CHAPTER II

LITERATURE REVIEW

In this chapter, the researcher presents a theoretical review and previous studies that relate to this research. The overview in this chapter is divided into the definition of idiomatic expression, types of idiomatic expression, meaning, explanation of the movie, and previous study.

A. Definition of Idiomatic Expression

Idioms are defined as multi-word expressions whose meanings are not predictable from the meanings of their constituent parts. Idioms are a colorful and intriguing part of the English language, and they are an expression that always exposes when we are talking about it. They are frequently employed in all forms of language, both spoken and written, in both casual and official settings. Halliday (2007) notes that idioms often lack direct equivalents in other languages, making them challenging for non-native speakers to understand. Biber et al. (2006) emphasize that idiomatic expressions operate as single semantic units and their meanings can differ significantly from the literal interpretations of their components.

Idioms, also known as idiomatic expressions, are collections of words with meanings that differ from those of the individual words. It is a statement that conveys a deeper meaning than what is explicitly stated. An idiom, according to O'Dell and McCarthy (2017), is a set of phrases that are hard to understand and predict what each one means. People are frequently deeply impacted by idiomatic expressions since they can add color and take the words to a new level (Fathi, 2019). Understanding common idioms whose meanings are unclear from the headword's meaning is one of the biggest challenges for anyone learning English (Alan et al., 1983).

Furthermore, idiomatic expressions commonly referred to as idioms, are a unique and integral part of every language. These expressions are characterized by their figurative meanings, which cannot be deduced from the literal definitions of the individual words that make up the idiom. Idiomatic expressions are defined as

phrases or words that have meanings that are not predictable from the meanings of their individual components. According to Maisa and Karunakaran (2013), idioms are expressions whose meanings cannot be understood or deduced from the literal definitions and the structure of its parts, but the meaning of the idiom refers instead to a figurative meaning that is known only through common use of native speakers. This peculiarity makes idiomatic expressions a challenging aspect of language learning (Boers, 2008).

In ordinary English conversation, idiomatic expressions can be used with their complexity. This is due to the informal sound of idioms. As a result, the majority of idioms are totally acceptable ways to express oneself and can be heard in speeches, newspaper and magazine articles, and radio and television broadcasts (Mc Partland, 1981). Nida and Taber (1982) define an idiom as a term made up of multiple terms whose meaning cannot be identified from the meanings of the part words, it is also known as exocentric language. McPartland has a similar definition, describing an idiom as a group of words (two or more) to form a unit. In this context, an idiom is considered a linguistic entity that has a meaning that cannot be predicted from the meanings of the individual words that make it up. A common example is "break a leg," which means "succeed" or "get lucky," but does not have the literal meaning of the words "break" and "leg" individually.

Based on the explanation above, researcher conclude that an idiomatic expression is a group of words whose meaning is different from the meaning of the words in the group because the meaning usually depends on the context in which the expression is used.

B. Types of Idiomatic Expression

To better comprehend and learn idioms, they should be classified into categories. Meanwhile, for this research, the researcher chose a theory proposed by O'Dell & McCarthy in their book English Idioms in Use Advanced (O'Dell & McCarthy, 2010), which proposed six types of idioms. The types are discussed further in the following sections.

1. Similes

Expressions that compare two things are called similes, and they always contain the terms as or like. Similes can be used to add color to your writing and speech and strengthen your comparisons (O'Dell & McCarthy, 2010). For example, the baby's skin is *as smooth as silk*. This means that it is extremely smooth. We should learn similes as whole phrases because it is usually not possible to change the individual words (e.g., we do not say as thin as a stick or as thin as a pole). Where it is possible to change the individual words, the meaning of the simile often changes. For example, his lecture was *as dry as dust*, and everyone was bored. This means that it is extremely boring.

2. Binomials

Idioms known as binomials occur when two words are connected by a conjunction (linking word), mostly and. The two words have a set order. "Managing climate change is not a black-and-white issue," for instance, is something we always say in black and white rather than white and black (O'Dell & McCarthy, 2010). The words may be synonyms, opposites, the same word, alliterative, or connected by words other than *and*.

