DEIXIS IN SPONGEBOB MOVIE SCRIPT

Desi Haryati Nianggolan
English Applied Linguistics, Postgraduate School
State University of Medan, Indonesia
Email : Desinainggolan92@gmail.com

Abstract

This research aimed to find out deixis types and frequency of each deixis in SpongeBob movie script. This research was based on descriptive design by applying qualitative method and converting the data numerically. The data of this study taken from the print media (SpongeBob movie season script). And the data analysis was done by using the theory of pragmatics, especially deixis from Levinson theory. The research finding showed that: (1) there are five kinds of deixis, namely person deixis (first person, second person, and third person), place deixis (proximal and distal), time deixis, discourse deixis, and social deixis. Type of person deixis is used 677 times or (70.1%), which consists of first person used 328 times or (48.5%), second person used 193 times or (28.5%), and third person used 146 times or (21.6%). The next, discourse deixis is used 183 times or (19%). The following, place deixis is used 36 times or (3.7%) and time deixis is used 43 times or (4.4%). The last, social deixis is used 26 times or (2.7%).

Keyword: Deixis, SpongeBob Movie Script

Introduction.

Every information uttered by speakers’ refers to different things. The meaning points to person, place, and time. Actually, understanding the meaning of the speaker is difficult if the speaker doesn’t understand the context of conversation.

Levinson (1983:54) states that essentially deixis concerns the ways in which language encode or grammaticalize feature of the context of utterance or speech event, and thus also concerns ways in which the interpretation of utterance depends on the analysis of that context of utterance. In addition, deixis refers something in current time, place, and context of speaker and listener via utterance. Hence, dietic expression is used to every person to point something in mind themselves (e.g. what’s that?). In conclusion, dietic expression shows the variety of people, place, time, discourse, and social deixis.

According to Levinson, traditionally dietic expression is divided into five aspects. They are person, place, time, discourse, and social deixis.

Any expression used to point a person (me, you, him, and them) are examples of person deixis. Person deixis concerns with encoding the role of participant in a speech situation that gives information in utterance produce. Person deixis involves the speaker’s reference to himself (the first person), the examples are the words (I/me) and (we/us). The speaker’s reference to the addressee (the second person), the example is the word (you). Third, the example of the speaker’s reference to other persons and entities are the words (he/him), (she/her), (they /them), and It.

The locative dietic expression denotes the special location of the people and object relative to the participant in the speech event. Words to point location (here, there, this) are example of place deixis. The speaker used that words to the following purposes. First, identifying entities, e.g. this/these, that/those. Second, informing about location, e.g. here/there. The last, “acknowledging” locations, e.g. come/go. Most languages draw distinction between at least the short spatial deictic systems. Those are “proximal (here)” and “distal (there)”.

The third, deictic reference points locating time, which the time axis used the moment of utterance “you” as a reference, is called time deixis. In addition, we can say the word (pointing
time). At the time axis, we can identify several elements such as, before “you” e.g. yesterday and before, moment of utterance “you” e.g. now and today, and after “you” e.g. soon and tomorrow.

The fourth is discourse deixis. Discourse deixis contains speaker’s utterance in the speech event. Discourse deixis concerns the use of deitic expression within an utterance as a form of orientation inside and unfolding discourse in which the utterance is located. In addition, discourse deixis refers to some portion, e.g. this and that. The deitic expression indicates the relation of the utterance to future or past element of the discourse or tow conversation. The deitic expression can be accomplished by means of time dietic words such as the last paragraph and next chapter e.g. at this point, it is useful to return to our previous example.

The last, social deixis concerns to the aspect of sentences which reflect or establish or determined by certain realities of the social situation in which the speech-act occur” (Fillmore, 1975:76). In addition, social deixis is the encoding of social distinctions that are relative to participant role, e.g. Mr. Crab and Crab.

