

Forms and Functions of Illocutionary Speech Acts in the Film *The Imitation Game*

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Abstract: This research aims to determine the forms of illocutionary speech acts contained in the film and to find out their functions using a qualitative method and Searle's (1969) theory. To obtain data, the researchers watched the film while reading the scripts. The results of the analysis show five forms of illocutionary speech acts in the film *The Imitation Game*, namely the assertive, directive, commissive, expressive, and declarative forms. This finding indicates that illocutionary speech acts are always more inclined to orders in the directive form. This finding implies that the dialogues mostly contain a direction to do something about what the speaker says. Then, based on the form, fifteen functions of illocutionary speech acts were found in this film, including stating, complaining, reporting, ordering, begging, giving advice, asking, promising, offering something, blaming, congratulating, apologizing, thanking, praising and dismissing. This finding shows that humans, as social beings, always need the help of others to solve the problems they face. It is in accordance with the story from the film, where several characters in this film have tasks that are difficult to solve on their own, one of which is solving the Enigma code. Therefore, they ask a lot of help from co-workers to complete the tasks they face.

Keywords: Form, Function, Illocutionary Speech Acts, *The Imitation Game* Film

INTRODUCTION

Research or studies on speech acts have been widely studied, especially studies on illocutionary speech acts. Previous research is research related to the topic or problem that the researcher is studying now, and the previous research provides much information to the researcher. As for some of the previous research that researchers took as reference material, namely as follows:

Raditya (2014) examined the function of directive speech acts in the *Final Fantasy VII Advent Children: Complete* film. This research aims to understand the discourse on the types and functions of speech uttered by the characters in the film. The speech act theory used in this study uses Searle's theory using a qualitative narrative method because the data collected is in the form of speech exposition about the types and functions of directive illocutionary babble in the film. The findings in this study show five types and functions of directive illocutionary speech acts. They include directive illocutionary speech acts of commands with the function of ordering to do something, a request to do something, prohibition from doing something, and a refusal.

A'yuni and Parji (2017) examined the illocutionary speech acts in the novel *Surga Yang Tak Dirindukan* by Asma Nadia. Their research aims to find the form of illocutionary speech acts in the novel *Surga Yang Tak Dirindukan* by Asma Nadia using pragmatic studies.



The research method used is a qualitative narrative method. The data collection technique used is documentation as a data source. The data analysis technique used means listening focusing on the form of illocutionary speech acts in this film. Based on the results of the research on illocutionary speech acts in the novel *Surga Yang Tak Dirindukan* by Asma Nadia, there are five forms, namely expressive, assertive, directive, and commissive. The expressive functions are apologizing, praising, and blaming. Assertive functions in the form of reporting, stating, suggesting, and complaining. The directive functions is to command, order, suggest, ask, beg, and advise. Commissive functions in the form of offering, refusing, and promising.

Ratnasari and Edel (2017) analyzed illocutionary acts in the novel *the Mountains Echoed* by Khaled Hosseini. This study analyzed the types of illocutionary acts, the context that influences the illocutionary acts expressions, and a description of illocutionary acts found in a pragmatic analysis. This study uses qualitative methods to collect and analyze data based on Searle's illocutionary acts theory and Leech's context theory. This study found several expressions: assertive, directive, commissive, expressive, and declarative, which refer to lifting a job. All types of illocutionary acts found have been influenced by several aspects of the context, namely the speaker and the interlocutor, the context of the expression, the purpose of the expression, and the place or time. Pragmatically, all expressions containing illocutionary acts in this novel are conveyed by social aspects such as social status, age, gender, education level, geographical area, rural or urban area, physical condition, and intimacy that has a specific purpose. It can be seen from the gestures, facial expressions, intonation, and attitudes of speakers and interlocutors.

Indira (2020) analyzed illocutionary speech acts in the *Dialogue of the Merry Riana: A Million Dollar Dream* film which aims to describe the forms of speech acts in the film. This study used qualitative and is explained using a narrative approach. The source of the data is the dialogues of the characters in the Merry Riana: A Million Dollar Dream film. The result showed the types of illocutionary speech acts found in the film included assertive, directive, commissive, expressive, and declarative speech acts. Meanwhile, a result of the research on the function of illocutionary speech acts includes competitive functions, convivial functions, collaborative functions, and conflictive functions.

Another study was conducted by Dwijayanti and Mujianto (2021). They analyzed the illocutionary speech acts of students in *Indonesian Language Learning at SMPN 1 Pujon*. This study intends to analyze the form, strategies, and implications of speech acts for students of SMPN 1 Pujon in learning Indonesian. It employed a psycholinguistic approach and used qualitative and narrative analysis. Its data were collected from students of SMPN 1 Pujon,

as participants. They were collected by conducting observation, recording, field notes, and interviews. After that, the data were analyzed, and the structures of the data were determined. Then, the results of the analysis contained in this research showed several forms of illocutionary speech acts, including representative, expressive, directive, and declaration. The students also use two illocutionary speech act strategies, namely, speech acts direct and non-exclusive speech acts.

