A PRAGMATIC ANALYSIS OF HUMOR USED IN ENGLISH SUBTITLE OF THE MOVIE ENTITLED WARKOP DKI REBORN: JANGKRIK BOSS PART I

Submitted to the Department of Language Studies, Graduate School of Muhammadiyah University of Surakarta In Partial Fulfillment of the Requirement For The Degree of Master of Education

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APPROVAL

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The board of examiners certifies that the thesis is eligible for submission.

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ABSTRACT

The objectives of the research are (1) to analyze the maxims that are flouted by the characters to create humor in the movie of Warkop DKI Reborn: Jangkrik Boss Part I; (2) to describe and explain the forms of humor created by maxim flouting in the movie of Warkop DKI Reborn: Jangkrik Boss Part I; and (3) to explain the functions of humor created by maxim flouting in the movie of Warkop DKI Reborn: Jangkrik Boss Part I.

This research employed the descriptive qualitative method. The data were in the form of utterances. They were words, clauses, phrases, and sentences. The contexts of the data were dialogues. The source of the data was the movie of Warkop DKI Reborn: Jangkrik Boss Part I. The data were collected by watching the movie, reading and checking the script, selecting the data, and recording them into the data sheet. Some steps in analyzing the data were: identifying the raw data, classifying each datum into the categorization, analyzing each datum, interpreting each datum based on its contexts, reporting the findings, and drawing the conclusion. The research reveals three findings. The first is that all the four types of maxim flouting are employed by the characters to create humor in the movie of Warkop DKI Reborn: Jangkrik Boss Part I. They are flouting of maxim of quantity, maxim of quality, maxim of relation, and maxim of manner. Maxim of quality flouting is mostly employed by the characters to create humor since there are several ways to flout the maxim. Humor created by maxim flouting employed by the characters in the movie of Warkop DKI Reborn: Jangkrik Boss Part I is represented in the forms of jokes and spontaneous conversational humor. Unintentional humor does not occur in the data. The reason why this one does not occur is because it is not a humor that can easily be found in everyday conversation. In terms of spontaneous conversational humor, ten forms are employed by the characters. They are irony, satire, sarcasm, overstatement, self-deprecation, teasing, replies to rhetorical question, clever replies to serious statements, and transformations of frozen expressions. Finally, all the functions of humor are found in the sitcom, i.e. social management, decommitment, mediation, and defunctionalization.

Key words: maxim flouting, humor, the movie of Warkop DKI Reborn: Jangkrik Boss Part I

ABSTRAK

Tujuan dari penelitian ini adalah (1) untuk mengklasifikasikan maxim yang dilontarkan oleh karakter untuk menciptakan humor dalam film Warkop DKI Reborn: Jangkrik Boss Bagian I; (2) untuk mendeskripsikan dan menjelaskan bentuk-bentuk humor yang diciptakan oleh maxim flouting dalam film Warkop DKI Reborn: Jangkrik Boss Bagian I; dan (3) untuk menjelaskan fungsi humor yang diciptakan oleh maxim flouting dalam film Warkop DKI Reborn: Jangkrik Boss Bagian I. Penelitian ini menggunakan metode deskriptif kualitatif. Data tersebut berupa ucapan yaitu kata-kata, klausa, frasa, dan kalimat. Konteks data adalah dialog. Sumber data adalah film Warkop DKI Reborn:

Kata kunci: maxim flouting, humor, Film Warkop DKI Reborn: Jangkrik Boss Part 1

1. INTRODUCTION

Humor plays an important role in everyday life. Usually, humor is worth doing when the situation in which people are speaking is frozen and rigid. A good laugh makes any conversation so much better. It is a tool that can be used to enhance informal communication and relationship among the users. Understanding humor in the current situations is extremely required since it could be used to release tiresome, fatigue, and stress. By using humor, it is possible for a speaker to say the truth elegantly and softly, without disturbing someone’s feeling. The main aspect of humor is to amuse people and to provoke laughter, which should be the primary aim of every humorous situation. It has many social functions, but mostly it is instrumental to lighten some situation, to amuse people or to evoke a good mood. The primary functions of humor in conversation are effects that the speaker may achieve directly by using humorous segments or texts in his or her discourse (Attardo, 1994: 322).

