

# COMMISSIVE UTTERANCES IN THE ANIMATED MOVIE TOY STORY 4

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## **Abstrak**

Tujuan penelitian ini adalah untuk menemukan jenis tindak tutur komisif dan prinsip kesantunan dalam film animasi Toy Story 4. Penelitian ini berfokus pada (1) Mendeskripsikan jenis tindak tutur komisif dalam film animasi Toy Story 4, dan (2) Mendeskripsikan jenis prinsip kesantunan yang digunakan dalam film animasi Toy Story 4. Penelitian ini merupakan penelitian deskriptif kualitatif. Pendekatan yang digunakan dalam penelitian ini adalah pragmatik. Sumber data penelitian ini adalah film animasi "Toy Story 4" yang dirilis pada tanggal 21 Juni 2019. Data yang digunakan dalam penelitian ini adalah percakapan berupa tuturan para tokoh dalam film animasi "Toy Story 4". Teknik yang digunakan dalam pengumpulan data adalah strategi unduh dan catat. Analisis data menggunakan teori komisif dari Searle (1969). Hasil analisis penelitian ini adalah yang pertama dari penelitian yang dilakukan terhadap "Toy Story 4" dengan jenis tindak tutur komisif. Jenis tindak tutur komisif masing-masing diurutkan dari data tertinggi ke data terendah, yaitu setuju, menjamin, menolak, menawarkan, berjanji, dan bersumpah. Prinsip kesantunan meliputi maksim kesetujuan, maksim kedermawanan, maksim kerendahan hati, maksim kebijaksanaan, dan maksim simpati.

**Kata Kunci:** tindak tutur komisif, Toy Story

## **Abstract**

This study aimed to discover the types of commissive speech acts and politeness principles in the animated movie Toy Story 4. This research focuses on (1) to describe the types of commissive speech acts in the animated movie Toy Story 4, and (2) to describe the types of politeness principles used in the animated movie Toy Story 4. This research is a qualitative descriptive study. The approach used in this research is pragmatics. The data source for this research is the animated "Toy Story 4" movie released on June 21, 2019. The data used in this research are dialogue in the form of the characters' speeches in the animated "Toy Story 4" movie. The technique used in data collection is the download and note taking strategy. Data analysis uses commissive theory from Searle (1969). The results of this research analysis are the first of the studies conducted on "Toy Story 4" with commissive utterances. Types of commissive utterances respectively from the higher to lower case, include agreeing, guaranteeing, refusing, offering, promising, and swearing. The principle of politeness has agreement maxim, generosity maxim, modesty maxim, tact maxim, and sympathy maxim.

**Keywords:** commissive utterance, Toy Story

## 1. INTRODUCTION

The need for interaction and communication with others is something significant in human life. This is because of the concept that humans are social creatures. Humans can be interpreted as social creatures because, in human life, they need the help of others, so in every stage of human life development, from childhood, adolescence, and adulthood to old age, humans try to form a relationship with other individuals who can meet their needs. Of this stage of development, one of them is adolescence. Adolescence is when individuals begin to know the environment and people around them. Friendships arise from the presence of established social groups and the intensity of meetings that tend to be frequent such as schools and neighbourhoods.

Friends are those engaged in togetherness, support each other, and have intimacy. According to Hartup, and Steven (1997). Almost everyone has pleasant relationships at some point in their lives, late adolescence being one of them. Teenagers start to seek out friends as reliable confidantes with whom they may share experiences, discuss personal issues, and receive support and attention as they become used to being college students. What often comes from this adjustment is the emergence of a special relationship, such as creating a neighbourhood friend like in Toy Story 4.

Every friendship builds communication. In communicating, the speaker must speak clearly and well to the interlocutor because it will make it easier for the interlocutor to understand the intent and purpose of the speaker. In over there in the friendship make commissive utterances many times, and also, if we make good communication, will benefit both parties because there will be no misunderstandings. Here Leech mentions in the conversation "Politeness Principle." To create harmony in social life, people must practice language politeness to create good relations and understanding between one another. The purpose of a sense of community and social relationships is the goal of politeness principles itself. Further, Leech (1983) proposed six maxims: Tact Maxim, Generosity Maxim, Approbation Maxim, Modesty Maxim, Agreement Maxim, and Sympathy Maxim.