As explained in the previous literature, speech acts have been widely studied in various objects, such as films (Raditya, 2014; Indira, 2020), novels (A'yuni & Parji, 2017; Ratnasari & Edel, 2017), and schools (Dwijayanti & Mujianto, 2021). However, although Raditya (2014) and Indira (2020) have researched illocutionary speech acts in films, the object of their research is different from the object of this research, namely *The Imitation Game* film. Thus, these results can be used as reference material for research on illocutionary speech acts in films. There are several similarities between previous research and current research; namely, the study and theory are the same, but the objects are different.

Based on the background, the researchers intend to analyze illocutionary speech acts contained in the film *The Imitation Game* by focusing on the following questions:

1. What are the forms of illocutionary speech acts in the film *The Imitation Game*?
2. What are the functions of illocutionary speech acts in the film *The Imitation Game*?

By conducting this research, the results may contribute to speech act studies theoretically and practically. Theoretically, it can add some more insides to the literature about speech act studies within films. Practically, it can be used as teaching and learning materials to understand the meaning and function of speech acts to overcome misunderstandings that often occur when communicating.

METHOD

Data Collection

In this research, the researchers employed several steps to collect the research data. First, the researchers watched the film *The Imitation Game* through YouTube five times while reading the film script that had been searched on the internet to ensure that all illocutionary speech acts were found comprehensively. Second, the researchers marked dialogues in the script, which contain the forms and functions of illocutionary speech acts. Third, the researchers determined dialogues according to their form and function. Finally, the researchers classified the data to group them in the forms and functions of the illocutionary speech acts.

Data Analysis

After the data collection had been undertaken, the researchers classified the illocutionary speech acts based on their forms, either assertive, directive, commissive, expressive, or declarative speech acts, using Searle's (1969) theory. Then, their functions were also analyzed using Searle's (1969) theory. After that, the researchers presented and described each piece of data that showed the form and function of illocutionary speech acts. Moreover, the three researchers discussed the analysis results to ensure their validity agreements, and their discussion indicated 100% agreement. This validity agreement indicates that their analysis results are reliable. Lastly, the researchers reported the analysis results in table form. The researchers also employed a percentage approach to identify the level of importance of the form and functional appearances (Warsidi, 2022).

RESULTS

There are five forms of illocutionary speech acts that have their respective functions, namely the assertive form, which has the functions of stating, complaining, and reporting. The directive form has the functions of ordering, begging, giving advice, and asking. The functions of the commissive form are promising and offer something. The expressive form of the functions includes blaming, congratulating, apologizing, thanking, and praising. In contrast, the declarative form of its function is dismissing. The forms and functions of illocutionary speech acts found in the film are presented in the following Table 1.

Table 1. Forms and Functions of Illocutionary Speech Acts found in the film *The Imitation Game*

Illocutionary speech acts forms	Illocutionary speech acts functions	Numbers	Total numbers	Percentages
Assertive	Stating	12	23	31,94%
	Complaining	6		
	Reporting.	5		
Directive	Ordering	8	27	37,5%
	Begging	3		
	Demanding	0		
	Giving advice	3		
	Asking	13		
Commissive	Promising	2	3	4,17%
	Swearing	0		
	Offering something	1		
Expressive	Blaming	1	17	23,61%
	Congratulating	3		
	Apologizing	5		
	Thanking	4		
	Praising	4		
Declarative	Baptizing	0	2	2,78%
	Dismissing	2		
	Canceling	0		
	Imposing punishment	0		
Total		72	100%	

Based on the table above, there are five forms of illocutionary speech acts based on their respective functions contained in the film *The Imitation Game*, including the directive form, which found twenty-seven data and the percentage is 37,5%, the assertive form found twenty-three data and the percentage is 31,94%, the expressive form found seventeen data and the percentage is 23,61%, the commissive form found three data, and the percentage is 4,17%, and the declarative form found two data and the percentage is 2,78%. Based on the percentages in the table, the most common form of illocutionary speech acts used in this film is the directive form and the function most commonly found is for the asking. Here are some examples of the data.

Example 01: (01:27:49)



Figure 1. A conversation that contains a directive form functioning for asking
Source: Film *The Imitation Game*

John: **“Jack, could you give Alan and me a moment, please?”**

In Figure 1 above, John asks Jack to leave the two of them because he wants to explain to Alan about himself being a spy. Based on John's utterance, the speech is included in the directive form, which forms the interlocutor to do something about what the speaker says, and its function is asking.

Example 02: (01:16:44)

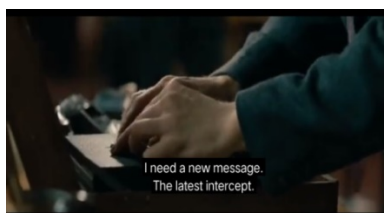


Figure 2. A conversation that contains a directive form functioning for asking
Source: Film *The Imitation Game*

Alan: **“I need a new message. The latest intercept”**.

In Figure 2 above, Alan ran into a room to look for the latest messages from Germany. He said, "I need a new message," with the intention of asking his friends for help to find the message. Based on Alan's utterance, the speech is included in the form of a directive with asking.