3. Proverbs

Proverbs are short sentences that offer advice or cautions based on experiences that most people have had. They have a specific form, much like idioms, and their meaning can not always be inferred from the words alone (O'Dell & McCarthy, 2010). For example, where there's a will, there's a way. This means that if we really want to achieve something, we can. Also, it never rains but it pours. This means that problems always happen together.

4. Euphemisms

Euphemisms are idioms used to avoid expressing things that could offend or be considered unpleasant. They are useful to learn since they will allow you to communicate in language appropriate for the context (O'Dell & McCarthy, 2010). Euphemisms are used to talk about subjects that may upset or offend, to avoid using direct words for body functions, for humorous effect when telling anecdotes, and by the media or political institutions to tone down

unpleasant situations. For example, "I'm just going to *powder my nose*" means use the toilet.

5. Clichés

A cliché is a statement that is frequently made in a few typical, daily contexts. Since most people have heard this comment before, it is not original. In addition to being commonly employed in regular speech, clichés are also often found in newspaper headlines and commercial slogans (O'Dell & McCarthy, 2010). For example, *it's easy to be wise after the event* or *Hindsight is a wonderful thing*. This means when you know what happens next, it's easy to say what you or others should have done.

6. Fixed Statements

These fixed statements are frequently heard and used in everyday conversations (O'Dell & McCarthy, 2010). For example, 'I'll believe it when I see it' (I'm doubtful that it will happen) and 'give me a break!' (Stop criticizing me!).

According to Rosamund Moon (1996), there are four types of idioms. The types are discussed further in the following sections.

1. Transparent Idioms

Transparent idioms are ones that are simple to understand, translate, and whose meaning can be deduced from the meanings of their component parts. For example, "back and forth" means movement in one direction and then another, repeatedly. Also, "fight a losing battle" means trying to do something that cannot be done.

2. Semi Transparent Idioms

Semi-transparent idioms are idioms that often have metaphorical meanings, and the constituent elements have a minor role in understanding the overall meaning of the statement. For example, "break the ice" means to start a conversation or activity to eliminate awkwardness.

3. Semi Opaque Idioms

Semi-opaque idioms are those whose figurative meaning is unrelated to the meanings of their constituent words. In other words, the idiomatic expression is divided into two halves, one with a literal meaning and the other with a figurative meaning. For example, "to know the rope" means to understand how to do something, especially a job or task.

4. Opaque Idioms

Opaque idioms are challenging to understand because the literal meanings of their parts sometimes don't match to their actual meaning. This is due to cultural references. For example, "to burn one's boat" means to commit to a course of action that makes turning back impossible.

Besides that, there is also an opinion from Fernando (1996). There are three types of idioms. The types are discussed further in the following sections.

1. Pure Idioms

Pure idioms are non-literal, conventionalized expressions with many words. This means that the meaning of the words cannot add to the overall meaning of the idioms. For example, *that's why you're over there wagging your tongue* means talk gossip.

2. Semi Idioms

A semi-idiom is a type of idiom that has at least one literal meaning and one non-literal meaning. In other words, a semi-idiom contains one or more literal constituents and one non-literal constituent. For example, *I'd like us to pay respect to those people now* means to honor someone, to have and show respect to someone.

3. Literal Idioms

Literal idioms are semantically less complex than pure and semiidioms. They use literal words, making them easier to understand even without prior knowledge of the expression. For example, *I'm kind of making it up as I* go along means when you are trying to explain or describe something, but you cannot be exact.

C. Idiomatic Expression Meaning

Idioms, whether spoken or written, can be difficult for people to understand since their meanings are not always clear according to grammatical standards. Idiomatic expressions are also present in all languages. Some

expressions in all languages are ambiguous and cannot be used definitively. Even after seeing the whole sentence structure and comprehending the meaning of many of the words in an expression, the meaning of the phrase may still be unclear. According to O'Dell and McCarthy (2010) "Idiom is fixed combinations of words whose meaning is often difficult to guess from the meaning of each individual word". This shows that it is difficult to understand the meaning of the idiom. Therefore, a tool is needed to determine the actual meaning. To achieve this, the researcher used a dictionary to find out the meaning of the idiom.

