

## FRAMEWORK OF THE THEORIES

This chapter presents the result of reviewing of some theories that are relevant to the problem. This theories are very important because they used as the basis of analysis of the study. Deixis is used analyze the conversation ,utterance or sentence because every utterance is related to pointing about people, place, and time. Those are definition of deixis, type of deixis. According to (Yule, 2006: 9). Deixis is classified into three classifications; they are person deixis, space deixis, and time deixis.

### 2.1. Theoretical Review

#### 2.1.1. Pragmatics

In this case, there are some definition and statement about pragmatics. According to (Cruse, 2006: 136), pragmatics deals with the usage of these meanings. The following are pragmatics: polite phenomena, reference and deixis, suggestion and speech acts. Research based on Levinson (1983: 21) shows that pragmatics is the study of the relationship between language and context, which is the basis for language understanding. In addition, based on (Pupier, 2006), pragmatics is the study of meaning, which relies on the context that is systematically abstracted from the construction of content or logical form. According to (Yule & Stalnaker, 1996), "Pragmatics is related to the meaning conveyed by the speaker (or writer) and interpreted by the audience (or reader)." Therefore, pragmatics is a branch of linguistics that learns how the speaker conveys The meaning of the word.

In pragmatic we can learn deixis because deixis is the one of branch in pragmatic. According to Lyons (1981: 170) in (Eragbe, Yakubu, & State, 2015), "deixis is like reference by means of an expression whose interpretation is relative to the usually extra linguistic context of the utterances, such as who is speaking, the time and place of speaking, the gesture of the speaker, or the current location in the discourse." In addition, (Yule & Stalnaker, 1996) pointed out that instruction originated in Greek,

which is a technical term that uses language to point out things. George Yule uses instructions between people the relationship between (me, you), the position of the person is classified according to the spatial position of the location (here, there) or the time deixis (now, then) to indicate the position of the person. Deixis is an important part of language learning, Is especially important for us when learning a second language. Deixis is part of the study of pragmatics, which involves the appointment of things by language.

In this research concept and theoretical framework, it is necessary to analyzing deixis in The Good Dinosaurs movie. This thesis was using theory proposed by (Yule, 1996). Deixis is divided into three categories. They are person deixis, place deixis and time deixis. Categories can be used to analyze language where sometimes the listener does not understand the meaning of the speaker. Therefore, Deixis can make the language easier to understand. This theory was used in analyzing the types of deixis found in the movie and their function.

### **2.1.2. Context**

According to Fromkin (2003: 212), contextual knowledge is knowledge about who is speaking, who is listening, which objects are being discussed, and general facts about the world we live in. Context cannot simply be expressed as the location or when and where the speaker stated, but it also includes the identity of the speaker, the identity of the audience, and the object of discussion based on the world we live in. According to the Oxford Dictionary, context refers to setting up as an event, statement, or idea and fully understanding it. According to the same reference, context is also defined as the written or spoken past before and after a word or paragraph and its meaning is clear.

Based on the above statement, it can be concluded that the term "context" does not always talk about the event or the place where the event occurred, but includes speakers, addressee, statements, ideas, and written or oral types.

### 2.1.3. Deixis

Based on (Yule & Stalnaker, 1996) refers to something through language. This means that "pointing" is called a deictic expression. Deictic expressions are sometimes called indexical. Deixis is an important field of pragmatic, semantic and linguistic research. In conversations, Deixis supported by (Cairns, 1991) is very important because it allows participants to stay at a certain point in space and time. According to (Dylgjeri & Kazazi, 2013), Deixis is a language encoding method and a product of the discourse context characteristics, so the interpretation of the discourse also depends on the analysis of the discourse context.

Based on the opinions of the above experts, it can be concluded that semantics is a branch of pragmatics and is very important in communication that is understanding person deixis, place deixis and time deixis. If we do not understand the context, we can find many unexplainable words in our discourse. Especially the physical condition of the speaker. For example: I, you, him, her, there, now, then, yesterday, tomorrow and today.

According to Levinson (1983), pragmatics is the scientific study of the relationship between the structure of a semiotic systems (especially language) and its use in context, and together with semantics, it forms part of the theory of meaning. Within the theory of meaning, pragmatics deals in particular with internal meaning, hypothesis and contextual interpretation: a method by which the syntactic features of language expression work in the context of hypotheses and inferences. Deixis form is always associated with the speaker's context. Deixis is used to analyze that the word referred to is always moving or changing, depending on the speaker, location, time and content analyzed based on context.

