CHAPTER II

LITERATURE REVIEW

A. Previous Study

The researcher found several researches about person deixis. First is a research in deixis that has been done by Dian Sartika, graduated student of University of PGRI Semarang (2015) which discussed about "The Deixis Analysis of Song Lyrics in the Cranberries' First Album "Everybody else is doing it, so Why Can't We?". The purposes of this research are to find deixis devices and clarify the meaning of deixis devices that are used in Cranberries' first album as the data and clarify deixis devices based on pragmatics meaning. They found that there are three types of deixis in the Cranberries' first album "Everybody else is doing it, so Why Can't We?". They used descriptive analysis as technique of data analysis. There are personal deixis, spatial deixis, and temporal deixis. Person deixis consists of first person, second person, and third person, which are distinguished into singular and plural person. In this study the researcher found 405 personal deixis (90,8%), 24 spatial deixis (5,4%), and 17 temporal deixis (3,8%).

Then, the second research has been done by Ningrum Novitasari graduated students of Muhammadiyah University of Semarang (2014) entitled "Person Deixis Used by the Participants of Indonesia Cellular Advertisements". She found that there are three types of deixis. They are first person deixis, second person deixis, and third person deixis. Those person

deixis are *ku, aku, saya, gue, kita, kami, mu, kamu, anda, loe, you, bang, dia,* and *mereka.* And that has compares between person deixis in Telkomsel and Indosat advertisements. Person deixis used in Telkomsel have more variety than Indosat. Pronoun first person deixis in Telkomsel namely "aku", "saya", and "gue" while in Indosat is only "aku". From her research, she analyses how person deixis used represent participants in the advertisement of Telkomsel and Indosat. She found that participant's background influence person deixis used such as age of participants. The more mature participants use more formal person deixis like *"anda".* Then, the younger participants use more informal person deixis such as *"loe".*

The similarity between the previous researchs with this research is that all discuss about deixis, while the differences with the previous studies are the use of theory in this study, object of the study, and factor of person deixis used in utterance. In the first previous studies, the researcher is focused on deixis used in the Cranberries's song, while in this research, the researcher only focus to person deixis in the movie "Pele". Then in the second previous studies, the researcher compares participant's background influence person deixis between Telkomsel and Indosat in advertisement. Here, the researcher analyzes how humor occurs from person deixis and classifies them into two types humor namely incongruity and superiority.

B. **Theoretical Review**

1. **Pragmatics**

Pragmatics is a branch of linguistics which is concerned with the meaning. The meaning that studied in pragmatics is related with the context. According to Yule (1996:4) classifies the meaning of pragmatics into four aspects which can seen as follow:

a. The Study of Speaker Meaning

Pragmatics is concerned with the study of meaning as communicated by a speaker (or writer) and interpreted by a listener (or reader). It has, consequently, more to do with the analysis of what people mean by their utterances than what words or phrases in those utterances might mean by themselves.

b. The Study of Contextual Meaning

The extra factors of communication such as how the speaker arranges the utterance intended to convey to who they are talking to, when the conversation held and where it takesplace, and what circumstance conversation happens, also included in pragmatics.

c. The Study of How More Gets Communicated than is Said

This study explores how listener can make inferences about what is said in order to arrive at an interpretation of the speaker's intended meaning. In order hand it can be called as invisible meaning.

d. The Study of the Expression of Relative Distance

The aspect influence well done of the communication is the "the closeness, whether it is physical, social, or conceptual. The closeness between speaker and hearer will establish how much word necessity has to be said or unsaid.

Another definition of pragmatics is suggested by Levinson (1983:21) pragmatics is the study of the relations between language and context that are basic to an account of language understanding. It means that how the context can influence what the speaker said, what the speaker means about who, where, and when the utterance happen. Therefore, from the context of situation we can get the meaning of utterance like the culture, time and place where the language is uttered.

