

AN ANALYSIS OF DEIXIS IN "KUNG FU PANDA 4" MOVIE

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Abstrak

Deiksis adalah konsep linguistik yang mengacu pada kata atau frase yang maknanya bergantung pada konteks penggunaan, terutama dalam hal siapa yang berbicara, kepada siapa, kapan, dan di mana percakapan itu terjadi. Masalah penelitian ini adalah apa saja jenis deiksis dalam film “Kung Fu Panda 4”? dan apa fungsi deiksis yang terdapat dalam film “Kung Fu Panda 4”? Tujuan dari penelitian ini adalah untuk mengetahui berbagai jenis deiksis yang digunakan dan menganalisis menggunakan deiksis dalam film “Kung Fu Panda 4”. Penelitian ini berfokus pada jenis deiksis dan fungsi deiksis yang terdapat didalam film tersebut. Penelitian ini menggunakan metode kualitatif. Teknik pengumpulan data dengan cara mencari naskah film “Kung Fu Panda 4” di internet, menonton film berulang kali, membuat table, kemudian menganalisis dan membagikan ke dalam table, terakhir membuat kesimpulan. Data diperoleh melalui pengamatan langsung terhadap film “Kung Fu Panda 4”. Penelitian ini dianalisis menggunakan teori (Levinson et al., 2019). Adapun hasil penelitian ini berdasarkan hasil penelitian yang dilakukan terhadap Analisis Deiksis dalam Film “Kung Fu Panda 4” dapat disimpulkan bahwa terdapat 5 jenis deiksis dan 13 fungsi deiksis yang ditemukan dalam film tersebut. Berikut ini adalah penjelasannya: Terdapat lima jenis deiksis yang ditemukan dalam film “Kung Fu Panda 4” yang berjumlah 351 data, yaitu deiksis orang 160 data, deiksis waktu 28 data, deiksis tempat 13 data, deiksis wacana 127 data, dan deiksis sosial 23 data. Sedangkan fungsi deiksis terdapat 13 fungsi deiksis, diantaranya 3 fungsi deiksis persona, yaitu: menunjuk orang pertama berjumlah 87 data, menunjuk orang kedua berjumlah 49 data, orang ketiga berjumlah 24 data. Fungsi deiksis waktu memiliki 3 fungsi yaitu merujuk pada waktu lampau berjumlah 4 data, merujuk pada saat tuturan berlangsung berjumlah 19 data, merujuk setelah tuturan berlangsung berjumlah 5 data. Fungsi deiksis tempat memiliki 2 fungsi yaitu merujuk pada tempat yang paling dekat dengan penutur berjumlah 10 data, merujuk pada tempat yang dekat dengan penutur berjumlah 3 data. Fungsi deiksis wacana memiliki 2 fungsi: mengacu pada bagian yang telah disebutkan sebelumnya berjumlah 4 data, mengacu pada bagian yang akan disebutkan berjumlah 123 data. Dan fungsi deiksis sosial terdapat 3 fungsi yaitu pembedaan tingkat sosial berjumlah 11 data, sikap hormat berjumlah 1 data, menyatakan berjumlah 11 data.

Kata Kunci : Analisis, Deiksis, Film, “Kung Fu Panda 4”