### 2.1.4. Types of Deixis

According to (Renkema, 2004: 122), deixis person is realized using personal pronouns. The speaker as first person "I" directs the utterance to the listener as second person "you" and could be talking about a third person "he or she." Furthermore, person deixis consists of the first person,

the second person, and the third person. A person who speaks and gets a role is called as the first person. A person who becomes a listener is called as the second person. A person who does not present in conversation place is called as the third person. In addition, it also includes gender, such as male and female. It also includes amounts, such as singular and plural. Personal pronouns are obviously divided into three categories. Take the pronouns in the first person (I), the second person (you) and the third person (he, she and it) as examples. (Yule, 2006: 9) Deixis is divided into three categories. They are person deixis, place deixis, time deixis, and are explained as follows:

#### **2.1.4.1 Person Deixis**

Person deixis concerns the encoding of the role of participants in the speech event in which the utterance is delivered. According to Yule (1996: 10) adds that person deixis clearly operates on a basic three-part exemplified by the pronouns for first person (I), second person (you), and third person (he, she, and it). The speaker as first person, “I” directs the utterance to the listener as second person, “you” and could be talking about a third person, “he” or “she” (Renkema, 1993: 77).

Although person called deixis is reflected directly in the grammatical category of person, some people may think that we need to establish an independent practical framework for participant roles, so we can see the grammatical way and degree of these roles in different languages. Person deixis are usually represented by the following components: pronouns, possessive affixes of nouns, and convention affixes of verbs.

##### **2.1.4.1.1. First Person**

According to Yule (2006: 10) states that person deixis clearly operates on a basic three part division, exemplified by the pronouns for first person (I), second person (you), and third person (he, she, and it). First person here is the speaker in utterance as the sender of the message. First person deixis is a deictic reference which refers to the speaker

himself. According to Renkema (2004: 122), person deixis is realized using personal pronoun. Actually, personal term is a personal pronoun. Pronoun is derived from prefix “pro”.

#### **2.1.4.1.2. Second Person**

According to (Yule2006:10) person deixis (you) as he addressee and we have to discover that each person in conversation shift from being *I* to being *you* constantly to learn this deictic expression. Meanwhile, Grundy (2000: 24) "you" has a much more general reference. The word “you” can be used both deictically (when context is required to determine the reference) and non-deictically (when the reference is general rather than to particular identifiable persons). According to (Grundy, 2000: 26), "You" is also used in English in a much wider range of social context than would be represented by a single second person reference term in most other languages. The sentence below is an example of second person in an utterance: “You should see it.” Pronouns like yourself, yourselves, your, yours are also belong to second person deixis.

#### **2.1.4.1.3. Third Person**

According to Levinson (1983: 62), third-person pronouns refer to persons and entities that are neither the speaker nor the recipient. The familiar way to encode participant roles in language is of course the agreement between pronouns and their related predicates. To describe it with this term, third-person representatives refer to objects that are not recognized as speakers or receivers. The third person pronouns that is “he, she, it and they” are not usually used deictically but rather refer anaphorically to object or person already mentioned in the discourse (Grundy, 2000: 27). The explanation of gender differences uses pronouns correctly. He and she are singular third-person pronouns, and plural third-person pronouns are they. He refers to what is considered male. She refers to what is considered female. He and she are singular third-person pronouns, and plural third-person pronouns are they.

#### 2.1.4.2. Place Deixis

The concept of distance already mentioned is clearly relevant to spatial deixis, where the relative location of people and things is being indicated. Based on (Yule, 2006: 12) states that place deixis has a close relation with concept of distance because place deixis pointing where the relative of people or things is being indicated. Contemporary English make use of only two adverbs, here and there, for the basic distinction, but in older texts and in some dialects, a much larger set of deictic expressions can be found. We can know spatial deixis from the use of demonstrative pronouns such as this and that. and also from demonstrative adverb of place such as here and there.

Spatial deixis is relative to the speaker's location. Those are proximal term (near the speakers) and distal term (away from speaker). Demonstrative pronoun this can means that the object close from the speaker's location and that can means that the object far away from the speaker's location. Adverb of place here can mean close from the speaker's location, adverb of place there can means far away from the speaker's location. The adverb here and there is often thought of a simple contrast on a proximal distal dimension, stretching away from the speaker's location.

According to Levinson (1983:70) place deixis concerns the specification of location relative to anchorage points in the speech event. We can know spatial deixis from the use of demonstrative pronoun such as 'this' and 'that'. And also from demonstrative adverb of place such as 'here' and 'there'. Those are proximal term (near the speakers) and distal term (away from speaker). Demonstrative pronoun 'this' can means that the object close from the speaker's location. Probably most languages grammaticalize at least a distinction between proximal (close to speaker) and distal (sometimes close to addressee). But many make much more elaborate distinctions as well shall see. Such distinction are commonly encoded in demonstratives (as English this vs. that) and in deictic adverbs of place (like English here vs there).