Based on definition above, that study of pragmatics is describe the phenomenon of language. Pragmatics have study many types, such as deixis and distance, politeness and interaction, speech act and event, and others. From those statement, the researcher tried to analyze about deixis expecially person deixis in the movie "Pele".

2. Deixis

According to Yule (1996:9) deixis is a technical term from Greek for one of the most basic things we do with utterances. It means pointing, showing, indicating, displaying, demonstrating, or referencing via language. Similarly, Levinson (1983:54) define that the meaning of deixis is pointing or indicating. Indicating means interpretation of utterances depends on the analysis of the context of utterance. Based on definition

above, every word or phrase used to point something are called deixis if its referent is inconsistent depending on who the speaker is, when and where the word is uttered.

From explanation above, it is interpreted that deixis is identification of person, object, event, and activity which is connected with the time and place that are uttered by the speaker depends on their interpretations on the speaker and the hearers share the same context and that deixis is reference by mean of an expression whose its interpretation is relative to the context of the utterance, such as who is speaking, time, where it is happen.

In a conversation has many words of deixis because language is full deixis terms. One of deixis types is person deixis that is used to refer people. Referent of pronoun deixis is unconsistent or always move from being "I" to being "you". That is difficult to interpreted without the context. The referent of deixis will be easily known if the speaker and hearer know in same context.

Person deixis is grasped only when the hearer understand the roles of the speaker, source of the utterance, recipient, and the target of the utterance. For example "I live here". To understand the meaning of that utterance, contextual information is needed. The hearer need referent of those words depend on who, where, and when is. It is concluded that meaning of a sentence will always changes depends on the context, because the center orientation of deixis is the speaker. It is different from words like a pen, a house, a book has consistent referent. The referent of

those words are always consistent and the referent is not depending on who, where, and when the utterance happens.

In this research, the discussion is focused to person deixis. According to Levinson (1983:62) person deixis concerns encoding of the role of participants in the speech event in which the utterance in question is delivered. There are three types of person deixis namely first person deixis, second person deixis, and third person deixis. The category first person is the grammaticalization of the speaker's reference to himself, second person the encoding of the speaker's reference to one or more addressee, and third person the encoding of reference to persons and entities which are neither speaker nor the addresssee of utterance in question. Person deixis is also divided into singular (single) and plural (more than one). It is seen in the following table:

Table 2.1 Data types of person deixis

Pronoun	Singular	Plural
First	I, My, Me	We, Our, Us, Our self
Second	You	You
Third	He, She, It	They, Them,Their

a. First Person Deixis

According to Levinson (1983:62), first person deixis is the represent of the speaker's reference to himself. The first person deixis is deixis

reference that refers to the speaker or both the speakers and reference grouped with the speaker and it is expressed in a singular pronoun (I, me, myself, mine) and a plural pronoun (we, us, ourselves, our, ours). The first person singular pronoun is used by the speaker to refers him/herself as the intended reference, and. plural first person pronoun refer to the group of which the speaker is a part. In addition, there are two types first person plural pronoun corresponding to inclusive and exclusive. Inclusive first person deixis is deixis that refers to a group including the hearer. Exclusive first person deixis is deixis that refers to a group excluding the hearer. The example is explained below

1. Budi is talking to his friend: "Let's go to school".

2. Budi is talking in press conference : "Our team is the best".

Utterance "let's go" with friend's is included into inclusive "we" because the speaker and the hearer are included into the activity of going. Meanwhile, the word "our" is included into exclusive "we" because the hearer are excluded their team.

b. Second Person Deixis

According to Levinson (1983:62) second person deixis is deixis reference to one or more person identified the hearer. The referent of utterance is refers to who where at there in this case the hearer as the second person. Second person is included into singular pronoun words you, your, yourself. Then, second person is included into plural pronoun words you, they, and their. In addition, third person may also identify in

pronoun and proper name.