Abstract

Deixis is a linguistic concept that refers to a word or phrase whose meaning depends on the context of use, especially in terms of who is speaking, to whom, when, and where the conversation takes place. The problem of this research is what are the types of deixis in the movie "Kung Fu Panda 4"? And what are the functions of deixis contained in the movie "Kung Fu Panda 4"? The purpose of this research is to find out the various types of deixis used and analyze the use of deixis in the film "Kung Fu Panda 4". This research focuses on the types of deixis and the function of deixis contained in the film. This research uses qualitative method. Data collection techniques by searching the script of the film "Kung Fu Panda 4" on the internet, watching the film repeatedly, making a table, then analyzing and sharing into the table, finally making a conclusion. Data were obtained through direct observation of the movie "Kung Fu Panda 4". This research is analyzed using the theory (Levinson et al., 2019). As for the results of this study based on the results of research conducted on An Analysis of Deixis in "Kung Fu Panda 4" movie, it can be concluded that there are 5 types of deixis and 13 deixis functions found in the movie. The following is the explanation: There are five types of deixis found in the film Kung Fu Panda 4 which amounted to 351 data, namely persona deixis 160 data, time deixis 28 data, place deixis 13 data, discourse deixis 127 data, and social deixis 23 data. Meanwhile, there are 13 deixis functions, including 3 functions of persona deixis, namely: pointing to the first person amounted to 87 data, pointing to the second person amounted to 49 data, the third person amounted to 24 data. The function of time deixis has 3 functions, namely referring to the past time totaling 4 data, referring when the speech takes place totaling 19 data, referring after the speech takes place totaling 5 data. The function of place deixis has 2 functions, namely referring to the place closest to the speaker totaling 10 data, referring to a place close to the speaker totaling 3 data. Discourse deixis function has 2 functions: refers to the part that has been mentioned before totaling 4 data, refers to the part that will be mentioned totaling 123 data. And the function of social deixis has 3 functions, namely social level distinction totaling 11 data, respectful attitude totaling 1 data, stating totaling 11 data.

Keywords : Analysis, Deixis, Film, "Kung Fu Panda 4"

INTRODUCTION

Pragmatics is a branch of linguistics that is increasingly recognized today, although in about two decades ago, this science was rarely or almost never mentioned by linguists. This is based on the growing realization of linguists, that efforts to reveal the nature of language will not bring the expected results without an understanding of pragmatics, namely how language is used in communication. Leech also defines pragmatics as the study of meaning in relation to speech situations. In the third edition of the Indonesian dictionary in 2005, it is stated that pragmatics is concerned with the conditions that result in the harmonious use of language in communication. Meanwhile, according to the International Pragmatics Association (IPRA) what is meant by pragmatics is the investigation of language which concerns the ins and outs of language use and its functions. Pragmatics is a science of language that studies the human condition of language users which is determined by the

context that accommodates and backgrounds the language (Natalina Saragi, 2022).(Nugraheni, 2011) pragmatics is the study of the meaning of utterances related to certain situations. The meaning of the utterance in question is the meaning that exists in communication. Another definition, pragmatics has a definition as the study of the intent expressed by the speaker or speakers who are sensitive to the concept, it can be concluded that pragmatics is the study of the speaker's intent or the intent of the author.

Language is the most important role in human life. Language is used by humans to interact and communicate with each other, language is also a good conversation, good behavior, and good manners. In other words, language is a means of communication that can be used orally or in writing, in everyday life communication is needed to obtain information from other people (individuals), especially in the field of language. According to (Gracia, Anastasia., Dara, Cahyani., Noviana, Dea. Agetia., Simanjuntak, 2022) language is an arbitrary system of sound symbols used by members of social groups to cooperate, communicate, and identify themselves.

Deixis comes from the word ancient greek which means "referring or indicating" in general deixis is used to indicate something in spoken or written sentences. The thing pointed to can be a person, place and can also indicate time so it depends on the context in the sentence and needs to check the sentence before and after, to ensure what and who is referred to in the sentence. Sentences containing deixis basically cannot stand, knowing what and who is being referred to. (Rasyid, 2017) deixis is the clearest way to describe the relationship between language and context within the structure of the language itself. (Levinson et al., 2019) by using this theory, researchers focuses on 5 type of deixis in "Kung Fu Panda 4" movie, namely; persona deixis, place deixis, time deixis, discourse deixis, and social deixis.

Film is collectively often referred to as cinema itself derived from the word kinematic or motion. Films are also actually layers of liquid leulose, known in the world of filmmakers as celluloid. In addition, movies are also literary works in the form of moving images in which there are scenes that describe a storyline. (Kridalaksana, 2020) describes movies as a means of conveying important messages to people, entertaining and fun.

