

CHAPTER I

INTRODUCTION

A. The Research Background

Communication is an important activity in human life. As social creatures, human need social interaction with others. Humans use language to interact with others, whether it is to share ideas, knowledge, or just interact. Ramelan (1987 : 14) asserts that language is said to be social, because it is only used in a social group which involves at least two persons, the speaker and the hearer. The use of language enables the members of a social group to cooperate with one another for their own benefits. Language has to be learned and used in a social community, without which the existence of language is beyond understanding.

When the conversation took place many important things related to the understanding of the intent of the speaker. For example, when someone says something to someone else, of course, it has a specific purpose. However the speaker has assumed and hoped others would understand what he meant. Instead, people should pay attention to hear intonation, emphasis, and the situation to be able to understand the intent of the speaker.

In human interaction, speech act is one important part of a conversation. Speech act is also one important part of the pragmatic. Yule (1996: 82) defines speech act as the acts which is performed by utterances, and in English speech act

is marked more specify such as, apology, grievance, accolade, invitation, promises or request. He also believes that the success speakers in conveying the message to the person greatly influenced by the speech event, the circumstances surrounding the speech as it lasts.

Movie is one of the entertainment media are made to entertain the viewers. Although most movie has now undergone by many additions fiction, but there is movies are based on the idea of personal experience or real events. The dialogue used by the actors usually nearly equal to a style that is used in everyday life in general. The movie tells of human life are usually taught about moral values, social, heroism, personal life, and justice. "Sherlock Holmes: A Game of Shadow" is a 2011 British-American action mystery movie directed by Guy Ritchie and based on the titular character created by Sir Arthur Conan Doyle. Is talked about Sherlock Holmes and his friend Dr. Watson who face difficult cases of bombings and killings carried out by Professor Moriarty. Holmes is a detective who is clever, smart, and genius. No cases were not biased he solve. Meanwhile, in this case, Professor Moriarty has the same intelligence with Holmes; in fact he is more cunning and ruthless. In the end, his closest friend, Watson even thought that Holmes had died from falling into the waterfall with Moriarty.

In this case, the researcher wants to use Searle's Speech Act as analysis goal because speech act is considered to be more used in detective story and become the main major on pragmatics. The reason is that Searle's theory is more complete than the Austin's.

When the researcher studied about the movie “Sherlock Holmes: A Game of Shadow”, he was interested in use Searle’s speech act occurred in the dialogue of “Sherlock Holmes: A Game of Shadow”. The reason of why researchers choose this concern is because the actors in this movie used to use kind of speech act such as declarative, representative, expressive, directive, and commissive.

Since the movie used Searle’s speech act, the researcher is interested to conduct a research entitled **An Analysis of Speech Act in “Sherlock Holmes: A Game of Shadow” Movie’s Script from Cooperative Principle Point of View.**

B. The Problem Statements

1. How is speech act indicated in the dialogues between the characters in the movie “*Sherlock Holmes: A Game of Shadow*”?
2. How is the violation in cooperative principles as reflected in “*Sherlock Holmes: A Game of Shadow*”?
3. How are the relation between speech act in the dialogue and the violation of the cooperative principles, as reflected in “*Sherlock Holmes: A Game of Shadow*”?

C. Research Objective

1. To describe how speech act is represented in the dialogues between characters in the movie “*Sherlock Holmes: A Game of Shadow*”
2. To clarify how the violation in cooperative principles is reflected in “*Sherlock Holmes: A Game of Shadow*”

3. To describe how are the relation between speech act in the dialogue and the violation of the cooperative principles, as reflected in “Sherlock Holmes: A Game of Shadow”

D. Research Limitation

In this research, the researcher used pragmatics as the approach in analyzing the Searle’s speech act classification and cooperative principles. The data taken are only included the dialogue which is represents indirect speech act by the form of declarative, representative, expressive, directive, commissive, and the data which is match with the problem statements.

E. Thesis Organization

This thesis is consisting of five chapters. Chapter one deals with introduction, research background, problem statement, research limitation, research objectives, and thesis organization. Chapter two includes theoretical review. Chapter three elaborates the research methodology. Chapter four consists of data analysis and the last chapter presents conclusion and suggestion.