People can laugh about anything, but not with everyone. Humor is a very subjective concept, and what might be funny for some, might be considered outrageous for others. It makes humor problematic. Humor is a phenomenon which is influenced by culture. Every society or every culture has its own types of humor that are somehow particular and differ in many aspects. Humor helps
people to understand the customs and attitudes of the society. The judgment of whether a joke is funny or not depends on many factors, including age, culture, personal experience, level of education, and geographical location. Therefore, humor is something which is not transferrable from one country to another. What somebody from one area may find hilarious may not be amusing at all to somebody from another country. Whether or not someone gets a joke is determined by their interpretation, filtered by the cultural context. Felsch (2004:3) said that humor often varies by locality and is not easily transferred from one culture to another. The reason is that humor often relies on a context, and someone not understanding the context will usually not understand the humor.

Knowing that humor is problematic due to its subjective perception that people may perceive it as either funny or unfunny, it is important to have a deeper analysis of humor creation by using the theory of Cooperative Principle, that humorous expressions are created through maxim flouting of Cooperative Principle. Humor differs from other modes of communication that involve violations of the Cooperative Principle like lying. Amusement is largely approved of socially and that significant amounts of humor are incorporated in everyday conversations, exchanges, etc. Therefore, humor is not seen as a bad model of communication like lying, but rather as a part of daily communication.

Based on the research focus, the objectives of the study are to analyze the maxims that are flouted by the characters to create humor in the movie of Warkop DKI Reborn: Jangkrik Boss Part 1, the second is to describe and explain the forms of humor created by maxim flouting in the movie of Warkop DKI Reborn : Jangkrik Boss Part 1, and the last to explain the functions of humor created by maxim flouting in the movie of Warkop DKI Reborn : Jangkrik Boss Part 1.

Many researchers have done many studies on humor with pragmatic approach. The researcher of this study used these previous researchers as the references in undertaking this study. I am going to give some examples. The first is Nadia Jenna (2017) conducted to examine the humorous situations created by non-cooperative interactions in a situation comedy, entitled How I Met Your Mother. In this case, the non-cooperative interactions result in violating and flouting of conversational maxims as the sub principles of Grice’s Cooperative Principles. The data of this study are obtained from season 2, episodes 1 to 5.
2nd season is chosen without any specific purpose since humorous situations are found in all of the 10 seasons. The writer concludes that the humorous situations are created by the violation and the flouting of conversational maxims done by the characters in the situation comedy. From the analysis, there are three different ways of how the humorous situations are created. The second is Gabriella Novianty (2016) analysed how the jokes in online media is presented using a pragmatic point of view entitled Humor in School Jokes. The result of this study shows that in order to create a school joke, the joke maker violates the reference and maxim. The third is Chadafi Muamar (2014) analyzed the floats of Grice’s conversational maxims in “1001 Jokes” humor book entitled The Floats of Grice’s conversational maxims in “1001 Jokes” humor book by Richard Wiseman. And then Pradita (2010) who conducted a research entitled A Pragmatic Analysis of American Humor in Spongebob Squarepants TV Series as a Reflection of American Social Issue. She analyzed the types of maxim flouting, the strategy in maxim flouting and American social issue reflected through maxim flouting. The last example is Nursanti (2010) who conducted a research entitled A Sociopragmatic Analysis of Sexist Humor on the Internet as a Reflection of Women’s Traditional Stereotypes. She analyzed men’s linguistic features, the flouting maxim of Cooperative Principle and its conversational implicatures, and revealed women’s traditional stereotypes portrayed in sexist humor on the Internet viewed from men’s perspectives.