However, to non-native speakers, many idiomatic expressions that are often used in English seem non-idiomatic. As a result, their original meaning is lost and they are translated literally. For this reason, translators need to listen carefully. There are idiomatic idioms in every language. They are special and possess unique skills for every phrase. According to the explanation given above, in order to interpret the meaning of idiomatic expressions, one must first understand their form, then look them up in a dictionary to determine their correct meaning, and then comprehend the meaning of idiomatic expressions in context. Thus, while analyzing idiomatic expressions in the movie *Jumanji: The Next Level*, researchers employ contextual meaning.

In movies, idioms can be interpreted using a type of contextual meaning. This means that the understanding of an idiom depends on the context in which it is used in the dialog or narrative of the movie. Idioms often have meanings that cannot be understood from just the individual words, so it is important to consider the situations and interactions that occur in the movie to accurately interpret their meaning. Similar to Lyons (1984), words' contextual meaning is determined by the context in which they are used. The meaning varies depending on situations. Contextual meaning, then, might be defined as meaning based on context. "Bill is an old hand in the store," for instance. This indicates that Bill has a great deal of shop experience. A person with experience is referred to as a "old hand." However, in some circumstances, the sentences will have the same meaning.

According to the Longman Dictionary of Contemporary English, contextual meaning relates to a particular situation that gives an expression an

additional or specific meaning. This means that words, phrases, or expressions might carry additional or specific meanings when considered within the framework of their surrounding environment or usage. Furthermore, context is the interconnected state in which something exists or occurs, according to Simon and Schuster (1982). It is possible to argue that contextual meaning occurs or is determined by the text. It concerns the role of words in sentence creation, as different arrangements of the same word can express different contexts. As a result, we might conclude that contextual meaning is the meaning of words based on the situation in which they are used. For example, "hair on my grandfather's head is white" and "As head officer, she has to be on time". The sentences have different meanings in different contexts.

The outcome of statements and context is contextual meaning, also known as situational meaning (Pateda, 2001). The theory of contextual meaning is given by Malinowski and J.R. Firth. However, Firth realizes that Malinowski's thoughts on situational context are not so complete for the purposes of linguistic theory, because his view is not general enough. This is because the purpose of Malinowski's theory is only to explain the meaning of specific instances of language use. Firth required an idea of context that could be included into the theory of general language. Therefore, he formulated a theoretical framework to explain the context of situations that can be used for text studies as part of general linguistic theory (Halliday & Hasan, 1992). The main points of contextual theory according to Firth are as follows:

- a. Participants in the situation: what Firth means by participant is a person or character, which is equivalent to what sociologists call the position and role of the participant.
- b. Actions of the participant: what they are doing which includes verbal action and non-verbal action.
- c. Other relevant features of the situation: objects and events around, as long as they have a relationship with what is going on.
- d. Impacts of speech acts: forms of change caused by things spoken by the participant in the situation.

The context is significant for understanding the true meaning of words. This contextual meaning requires knowledge of the word's real meaning, which might vary greatly. Pateda (2001) classified many contexts in order to know the intended meaning of the keyword, such as people context, situational context, purposeful context, formal context, moody context, time context, place context, object context, and language context. Based on how the context connects to the keyword, the contexts are used to determine the meaning of the keyword.

D. Movie

1. The Definition of Movie

A movie, also known as a motion picture, is defined as a recording of moving images that tells a story and is typically viewed on a screen, such as in a cinema or on television. The term "movie" is derived from "moving picture," reflecting the visual nature of this art form. Movies can convey various experiences, emotions, and narratives through a combination of visuals and sound, making them a significant medium for storytelling and entertainment. Movies are literary works that convey information and ideas as well. Movies can also help anyone develop ideas and try with different visual and audio aspects.

Movies are characterized by their ability to simulate experiences and communicate ideas, often engaging viewers through dramatic plots, character development, and artistic cinematography. They can be categorized into various genres, including action, drama, comedy, horror, and animation, each with distinct thematic elements and styles. The movie industry encompasses not only the production and distribution of films but also the cultural impact they have on society by reflecting social issues, historical events, and diverse perspectives.