I chose Toy Story 4 as this research because there has been no previous research discussing Toy Story 4. Second, there has been no research concerning commissive utterances with politeness principles because they only focus on one topic. I found many commissive utterances and politeness principles in Toy Story 4. Third, the Toy

Story 4 animation has many commissive and polite speeches. So, I choose Toy Story 4 as the topic of my research. Yule (1996) states that the study of speaker meaning is known as pragmatics. The second definition of pragmatics is the study of contextual meaning. The third definition of pragmatics is studying how less is spoken, and more is communicated. The final definition is that pragmatics is the study of relative distance expression. To comprehend pragmatics briefly, according to Yule, one must connect it to other aspects of linguistics. According to the definitions given above, pragmatics is the study of how language, meaning, and situation interact. It would be better to know about the types of commissive utterances in the animated movie Toy Story 4. The purpose of this research is to find out the types of commissive utterances, and types of politeness principle in the animated movie Toy Story 4.

## **2. METHOD**

The type of research is qualitative research. According to Moleong (2016), Qualitative research is used to understand the situations that research subjects go through in a descriptive way. In addition, by description using words and language, in a certain situation, and various natural methods. The design of the research used in this research is content analysis. Content analysis is a method for classifying written or spoken material into identified categories to form meaning (Moretti et al., 2011). Abrahamson (1983) also explains that content analysis can help examine all types of communication materials, including "interviews, observations, print media such as newspapers, even manuals" (Hsieh & Shannon, 2005).

The 27 data utterances contain commissive, and politeness principles in the Toy Story 4 movie characters. The data source for this research is the animated Toy Story 4 movie, released on June 21, 2019. The data in this study is the character's polite speech in the Toy Story 4 movie. Utterances containing commissive acts are promising, swearing, refusing, offering, guaranteeing, and agreeing. For the data source in this study, the researcher chose the animated Toy Story 4 movie because it has a story that is liked by all ages. This movie is exciting, especially for children. Here it tells about a friendship between characters whose player is dolls, 45 who love each other and have mutual respect. Toy Story 4 can be watched on Disney+ Hotstar, where Disney+ Hotstar is a platform for watching popular movies today. In this study, the researcher found 27 commissive utterance with six types of commissive utterance and politeness

principles with five types of politeness principles in the animated movie Toy Story 4.

In collecting the data, the researcher uses listening, and notetaking methods, while the technique of collecting data. The researcher collects the data with observing the data from Toy Story 4 movie in the Disney+ Hotstar. Then, selecting the data categorized as commissive utterances and politeness principle. Identifying the commissive utterances and politeness principle showed by Toy Story. The last is classifying the intention commissive utterances and politeness principle in the Toy Story 4 Movie. In this study, the researcher asked readers, such as their lecturers, to support the reliability of the data (trustworthiness). In this study, the researcher engaged the reader in commissive utterances to examine the data. After the researchers collected data from the Toy Story 4 movie, the data was submitted to the reader to obtain the validity of the data.

### **3. RESULT AND DISCUSSION**

#### **3.1 Types of Commissive Utterance**

According to commissive theory, the researcher found the data, such as promising, swearing, refusing, offering, volunteering, guaranteeing, and agreeing. The researcher used the commissive speech theory from Searle (1969). The types of commissive speech are divided into ten types, such as promising, swearing, accepting, refusing, offering, inviting, convincing, vowing, volunteering, guaranteeing, and agreeing. Based on the data there are seven types of commissive speech acts used in this Toy story 4 animation, such as promising, swearing, refusing, offering, volunteering, guaranteeing, and agreeing. The number of each commissive speech is one data promising, two data swearing, four data refusing, four data offering, one data volunteering, four data guaranteeing, and thirteen data agreeing.