Based on the data analysis, the directive form is the most common form in this film. The characters who are considered leaders in the film are able to form the interlocutor to do something about what the speaker says. Based on the form, the most common function found is for asking because some of the characters in this film have a task to solve the Enigma code that is difficult to solve on their own, so they ask their co-workers for help.

DISCUSSION

This stage is a discussion of research results that have been obtained through the data analysis process. There are two focus issues raised by the researcher in this research,

namely the forms and functions of illocutionary speech acts contained in the film *The Imitation Game*. After the research was conducted, in the first research question, the researcher obtained five forms of illocutionary speech acts: assertive, directive, commissive, expressive, and declarative. This finding indicates that illocutionary speech acts in the directive form are always more inclined to orders. As stated by Black (2005) that the basis of a directive form of speech act is an order. This is proven when this film tells about colonialism and government, where the characters who are considered leaders in the film give many tasks to their subordinates, so the form that is most often found in this film is the directive form. This finding implies that the dialogues mostly contain a direction to do something about what the speaker is saying.

In the second research question, the researcher obtained fifteen functions of illocutionary speech acts, which were divided based on their form, including stating, complaining, reporting, ordering, begging, giving advice, asking, promising, offering something, blaming, congratulating, apologizing, thanking, praising and dismissing. However, among these functions, the characters in the film tend to use illocutionary speech acts whose function is asking. For example, in example 4.21, Alan says that he needs the latest message with the intention of asking a co-worker to help him find the message. Based on this example, this type of speech is categorized in the form of a directive, as its function is to convey the speech of a speaker's request to the interlocutor so that the interlocutor can take action. This finding shows that humans, as social beings, always need the help of others to solve the problems they face. It is in accordance with the story from the film *The Imitation Game*, where several characters in this film have tasks or problems that are difficult to solve on their own, one of which is solving the Enigma code. Therefore, they ask for a lot of help from co-workers to complete their tasks or problems.

This finding is relevant to the research conducted by Krisnayuda (2020), who examines the forms and functions of illocutionary speech acts in *Dialog Pedagang Batik Dengan Calon Pembeli di Pasar Beringharjo Yogyakarta*. Although the problems studied in this research are the same as previous research, the results of this research and previous research have a different amount of data both in terms of form and function. There are five forms of illocutionary speech acts found in this research, namely assertive, directive, commissive, expressive, and declarative forms. In contrast, previous research only found four forms: assertive, directive, expressive, and commissive. This research also shows that the functions contained in *The Imitation Game* film are fifteen functions in which these functions are stating, complaining, reporting, ordering, begging, giving advice, asking, promising, offering something, blaming, congratulating, apologizing, thanking, praising, and

dismissing. Whereas in previous research, these functions were not included in the function of illocutionary speech acts but were included in the types of illocutionary speech acts. As for the functions of illocutionary speech acts based on previous research, they are collaborative functions, convivial functions, and competitive functions. The reason for these differences is that this research only refers to one theory, namely Yule's theory, while previous research refers to two theories where the theory used to analyze the form of illocutionary speech acts is Searle's theory, while Leech's theory is used to analyze the function of illocutionary speech acts.

This finding is based on a phenomenon that often occurs in the scope of our lives, for example, communication activities that we often do that involve two or more people, namely, having conversations with family, friends, or anyone. The conversation is included in speech acts and is not far from illocutionary speech acts in the form of assertive, directive, commissive and declarative speech acts. For example, at home, parents give advice to their children to study hard. The illocutionary meaning of the utterance of studying is so that the child becomes smart. The form of the speech is a directive that describes the speaker's expectations for the interlocutor to do something with the function of giving advice. Based on these examples, this study proves that illocutionary speech acts do not only occur in literary works but also occur in everyday life. For example, on campus, some lecturers often advise their students to be diligent in doing assignments so that they will not repeat the same course in the next semester. In society, this phenomenon is also common; for example, at home, parents often give orders, give advice and sometimes even ask for help from their children, and vice versa. Children also often ask for help from their parents. Therefore, this study proves that illocutionary speech acts do not only occur in literary works but often also occur in everyday life, both in formal and informal situations. Based on the comparison above, the researcher concludes that illocutionary speech acts do not only occur in literary works, but illocutionary speech acts can also occur in everyday life.

CONCLUSION

Based on the analysis, this study concludes that there are five forms of illocutionary speech acts found in the film *The Imitation Game*, namely assertive form, directive form, commissive form, expressive form, and declarative form. The most dominant form is the directive form, while the least found form is the declarative form. Then, there are fifteen functions of illocutionary speech acts found in this film, including stating, complaining, reporting, ordering, begging, giving advice, asking, promising, offering something, blaming, congratulating, apologizing, thanking, praising, and dismissing. However, the function of

asking is the most dominant one in the data.

Unfortunately, this study is limited to only finding forms and functions of illocutionary speech acts within the film *The Imitation Game*. However, although it is limited, the results may contribute as reference material for further research that examines speech acts, especially illocutionary speech acts. Thus, the researchers realize that there may be shortcomings in the research because the researcher only examines the form and function of illocutionary speech acts while the study of speech acts is extensive. Therefore, future researchers can improve and be more creative in their research.

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