In the modern era, movies have become almost universal. Movies can bring enjoyment to viewers. According to David and Christine, since the 19th century, movies have been a part of human existence, and it's difficult to see a future without them. (Thompson & Bordwell, 2008). People enjoy themselves at movie theaters, homes, offices, cars, buses, and airplanes. Because movies

are entertainment, they are designed to stimulate the audience's imagination with various impacts and occurrences. Animate objects and images, then experiment. Viewers of other media cannot access the pure formats. The goal is to give an experience.

Movies can also promote self-directed learning by motivating students with interesting information. When students find the topic interesting, they are more built to engage with it outside of the classroom, generating a sense of power in their learning process. Furthermore, movies provide a wide variety of resources to support self-study, like subtitles, transcripts, and supplemental materials, allowing students to investigate idiomatic expressions at their own pace. This self-directed learning helps students take control of their language acquisition journey, reinforcing their skills through repeated exposure and practice (Bahrani & Tam, 2012; Shrosbree, 2016).

2. Jumanji: The Next Level

Jumanji: The Next Level is a 2019 American adventure comedy movie directed by Jake Kasdan, who co-wrote the script with Jeff Pinkner and Scott Rosenberg. The movie is the fourth installment in the Jumanji movie series and the sequel to Jumanji: Welcome to the Jungle (2017). Dwayne Johnson, Jack Black, Kevin Hart, Karen Gillan, Nick Jonas, Alex Wolff, Morgan Turner, Ser'Darius Blain and Madison Iseman reprise their roles from the previous movie while Awkwafina, Danny Glover, and Danny DeVito join the cast. The movie's plot takes place two years after Welcome to the Jungle, in which the same group of teenagers, along with an old friend and two unwitting additions, become trapped in Jumanji once again. There, they all find themselves facing new problems and challenges with both old and new avatars, while having to save the land from a new villain to escape.

Principal photography took place between January 21 and May 11, 2019, in locations including Atlanta, New Mexico, Alberta, and Hawaii. *Jumanji: The Next Level* was released in the United States on December 13, 2019, by Sony Pictures Releasing. The movie received generally positive

reviews from critics and grossed \$801.7 million worldwide against a \$125–132 million budgets, becoming the tenth-highest-grossing movie of 2019.

Three years after the events of the previous movie, Spencer, Fridge, Martha, and Bethany have gone their separate ways but make plans to meet up in Brantford. However, Spencer is apprehensive about meeting up with everyone, especially Martha whom he put his relationship with on hold, due to thinking they have better lives. On his first night there, he realizes that his time within Jumanji was what made him feel relevant and sets out to return. The next day, Fridge, Martha, and Bethany become concerned when Spencer fails to show up. Heading to his house, they meet Spencer's grandfather Eddie, who's staying at the house while recovering from hip surgery, and his former friend Milo Walker. While there, the group discover that Spencer deliberately kept the broken pieces of the Jumanji game and resolve to go in and get him, but the malfunctioning game sucks in only Fridge and Martha, along with Eddie and Milo, forcing Bethany to reach out to fellow Jumanji player Alex Vreeke to help get in.

In the game, Martha finds she's back in the Ruby Roundhouse (Karen Gillan) (a commando with talents in martial arts and is now able to wield Nunchucks while still having a weakness to venom) avatar, but Fridge winds up in Professor Oberon's (Jack Black) (Fridge's avatar (formerly Bethany's); a paleontologist, archaeologist, cartographer, cryptographer and now a Geometrician, with a weakness for endurance and new weakness for heat, sun, and sand) form while Eddie and Milo get Bravestone (Dwayne Johnson) (Eddie's avatar (formerly Spencer's); a strong, confident archaeologist, explorer, and the leader of the team; his only weakness is now a man named Switchblade) and Mouse (Kevin Hart) (Milo's avatar (formerly Fridge's); a diminutive zoologist, weapons specialist and currently linguist, who has a weakness to cake and with the lack of speed and strength) respectively. After Fridge gets eaten by a python, costing him his first life, NPC guide Nigel Billingsley (Rhys Darby) informs them the game has changed: a warlord named Jurgen the Brutal (Rory McCann) (The new villain of Jumanji, an iron-

fist person and arrogant warlord who killed Smolder Bravestone's parents a long time ago. He is shown to have a weakness to the Jumanji Berry), who in this game is responsible for the deaths of Bravestone's parents, recently stole a magic necklace called the Falcon's Heart. As its magic provides fertility to the land so long as it stays in the sun, a drought struck the land when Jurgen stole the jewel. They must retrieve it before he sells it to a crime syndicate so both groups can combine and show it to the sun in order to end the drought and save Jumanji.

