CHAPTER II

LITERATURE REVIEW

In this chapter , the researcher discusses previous study ,some partinent ideas and theoretical framework.

2.1 Previous Study

There is been several studies similar to this research. Here are some related literature reviews from previous research as a comparisons.

The first, Arif Triwidiatmoko (2017) ,conducted research entitle "A Pragmatic Analysis Of Speech Acts In Bully Chapters I & II Video Game" concluded that the most dominant data of speech acts based on the way they are delivered is direct speech acts. It implies that the main character in the game tends to use direct speech acts to deliver his actions. The main character expresses his intention baldly through his language. However, there was no option in dialog, the story came up linear. Since this study uses Role Playing Game as the subject, the complexity is increased.(Triwidiatmoko, 2017)

The second , Rani Violeta (2019) ,conducted research entitle "Speech Acts Analysis Of The Main Character In Maleficent Movie Script By Jane Mctee"concludes that the study found that the speech acts used in the script avoided vulgarity and were therefore suitable for young audiences. The main functions of speech acts are diverse and distinct. Silent actions in the script can indicate group membership, express disappointment, show a lack of control,

convey friendliness, soften the seriousness of a conversation, persuade others, identify It serves a variety of purposes, such as indicating membership in a group or expressing joy.Or humor.Basically, the speech acts in the script of the movie Maleficent contribute to the multifaceted portrayal of the characters and situations.Carefully selecting and applying speech acts not only advances the plot, but also helps create a rich and engaging narrative that is appropriate for the film's target audience. This analysis highlights the importance of considering that speech acts as a powerful linguistic tool in film scripts, influencing character dynamics, narrative development, and the overall tone of the film (Violeta, 2019).

The Third , Tumimomor Imbang & Kalangi (2020),conducdted research entitle "Speech Acts Dalam Serial Tv Game of Thrones: Kajian Pragmatik" concludes that the study found that the speech acts used in the script avoided vulgarity and were therefore suitable for young audiences.The main functions of speech acts are diverse and distinct.Silent actions in the script can indicate group membership, express disappointment, show a lack of control, convey friendliness, soften the seriousness of a conversation, persuade others, identify It serves a variety of purposes, such as indicating membership in a group or expressing joy.Or humor.Basically, the speech acts in the script of the movie Maleficent contribute to the multifaceted portrayal of the characters and situations. Carefully selecting and applying speech acts not only advances the plot, but also helps create a rich and engaging narrative that is appropriate for the film's target audience. This analysis highlights the importance of considering that speech acts

as a powerful linguistic tool in film scripts, influencing character dynamics, narrative development, and the overall tone of the film.(Tumimomor et al., 2020).

The fourth ,G. Haucsa,A.Marzuki, A,Alek et al (2020).,conducted a research entitle "Illocutionary Speech Acts Analysis in Tom Cruise'S Interview" ,finding that, in a preceding investigation, the focus was on unveiling the intricacies of illocutionary speech acts within the context of a celebrity interview, with particular attention given to one featuring Tom Cruise. The primary objectives of the study were to delineate the types and functions of illocutionary speech acts as performed by both the interviewer and the interviewee. Additionally, the research aimed to identify the most and least frequently used illocutionary speech acts in Tom Cruise`s interview.

The study found that, among the five categories considered (representative, commissive, directive, expressive, and declarative), four illocutionary speech acts were identified in Tom Cruise's interview: representative, commissive, directive, and expressive. Notably, representative speech acts emerged as the predominant category, reflecting Tom Cruise tendency to articulate his condition and provide detailed descriptions that catered to the interviewer's inquiries.

The distribution of the most to least used illocutionary speech acts in Tom Cruise's interview was as follows: representative (48.7%), expressive (38.5%), commissive (7.7%), directive (5.1%), and declarative (0%). This breakdown demonstrated a clear inclination toward representative and expressive speech acts,

both by Tom Cruise and the interviewer. The high percentage of representative speech acts indicated a prevalent trend of conveying information and describing situations throughout the interview. This previous study contributes to the understanding of celebrity interviews' linguistic dynamics, emphasizing the prevalence of certain illocutionary speech acts and shedding light on the communicative strategies employed by both the celebrity and the interviewer. (Haucsa et al., 2020).