In this research, the researcher focused on five type’s deixis because researcher wants to know variations of deixis in the Spongebob movie season. Knowing variations of deixis are important for speaking. Most hearing is good for speaking and most reading is good for writing so listening and reading is known as ‘receptive’ skills while speaking and writing is known as ‘productive’ skills (http://www.mastersportal.eu/articles/1062/4-important-skills-in-language-learning.html). Base on the reason above, knowing variations deixis helping the speaker to express their idea.

The researcher takes the data of this research from movie script in SpongeBob movie season. The movie is a story containing dialogue that is shown at the cinema. Kid movie is interesting because the actor not only speak but also using gesture to make audience more understand. SpongeBob movie is one of appropriate object for analyzing deixis because there are many utterance in the dialogue, and also there are many gestures and pointing thing in kid movie. Here, the writer wants to show deixis which is used in every language, although in simple words. Finally, the writer carries out the research entitled “Analysis Deixis in SpongeBob Movie script.

Research Problem
Based on the issue above, the identification problems of this research can be formulated as follows:
1. What are types of deixis found in SpongeBob movie?
2. How is frequency of each deixis in SpongeBob movie?

Objective of the Research
Concerning with the problem of the study, there will be some objectives of the study than can be formulated as follows.
1. To know types of deixis found in SpongeBob movie.
2. To know frequency of each deixis in SpongeBob movie.

Significance of the Research
This study is significant to enrich the understanding about pragmatics, especially in the term about deixis found in SpongeBob movie script. From this research, to enrich learning and understanding about deixis, the researcher hopes the findings of this study can give contribution for:
1. Linguistic Pracmatic is brace of linguistic study that is appropriate to the context and circumstance. In this research, SpongeBob movie script is the interesting research object because it is the most watched kid movie ever. The researcher conducting this research to enrich the finding of deixis, so it will be easier for all linguistic learner especially in the deixis.
2. English Learner By understanding the form of deixis, English learner can improve their ability, related to writing skill. This study leads the English learners to understand based on the context of utterance; by understanding who is speaker and addressee, time occur, and place where speech event occur. Then, English learner can understand the meaning of conversation clearly based on deixis. So, the English learners can build a good understanding in producing and interpreting utterance based on context of situation.

3. English teacher English teacher is one of main caretaker in the learning English. A good English teacher should know how to arrange learning materials that are suitable with the English learner needs. English teacher will also know the kinds of deixis types by understanding the used deixis in this study. Then, by taking some sample in this study, hopefully English teacher are able to create various learning materials which are not only concerned in the grammatical form but also concerning in the context of deixis.

4. The reader. The reader can learn deixis and the strategies used according to the context; who is the listener, where and when the speaker is and in what situation he or she delivers the utterances. This research will help reader to give understanding toward types of deixis found in SpongeBob movie script.

Scope and Limitation of The Research
To avoid misunderstanding upon what the writer explained, the writer limits the scope of the study in order to make it more detail and focus. The scope of this research is deixis used by Levinson theory, namely person, place, time, discourse, and social. Here, the theory of deixis is used to analyze the movie script of SpongeBob season 9 under the title Jail Break. However, in this research the writer didn’t much time. So, the writer only analysis types of deixis and the frequency of deixis in SpongeBob movie season.

Definition of Key Term
Based on the title of the study, definition of Key Term is necessary to clearance the writer’s purpose.
1. Analysis
   Analysis is a detail of a systematic examination and information, by breaking it into its constituent element.
2. Deixis
   Levinson (1983:65) states that deixis concerns the ways in which language encode or grammaticalize feature of the context of utterance or speech event, and thus also concerns ways in which the interpretation of utterance depends on the analysis of that context of utterance. It means reference whose meaning are not constant. Deixis refers to the phenomenon wherein understanding the meaning of certain words and phrase in an utterance require contextual information.
3. Movie Season
   According to the Oxford dictionary, movie is a series of moving pictures recorded with a sound that tells a story, shown on the media TV, Theater. In this thesis, the researcher take movie season that contain some episode.

