

**ANALYSIS OF PERSON DEIXIS USED IN MOVIE *ALITA BATTLE***

***ANGEL***



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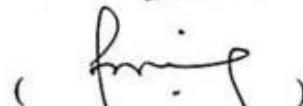
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## ANALYSIS OF PERSON DEIXIS USED IN MOVIE *ALITA BATTLE*

### *ANGEL*

#### **Abstrak**

Penelitian ini berfokus pada deiksis persona dan penerapannya pada deiksis yang digunakan dalam konteksnya. Penelitian ini bertujuan untuk (1) Mengidentifikasi jenis deiksis persona, dan (2) menjelaskan makna deiksis persona yang digunakan dalam Film *Alita Battle Angel*. Penelitian ini termasuk dalam penelitian kualitatif deskriptif. Peneliti menggunakan observasi dan dokumentasi dalam mengumpulkan data. Peneliti menggunakan teori Levinson (1983) tentang deiksis dan analisis makna deiksis persona dalam Film *Battle Angel* menggunakan teori kontekstual menurut Cutting (2002). Hasil penelitian menunjukkan bahwa terdapat 3 jenis deiksis orang dalam 958 analisis data, yang terdiri dari deiksis orang pertama, deiksis orang kedua, dan deiksis orang ketiga. Deiksis orang pertama adalah yang paling dominan, kemudian diikuti oleh deiksis orang kedua, dan persentase kemunculannya yang paling rendah adalah deiksis orang ketiga. Peneliti juga menemukan bahwa ada 34 artideiksis persona. Persentase tertinggi adalah person deiksis “you” yang dapat memiliki arti yang sama dengan “she”, kemudian persentase kemunculan yang paling rendah adalah “mine” yang dapat memiliki arti yang mirip dengan “she”, “yourself” yang dapat memiliki arti yang mirip dengan “they”, “myself” yang bisa memiliki arti yang mirip dengan “she”, “myself” yang bisa memiliki arti yang sama dengan “he”, “mine” yang bisa memiliki arti yang sama dengan “she”, “yourself” yang bisa mempunyai arti yang sama dengan “she”. Peneliti dapat menyimpulkan bahwa *Alita* dominan karena dialah tokoh utama dalam film ini.

*Kata kunci: Deiksis persona, Makna, Alita Battle Angel.*

#### **Abstract**

This research focuses on person deixis and on its applying the deixis used in its context. This study aims to (1) to Identify the types of person deixis, and (2) to explain the meanings of person deixis used in *Alita Battle Angel* Movie. This research is included in descriptive qualitative study. The researcher used observation and documentation in collecting data. The researcher used the theory of Levinson (1983) about deixis and the analysis of the meaning of the person deixis in *Battle Angel* Movie used the theory of context by Cutting (2002). The results show that there are found 3 types of person deixis inside 958 data analysis, consisting of first-person deixis, the second-person deixis, and third-person deixis. First person deixis is the most dominant, then followed by the second deixis, and the lowest in the percentage of occurrence is the third person deixis. The researcher also found that there are 34 meanings of person deixis. The highest percentage is person deixis “you” which can have similar meaning with “she”, then the lowest in the percentage of occurrence are “mine” which can have similar meaning with “she”, “ourselves” which can have similar meaning with “they”,

“myself” which can have similar meaning with “she”, “myself” which can have similar meaning with “he”, “yours” which can have similar meaning with “she”, “yourself” which can have similar meaning with “she”. The researcher can conclude that Alita is dominant because she was the main character in this movie.

**Keywords:** *Person deixis, Meaning, Alita Battle Angel.*

## **1. INTRODUCTION**

Language is very important for human being. Language is the bridge to connect everyone to communicate each other. In some regions and countries they may have very different languages and some have in common a similarity. Hatch & Brown (1995) stated that “in some languages, we will find differences that don't sound right to us”. Language is a means of communication between people as a symbol of sounds produced by human. Walija (1996) said that Language definition is the most complete and effective communication to convey ideas, messages, intentions, feelings and opinions to others. D. Perkins (1992) in his book said that “in general, requirements to reduce context dependence to interpret messages can be used when culture becomes more complex, communication”.

Languages can be learned in many ways, for example with linguistics. Linguistics also has many branches, for example pragmatics. Crystal (1994) stated pragmatics studies the factors that govern our choice of language in social interaction and the effect of our choice on others. In theory, people can say anything they like, but in practice, people follow a large number of social rules (most of them unconsciously) that constrain the way they speak.

Yule (1996) said that pragmatics concerned with the study of meaning as communicated by a speaker (or writer) and interpreted by a listener (or reader), and she added pragmatics is the study of speaker meaning.

