

CHAPTER II

THEORETICAL REVIEW

This chapter present the definition and theoretical framework of this study. There are four points mentioned in this chapter, they are Pragmatics, Speech Act, Illocutionary Act and Movie.

A. Pragmatics

According to Yule (1996:4) pragmatics is the study of the relationships between linguistics forms and the user of those forms. Through this study, one can talk about people's intended meanings, their assumptions, their purpose or goals, and the kinds of actions that they are performing when they speak because pragmatics allow humans as the language user into language analysis. In line with Yule's definition, Anne (2003:108) defines pragmatics as the study of language from point of view of the users, especially the choices they make, the constrains they encounter in using language in social interaction and the effects their use of language has on the other participants in an act of communication.

Furthermore, Mey (2009:37) considers pragmatics as the study o the conditions of human language uses as these are determined by the context of society. Similar to Mey's statement, Levinson (1983:89) states that pragmatics is the study of language use, that is the study of the relations between language and context that are basic to an account of language understanding which involves the making of inferences that will connect what is said to, what is mutually assumed,

or what has been said before. Therefore, it can be concluded that pragmatics is the study of how people use language to communicate by a speaker and interpreted by a hearer.

B. Speech Act

1. Definition of Speech Act

Speech act is one of studies in pragmatics that correlate between speakers, hearer, and the meaning of the speech. The term of speech act was proposed for the first time by John Langshaw Austin. As Austin said, when someone says something he also does something. This then underlines the birth of speech act theory. In his book by the title *How to Do Things with Words*, Austin (1962:94) states that speech acts is a theory in which 'to say something is to do something, or in saying something we do something, and even by saying something we do something'. This shows that in communicating, a person not only uses sentences but also certain actions such as making statements, asking questions, asking for help, promising and so on.

In line with this, Levinson (1983:227) said that speech act is a basic on pragmatics because it is made by the speaker to convey certain goals to the hearer in a particular context and interpreted as social interaction. According to Leech (1983:14), speech acts are also categorized as a result of verbal actions, where the speaker does multitasking from a form of verbal then resulting in actions in a communication depending on the intentions of the

speaker. When a speaker producing a speech, he also produced acts at the same time.

2. Kinds of Speech Act

According to Leech (1983: 199) briefly defines acts as: locutionary act, illocutionary act, and perlocutionary act.

a. Locutionary acts

According to Peccei (1999) Locutions act is the basic of utterance, or producing a meaningful linguistic expression. It is performing an act of saying something. For example:

❖ The weather is cold

In this case, the speaker wants to give information to the hearer that the weather is cold. The speaker also has intention to order to make the hearer understand what (the speaker) is and do what the speaker wants.

b. Illocutionary acts

Illocutionary act is the real actions which are performed by the utterance. Illocutionary acts are not easily identifiable, because illocutionary acts do with who speak to whom, when and where it was done and the illocutionary speech act. For example :

❖ Would you mind to close the door?

It means that speaker intends to the hearer to close the door it is recognize that they utterance is intended as a request. The speaker intends the hearer to recognize the illocutionary of an order to close the door.

c. Perlocutionary acts

Perlocutionary act is performing an act of saying something. This act is also known as the perlocutionary effect. The speaker utters something in the assumption that the hearer will recognize the effect of the speaker's utterance. The speaker utters something in the assumption that the hearer will recognize the effect of the speaker's utterance to close the door. Perlocutionary act composed of persuading, convincing, scaring, enlightening, inspiring, or otherwise getting someone to do or realize something, whether intended or not (Austin, 1962, 3). For example:

❖ A: The weather is cold

B: Would you mind to close the door

C. Illocutionary Act

1. Definition of Illocutionary Acts

According to Searle (1969:25), the illocutionary act was an act performed in saying something. On other words, illocutionary act could be defined as used a sentence to perform a function. Illocutionary act was the real actions which were performed by the utterance. The first is first type of lexical interference is how the speaker fails considering the polysemous character of a word and their choice from all the possible meanings is inappropriate. Searle's classifying illocutionary act into five classifications. Those are directive, declarative, expressive, representative, and commissive.