The Fifth , Onoriu Colăcel (2017) The Researcher of the study look into the game's use of subtitles and didactic texts in order to find out to the extent speech acts shape the player's understanding of what the video game is. Colăcel's research was to analyze the game where the hero makes all of the decisions by himself and the player has to abide or stop playing all together. So it left out the player from the decision making of the game. However, the research does not cover interactive games where the player can be the one to decide(Colăcel, 2017).

From the above studies it can be concluded that the similarity of the research that conducted by the researcher with some previous similar studies above is equally analyzing about speech act type,the research method, also all use qualitative method.This research dive deep about analyzing what strategies use to employ in the game it self ,also this research use Levinson (1983, p. 240)five Ilocutionary Act Classification as the theoretical foundation for this research.

2.2 Some partinent ideas

A. Discourse Analysis

Discourse analysis, a methodological approach to the study of language use in social contexts, involves complex exploration of both semantic and pragmatic aspects, revealing the complexity of communication in society.Based on theory from Mahmud (2017) the fundamental consideration in this analysis is the importance of context, in which semantics or the study of meaning plays an important role. Language is deeply connected to social, cultural, political, and historical factors, and a semantic lens allows for a nuanced understanding of how meaning is constructed and transmitted.Examining power dynamics in discourse is essential, and semantic analysis sheds light on how linguistic choices contribute to establishing and negotiating power. This involves exploring who exercises power, sets agendas and how power is expressed through language. On the other hand, pragmatics focuses on the study of language in use, focusing on aspects of communication that depend on context. It looks at how language functions beyond its literal meaning, incorporating factors such as tone, context, and speaker intent.

Discourse analysis examines the pragmatic strategies used in communication, exploring the complexities of framing, persuasion, and argumentation.Pragmatic analysis helps uncover the subtle nuances and hidden meanings that contribute to the effectiveness of these strategies.Another important avenue includes studying how individuals or groups construct their identities

through language, using both semantic choices that carry specific meanings and pragmatic considerations related to how Use language in context. In addition, discourse analysis broadens its scope to broader social contexts, examining language in social institutions such as education, media, politics, and health care. Semantics and pragmatics play an important role in understanding how language shapes and is shaped by these institutions. Semiotics, or the study of symbols and signs in language, helps uncover underlying meanings and cultural symbols, highlighting the semantic richness of communication. Critical discourse analysis (CDA), focusing on power relations and ideology, integrates both semantic and pragmatic aspects to analyze how language perpetuates or challenges social norms(Mahmud, 2017).

Intertextuality, referencing other texts, provides insight into layers of meaning and cultural reference, engaging both semantic and pragmatic considerations. The impact of language on social change, the multimodal nature of communication, and the influence of globalization on discourse become even richer when considered through a semantic and pragmatic lens. In the digital age, social media discourse plays a central role, shaping and reflecting social trends. Semantic and pragmatic analysis of online communication reveals not only the explicit meanings conveyed but also the subtle signals and implicit intentions that contribute to the richness of the discourse.

Language policy and planning, discourse in specific communities, and historical discourse analysis are other aspects that benefit from combined semantic and pragmatic considerations. By capturing these aspects of language,

discourse analysis highlights the nuances in which language communicates, constructs perceptions, and influences social dynamics.