Nigel drops the group in a desert called the Dunes, where they discover that they have a new set of strengths and weaknesses. After escaping a flock of ostriches, at the cost of Eddie's first life, they stop at a nearby oasis. While there, they find Spencer, in the body of a new avatar, a female thief named Ming Fleetfoot (Awkwafina) (a new avatar with skills of burglary, pick-pocketing and lock picking who has a weakness to pollen), who loses his first life and apologizes to the group for his mistake of re-entering the Jumanji.

After an encounter with a former lover of Bravestone's and her husband Switchblade (Massi Furlan) (A man who is the latest weakness of Bravestone), Fridge and Martha retrieve an in-game required Jumanji Berry. They also discover a pool of water with a green glow that makes them switch avatars until reentering the water. Eddie, Milo, and Spencer secures some dromedary camels to get them through the desert. But after escaping the oasis, Switchblade uses a rocket launcher to take out a life from every teammate after Eddie gets too overconfident on defeating Switchblade and thus delays the escape of the team.

Problems plague the group: Fridge feels that Oberon's status as a field guide is detrimental to their survival, Spencer is too self-conscious to use Ming's skills properly, Milo's casual attitude keeps him from revealing key info in a timely manner, and Eddie's pure acts of carelessness lead to everyone, including himself, losing several lives. Their problems are made worse as Eddie blames Milo for selling their diner behind his back, forcing him into

retirement. An argument between the two leads to Milo getting crushed by a giant boulder, costing him his second life.

After escaping a troop of mandrills at a series of revolving bridges, with Martha losing her second life in the process, the group, now on their last lives, reunites with Alex and Bethany, whose avatar is now a black horse named Cyclone. They eventually find a river with water similar to what Fridge and Martha found by the Jumanji Fruit Tree. Spencer, Fridge, and Bethany get their original avatars back, while Eddie and Milo end up as Ming and Cyclone respectively, but they are captured by Jurgen's men shortly after.

In Jurgen's fortress, Fridge and Bethany stall the mercenaries while Spencer and Martha save Eddie, and Alex rescues Milo at the cost of 2 lives. While the group holds Jurgen's men off, Spencer gets in a fight with Jurgen inside an airship and uses the Jumanji Berry (Jurgen's only weakness) to incapacitate him long enough to send Jurgen falling to his death. Milo's avatar is revealed to have retractable wings and with Eddie riding him they fly to help Spencer. He gets the Falcon's Heart to Eddie and Milo, who expose it to sunlight and save Jumanji. Eddie, Spencer, Fridge, Martha, Bethany and Alex return to the real world. Due to the fact that he was dying and was only there to make up with Eddie, Milo elects to stay behind and protect Jumanji.

In the aftermath, Spencer starts teaching his grandfather about video games and reunites with his friends at Eddie's old diner where Eddie uses Bravestone's "smoldering intensity" to convince the new owner Nora Shepperd (a character from the first movie, played by Bebe Neuwirth) to bring him on as a manager.

In a mid-credit scene, a heating mechanic Spencer's mom hired finally shows up. They find the game in the basement and the mechanic's tinkering presumably sucks them both into the game and releases a flock of ostriches into the real world, which Spencer, Fridge, Martha and Bethany witness from outside the diner. A more detailed description of all player characters can be found in appendix 1.

E. Previous Studies

The researcher takes four previous studies that are relevant to this topic before beginning the present study.

1. An Analysis of Idiomatic Expression Found on *American Sniper* Movie by Muhammad Ilham Subkhan (2018).

This research focuses on the identification and categorization of idiomatic expressions in the dialogue of the *American Sniper* movie, using McCarthy's idiom theory. Subkhan's research not only identified different types of idioms but also explored their contextual meanings, providing insight into how these expressions function in cinematic. The current research has some similarities with Subkhan's research. Both studies concentrate on idiomatic expressions found in movie and aim to categorize them while explaining their meaning based on context. However, Subkhan's research differentiates itself by identifying seven types of meanings associated with idiomatic expressions, thus offering a broader framework of analysis. This additional layer of analysis aims to deepen the understanding of how idiomatic expressions contribute to character development and thematic elements in movie.