The following researchers have reviewed five journal articles that discuss deixis analysis, as follows: The first study "Analysis of personal deixis used by the main character in the movie The La La Land" by Binti Qani'ah, Santy Firdatul Islamiyah (2021) The data of this study are utterances containing personal deixis. Then the data source is the movie La la

land. The result of this research is that the main character uses three categories of personal deixis in the movie *La la land*. The first personal deixis is found 43 data, the second personal deixis is found 23 data, and the third personal deixis is found 20 data. The total data is 85 data. The most dominant category used by the main character in the movie *La la land* is the first personal deixis. The main character often uses the first personal deixis in this movie. It represents Sebastian's struggle in solving his life problems, such as finding a job as a jazz pianist, reaching his dream in Los Angeles as a famous jazz musician and having his own jazz club.

The second research "The Analysis of Social Deixis in the Movie *Beauty and The Beast*" by Igaratu Noerofi'a, Syaiful Bahri (2019) found 34 utterances containing social deixis found in the movie *Beauty and the Beast*. The author finds 68 styles of social deixis in the movie *Beauty and the Beast*, 34 styles of social deixis are included in the type of social deixis and 34 styles of social deixis are also included in the purpose of social deixis. The author finds two kinds of social deixis, namely; 18 styles of social deixis in relational social deixis and 16 styles of social deixis in absolute social deixis. Besides what the author finds, there are three purposes of social deixis, namely; 9 styles of social deixis are categorized to express politeness and respect, 18 styles of social deixis are categorized to express intimacy, and 7 styles of social deixis are categorized to identify authority.

The third study "An analysis of deixis in the *Age Of Adeline*" by Arisa Fitrianti (2021) the results showed that three types of deixis were found in the *Age of Adeline* film, namely deixis of person as many as 1,382 people (81.10%), deixis of place as many as 231 pieces (13.56%), deixis of time as many as 93 pieces (5.34%). The most dominant deixis expression used in the *Age of Adeline* movie is "You" which is included in the second person singular deixis. Furthermore, the deixis expression "You" is found in 401 data.

The fourth research "An analysis of deixis in *Little Women* Movie Script" by Syarah Syahidah Rusmana, Trisnendri Syahrizal (2024) results in this study the most dominant deixis used is personal deixis with a frequency of 1958 (78%). Next, deixis is a deixis discourse with a frequency of occurrence of 365 (14.38%). Third, time deixis with the frequency of occurrence of 131 (5.16%). The last is place deixis with a frequency of 85 (3.35%).

And the fifth study "An Analysis of Social Deixis in the *Madness of King George* Movie" by Zovi Dwi Putra, Dedi Sofyan, Barnabas Sembiring (2020) this study aims to

determine the types of social deixis and explain the factors of social stratification in each type of social deixis in the movie *The Madness of King George*. This type of research is descriptive qualitative research. The research instrument used in this research is documentation (library study). The matrix table is used to collect data about social deixis in the movie *Madness of King George*. Based on the matrix table, there are 965 types of Relational Social Deixis and 504 types of Absolute Social Deixis used in this movie. The dominant type of Relational Social Deixis is the first person pronoun that refers to the speaker himself. It is used 279 times from the total social deixis used in this movie. In the Absolute Social Deixis category, the dominant type is "Sir" which is used 144 times. It is also explained that the Relational Social Deixis category is more dominant with a frequency of use of about 965 times more than Absolute Social Deixis with a frequency of use of about 504 times from the total social deixis used in this movie. Third, there are three social stratification factors used in all utterances containing social deixis in this movie. It is found that the dominant social deixis, both Relational and Absolute Social Deixis, refer more to male characters than female characters. This is because in the 19th century, men had more power to lead society and were dominant in public relations, especially in the Kingdom.

Based on the review of the five journal articles, the most dominant deixis is personal deixis (first personal deixis and second singular personal deixis). The researcher found similarities and differences with the research conducted. The similarity with this research is that both analyze deixis in the film. The difference between this research and previous research lies in the title of the film, the theory used, this research is interesting to study because no one has examined the object and the results of previous studies only examined some deixis. The function of deixis is used to provide clearer and more specific information about what is being talked about, showing the relationship between the speaker, the listener, the object of the speaker, etc. So in this study researchers used the movie "*Kung Fu Panda 4*" as the chosen object, this movie is an animated martial arts genre. This research uses the theory (Levisson et al., 2019) in classifying deixis.