Discourse is a unit of language based on words and used to communicate in social contexts. A linguistic unit is a sequence of words or utterances. Discourse may be oral or written and may be transactional or dialogical in nature. In oral communication events, discourse is seen as a process of communication between the greeter and the person being greeted, whereas in written communication, discourse is seen as the result of the expression of the ideas of the person greeting can do(Rohana & Syamsuddin, 2015)

B.Semantic and Pragmatic

According to C. Kreidler (Kreidler, 2013) Semantics is the study of linguistic meaning, provides a foundational understanding of how words, phrases, and sentences convey information. In semantic analysis, the composition of meaning within an expression is explored, elucidating the intricate relationships between individual words and their syntactic arrangements. The investigation of word sense ambiguity reveals the multiple meanings words can possess and emphasizes the pivotal role context plays in disambiguating these senses. Additionally, semantic roles within sentences, such as subjects, objects, and modifiers, are scrutinized to comprehend how they contribute to the overall meaning. Lexical semantics explores the nuances of individual word meanings and their interconnections, encompassing concepts like synonymy, antonymy, hyponymy, and hypernymy. Conceptual semantics delves into the intersection

between language and thought, revealing how linguistic expressions mirror underlying conceptual structures and mental representations. The principle of compositionality is fundamental in understanding how the meaning of complex expressions is derived from the meanings of their constituent parts.

Pragmatics, on the other hand, investigates the use of language in context, beyond its literal meaning, and explores how speakers employ language to achieve communicative goals. Within the realm of pragmatics, the notion of speech acts takes center stage. Speech acts theory focuses on the performative aspect of language, emphasizing that utterances not only convey information but also perform actions. Deixis and reference analysis reveal how speakers use pointing words and context to establish reference in communication. Implicature, a key pragmatic concept, examines how speakers convey implied meanings through context and conversational maxims. Politeness strategies explore how speakers manage social relationships through language, addressing face-threatening acts and cultural nuances. Context dependence in pragmatics underscores the significance of situational factors in interpreting meaning, and speech accommodation theory elucidates how speakers adjust their language to align with interlocutors. Finally, cultural pragmatics delves into the influence of cultural norms on language use, highlighting the dynamic interplay between language, social context, and the performance of speech acts.

Together, semantics and pragmatics, with the incorporation of speech acts, offer a comprehensive lens through which to understand the richness of language, encompassing not only the literal meanings of words but also the contextual,

social, and cultural dimensions that shape communication and the intentional actions embedded within linguistic expressions (McNally & Pompeu Fabra, n.d.)

C. Speech Act

1. Speech Act Definition

First introduced by J.L Austin (2021)with his book How to Do Things with Words, Although there are various definitions of speech acts, it is concluded that they mean the same thing.Yule (1996)states that speech acts are the study of how a speaker and her listeners use language. Communication is not only about language but also about actions because the actions in linguistic communication have their own messages. In this way, a speech act is an action performed through utterance.

2.Kinds of speech act

Actions performed through speech are commonly referred to as speech acts, which in English have more specific names such as: Apologies, complaints, compliments, promises, threats, and warnings. He has three types of speech acts the first is locutionary act, second is illocutionary act and the last is perlocutionary act

a.Locutionary Act

This law deals with the literal and textual meaning of utterances. Yule (1996) states that a speech act is an act that produces a meaningful utterance. The following sentences are examples of locutionary act :

1) It is so cold outside

2) The bike is fast

The above two sentences represent the actual condition. The first sentence refers to the temperature outside and the second sentence refers to the velocity of the bike.

b. Illocutionary act

This action is carried out through the communicative power of utterances such as promises, apologies, and offers (Yule, 1996, p. 48) This act is also called the act of doing something by saying something. The most important level of action in a speech act is a speech act because this act is caused by the force that the speaker desires. For example, if a girl says to her friend, ``Pass me the ball!", means that the speech act is a command act.

c. Perlocutionary act

The act is done by the listener affected by the speaker utterances. Hufford and Heasley (1983) states that perlocutionary act is the act that is carried out by a speaker when making an utterance causes in certain effect on the hearer and

others. If a Father tells his son "you'd better clean the dishses!", it might leave the son to be irritated. This effect of perlocutionary act is sometimes not intended.