### **2.1.4.3. Time Deixis**

Temporal deixis using temporal form indicate both of time coinciding with the speaker's utterance and the time of the speaker's voice being heard (the hearer's 'now'). In English, there are two basic forms there are the present and the past. The present tense is the proximal forms and the past tense is the distal forms. The form of temporal deixis like now, then, yesterday, tomorrow, today, tonight, next weeks, last weeks, and this week (Yule, 1996:14) Time deixis is commonly grammaticalized in deictic adverbs of time (like English now and then, yesterday, and this year), but above all in tense (Levinson, 1983: 62). According to Levinson (1983: 75), the deictic words yesterday, today, and tomorrow pre-empt the calendarical or absolute ways of referring to the relevant days. Furthermore aspects of the interaction of calendarical reckoning and time deixis arise when we consider complex time adverbials like last Monday, next year or this afternoon. These consist of deictic modifier this, next, last etc.

### **2.1.5. The Function of Deixis**

According to (Yule, 1996) The function of Deixis is a pointing . It's mean pointing here is to point thing or person as we called person deixis. The function of person deixis is referred to the thing or person who is speaker in utterance. Person deixis is divided into three parts they are first person deixis, second person deixis, and third person deixis. The function of first person deixis is the word that referred to the speaker him or herself as the sending the message. The function of second person deixis is the word that referred to the addressee as the listener or received the message. The function of third person deixis is the word that referred to who is neither speaker nor addressee. The function of spatial deixis is the word that referred or point the location of the speaker. It could be proximal form (close from the speaker) and distal form (away from the speaker). And the last is the

function of temporal deixis is the word that referred to the time when utterance was done.

#### **2.1.6. Moral Value**

Moral value is a term in logic that a principle or action or character of human is true or false, right or wrong and good or bad. So we can use moral value as the doctrine of good and bad about the person behavior in every daily life as being individual or societal creation.

Moral value is derived from two words, namely "morality" and "value". Morality refers to the most important code of conduct proposed by a society and accepted by its members. Values are our standards and principles for judging value. They are our criteria for judging whether "things" (people, objects, thoughts, actions, and situations) are good, worthwhile, and desirable. Or, on the other hand, it is bad, worthless, and mean.

Moral value is a logical term that indicates whether a person's principle or behavior or character is right or wrong, right or wrong, good or bad. Therefore, we can use moral values as a doctrine about the good and bad of human behavior. As a daily life created by individuals or society.

#### **2.1.7. Descriptive of the Movie**

The Good Dinosaur is a 2015 American 3D computer-animated adventure drama Disney/Pixar film released on November 25, 2015 as Pixar's 16th feature-length animated film and directed by Peter Sohn. Enrico Casarosa, director of La Luna, was head of story. A short called Sanjay's Super Team was released alongside the film. The film, along with Inside Out, marks the first time Pixar released two films in one year. The more information about the film was presented as following:

1. Directed by : Peter Sohn
2. Produced by : Denise Ream
3. Written by : Peter Sohn (Story)  
Erik Benson (Story)



Meg LeFauve (Story and  
Screenplay)

Kelsey Mann (Story)

Bob Peterson (Story)

4. Starring

: Raymond Ochoa

Jack Bright

Sam Elliott

Anna Paquin

A.J. Buckley

Steve Zahn

Jeffrey Wright

Frances McDormand

5. Music by

: Mychael Danna

Jeff Danna

6. Cinematography by

: Sharon Calahan (Camera)

Mahyar Abousaeedi (Lighting)

Editor(s)

Stephen Schaffer (Film Editor)

Studio(s)

Walt Disney Pictures

Pixar Animation Studios

7. Distributor

: Walt Disney Studios Motion  
Picture

8. Released

: November 10, 2015 (Paris  
premiere) November 25, 2015  
(international release)

9. Running time

: 93 minutes



10. Language	: English
11. Budget	: \$175 million Gross revenue \$332,207,671

### 2.1.8. Movie

The movie is a communication tool that is used to convey messages in a series of stories in a movie that has meaning that contains messages for the audience. Strength and ability to reach many movies social segments, which makes experts movie have the potential to influence the views of the community to form a payload message in it. It is based on the argument that the movie is a portrait of reality in society. Films always record the reality that grows and develops in the community and then project into the screen (Sobur, 2003: 126-127) in Shinta Anggraini. According to Sumarno (1996: 10) in Shinta Anggraini (2012: 14) states that movie as an art form many intents and purposes contained in the making. It is also influenced by the message to be conveyed by the film maker.