RESEARCH METHOD
This chapter presents the research method. It discusses the method in conducting this study. The discussion covers the research design, population and sample, variable, data and data source, data collecting method and instruments, and technique of data analysis.

Research Design
In this research, the writer uses quantitative approach. So, it needs the statistical result of data which is the dominant one. By using the statistical data, it can be used to know the frequency
of occurrence of each type of deixis in the SpongeBob Movie series. In addition, the researcher describes the real data that are focused on deixis types in SpongeBob movie scripts.

In this study, the writer used descriptive quantitative. Sudaryanto (1993:62) states that descriptive method is a research done solely based on the fact. This research deals with the research data that does not include the figures, but in the form of words and phrases. From the argumentation above, it can be inferred that descriptive method is a research done based on fact to achieve the research objective to get the data in the form of words and phrases. From the definition above, this study will focus on deixis found in the SpongeBob movie script.

Population and Sample
1) Population
   Population is the whole subject of research (Arikunto, 2006: 130). The population of this study was five deixis types. They are person deixis, place deixis, time deixis, social deixis and discourse deixis. Based on this research, researchers found 217 deixis in the SpongeBob movie script.

2) Sample
   According to Arikunto (2006, 131), the sample is a group of units which is from a larger group to represent it. The sampling technique used in this research is purposive sampling. Purposive sampling is a type of non-probability sampling. So, the researcher consciously selects specific elements or subjects for types of deixis that is relevant to the study.

Subject
   The data of this study were the transcriptions of Spongebob’s utterances from in movies that were taken from the selected videos of his collections uploaded in youtube.

Data Collection
   The techniques of collecting the data are: 1) Opening youtube. 2) Entering keyword Spongebob movie sesion one. 3) Downloading part 1 until part videos of Spongebob 4) Watching the videos and starting to transcribe them into written language.

C. Technique for Data Analysis
   The data were analyzed as followings:
   1. Transcribing Spongebob’s into written language from Movie Season one
   2. Identifying Spongebob’s utterances in movie.
   3. Identifying deixis in the Spongebob’s utterances.
   4. Classifying the deixis in Spongebob’s utterances into their types based on Levinson’s theory of deixis; person deixis, spatial deixis, temporal deixis, discourse deixis and social deixis.
   5. Calculating the occurrences of each types deixis used by Spongebob in movie.
   6. Converting the occurrences into percentage.
   7. Describing and explaining the findings.

Finding And Discussion
   Chapter IV presents the research findings and discussion. Here, the research findings are going to be presented systematically based on the research questions. The findings include types of deixis and frequency of deixis which are found in SpongeBob movie script. The discussion will be explained after presenting the data based on the Levinson theory (1983).

A. Findings
   This sub-heading presents the findings, related to the types of deixis which are found in SpongeBob movie script. The complete results of the percentage can be seen in table 4.1.
Based on the findings above, the researcher found person deixis in greater occurrences than another. Type of person deixis is used 677 times or (70.1%), which consists of first person used 328 times or (48.5%), second person used 193 times or (28.5%), and third person used 146 times or (21.6%). The next, discourse deixis is used 183 times or (19%). The following, place deixis is used 36 times or (3.7%) and time deixis is used 43 times or (4.4%). The last, social deixis is used 26 times or (2.7%).

In discussion, the researcher describes the reasons of finding about the answer of research problem. To answer the question number one, the researcher selected the theory of Levinson (1983). Levinson (1983: 65) states that there are five kinds of deixis, they are: person deixis, place deixis, time deixis, discourse deixis, and social deixis. The researcher also found five kinds of deixis generally occur in SpongeBob movie script.