3. Ilocutionary Act Classification

Searle suggests in Wijana (2021) that there are five aphasia points that can be achieved in sentences within an utterance: declarative, delegative, directive, expressive, and representative ambiguous points. In this research, we use Searle's speech act classification to analyze his speech acts.

a. Declaration

The speaker uses declaration as an immediate change of affairs. The kinds are Baptising, Declaring, resigning, hiring, arresting. Example``you are under arrest!".

b. Commisive

It commit the speaker to do something in the future. The kinds are : Planning,promising betting, vowing, opposing. Example : "I'm going to take holiday tomorrow "

c. Directive

The speaker uses Directive to make the addressee performs action. The kinds are : asking, advising, requesting, ordering, inviting, begging, etc. Example "Could you please take me home?"

d. Expressive

The speaker uses expressive speech act to show how they feel about the situation. The kinds are : greeting, apologizing, thanking, complaining, congratulating.

Example "Thank you so much for coming with me "

e. Representative

The speaker uses Representative to state what they believe to be the case or not. The kinds are:suggesting, describing, swearing, boasting, concluding. Example"I can play better than you"

D.Context

Context is a necessary element for practical learning. According to Leech (Leech, 1983, p. 13), context is the background of knowledge that is assumed to be shared between a speaker and a listener, which gives the listener an idea of what the speaker means by a particular utterance.Contribute to interpretation.Utterances can have different meanings depending on the context.For example, if a teacher says to a boy, ``Your nail is too long '', this means that the teacher is ordering the student to cut his nail according to school regulations. When a woman says the same to her friend, it means she is complimenting her.In summary, the intended meaning, which refers only to the speaker and listener, is not sufficient. Therefore, it is also necessary to understand the context in which utterances are produced.

E.Dungeon and Dragons

Dungeons & Dragons (D&D), a popular tabletop role-playing game, is an immersive experience that has captured the imagination of gamers around the world.In D&D, participants enter a dynamic fantasy world where they play characters with unique abilities, backgrounds, and personalities.The core of the game lies in its storytelling and role-playing, where one player takes on the role of the Dungeon Master (DM) who guides the story and creates the game's setting, while other players play their character, make choices, and interact with the world.as if they were truly their creation. An important aspect of D&D is its system of rules, usually determined by rolling various polyhedral dice, which determine the results of character actions and events.In this cooperative narrative adventure, players engage in multiple dialogues, a multifaceted conversational exchange in which the characters' stories intertwine, guided by clever DM's skillful way of telling stories(Crystallography, 2016).

D&D adventures typically follow a narrative structure, filled with quests, challenges, puzzles, and battles, in which the characters' fates are shaped by their decisions and dice rolls.The game encourages a diversity of voices, with both players and DMs contributing to the unfolding of the story.The D&D universe has a vast history, encompassing diverse campaign settings, monsters, gods, and realms, providing rich and imaginative settings for adventures.Over the years, D&D has built a passionate community of players and received widespread recognition through its games, live podcasts, and pop culture influence.With many editions, most recently 5th Edition, D&D remains a dynamic and engaging

game, offering players a unique combination of storytelling, strategy and social interaction in one Fantasy world with endless possibilities(LaLone, 2019).

F. Roleplay

Role-playing games are dynamic and interactive forms of human interaction in which participants assume the role of specific characters and participate in simulated scenarios and situations. This activity is commonly used in a variety of situations including education, training, recreation, and therapy.During role-playing games, people immerse themselves in an assigned role and interact with other participants in that role, often guided by a scenario or set of situations.The main goal is to simulate real-world experiences and achieve specific goals, from improving communication and problem-solving skills, to gaining insights from different perspectives, to just having fun. Role-playing games can be a versatile tool that promotes experiential learning and personal growth.(Zagal & Deterding, 2018)

2.3.Theoretical Framework

Pragmatics focuses on how language is used in context, including speech act theory, which examines how speakers perform various illocutionary acts in communication. Sociolinguistics considers how language use is influenced by social and cultural factors. Applying this to D&D roleplay allows for a deeper understanding of the social dynamics and communication strategies at play within the game

The players employ speech act strategies to develop and portray their characters. This involves adopting different speech patterns, tones, and communication styles to convey and enrich their character's personality and background.This happen in convertation or interacton to each other character or with the world of D&D itself ,therefore the researcher want to know what are the specific speech act strategies employed by players in D&D .In addition to that the researcher also want to know what is most common speech act type used by players in D&D