In pragmatics, there are several types of pragmatic studies, for example, pragmatic deixis. Deixis can be interpreted as the location and identification of people, objects, events, processes or activities that are being discussed or that are being referred to in relation to the dimensions of space and time, when spoken by the speaker or invited to speak.

According to Levinson there are five major categories of deixis namely person deixis (first person, second person and third person), place deixis, time deixis, discourse deixis, and social deixis. There are so many researchers that investigate the study of deixis start from music, movies, speech, and anything else. For example is Merentek (2016), she studied about deixis found in Cinderella movie. She analyzed and found 5 types of deixis, there are person deixis, time deixis, place deixis, discourse deixis, and social deixis. In here, she used Levinson's theory and descriptive method in her research. After Merentek analyzed all types of deixis, she compares which one type deixis that the most widely used in the movie.

Other research that studies about Deixis is Tullah (2015) which studies about an analysis of Deixis found in SpongeBob movie script. He identified the deixis used in the movie script. Taulah used the theory of pragmatic (deixis) by Levinson in the study and got some results of type deixis with a total of about 185 utterances containing person deixis and discourse deixis.

There are many data sources that can be found or searched to analyze deixis, for example music, movie, novel, and etc. In this case, the writer use movie for the data source. In movie the researcher can get many data of person, place, time, discourse, and social deixis. According to Palapah and Syamsudin (1986) movie as "one of the characteristic media that involves many people, which is a combination of moving pictures and words". The writer takes movie of Alita battle angel that tells about a woman half robot or often called a cyborg (Cybernetic Organism). The movie talks about the future is years 2563 where is everybody have used advanced technology. Alita in movie this was told having amnesia and found a doctor named Dr. Ido at the dump. In this movie the researcher can found many type of deixis, especially person deixis because in here there are many person who talking in this movie.

## 2. METHOD

The type of this research is descriptive qualitative research. The researcher describes person deixis in the movie to find out the meaning each person deixis found in the movie with theory of deixis from Levinson and theory of context from Cutting, on Alita Battle Angel Movietaken from <https://bioskopkeren.rocks/>. The object of this research is dialogue that contains references in the form of deixis person (first person deixis, second person deixis, and third person deixis). The researcher chooses person deixis because in the film many conversations contained person deixis. There are some techniques that researcher uses to analyze data as follows, collecting data from the dialog in the movie, identifying the kinds of person deixis (first person, second person, and third-person) used in movie Alita Battle Angel, then explaining the meanings of deixis in the conversation.

## 3. FINDINGS AND DISCUSSION

### 3.1 Types of Person Deixis

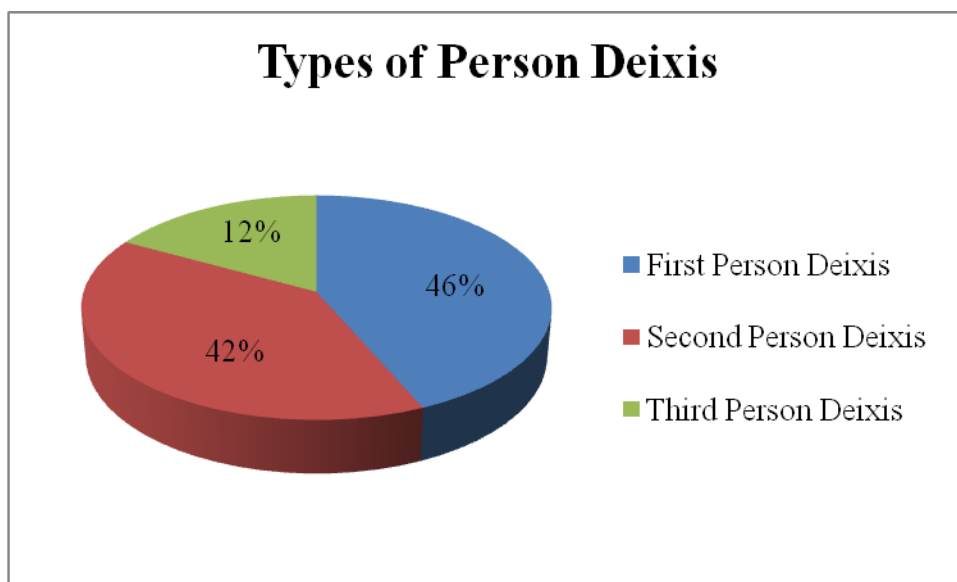


Figure 1. Types Person Deixis



### 3.2 The Meanings of Person Deixis

The researcher found deixis words in Alita Battle Angel Movie, there are I (253), My (41), Mine (1), Me (65), Myself (2), We (35), Our (5), Ourselves (1), Us (14), You (313), Your (60), Yours (5), Yourself (1), He (25), His (6), Him (13), She (23), Her (19), Herself (1), They (10), Them (5), Their (1).