Second person is a person who takes direct contact with the first person and being a listener, the second person which is used for the hearer or a group at least one hearer but no speaker. In addition, second person deixis is deixis reference to a person identified as the hearer.

b. Third Person Deixis

Third person represents someone out of the subject. Related to, Levinson (1983:62) the third person deixis encodes of reference to person and entities that are neither the speaker nor the hearer of the utterance in question. It is encoded to the third person of the sentence which is not first or second person, it means a person who is being talked between first person and second person. That pronoun identified such as he, she, and they.

Third person deixis is not reference both first person and second person. That are identified into utterance form he, his, she, him, it, her, that are categorized as singular third person deixis and the word they, them that are categorized as plural third person deixis. In addition, third person may also identify in pronoun and proper name. Third person deixis occurs in the position of subject and object.

3. Movie

Movie is series of moving pictures recorded with a sound that tells a story, shown on the media television or theater (Sobur, 2003 as quoted by Fauziah 2015:23) a movie is a communication tool that is not limited in

scope in which becomes a space of free expression in a mass learning process. Strength and ability to reach many movie social segments, which makes movie have the potential to influence the views of the community to form a payload message in it. It is based on the explanation that the movie is a portrait of reality in society. A movie always record the reality that grows and develops in the community and then project into the screen. According to Pramaggiore and Wallis. (2005:2) Many movie lovers value movie spectacles that transport them to a magical world of romance, drama, and adventure. Others seek out challenging films that provide a rigorous intellectual and aesthetic experience.

Movie is a complex art form and cultural institution whose influence spans the 20th century and transcends it. In its infancy, movie depended on the technology of the industrial revolution and the business model associated with the penny arcade. In its maturity, the cinema emerged as a global entertainment industry, instigating and taking advantage of technological developments in photography, sound recording, and, eventually, electronic and digital imaging. The cinema not only contributed to a mass culture of entertainment and celebrity; it also provided a forum for education and critique through the tradition of social documentary, and served as a medium of personal expression in the form of avant-garde movie and home movies Pramaggiore and Wallis (2005:2).

From the definition above, it means that a movie ussually presents audio which contain communications or dialogue among the characters

and composed music. Also, a movie presents visualizations which contain interactions and moves among the characters. As the result, a movie becomes a communication tool and influence viewers opinions or arguments related to the movie stories. Then, the presence of movie in human life is now increasingly important and equivalent to other entertainment media.

4. Humor

Every human has their own way of seeking happiness. Humor is a human implementation to the language either oral or written language. Humor is one source of joy that makes a person laugh or smile. Related to Hornby (2000) as quoted by Charina (2014:14) every human has his/her own instinct to seek for happiness, joy, or pleasure. Humor is one of the sources of joy. There are many theories defining humor, yet there is no single theory which explain it thoroughly. *Oxford Advanced Learner's Dictionary* also similarly defines that humor as a quality in something that makes it funny or amusing.

Another definition of humor, as stated by Ross (1998:1), is something that makes a person laugh or smile. Like all straightforward definitions, exceptions are found. It's possible to claim that something is humorous, even though no one laughed at the time-and it is often happen that people laugh, but someone is claim, "that's not funny". Smiling and laughter may also be a sign of fear or embarrassment. Despite these objections, the response is an important factor in counting something as

humour. Examing the language then helps to explain why people laugh. Humor is the quality that makes something laughable or amusing funniness: the ability to perceive, enjoy, or express what is amusing, comical, incongruous, or absurd, or that which is intended to induce laughter or amusement: a writer skilled at crafting humor.

