CHAPTER I

INTRODUCTION

This chapter consist of background,research question, objective of research, significance of the research, research methodology and key term definition.

1.1 Background

Having laid the foundation with an exploration of speech acts, we turn our attention to the broader framework of pragmatic and semantic dimensions in communication. Pragmatics, as a branch of linguistics, delves into the study of language use within its context, encompassing the social dynamics, shared knowledge, and contextual factors that shape communication.

Pragmatic communication extends beyond the literal meanings of words, acknowledging that interpretation relies heavily on the surrounding context and the participants' shared understanding. It considers the nuances of implied meaning, indirect communication, and the effects of the social context on language use. In contrast, semantics focuses on the study of meaning itself, exploring how words and phrases convey specific meanings within a language system.

Within the pragmatic framework, speech acts are closely intertwined with the study of illocutionary and perlocutionary dimensions. Illocutionary force

reflects the intended communicative function of an utterance, while perlocutionary effects consider the impact on the listener or recipient.

In Dungeons & Dragons (D&D), the interplay of pragmatic and semantic dimensions becomes particularly fascinating. As players engage in collaborative storytelling, the effectiveness of communication relies not only on the semantic content zaof their words but also on the pragmatic choices made to suit the fictional context. The shared understanding of the game's world, characters, and ongoing narrative shapes the interpretation of language within the gameplay.

Exploring the pragmatic and semantic aspects within the realm of Dungeons & Dragons becomes crucial for understanding how language operates as a dynamic tool for world-building, character development, and collaborative storytelling. This research seeks to unravel the layers of meaning embedded in the language used during D&D gameplay, shedding light on how pragmatic and semantic considerations contribute to the immersive and transformative experience within this unique tabletop role-playing environment..

The study's research gap concerns the scant examination of how speech acts affect character dynamics and narrative development in tabletop role-playing games (RPGs). While there is some research on the more general communication aspects of gaming, there is not much in-depth study on how speech acts in particular affect the story as it develops and aid in character development in role-playing games. Furthermore, there is a lack of research on the possible educational and game design implications of these interactions, and perceptions of

how speech acts shape characters and narratives may differ among players with different backgrounds and perspectives. In order to close these gaps, this study carefully examines how speech acts affect the story and character aspects in tabletop. This research aims to address this fundamental question "What are the types of illocutionary act produced by players in D&D?"

1.2 Scope of the research

The research focuses on the dialogues involving the player and DM in the game. Focus exclusively on analyzing illocutionary acts within the context of Dungeons & Dragons gameplay sessions. Utilize a qualitative research approach, involving participant observation and analysis of game transcripts.

1.3 Research question

Based on the background this research seek to answer the questions "What are the types of illocutionary act produced by players in D&D?"

1.4 Research objective

The objective of this research is to provide insight to "What are the types of illocutionary act produced by players in D&D?"

1.5 Significance of the Research

Firstly The results could have implications for educational environments that use D&D as a teaching tool. Comprehending the speech act tactics utilized by

players can aid educators in maximizing the game's potential for language acquisition and narrative proficiency in language instruction.

Secondly the research deepens our understanding of speech act theory in action. It demonstrates how speech act theory, a fundamental concept in pragmatics and linguistics, applies to the interactive and collaborative context of tabletop role playing games.

1.6 Research methodology

This research using qualitive method According to Sugiyono (2009) qualitative research is making a narrative or textual descriptions on the phenomena under study, which means qualitative research describes the phenomena in the data without manipulation.This research method work in analyzing the linguistic unit in research finding

1.7 Key Term Definiton

A.Speech act

A speech act refers to the communicative function performed by a speaker's utterance, such as making a statement, asking a question, giving a command, or expressing an emotion.

B.Pragmatic and semantic

Pragmatics deals with the study of language use in context, focusing on the social and situational aspects of communication, while semantics is concerned with the

meaning of words, phrases, and sentences in isolation and their relationships within a language system.

C.Discourse Analysis

Discourse analysis is a multidisciplinary approach that examines the structure and function of language use in communicative contexts, aiming to uncover patterns, meanings, and social implications within spoken or written discourse.

D.Context

Context refers to the circumstances, conditions, or environment in which a particular event, situation, or communication occurs, providing essential background information for understanding and interpreting it accurately.

E. Illocutionary Act

 A linguistic term referring to the intention behind an utterance, encompassing the speaker's intended meaning and the effect on the listener. It involves the performance of a speech act with a specific communicative function, such as making a request, giving a command, or expressing a promise.