Table 1. Percentage of the Meanings of Person Deixis

No	Meaning	S	%
1	Alita	349	38.7%
2	Alita and Hugo	10	1.1%
3	Alita, Tanji, Hugo, and Koyomi	2	0.2%
4	Amok	6	0.6%
5	Announcer	3	0.3%
6	Chiren	51	5.6%
7	Chiren and Ido	5	0.5%
8	Game organizer	1	0.1%
9	Gerhard and Ido	2	0.2%
10	Grewishka	37	4.1%
11	Hugo	156	17.3%
12	Hugo and Alita	5	0.5%
13	Hugo and Vector	1	0.1%
14	Ido	89	9.8%
15	Ido and Alita	6	0.6%
16	Ido and Gerhard	2	0.2%
17	Ido, Gerhard, and Alita	2	0.2%
18	Joshugan	2	0.2%
19	Kinuba	3	0.3%
20	Mc Teague	1	11.5%
21	Nova	23	2.5%
22	Nova and Alita	2	0.2%
23	Nova and the Security	1	0.1%
24	Tanji	14	1.5%
25	Tanji and Hugo	6	0.6%
26	Tanji's team	1	0.1%
27	The Dog	2	0.2%
28	The Hunter Warrior	10	1.1%
29	The Hunter Warriors	3	0.3%

30	The Patient	11	1.2%
31	The people	2	0.2%
32	The player	2	0.2%
33	The players	2	0.2%
34	The Robot	2	0.2%
35	The Security	3	0.3%
36	The Victim	1	0.1%
37	The Villain	8	0.8%
38	The Villains	3	0.3%
39	Vector	41	4.5%
40	Vector and Chiren	1	0.1%
41	Zalem people	2	0.2%
42	Zapan	27	3.0%
Total		900	100%

Based on the table 1 above, the finding of types that found in Alita Battle angel movie there are First person deixis consist 417 data, second person consist deixis consist 379 data, and third person deixis consist 104 data. The percentage of first person deixis is 46%, second person deixis is 42%, and third person deixis is 12%. According to the percentage of finding, the researcher can conclude that first person deixis is the most dominant. Then the lower is third person deixis.

The researcher found the meaning of the word deixis above. In first person deixis, 95 data for the word I which means to Alita, 18 data for the word I which means to Chiren, 12 data for the word I which means to Grewishka, 54 data for the word I which means to Hugo, 36 data for the word I which means to Ido, 1 data for the word I which means to Joshugan, 2 data for the word I which means to Kinuba, 5 data for the word I which means to Nova, 2 data for the word I which means to Tanji, 4 data for the word I which means to the patient, 3 data for the word I which means to the Villain, 13 data for the word I which means to Vector, 4 data for the word I which means to Zapan, 1 data for the word I which means to Mc Teague, 3 data for the word I which means to announcer, 1 data for the word I which means to Amok. Then 12 data for the word my which means to Alita, 4 data for the word my which means to Chiren, 4 data for the word my which means to Grewishka, 4 data for the word my which means to Hugo, 1 data for the word

my which means to Ido, 3 data for the word my which means to Nova, 1 data for the word my which means to Tanji, 1 data for the word my which means to the patient, 5 data for the word my which means to Vector, 5 data for the word my which means to Zapan. While 1 data for the word mine which means to Alita. Then 23 data for the word me which means to Alita, 5 data for the word me which means to Chiren, 2 data for the word me which means to Grewishka, 15 data for the word me which means to Hugo, 3 data for the word me which means to Ido, 3 data for the word me which means to Nova, 1 data for the word me which means to the patient, 2 data for the word me which means to the Villain, 3 data for the word me which means to Vector, 7 data for the word me which means to Zapan. While 1 data for the word myself which means to Alita, 1 data for the word myself which means to Ido. 6 data for the word we which means to Alita and Hugo, 3 data for the word we which means to Alita and Ido, 2 data for the word we which means to Alita, Tanji, Hugo and Koyomi, 2 data for the word we which means to Chiren and Ido, 1 data for the word we which means to Gerhard and Ido, 4 data for the word we which means to Hugo and Alita, 1 data for the word we which means to Hugo and Vector, 2 data for the word we which means to Ido and Alita, 1 data for the word we which means to Ido and Gerhard, 2 data for the word we which means to Ido, Gerhard and Alita, 2 data for the word we which means to Nova and Alita, 1 data for the word we which means to Nova and the security, 6 data for the word we which means to Tanji and Hugo, 2 data for the word we which means to the Hunter Warrior. While 1 data for the word our which means to Alita and Ido, 2 data for the word our which means to Chiren and Ido, 1 data for the word our which means to the Hunter Warriors, then 1 data for the word ourselves which means to Gerhard and Ido. While 2 data for the word us which means to Alita and Hugo, 2 data for the word us which means to Alita and Ido, 1 data for the word us which means to Chiren and Ido, 1 data for the word us which means to Hugo and Alita, 2 data for the word us which means to Ido and Alita, 3 data for the word us which means to the Hunter Warrior, 2 data for the word us which means to the Villain, 1 data for the word us which means to Vector and Chiren.