2. The Classification of Illocutionary Acts

Concerning with illocutionary acts, Searle (1979:8) divides illocutionary acts into five types, namely directive, declarative, expressive, representative, and commissive.

a. Directive

Directive is the kind of speech acts that the speaker uses to get someone else to do something which is essentially commands. The speaker tries to get the listener to act in such a way or to do a future action according to the intention of the speaker (Yule, 1996:54). According to Searle (1979:27), directives of these consists in the fact that they are attempts (of varying degrees, and hence, more precisely, they are determinates of the determinable which includes attempting) by the speaker to get the listener to do something such as commanding, requesting, forbidding, suggesting, advising, ordering, inviting and offering. The following sentences are the examples of directive speech are:

(1) "You have to read this book" (Suggesting)

(2) "Would you like to come over for dinner tonight?" (Inviting)

(3) "Don't open the windows!" (Forbidding)

Example (1) is a suggestion that the speaker gives to hearer to read the book. Meanwhile, example (2) is inviting sentence. In this sentence, the speaker wants to invite the hearer for dinner. The speaker does not expect

the hearer to answer the question with 'yes' or 'no', but the action of make them dinner tonight. Example (3) is forbidding sentence. From this sentence the speaker said about what he/she forbid.

b. Declarative

Declarative is a unique form of speech act, in that their successful performance depends upon the status of the speaker, and the precise circumstances surrounding the event (Black, 2006:22). In this act, according to Yule (1996:53), the speaker has to have a special institutional role, in a specific context, in order to perform a declaration appropriately. Declaratives bring about a changing. Leech (1983:179) states that declaration is the illocution whose successful performance brings about the correspondence between propositional content and reality. According to Yule (1996), the words that can be indicated in this type are curse, announce, declare, define, appoint, call, bless, nominate, and authorized. The examples of utterances that classified as declaration are:

(1) Boss: "You're fired" (Authorized)

(2) Umpire: "Time up!" (Announce)

Both of utterances bring about the change in reality and they are more than just a statement. The first utterance, a boss said to employer that the employer was fired. It means the utterance can be used to perform the act

of ending the employment. The second utterance, an umpire said that time was up, it means the utterance perform the end of the game.

c. Expressive

Expressive is state what the speaker feels (Yule, 1996:53). According to Searle (1979:29) this class is to express the psychological state specified in the sincerity condition about a state of 94 affairs specified in the propositional content. In this act, the words of the speaker based on the psychological and the speaker is also responsible for the action. Thus, Expressive is speech acts that express the speaker's gesture body and emotions towards the proposition. According to Herlina (2010:1), there are gesture bodies of expressive such as motion of body, motion of hand, motion of eye, etc. The several paradigms of expressive can be thanking, praising, apologize, congratulate, deplore and welcome (Searle, 2005:15)

According to Searle and Yule (1996:53) expressive can be noted with some performative verb, they are thanking, greeting, praising, apologize, congratulate, regret, like/dislike, surprising andfear. The example utterances of expressive are:

- (1) "I do apologize for that" (Apologize)
- (2) "Wow, that's amazing picture" (Praising)
- (3) "Congratulation!" (Congratulate)

The first utterance is an expression to show guilty of the mistakes. Then, the second utterance is used to show praising of someone's picture. And the last utterances can be used to congratulate someone.

d. Representative

Representative, which commits the speaker to the truth of the expressed proposition refers to statements and descriptions (Black, 2006). Yule (1996) states that representative is state what the speaker believes to be the case or not. The act of representative is to assert what the speaker's belief, to assert a fact, to describe a certain condition in past or present and to give information to the listeners. Representative is we tell people how things are and divided into asserting, stating, describing, report, correcting, believe, assure, inform, reminding, predicting, claiming, conclude, etc. For examples:

(1) "Joko Widodo is the president of Indonesia" (Stating a fact)

(2) "The earth is flat" (Stating a fact)

Both of examples represent about the speaker's believe. For the first example implies the speaker's assertion that Joko Widodo is the president of Indonesia. And the second example is the speaker's assertion that he/she believes that the earth is flat.

e. Commissive

Commissive are acts which commit the speaker to some future course of action. It expresses the speaker's intention and belief that his utterance

obligates him to do something (Black, 2006:23; Yule, 1996:53). Commissive can be in the form of promising. Commissive verbs are by refuse, contract, undertake, swear, and promising. The subject of the sentence is therefore most likely to be I or We. The examples:

(1) I'm "gonna love you forever" (Promising)

(2) "We'll meet soon" (Undertaking)

The utterances of commissive has something to do with the future and possible action of the speaker. The modal will or (to be) going to (in certain rules, contexts and situation) signifies a promise in which it is considered as commissive

D. Movie

1. Definition of Movie

According to Marcel Danesi (2010: 134) movie is a text that contains a series of photographic images that lead to the illusion of movement and action in real life. It is produced by recording the picture or photographic images cameras and some by creating images by animation techniques and visual effect, and also some music.

According to Hornby in Oxford Dictionary (1987: 554) movie is a motion picture. It means that by watching movie, we are watching the picture which can move or change from one picture to others picture. Moreover, there are also insert values such as moral values, educational values and other values.