Humor has been studied quite extensively over the years with linguistic approaches. It is possible to name several different approaches on the field, e.g. semiotic approach, sociolinguistic approach, stylistic approach and pragmatic approach. In pragmatic field, humor is seen as a violation of Grice’s Cooperative Principle. Knowing that humor is problematic due to its subjective perception that people may perceive it as either funny or unfunny, it is important to have a deeper analysis of humor creation by using the theory of Cooperative Principle, that humorous expressions are created through maxim flouting of Cooperative Principle. Humor differs from other modes of communication that involve violations of the Cooperative Principle like lying. Amusement is largely approved of socially and that significant amounts of humor are incorporated in everyday conversations, exchanges, etc. Therefore, humor is not seen as a bad model of communication like lying, but rather as a part of daily communication.
According to Yule (1996: 3) explains that pragmatics is the study of how listeners can make inferences about what is said in order to arrive at an interpretation of speakers’ intended meaning. This type of study explores how a great deal of what is unsaid is recognized as part of what is communicated. And Wijana (1995: 8) explains that humor can be analyzed through linguistics; this is because humor involves incongruity and conflict. Aspects of incongruity and conflict are explained in linguistics through the norms of pragmatics both textual and interpersonal. Textually, the incongruity is done by violating Cooperative Principle, whereas the interpersonal incongruity is done by violating Politeness Principle.

2. RESEARCH METHOD
The type of the research was categorized as descriptive qualitative research since it emphasized on the phenomenon of the use of language in its context by interpreting the data. According to Wiersma (1995:12), descriptive qualitative research is defined as research that describes phenomenon in the form of words instead of numbers or measures. Bogdan and Biklen (1982:28) state that in the qualitative research, the data are collected in the form of words or pictures rather than numbers and the researcher should analyze them with all their richness as closely as possible to the form in which they are recorded or transcribed. For the data preparation consisted of three parts. The first is explaining the object of the research, data and source of data. The second is deciding the research instrument. The third is explaining the techniques of data collection. The researcher plans the study, collects the data, identifies and analyzes them in the study. The secondary instruments were the helping instruments for the researcher to analyze the data, such as dictionary and data sheets. The data sheets in the form of tables were used as a guide of processing identification and analysis. In collecting the data, the researcher applied simak and catat (read and write) technique or attentive observation (Sudaryanto, 1993: 133-135). This technique is aimed at recording relevant data which were suitable with the research questions in the research objectives. These techniques were appropriate to be applied since the data of the research were in the forms of utterances.
3. RESULT AND DISCUSSION

Humor creation in Warkop DKI Reborn: Jangkrik Boss Part I is based on the characters’ utterance. The sense of fun is found in some language phenomena that are created by the characters through their utterances. Particularly, in dealing with that language phenomenon as a part of humor creation, pragmatic approach is needed. It is because pragmatics provides the theory of Cooperative Principle, which is proposed by Grice. They are maxim of quality, maxim of quantity, maxim of relation, and maxim of manner that could be a set of assumptions guiding the conduct of conversation.

The researcher found that to create forms and functions of humor, the characters in Warkop DKI Reborn: Jangkrik Boss Part I employed all types of maxim flouting. The occurrence of maxim flouting to create forms and functions of humor is presented in the Table 2.
Table 2. Findings of Maxim Flouting, Forms and Functions of Humor in Warkop DKI Reborn: Jangkrik Boss Part I Movie

<table>
<thead>
<tr>
<th>No.</th>
<th>Types of Maxim Flouting</th>
<th>Forms of Humor</th>
<th>Functions of Humor</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Types</td>
<td>Frequency</td>
<td>Percentage</td>
</tr>
<tr>
<td>1.</td>
<td>MQt</td>
<td>Jo</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>SCH</td>
<td>1</td>
<td>4</td>
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<td>TF</td>
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<td>12</td>
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<tr>
<td>2.</td>
<td>MQL</td>
<td>SCH</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>Sr</td>
<td>1</td>
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<td>5</td>
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<td>3.</td>
<td>MR</td>
<td>Jo</td>
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<td></td>
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<tr>
<td>4.</td>
<td>MM</td>
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<td></td>
<td>CR</td>
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<td>4</td>
</tr>
<tr>
<td></td>
<td></td>
<td>3</td>
<td>12</td>
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<tr>
<td></td>
<td>TOTAL</td>
<td>25</td>
<td>100</td>
</tr>
</tbody>
</table>