Although his approach is different, it can be said every movie has a goal, which was to draw people's attention to the charge contained problems. Beside the film is designed to serve the purposes of public limited or unlimited public. This is due also the element of ideology of filmmakers including elements of cultural, social, psychological, delivery of the language of movie, and the elements that attract or stimulate the imagination of audiences (Irawanto, 1999: 88 in Shinta Anggraini, 2012: 15). Movie is the transformation of human life in which the value that is in the community often used as the main ingredient of filmmaking. As the growing advancement of the art of film making and the birth of film artists increasingly powerful, many movies have now become a narrative and a major force in shaping mass cliches.

Script is a written work by screenwriters for a film, video games , or television program. These scripts can be original works or adaptations from existing piece of writing. In them the movement, actions, expressions, and dialogues of the characters are also narrated. A play for television is also

known as a teleplay. One of the literary works that have structural similarity with drama. It Means that the script is a movie script also has a background, plot, characterization, and themes.










### 2.1.9. Synopsis of the movie

“What if the cataclysmic asteroid that forever changed life on Earth actually missed the planet completely and giant dinosaurs never became extinct? This hilarious, heartfelt and original tale is directed by Bob Peterson (co-director/writer, Up; writer, Finding Nemo) and produced by John Walker (The Incredibles, The Iron Giant).”

“The Good Dinosaur asks the question: What if the asteroid that forever changed life on Earth missed the planet completely and giant dinosaurs never became extinct? Pixar Animation Studios takes you on an epic journey into the world of dinosaurs where an Apatosaurus named Arlo makes an unlikely human friend. While traveling through a harsh and mysterious landscape, Arlo learns the power of confronting his fears and discovers what he is truly capable of.”

Figure 2.1 of the Cast Overview “The Good Dinosaurs “ movie

	<u>Jeffrey Wright</u>	...	<u>Poppa</u> (voice)
	<u>Frances McDormand</u>	...	<u>Momma</u> (voice)
	<u>Maleah Nipay-Padilla</u>	...	<u>Young Libby</u> (voice) (as Maleah Padilla)
	<u>Ryan Teeple</u>	...	<u>Young Buck</u> (voice)
	<u>Jack McGraw</u>	...	<u>Young Arlo</u> (voice)
	<u>Marcus Scribner</u>	...	<u>Buck</u> (voice)

	<u>Raymond Ochoa</u>	...	<u>Arlo</u> (voice)
	<u>Jack Bright</u>	...	<u>Spot</u> (voice)
	<u>Peter Sohn</u>	...	<u>Pet Collector</u> (voice)
	<u>Steve Zahn</u>	...	<u>Thunderclap</u> (voice)
	<u>Mandy Freund</u>	...	<u>Downpour</u> (voice)
	<u>Steven Clay</u> <u>Hunter</u>	...	<u>Coldfront</u> (voice)
	<u>A.J. Buckley</u>	...	<u>Nash</u> (voice) (as AJ Buckley)
	<u>Anna Paquin</u>	...	<u>Ramsey</u> (voice)
	<u>Sam Elliott</u>	...	<u>Butch</u> (voice)

### 2.1.10. The Cast

Actors in a film are very important in the success of a film. a film, drama or show to be broadcast by the public. An actor who is successful in carrying out his role in a film well will have a positive impact on the success of the film. From the description of the cast below , we can find out who the actors are in the film The Good Dinosaurs.

The public figure of Poppa(voice) is Jeffrey Wright ,the public figure of Momma (voice )is Frances Mc Dormand , the public figure of young Libby (voice ) is Maleah Padilla,the public figure of young Buck (voice ) is Ryan Teeple ,the public figure of young Arlo (voice ) is Jack

McGraw , the public figure of Buck (voice ) is Marcus Scribner ,the public figure of Arlo (voice ) is Raymond Ochoa, the public figure of Spot ( voice ) is Jack Bright , the public figure of Pet Collector (voice ) is Peter Shon , the public figure of Thunderclap (voice ) is Steve Zahn , the public figure of Downpour (voice ) is Mandy Freund , the public figure of Coldfront (voice) is Steven Clay Hunter ,the public figure of Nash (voice ) is A.J.Buckley ,the public figure of Ramsey (voice ) is Anna Paguin , and the public figure of Butch (voice ) is Sam Elliot.The actors in this film portray each of their respective characters so well that it makes a lot of enthusiasts to watch this film entitled The Good Dinosaurs.