Based on the finding, there are six types of commissive speech acts used in this Toy story 4 animation, such as promising, swearing, refusing, offering, guaranteeing, and agreeing. The number of each commissive speech is thirteen data agreeing, four data guaranteeing, four data refusing, three data offering, two data promising, and one data swearing. The results of the types of commissive utterances used in the animated Toy Story 4 movie. Agreeing is the most dominant type of commissive speech act in the animated Toy Story 4 movie. It has the most significant percentage of commissive speech acts, around 49%. Agreeing is used thirteen times in this animated movie.

Refusing and guaranteeing is the next highest, used almost equally because the number of cases is nearly the same. The Refusing is used four times and guaranteeing four times. The percentage of refusing and guaranteeing is 15% each. The next higher is offering, used three times, with a percentage of 11%. The next is promising with two times and 7%. And the last one is swearing, with a percentage of 3% used once. Therefore, it can be concluded that agreeing is a type of commissive speech that is often used in the animated Toy Story 4 movie.

### **3.2 Types of Politeness Principle**

According to the politeness principle theory, the researcher found the data, such as the tact maxim, generosity maxim, modesty maxim, agreement maxim, and sympathy maxim. Researchers searched for data using Leech's (1983) politeness principle theory. In Leech's theory, the types of politeness principles are divided into six types, namely tact maxim, generosity maxim, modesty maxim, approbation maxim, agreement maxim, and sympathy maxim. Based on the data there are six types of politeness principles used in these movie, namely tact maxim, generosity maxim, modesty maxim, approbation maxim, agreement maxim, and sympathy maxim. The sum of each politeness principle is six data of tact maxim, six data of generosity maxim, eight data of modesty maxim, fifteen data of approbation maxim, fourteen data of agreement maxim, and twenty data of sympathy maxim.

Based on the finding, there are five types of politeness principles used in these movie, namely tact maxim, generosity maxim, modesty maxim, agreement maxim, and sympathy maxim. The sum of each politeness principle is thirteen data of agreement maxim, five data of generosity maxim, four data of modesty maxim, three data of tact maxim, and two data of sympathy maxim. The results of the types of politeness principle used in the animated Toy Story 4 movie. Agreement maxim is the most dominant type of politeness principle in the animated Toy Story 4 movie. It has the most significant percentage of politeness principle, around 48%. Agreement maxim is used thirteen times in this animated movie. Generosity is the second most frequently used order, with a percentage of 18%, used five times. Modesty maxim with a percentage of 14% four times in this animated film. The next is the tact maxim, with a percentage of 13%, used twice, and the last is the sympathy maxim, with a percentage of 7% and used just once.

#### 4. CLOSING

Based on these findings, the researcher found six types of commissive utterances. Those are promising, swearing, refusing, offering, guaranteeing, and agreeing. Agreeing is the most dominant type of commissive speech act in the animated Toy Story 4 movie. It has the most significant percentage of commissive speech acts, around 49%. Agreeing is used thirteen times in this animated movie. Refusing and guaranteeing is the next highest, used almost equally because the number of cases is nearly the same. The Refusing is used four times and guaranteeing four times. The percentage of refusing and guaranteeing is 15% each. The next higher is offering, used three times, with a percentage of 11%. The next is promising with two times and 7%. And the last one is swearing, with a percentage of 3% used once. Therefore, it can be concluded that agreeing is a type of commissive speech often used in the animated Toy Story 4 movie.

Based on these findings, the researcher found five principles of politeness, such as the tact maxim, generosity maxim, modesty maxim, agreement maxim, and maxim of sympathy. Agreement maxim is the most dominant type of politeness principle in the animated Toy Story 4 movie. It has the most significant percentage of politeness principle, around 48%. The agreement maxim is used thirteen times in this animated movie. Generosity is the second most frequently used order, with a percentage of 18%, used five times. Modesty maxim with a percentage of 14% four times in this animated movie. The next is the tact maxim, with a percentage of 13%, used twice, and the last is the sympathy maxim, with a percentage of 7% and used just once. Meanwhile, agreement maxim is a type of politeness principle often used in the animated Toy Story 4 movie.

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