

CHAPTER I

INTRODUCTION

Introduction focuses on the background of the study, limitation of the study, research question, objective of the study, and benefit of the study.

A. Background of The Study

There are various activities that a person can do to entertain himself. Some entertain themselves by singing, reading, fishing, watching movies, and others. Watching movies is a very fun activity. Movies can entertain someone because of their stories, visual effects, and music. An interesting story makes the audience enjoy the life of the characters in it. The visual effects shown in the film allow the audience to imagine that it is real. The music played in the film also supports the feelings conveyed through the film.

The story is the most important part of a film. Without an interesting story, the film will not be special even though the actor who plays in it is a very great actor. “There are several film genres that can be categorized. They are Western films, musicals, war / fighting, gangster films and science fiction” (Langford, 2005). Everything the audience wants to see can be represented by the genre of film.

In a film, it is not uncommon for the characters in it to say ambiguous sentences. "Ambiguity occurs when a word or sentence has multiple meanings" (Kreidler, 1998). Sometimes the message that is wanted to be conveyed through the film is misinterpreted by the audience because the speaker does not say it clearly or uses ambiguous words.

According to Hurford, Heasley, & Smith (2007) “If a term or sentence has more than one interpretation, it is said to be ambiguous. A sentence is ambiguous if it has two (or more) paraphrases which do not automatically paraphrase each other”. As a result, if a sentence has more than one interpretation, it is termed ambiguous. According to Ovu (2011) “ambiguity is a situation where a word or construction of expression more than one meaning”.

When watching a film, people often encounter ambiguous dialogue spoken by the actor or actress in the film. For example is found in the sentence "John and Mary or pat will go". This sentence is ambiguous because it has more than one construction, they are ([John] and [Mary or Pat], [John and Mary] or [Pat]). This can make the audience guess what the real meaning of the sentence is. However, the guess is often a misunderstanding of the audience in understanding its meaning. This is certainly not very good because it will affect the audience's understanding of the story conveyed in the film.

Based on some of the theories above, it can be concluded that ambiguity can be expressed as a phrase or sentence that has more than one meaning, or a phrase or sentence that is difficult to understand or explain due to the influence of different aspects, which can be seen from the structure, pronunciation, or in terms of the use of choice. Words or writings in the language itself. Therefore, the speaker can create misunderstandings between the speaker and the listener.

Ambiguity is very important to study because if there is a phrase or sentence that contains ambiguity, the listener or reader can misinterpret the meaning of the phrase or sentence. In movie scripts, there are often phrases or sentences that contain ambiguity, this makes the reader confused about getting the true meaning. Thus, ambiguous movie scripts can have an impact on how readers translate them. They are mostly unable to interpret what the movie script says about the information. When a movie script consists of phrases or sentences that have more than one meaning that will confuse the reader, one example of a movie script is the *Alice in Wonderland* movie script which contains ambiguous sentences in it.

Many researchers have conducted research on ambiguity. However, most of them, such as Kapadia & Jufrizal (2013), Wulandari (2013) & Ramadani (2015) used newspaper as the data source of the research. Another previous study conducted by Eryantini, Udayana & Aryawibawa (2016) used USA Magazine as the data source of the research. Charina (2017) used newspaper headlines, jokes, riddles and anecdotes as the data source of the research. Cahyani & Islam (2017) and Dharmayanti, Tika &

Sadana (2017) used English advertisement as the data source of the research. Yastanti & Setiawati (2018) used soundtrack song lyric of the movie as the data source of the research. Prasetyawan, Myartawan & Suprianti (2018) used online recipes as the data source of the research. Faina, Rositasari & Elfarissyah (2021) used movie script as the data source of the research. The researchers conducted research with the same focus, namely the type of ambiguity only. While this study uses characters in the *Alice in Wonderland* film. Kapadia & Jufriзал (2013), Charina (2017), and Faina, Rositasari & Elfarissyah (2021) use a semantic-based approach to research framing. Meanwhile, this study uses a film script to conduct research with a psycholinguistic approach.

In this study, the researcher used *Alice in Wonderland* movie script, a film that many people like. *Alice in Wonderland* is an adventure fantasy film released in 2010 and directed by Tim Burton. The script for the film was written by Linda Woolverton and Lewis Carroll. This film tells the story of the adventures of a 19 year old girl named Alice in a magical world. The film ran 108 minutes and was nominated for two Academy Awards: Best Costume Design and Best Art Direction. In addition, in this study the researcher also provides a way to disambiguate the ambiguous sentences. Therefore, this study was conducted to expand the previous research by multiplying the aspects studied, not only the type of ambiguity but also with how to disambiguate the ambiguous sentences.

In this study, researcher analyzed the type of ambiguity, which type of ambiguity is dominant, and how to disambiguate the ambiguous sentences found in the *Alice in Wonderland* movie script. So the researcher conducted a study entitled "AN ANALYSIS OF AMBIGUITY IN *ALICE IN WONDERLAND* MOVIE SCRIPT".

B. Limitation of The Study

This study focuses on testing the ambiguity found in *Alice in Wonderland* movie script using the framework of ambiguity type, dominant ambiguity type, and how to disambiguate the ambiguous sentences.

C. Research Question

Based on the above background, the formulation of the problem is the analysis of ambiguity in *Alice in Wonderland* movie script. Based on these problems, the researchers asked several research questions as follows:

1. What are the types of lexical ambiguity?
2. What are the types of surface structure ambiguity?
3. What are the types of deep structure ambiguity?
4. What is the dominant type of ambiguity?
5. How to disambiguate the ambiguous sentences?

D. Objective of The Study

Based on the research questions, the objectives of this study are as follows:

1. To find out the type of lexical ambiguity used.
2. To identify the type of surface structure ambiguity used.
3. To classify the type of deep structure ambiguity used.
4. To describe which type of ambiguity is dominant.
5. To explain how to disambiguate the ambiguous sentences.

E. Benefit of The Study

Benefit of the study focuses on the theoretical benefit and practical benefit.

1. Theoretical Benefit

Researchers hope that the results of this study can be used as a reference in developing psycholinguistic theory on ambiguity, as a reference for studying the types of ambiguity, and learning how to disambiguate the ambiguous sentences.

2. Practical Benefit

Researchers hope that the results of this study can provide benefits for researchers and readers. For researchers, this research will help to become a better analyst and can be a future reference about ambiguity. For readers, this study will help readers find specific details or sources about ambiguity. If the reader will conduct a similar research, the researcher hopes that the reader will use this research as a reference. The researcher hopes that this research will enlighten the readers about ambiguity.