Kung Fu Panda 4 (2024) is an interesting film for all ages. Besides being exciting, this movie has interesting things such as new conflicts, new enemies, about friendship, DreamWorks Animation as a studio that makes the movie "*Kung Fu Panda 4*" which has shown excellent quality in making animation and as for the message implied in the movie "*Kung Fu Panda 4*" this teaches that changes in life must always be there without having to

wait for our readiness. To face change, we must be ready to accept and shop to continue to give our best at every level of life. In this case the researcher will conduct a study entitled an analysis of deixis in "Kungfu Panda 4" movie.

RESEARCH METHODOLOGY

This study employs qualitative research methods as described by Sugiyono (2020), focusing on the detailed description of data and phenomena through words. The research specifically examines various types of deixis present in the animated film Data is sourced from the dialogues in "Kung Fu Panda 4," with a focus on identifying and categorizing instances of deixis, including social, temporal, and spatial references. The following are the steps for data collection:

1. Finding out about the movie "Kung Fu Panda 4" on the internet.
2. Watching the movie repeatedly to get the types of dexis contained in the movie "Kung Fu Panda 4"
3. Record the results obtained
4. Make a table
5. Analyzing and dividing into tables
6. Make a conclusion

RESULTS AND DISCUSSION

RESULT

Findings on Deixis in "Kung Fu Panda 4"

This thesis presents a comprehensive qualitative analysis of deixis in the film "Kung Fu Panda 4," emphasizing the diverse types and functions of deixis within its dialogue. The research identified a total of 351 deixis instances, categorized into five primary types:

1. Persona Deixis: 160 instances
2. Time Deixis: 28 instances
3. Place Deixis: 13 instances
4. Discourse Deixis: 127 instances
5. Social Deixis: 23 instances

The methodology employed involved close examination of the film's script, repeated viewings, and meticulous documentation of data in a tabular format. The analytical

framework referenced the works of Levinson et al. (2019), which provided structure to the examination. The study concludes that deixis plays a pivotal role in understanding character interactions and conveys contextual meaning in discourse, which is crucial for viewer engagement and comprehension.

DISCUSSION

Detailed Analysis of Deixis Types

1. Persona Deixis

Persona deixis emerged as the most frequently used type, reflecting the intricate relationships among characters. Observations revealed a rich use of first-person and second-person pronouns, such as "I," "me," "we," and "you." This type of deixis creates a sense of intimacy and immediacy, thereby allowing audiences to connect better with the characters' emotional and psychological states. For instance, characters often refer to themselves and each other through personal pronouns, reinforcing their individual identities and roles in the narrative. The study found that the frequent shifts among first, second, and third-person references helped depict the dynamics of camaraderie and rivalry among characters, thereby enriching the storyline.

2. Time Deixis

Time deixis, while present in fewer instances, remains essential in framing the narrative timeline. Words like "now," "then," and "later" function to situate events temporally, facilitating the viewer's understanding of the chronology within the film. For example, the character Po's reflections on past actions or future plans often utilize time deixis to articulate his growth and challenges throughout the film. The distinct classification of past, present, and future references becomes particularly significant in character development arcs, as they often refer to their histories, ambitions, and current challenges, helping to make the narrative cohesive and relatable.

3. Place Deixis

Place deixis, although the least utilized, serves a crucial geographical contextual role, ensuring that audiences grasp the spatial dynamics of the characters' interactions. Terms such as "here" and "there" direct the audience's attention to specific locations relevant to the unfolding events. This spatial orientation not only grounds the viewer in the film's setting—whether it be the Valley of Peace or other imagined locales—but also enhances the immersive experience by making the spatial relationships more tangible. By using place deixis, the

filmmakers effectively guide the audience's perception of distance and closeness between characters, which is particularly significant during scenes of conflict or collaboration.