In second person deixis the researcher found as follows: 139 data for the word you which means to Alita, 2 data for the word you which means to the patient, 39 data for the word you which means to Ido, 1 data for the word you which means to Ido and Gerhard, 2 data for the word you which means to the Dog, 2 data for the word you which means to the Robot, 1 data for the word you which means to Ido and Alita, 18 data for the word you which means to Chiren, 8 data for the word you which means to Tanji, 9 data for the word you which means to Grewishka, 1 data for the word you which means to Amok, 17 data for the word you which means to Vector, 4 data for the word you which means to Nova, 55 data for the word you which means to Hugo, 1 data for the word you which means to Kinuba, 6 data for the word you which means to Zapan, 4 data for the word you which means to the Hunter Warrior, 1 data for the word you which means to the Player, 2 data for the word you which means to the Patient, 1 data for the word you which means to the Security. Then 33 data for the word your which means to Alita, 3 data for the word your which means to Chiren, 11 data for the word your which means to Hugo, 4 data for the word your which means to Ido, 2 data for the word your which means to Nova, 2 data for the word your which means to the Hunter Warriors, 1 data for the word your which means to the patient, 3 data for the word your which means to Vector, 1 data for the word your which means to Zapan. While 1 data for the word yours which means to Alita, 1 data for the word yours which means to Grewishka, 1 data for the word yours which means to Hugo, 1 data for the word yours which means to Tanji, then 1 data for the word yourself which means to Alita.

In third person deixis the researcher found as follows: 3 data for the word he which means to Amok, 9 data for the word he which means to Grewishka, 9 data for the word he which means to Hugo, 3 data for the word he which means to Ido, 1 data for the word he which means to Joshugan, 3 data for the word he which means to Nova, 1 data for the word he which means to Zapan. Then, 2 data for the word his which means to Ido, 1 data for the word his which means to Kinuba, 1 data for the word his which means to Nova, 2 data for the word his which means to Zapan. While 1 data for the word him which means to Amok, 4 data for the word

him which means to Grewishka, 6 data for the word him which means to Hugo, 1 data for the word him which means to Nova, 2 data for the word him which means to Tanji, 1 data for the word him which means to the Player. Then, the researcher found 23 data for the word she which means to Alita. While 18 data for the word her which means to Alita, 1 data for the word her which means to Chiren and 1 data for the word herself which means to Alita. While 1 data for the word they which means to Alita and Hugo, 1 data for the word they which means to game organizer, 1 data for the word they which means to the Hunter Warriors, 2 data for the word they which means to the people, 1 data for the word they which means to the players, 2 data for the word they which means to the Security, 2 data for the word they which means to Zalem people. Then 1 data for the word them which means to Alita and Hugo, 1 data for the word them which means to Tanji's team, 1 data for the word them which means to the Victim, 2 data for the word them which means to the Villain, 1 data for the word them which means to Vector's players. Then the last is 1 data for the word their which means to the Villains.

Then, in the analysis of person deixis based on Levinson's theory, the researcher found that the pronoun "you" that should be used in second person deixis can have similar mining with the pronoun "it" which means the "dog". Then, the pronoun "Me" in the analysis of person deixis can be changed into third person male or female singular. Based on table above, the researcher can conclude that the pronoun "you" that has a similar meaning with the pronoun "she" is the highest percentage than the other pronoun. Then, the lower percentage there are "mine" which have similar meaning with the pronoun "she", "Ourselves" which have similar meaning with the pronoun "they", "myself" which have similar meaning with the pronoun "she", "myself" which have similar meaning with the pronoun "he", "yours" which have similar meaning with the pronoun "she", and "yourself" which have similar meaning with the pronoun "she".

This research is deference from the previous study because the data source used in this research is deference that used in the previous study. Even in the previous study some researchers used movies as the data source, but there is no one has used Alita Battle Angel movie as the data source.

#### 4. CONCLUSION

Based on analysis, the researcher can show that there are three kinds of person deixis that is used in Alita Battle Angel Movie there are first person deixis (46%), second person deixis (42%), and third person deixis (12%). According to the percentage of finding, the researcher can conclude that first person deixis is the most dominant. Then the lower is third person deixis. Then, finally the researcher can show 42 meaning of person deixis. The highest percentage is Alita, with 38.7% and the lowest meanings of deixis are Game organizer, Hugo & Vector, Mc Teague, Nova & Security, Tanji's team, the victim, and the last is Vector & Chiren with 0.1%. The researcher can conclude that Alita is dominant because she was the main character in this movie.

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