**Note**
- MQt: Maxim of Quantity
- MQl: Maxim of Quality
- MR: Maxim of Relation
- MM: Maxim of Manner
- Jo: Jokes
- SCH: Spontaneous Conversation Humor
- I: Irony
- St: Satire
- Sr: Sarcasm
- OU: Overstatement and understatement
- SD: Self-deprecation
- T: Teasing
- RR: Replies to rhetorical question
- CR: Clever replies to serious statements
- TF: Transformations of frozen expressions
- P: Puns
- SM: Social Management
- Dec: Decommitment
- Me: Mediation
- De: Defunctionalization
Table 2 shows that the types of maxim flouting in terms of maxim of quantity flouting, maxim of quality flouting, maxim of relation flouting, and maxim of manner flouting are employed by the characters in the movie of Warkop DKI Reborn: Jangkrik Boss Part I to create humor. There are only two forms of humor that are created by maxim flouting, i.e. joke and spontaneous conversational humor. There are 10 types of spontaneous conversational humor found in the movie. They are irony, satire, sarcasm, overstatement, self-deprecation, teasing, replies to rhetorical question, clever replies to serious statements, and transformations of frozen expressions. The only type of spontaneous conversational humor that is not found is double entendre. Meanwhile, unintentional humor is also not found in the movie. In terms of function, all the four types of functions of humor are found in the movie.

The findings show that the characters in Warkop DKI Reborn: Jangkrik Boss Part I employed all the types of maxim flouting to create humor. The explanation of the discussion in this section is divided into four parts: maxim of quantity flouting, maxim of quality flouting, maxim of relation flouting, and maxim of manner flouting. The examples utterance that found in the movie as follows:

3.1 Maxim of Quantity Flouting

The example of maxim of quantity flouting is shown in the conversation between Kasino and Indro about investigating someone below.

(33: 28) KS : Look there. That old man just jumped into the bushes. I’m sure she’s searching for a weapon of some sort. Remember Sophie said. Don’t fooled by what you see on the outside. They may look harmless, but in the end they’re street robbers.

IN : You are pretty smart.

(20/33:28/JBP-I)

3.2 Maxim of Quality Flouting

Datum (16: 34) is an example of maxim of quality flouting using hyperbole and metaphor.

(16:34) IN : Open the door Kas?
KS : Why is it always me? Could you please? All you do is sleep. Damn monkey. All you do is copy him. Acting like house representatives. All you do is sleep. Jerk, you are both useless.

(8/16:34/ JBP-I)

3.3 Maxim of Relation Flouting

The example of maxim of relation flouting can be seen in Datum (04:49).
(04:49) TS : A pack of tissue sir?
DN : Ah, I don’t wipe my sweat. I collect it every drop.

(3/04:49/ JBP-I)

3.4 Maxim of Manner Flouting

The example of maxim of manner flouting is shown below.
(33: 08) SP : Pull over, please. I think this area is too crowded. Perhaps we should go to a place that a bit more sapi (cow)
DN : Oh sepi (quiet). Europan woman are known to be aggressive type. We just met, and here she’s looking for a quiet place.

(19/33:08/ JBP-I)

From the four types of maxim flouting, the most prominent one is the employment of maxim of quality flouting. It occurs 10 times out of the total of 25 data. In other words, out of the total 100%, its percentage is 40%. The characters employ maxim of quality flouting to create forms and functions of humor. In terms of forms of humor, the characters flout maxim of quality to create spontaneous conversational humor. There are three types of spontaneous conversational humor that are created by maxim of quality flouting, i.e. irony, sarcasm, and overstatement. Overstatement becomes the most prominent phenomenon of humor created by maxim of quality flouting which occurs 5 times or 20%. The second rank is sarcasm which occurs 3 times or 12%. After that, irony and satire place on the last rank which only occurs once or 4%. In terms of function of humor, the characters create three functions of humor using maxim of quality flouting, i.e. social management, decommitment, and mediation. Social
management becomes the most often to occur since it occurs 8 times or 32%. Following this phenomenon, decommitment comes as the second rank which occurs 2 times or 8%.