## **2.2.Literature Review**

I will reveal some research conducted by others which are similar and become the researcher inspiration in conducting the research. Those are The first thesis by Aulia Fauziah (2015) entitled “A Thousand Words” movie script by Steve Koren based on Yule theory (1996).This research deals with pragmatics field. The objectives in this research are: to find out the types of deixis in “A Thousand Words” movie script by Steve Koren, to find out the function of each deixis types in “A Thousand Words” movie script by Steve Koren. The researcher selected this movie as subject of analysis because the popularity of the movie and also it consisted many deictic words .

The second thesis by Nurjanah (2018) , also carried out study about deixis. This research is purposed to find and analyze the three types of deixis analysis using George Yule (1996) theory and the dominant type of deixis found in Moana movie script .She is also used a qualitative approach in analyzing deictic expression by using based on Yule theory (1996).This study was conducted by using descriptive qualitative method. The data used is script of Moana movie (2016). The result of this research showed that the three types of deixis using George Yule (1996) theory such as person deixis, spatial deixis and temporal deixis are used in the Moana movie script. The use of personal deixis indicated the participant in this movie. While, the spatial deixis indicated location and place of event from the

participant. Moreover, the temporal deixis indicated the timing of speech event which is used in this movie. The most dominant deixis is personal deixis which consisted of 1.041 deictic expressions.

Another analysis of deixis is a thesis “The Analysis of Deixis found in Hansel and Gretel : Witch Hunters Movies and its Application to Teach Writing at the Tenth Grade of Senior High School “ by Tri Kusumawardani (2016) . This research is purposed to find out the types of deixis contained in the Hansel and Gretel: Witch Hunters movie and to describe the application of deixis in Hansel and Gretel: Witch Hunters movie in teaching writing at the tenth grade of senior high school. She is used a qualitative approach in analyzing deictic expression by using based on Yule theory (1996).The data source of this thesis is the manuscript from Hansel and Gretel: Witch Hunters movie. The researcher conducted library approach to get information about deixis. In collecting the data, the researcher found the movie and the manuscript. Then watch the movie and read the manuscript while identify the dialogues which contain of deixis. And then the researcher analyzes them and gives the reason why the dialogues are categorized as fulfilling deixis. The research finding showed that: three types of deixis found in Hansel and Gretel: Witch Hunters movie there are 572 person deixis (89.38%), 35 place deixis (5.47%), 33 time deixis (5.16%). The application of deixis in teaching writing can be applied in X grade of senior high school semester 2. The types of deixis are person, place, and time deixis. The material which is closely related with deixis is short functional texts and simple essay. The teacher can use the story in the movie to teach the types of text, such as narrative, and descriptive. In the elements of story usually contain person, place, and time.

A research journal entitled analysis of deixis in the movie is about study deixis conducted by Kurnia Saputri (2016) which is the title An Analysis Of Deixis In Black Swan Movie Script. This study was focused on five types of deixis by Levinson theory. The problems of this study were what types of deixis are used in Black Swan Movie Script? And what is the dominant deixis used in Black Swan Movie Script? The objectives of this

study were to find the types of deixis and to find the dominant of deixis in Black Swan Movie Script.

This study only focused on movie script. This study was purposed to find out the types and the dominant of deixis are used in Black Swan Movie Script. This script got from internet. The study applied descriptive qualitative method. The following steps, it applied was the first, this study looked for the movie, the second, this study watched the movie, then, looked for the movie script of the movie “Black Swan”, the fourth, this study identified the sentence of the movie script based on four types of deixis. From the analysis, it is found that there are four types; personal deixis, spatial deixis, temporal deixis, and discourse deixis and the most dominant deixis used in Black Swan Movie Script is personal deixis.

The previous research is similar with the current research that study about deixis in the movie script using pragmatic approach. The similiarity of this research and the previous studies is studying on deixis. Based on those previous studies above,I realizes if there are many other writers who conducted the research with the same topic and theory but being analyzed is different object.In this research concept and theoretical framework are needed analyzing deixis and te moral values in The Good Dinosaurs movie.This thesis was using theory proposed by Yule (1996), there are three types of deixis, there are person deixis, place deixis and time deixis.

### **CHAPTER III**

## **AN ANALYSIS OF DEIXIS IN “THE GOOD DINOSAURS” MOVIE SCRIPT BY MEG LEFAUVE**

This chapter presents the result of data analysis about the deixis of The Good Dinosaurs Movie Script. I answer all the problems in the research questions in Chapter 1. I analysis about deixis used by Meg Lefauve as the author in The Good Dinosaurs movie and the meaning conveyed on it. In this chapter, I analysis the data that have been collected. The data are taken from movie script based on the