smoking in a non-smoking area, or he may be saying this because he saw the curtain window on fire. The intention to say a particular word contributes to the idea of illocutional actions.

Speakers perform perlocutionary acts by hoping to influence the behavior of other listeners. Affecting behavior does not always intend getting the listener makes physical movements. This also related to changes in the listeners reflection or habits. This statement is matched with Yule (1996) who point out that perlocutionary acts

can cause what is called the perlocutionary effect. An example that describes this setting is when the speaker is grieving for being expelled. He said to his friend, "I am useless". In addition, hearing his words, listener was moved and regretted. Regret is the result of the perlocutionary acts of the utterance "I am useless".

However, this research, the author will focus on speech act used in selected transcript dialog *Queens Gambits*. According to IMDB (*Internet Movie Database)* website, dissimilar most of movies and TV shows that depict chessboards, the chessboards in this series are consistently set well in this series and the chess games and location are rational. National Master *Bruce Pandolfini* and Grandmaster *Garry Kasparov* served as consultants for this series. This study attempted to investigate the illocutionary act in selected *Queens Gambit* character.

For this purpose, this study focused on illocutionary act which was the essence of communication must be noticed well to avoid misunderstandings occur towards the speaker and the listener. Precisely Discuss about, speech act which is one of linguistics that provides some innovative knowledge such speech, stories, movie, advertisement etc. In this study, I used selected characters *in Queens Gambit* movie. In order to confirm and compare the findings and patterns of speech act, one more character from *Queens Gambit* is included.

The reason of the author is choosing this topic and subject because normally, the dialogue contains illocutionary acts. The dialogue in the movie can serve as an excellent illustration of illocutionary behavior since it illustrates the complicated situation in which illocutionary behavior is used to learn what the major characters do by saying something. By watching movie, students can learn the kinds of illocutionary act easily because they can learn by seeing and hearing, then they can practice it for developing their speaking skill. The author uses a series entitled *Queens Gambit* as the source of the research because it is popular Netflix series with chess concept. Also, *Queens Gambit* has a lot of achievements by several award competitions. In this way, the author is interested in conducting research of illocutionary act used by the three main character in the series.

1.2. Limitation of the Problem

In order for this research to be more focused and in-depth, the author viewed the research problems raised need to be limited by variables. The author limits the problem to only focus analyses sub function of illocutionary on the main character in *Queens Gambit* series. The author discusses the Yule as the main theory of the research.

1.3. Research Questions

In relation to the background, the problems are formulated as the followings:

1. What types of illocutionary acts a found in Selected *Queens Gambit* Character?
2. What is the most dominant type of illocutionary acts found in Selected *Queens Gambit* Character?

1.4. Objectives of the Research

The research objectives of this study are as follows:

1. To describe types of illocutionary acts found in Selected *Queens Gambit* Character.
2. To know the most dominant type of illocutionary acts found in Selected *Queens Gambit* Character.