4. Discourse Deixis

Discourse deixis proved to be one of the more prominent types, effectively linking various parts of conversation. Expressions like "this," "that," and other referential terms define the context of ongoing discussions, ensuring continuity and coherence in character dialogue. This type of deixis aids in maintaining a logical flow within conversations, reducing ambiguity and allowing the audience to follow the threads of discussion more clearly. In "Kung Fu Panda 4," characters often reference previous interactions or anticipate future dialogues, showcasing how discourse deixis is instrumental in navigating complex character relationships and plot developments.

5. Social Deixis

Social deixis highlights the social hierarchies and relationships among characters. This type of deixis employs titles and forms of address that convey respect, status, or familiarity and includes words such as "Master," "father," and others. The nuanced use of social deixis reflects the film's themes of mentorship, legacy, and familial bonds, enhancing the audience's understanding of characters' roles and their societal positions. For example, Po's interactions with figures like Master Shifu illustrate the respect and authority dynamic, while familial terms shape the emotional landscape of the narrative, conveying love, conflict, and loyalty.

Interpretation of Findings

The analysis of deixis in "Kung Fu Panda 4" unveils how integral these linguistic elements are to the film's overall narrative structure and thematic substance. The pervasive use of persona deixis resonates with viewers, fostering personal connections to the characters by framing their thoughts and feelings through a familiar lens. Concurrently, time and place deixis serve as scaffolding for the narrative's chronology and spatial orientation, enabling audiences to engage with the story on a deeper level.

Moreover, the implementation of discourse deixis fosters a sense of dialogue continuity essential for effective storytelling, while social deixis conveys crucial social information that enriches character relationships and enhances thematic coherence. The interplay among these deixis types underscores the importance of language in shaping narrative frameworks and viewer interpretations.

Significance of Deixis in Understanding Film Discourse

Understanding the multifaceted nature of deixis in film dialogue is a valuable tool for viewers, scholars, and aspiring filmmakers alike. The effective use of deixis not only clarifies interactions but also heightens the emotional stakes within character dynamics, contributing to a compelling narrative experience. As "Kung Fu Panda 4" demonstrates, deixis does more than serve a mere descriptive function—it binds the narrative together, revealing the subtleties of character relationships and enhancing audience engagement.

In conclusion, this analysis provides insights into the intricate use of deixis in "Kung Fu Panda 4," affirming its relevance in conveying meaning and context in film discourse. Further studies on deixis across different genres and cultural narratives could yield richer understandings of its role in storytelling and communication, ultimately contributing to the broader field of pragmatics and language studies.

CONCLUSION

Based on the results of research conducted on An Analysis of Deixis in "Kung Fu Panda 4" movie, it can be concluded that there are 5 types of deixis and 13 deixis functions found in the movie. The following is the explanation: There are five types of deixis found in Kung Fu Panda 4 movie, totaling 351 data, namely persona deixis 160 data, time deixis 28 data, place deixis 13 data, discourse deixis 127 data, and social deixis 23 data. There are 13 functions of deixis, including 3 functions of person deixis, namely: pointing to the first person amounted to 87 data, pointing to the second person amounted to 49 data, the third person amounted to 24 data. The function of time deixis has 3 functions, namely referring to the past time totaling 4 data, referring when the speech takes place totaling 19 data, referring after the speech takes place totaling 5 data. The function of place deixis has 2 functions, namely referring to the place closest to the speaker totaling 10 data, referring to a place close to the speaker totaling 3 data. The function of discourse deixis has 2 functions, namely referring to the place closest to the speaker totaling 3 data. The function of place deixis has 2 functions: refers to the place closest to the speaker totaling 10 data, refers to a place far from the speaker totaling 3 data. Discourse deixis function has 2 functions: refers to the part that has been mentioned before totaling 4 data, refers to the part that will be mentioned totaling 123 data. The function of person deixis has 2 functions: refers to the part that has been mentioned before totaling 4 data, refers to the part that will be mentioned totaling 123 data.

And the function of social deixis has 3 functions, namely social level distinction totaling 11 data, respectful attitude totaling 1 data, stating totaling 11 data.

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