2. *Now You See Me* Movie

Four gifted magicians: J. Daniel Atlas, Merritt McKinney, Henley Keeves, and Jack Wilder are brought together by an unknown benefactor after mysteriously finding Tarot cards that tell them to be at a specific time and place where a plan is holographically projected for them. The plot time jumps to a year later, where they found performing in Las Vegas as "The Four Horsemen" with financing by insurance magnate Arthur Tressler. For the finale of their show, they declare they will rob the bank of a randomly selected audience member, Étienne Forcier, an account holder at the Credit Republicain de Paris. Etienne dons a camera equipped helmet and is teleported into the vault of his bank in Paris, France where a pile of freshly printed Euros awaits. The Horsemen instruct Etienne to leave a calling card, whereupon an air duct vacuums up the money and showers onto the Las Vegas crowd. Upon the discovery that the money really is missing from the bank vault, a reluctant FBI agent Dylan Rhodes is called to investigate the theft and is partnered with Interpol agent Alma Dray. Dylan interrogates the arrogant Magicians and is convinced of their guilt, but is forced to release them due to lack of evidence. Dylan and Alma meet with Thaddeus Bradley, a former magician who professionally reveals the secrets behind other magicians' tricks. After that, he hoped to catch the Horsemen in the act, the three go to the group's next performance in New Orleans, where the Horsemen steal millions from Tressler's bank account and distribute it to the

audience. Dylan attempts to apprehend the Four Horsemen, but they escape via disappearing trick. An infuriated Tressler hires Thaddeus to expose and humiliate the Horsemen in their next performance.

Meanwhile, Alma researches the group and suggests to Dylan they might be tied to twice-a-century initiation into ancient secret society of magicians called "the Eye". One of their members, a man named Lionel Shrike, died decades ago when Thaddeus exposed his tricks and ruined him, and Shrike hastily attempted a stunt to rebuild his career, escaping from a safe dropped into a river, only to die when the stunt went wrong. Alma believes there might be a "Fifth Horseman" who is aiding the group off-stage.

The FBI tracks the fugitive magicians to a tenement in New York. Danny, Henley, and Meritt flee before the FBI arrive, Jack stays behind finishing destroying the Horsemen's files, but is forced to flee with some key documents when Dylan arrives. Jack leads police on a high-speed car chase, but he loses control; the car crashes and catches fire. Dylan heroically tries to pull a trapped Jack free, but manages only to grab the documents just before the car explodes. Dylan is disgraced, and another agent is put in charge over him. The FBI deduce from the recovered documents that the Horsemen are planning to steal a cash-filled safe owned by the Elkhorn Safe Company, and head to the warehouse where the safe is located. The safe is missing, but they are able to track it and hope it leads them to the Horsemen.

The Horsemen announce they will perform their final trick at 5 Pointz and invite the public to attend. The FBI catch up to the stolen safe at 5 Pointz just before the show begins, but to their dismay, the safe is a fake filled with balloon animals. Alma and Dylan then realize this is another deception and they go the other way to the building where the Horsemen really are. After making their farewell speech, the three remaining magicians jump as Dylan and Alma reach them. Dylan tries to shoot at them as they leap from the roof. As they begin to fall, the three magically transform into a shower of bills that rain down on the crowd. We soon see from a bird's eye camera view the three magicians running across a rooftop. The transformation is merely a spectacular illusion, and the money turns out to be obvious forgeries. The real money is found stuffed in Thaddeus' car; he is arrested, and assumed to be the Fifth Horseman.

Dylan visits Thaddeus in his cell. In hopes of convincing Dylan that he has been framed, Thaddeus reveals how the Horsemen stole the money from Elkhorn's safe. Jack's death was faked to put the FBI onto the Elkhorn trail. Thaddeus goes on to explain that the Horsemen must have an inside man, whereupon he realizes it is Dylan. A somewhat gleeful Dylan tells Thaddeus this has all been an elaborate plan and he wants Thaddeus to spend the rest of his life in jail and leaves.

Finally, Alma is met by Dylan, who reveals himself to be Lioner Shrike's son. He masterminded the Horsemen plot as revenge on those involved:

Thaddeus, for humiliating his father and forcing him to try a isky Stut to revive his career, the Credit Republicain de Paris and Tressler's company, who refused to pay the insurance on his father's death; and Elkhorn, the company that produced the substandard safe used in the trick that led to its railure. Alma decides not to turn him in. She takes a lock and a key that Dylan produces, putting the lock on a chain fence and throwing the key into the Seine.