Based on Ross (1998:2) Humor has various effects, whether these are intentional or not. It is simplistic to say that it is just for laugh. It is possible to laugh and admit that, in a sense, it is not funny. There may be a target for the humor a person, an institution or a set of beliefs where the underlying purpose is deadly serious. Humor may occur in surprisingly serious contexts, as in sick jokes about death. So, although laughter is not a necessary or sufficient condition of humour, from a commonsense point of view it is a useful starting point for a definition. Based on definition above, theory of humor is classify into two types namely superiority and incongruity.

a. Superiority

According to Ross (1998:54) this type of humor has various name, they are: superiority, hostility, aggression, etcetera. However, despite the various names, they all seem to base their thought in the idea of power struggle between human beings. Primarily, the humor that is based on this theory is the one with target. Often, the focus of the humor is the representatives of lower social class groups. Related to Gleen (2003) as quoted by Charina (2014:16) People laugh when they are comparing

themselves to other people, which because of that they find themselves are stronger, or in other word, they are in an advance position to the target. Although the focus of the theory of superior feeling is to some certain people, Ross added that rather than simply an insult, the joke will also use some incongruity in it.

As stated by Hobbes (1996) as quoted by Ross (1998:53), characterised laughter as a 'sudden glory' at a triumph of our own or at an indignity suffered by someone else. Someone will laugh when he/she gets the superior feeling all of sudden compare to a person who, for example, makes a mistake or has an unfortunate situation. People will laugh when they see someone slips on the ice for instance. Hobbes claimed that those who laugh are momentarily released from awareness of their own lack of ability.

b. Incongruity

According to Ross (1998:7) the context for humor is crucial for determining whether an individual finds something amusing or not. Event so, it is possible to examine the features of language that have the potential to make people laugh. The incongruity theory focuses on the element of surprise. It states that humor is created out of a conflict between what is expected and what actually occurs in the joke. This account for the most obvious feature of much humor: an ambiguity, or double meaning, which deliberately misleads the audience, followed by a punchline.

As stated Ross (1998:7-8) incongruous means inconsistent, not fitting well together, disjointed, unsuitable, which all sound like negative terms. The term incongruity refers to the possibility for two meanings being understood from the utterance. Unintentional humor may be caused by some lapse in expression, but deliberate humor is carefully planned, often to the exact wording and timing. The humor commonly has the following elements:

1. There is conflict what is expected and what actually occurs in the joke.

2. The conflict is caused by an ambiguity at some level of language.

3. The punch line is surprising, as it is no the expected interpretation, but it resolves the conflict.

5. **Synopsis of The Movie "Pele: Birth of a Legend"**

Pele: Birth of a Legend (2016) is an American biographical movie about the early of Brazilian footballer Pele. Pele's meteoric rise from the slums of Sao Paulo to leading Brazil to its first World Cup victory at the age of 17 is chronicled in this biographical drama. This movie is directed by Jeff and Michael Zimbalist.

Pele's real name is Edson Arantes do Nascimento, but nicknamed Dico by his parents, the man that football fans around the world would forever come to know as Pele grows up in the poor Brazilian village of Bauru. Pele (in the movie) is the insulting name placed upon him that he turned into a badge of honor. He is nicknamed "Pelé" by an older kid (at

whose home Edson's mother works) as a taunt. However, "Pelé" later becomes the name that is chanted by adoring fans, amazed at the prodigy's prowess on the field.

One of the themes of the story is about taking pride in Brazil's unique form of soccer play (ginga). After Brazil's devastating loss in the 1950 World Cup final, a young Dico makes promise to his father that someday he will go on to win a World Cup for Brazil. Dico grows up helping his father in his janitorial duties at the local clinic every day after school to help his family.

Dico convinces his friends to enter the tournament, where they do well and make it to the final game. After the tournament, the professional scout makes Dico an offer to try out for Santos FC, a professional soccer club. The Pele name follows him as he travels to Santos, Brazil, where he moves up through the youth squad to the reserve squad and eventually works his way up to the professional level team. At age 16, Dico gets call to join the Brazilian national team for the 1958 World Cup. Playing with gingga style, for which football would forever become known as "the beautiful game", and led by Dico, now known as Pele, Brazil wins it's first ever World Cup and becomes the first nation to ever win a World Cup.