According to the results, there were 35 idiomatic expression data points. Only five of the eight idiomatic language categories were present in the American Sniper movie. Fixed statements up to 30 data were the most commonly discovered, followed by euphemisms (3 data) and trinomials (2 data). Similes, binomials, proverbs, cliches, and other idiomatic expressions were not found by him. He then discovered the meanings of four categories of idiomatic idioms. First, there are 16 data points for conceptual meaning, 16 data points for connotative meaning, 2 data points for social meaning, and just 1 datum for affective meaning.

2. An Analysis of English Idiomatic Expression in *The Freedom Writers* Movie (A Study of Semantic) by Siti Haniah (2020).

Haniah's research has significant similarities with the current study, as both focus on idiomatic expressions in cinematic contexts. Each study examined types of idioms and sought to uncover meanings derived from their contextual use in movie. However, an important difference emerges in the current study, which specifically identifies three different types of idiomatic expressions based on Chitra Fernando's theory present in the movie, thus extending Haniah's findings. This comparative analysis not only highlights the relevance of idiomatic expressions in movie but also emphasizes the importance of understanding their contextual meaning, and Haniah uses Firth's theory in Haliday's theory.

The result, idioms can be classified into three categories: literal, semiliteral, and pure. The Freedom Writers movie script used 89 idioms in total. Pure idioms (12 or 13.5%) come first, followed by semi-idioms (18 or 20.2%) and literal idioms (55 or 66.3%). Furthermore, Firth's contextual meaning markers in Halliday are required in order to evaluate the meaning of pure and semi-idioms. Out of 89 idioms, 30 have meanings that change depending on the situation. Indicators of contextual meaning are not required in order to interpret the meaning of a literal phrase. The Freedom Writers movie script has 59 of the 89 idioms in total.

3. An Analysis of Idiomatic Expression Found in *Shawn Mendes' Song Lyrics* by Diyana Turrosidah (2024).

The analysis of idiomatic phrases in the lyrics of many songs from Shawn Mendes' "Handwritten" album was the main goal of Turrosidah's study. Five songs, including Stitches, Something Big, Air, A Little Too Much, and Crazy, were selected by the researcher. McCarthy and O'Dell's theory was the one employed in this study. Qualitative research, which concentrated on content or document analysis, was employed to conduct this study. The result shows that five types of idioms were found in song lyrics. There are 6 similes, 2 binomials, 1 proverb, 4 clichés, and 7 fixed statements. Most of the idiomatic expressions that are used in some of Shawn Mendes's songs above are fixed statements.

4. Idioms in The Song Lyrics of *Ariana Grande's "My Everything"* Album by Murniwati Ndruru (2024).

The research by Ndruru examines the use of idioms in song lyrics on the album "My Everything" by Ariana Grande using qualitative research methods. By applying O'Dell & McCarthy's theory, researchers identified and analyzed seven types of idioms contained in the album. The data analysis process is carried out through the stages of data reduction, data presentation, conclusion drawing, and verification. The results showed various types of idioms found in the song lyrics, including similes, binomials, proverbs, euphemisms, clichés, fixed statements, and other language. In this study, a total of 59 idioms were found, consisting of 2 similes, 6 binomials, 4 proverbs, 18 euphemisms, 4 clichés, 23 fixed statements, and 2 other languages.

Based on the relevant studies above, this research will analyze idiomatic expressions found in movies. Many idiomatic expressions can be found in movies. However, what distinguishes my research from previous studies is the object to be studied. From the first previous study used *American Sniper* movie. The second previous study used *The Freedom Writers* movie. The third previous study used *Shawn Mendes'* song lyrics. The last previous study used *Ariana Grande's* song. Meanwhile, in my research used object from *Jumanji: The Next Level* movie. However, there has been no research specifically analyzing idiomatic expressions in the context of video game-themed films such as *Jumanji: The Next Level*. This analysis can provide new insights into how idiomatic expressions are used in unique video game-themed comedy and adventure movies.