The second prominent maxim flouting is maxim of relation flouting. It occurs 9 times out of 25 data with the percentage of 36% out of 100%. The characters use maxim of relation to create spontaneous conversational humor. The types of spontaneous conversational humor that they create are satire, self-deprecation, teasing, and clever replies to serious statement. The most often appearing phenomenon is clever replies to serious statements which occurs 3 times or 12%. The next rank are self-deprecation and satire which both occurs 2 times or 8%. In the last rank, there are teasing and joke which occur only once or 4%. In terms of function, there are two types of function created by maxim of relation flouting. They are social management which occurs 6 times or 24% and decommitment which occurs 3 times or 12%.

Following maxim of relation flouting, there is maxim of quantity flouting. It occurs 3 times with the percentage of 12%. The characters flout maxim of quantity to create two forms of humor: joke and spontaneous conversational humor. Joke occurs once times or 4%. Meanwhile, there are two types of spontaneous conversational humor that are created by maxim of quantity flouting, i.e. replies to rhetorical question and transformation of frozen expression which both occurs only once or 4%. In terms of function, there are two types of function created by maxim of quantity flouting. They are social management which occurs 1 times or 4% and mediation occurs 2 times or 8%.

Finally, maxim that has similar result with maxim of quantity flouting, there is maxim of manner flouting which occurs 3 times or 12%. In this maxim, something in an unordered way is not effective to create humor for the viewers will easily get confused about the point of the speaker’s utterances. The characters employ maxim of manner flouting to create pun and reply to serious statement which belong to spontaneous conversational humor. Thus, humor is often created by maxim flouting and it can be done through many ways. Meanwhile, there are two types of spontaneous conversational humor that are created by maxim of manner. They are clever replies to serious statement and puns. Clever replies to serious statement which occurs twice or 8% and Puns which occurs once or 4%. In terms of function, there are two types of function
created by maxim of manner flouting. They are mediation which occurs 2 times or 8% and defunctionalization once or 4%.

From the datum above shows that humor affect the communicative interaction of the speakers, in other words it has social goals.

4. CONCLUSION
Based on the findings and discussion in the previous chapter, the researcher draws the conclusions that all maxim flouting is employed by the characters in Warkop DKI Reborn: Jangkrik Boss Part I Movie to create humor, i.e. flouting maxim of quantity, maxim of quality, maxim of relation, and maxim of manner. The first most-often appearing phenomenon is maxim of quality flouting. It is because there are several ways to flout maxim of quality. The ways to flout maxim of quality are also found as the types of humor, such as irony, sarcasm, and overstatement. On the other hand, maxim of manner and maxim of quantity flouting has the similar result. It can be implied that saying something in an unordered way is not effective to create humor for the viewers are able to easily get confused about the point of the speaker’s utterances. Meanwhile, saying something ambiguously risks the viewers to misinterpret the humor or make them confused to get the humorous sense. Thus, humor is often created by maxim flouting and it can be done through many ways.

There are only two forms of humor that are created by maxim flouting, i.e. joke and spontaneous conversational humor. There are 10 types of spontaneous conversational humor found in the movie. They are irony, satire, sarcasm, overstatement, self-deprecation, teasing, replies to rhetorical question, clever replies to serious statements, and transformations of frozen expressions. The only type of spontaneous conversational humor that is not found is double entendre. Meanwhile, unintentional humor is also not found in the movie. Spontaneous conversational humor becomes the first rank because it is considered to be the common humor that people use in a daily basis. Warkop DKI Reborn: Jangkrik Boss Part I Movie is a movie about three connected families who always interact with each other. It makes them using humor spontaneously to each other in everyday conversation. On the other hand, unintentional humor is not found in Warkop DKI Reborn: Jangkrik Boss Part I Movie because unintentional humor is raised from speakers’ misspellings,
mispronunciations, errors in logic, and Freudian slips. The speakers create humor unintentionally so it has no function. Unintentional humor is not the kind of humor which can easily be found in everyday conversation because it requires no intention.

Based on humor created by maxim flouting employed the characters in Warkop DKI Reborn: Jangkrik Boss Part I Movie, the researcher found all of four functions of humor. Social management gets the highest rank because the humor in Warkop DKI Reborn: Jangkrik Boss Part I Movie is used by the characters to facilitate family interaction and strengthen family bonding.

BIBLIOGRAPHY