In this discussion, the researcher discussed about generalized person deixis firstly. The researcher found some utterance, like “Wow! Patrick, you saved me! I did? Patrick, you saved me!” This utterance occur when Patrick will hurt suddenly Patrick come and save him. The word (me) is categorized into person deixis because pronoun (me) refers to speaker himself as first person. The following, the word (you) is included into person deixis because pronoun (you) revers to second person or addressee. The last, the word (I) is person deixis because pronoun (I) revers to first person. Based on Levinson theory (1983), the person deixis identified the words (I, me, you, your, they, them, he, his, she, her).

The second is place deixis. The researcher found the utterance. SpongeBob! Hi, honey, we’re here! This utterance occur that SpongeBob’s mother and SpongeBob’s father come to invite SpongeBob back to their house because SpongeBob was lost his house. They are happy because SpongeBob will stay with them. The researcher found “here” in the conversation. It is spoken by Mrs. SquarePants in that event. Mrs. SquarePants is the speaker at that event. The word “here” includes into place deixis but it points the place near the speaker in the speech event. So, it can be included as proximal place deixis. Next, distal of place deixis can also occur in the end position of an utterance that is in the position of adverb of place. Distal (away from the speaker) identified adverb of place “there”.

The next is time deixis. In my data corpus, the researcher found the utterance. “I wish I lived there.” The researcher found the word “there” in the conversation. The word “there” is deitic expression because Patrick who is the new house’, is standing. Because the distance of the speaker away from addressee, it can be categorized into distal from place deixis. The word “here” in conversation and the word “there” in conversation are different because both of them concerns in different case.
It is also used in Levinson theory (1983) that time deixis is identified by adverbial of time. The fort point in deixis is discourse deixis. In the SpongeBob movie, the researcher found the utterance “SpongeBob, don’t you know that award’s a scam?” based on Levinson theory (1983), in the discourse deixis, the referent of speaker may point in the previous, at the point, and the next. The researcher found the word (thatT) as deitic expression that said by plankton. Based on the context of conversation, the word (that) is categorized into discourse deixis because it refers to previous text of Squidward’ utterance.

The last is social deixis. In this movie, the researcher found an utterance such “Crystal, Boss!” the word (boss) is included into social deixis because based on the context, it occur the relation of boss and employee. Levinson (1983) states that social deixis concerns the encoding of social distinctions that are relative to participant-roles, particularly aspects of the social relationship holding between speaker and addressee (s) or speaker and some referent.

In this way, we can know social deixis can be identified clearly using context of utterance because not all pronoun is deixis. Deixis can be categorized into its part if the reverent has the clear purpose of utterance. The second problem in this study is “how is the frequency of each deixis in SpongeBob movie?” To answer this question, the researcher counted the frequency of each deixis in SpongeBob movie script. Based on the finding above, the researcher found person deixis in greater levels than another.

Conclusion
Depend on the research finding and discussions, the conclusions of this study are shown below;

1. After the researcher conduct a research about movie under the title SpongeBob. The researcher found types of deixis in the SpongeBob movie script as follows; person deixis: I, me, my, myself, we, us, our, you, your, he, him, she, they, their, them, place deixis: her, in, front, and back. Time deixis: on and now. Social deixis: obvious examples of such grammaticalizations are ‘polite’ pronouns and titles of address, but there are many other manifestations of social deixis. Discourse deixis: But, well, this.

2. There are five types of deixis used Spongebob movies. the researcher found person deixis in greater occurrences than another. Type of person deixis is used 677 times or (70.1%), which consists of first person used 328 times or (48.5%), second person used 193 times or (28.5%), and third person used 146 times or (21.6%). The next, discourse deixis is used 183 times or (19%). The following, place deixis is used 36 times or (3.7%) and time deixis is used 43 times or (4.4%). The last, social deixis is used 26 times or (2.7%).

Suggestions
1. English lecturer to use this thesis as an addition material for they lecturing deixis in classroom.
2. Researchers can take this thesis result as a reference when they decide to conduct further about deixis for their research, or for them who want to analyze another unit of pragmatics in Movies. So, they can get better findings.

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