Abstrak


Kata kunci: implicature, disambiguation, reference solution, enrichment process.
1. Background of the study

Human, as a social creature, can not avoid communication. As living organisms, they have to socialize each other to fulfill their needs. In everything they have, they must be able to share to other people. For example, for someone who has a current feeling to his opposite gender, must say it to her by giving words that can persuade her. Finally people can know their feelings each other and live side by side. There are still more people’s necessities which must be fulfilled through communication. Communication works between one and other people if they use or give any signs or languages to others. However, the need for communication itself is united in human’s cognition, body, and other part of their lives.

Relevance theory proposed by Sperber and Wilson is the theory in pragmatics about how hearer interprets speaker’s meaning by describing the utterance in relevant ways. However, people are communicating something because they have a communicative intention to their hearers. In finding what speaker intends, the hearer must be able to reconstruct the meaning of the utterance. In this research, the writer analyzes the data using theory of Explicature and Implicature.

Such a cognitive approach to pragmatics, it then can be applicable to movie language. The utterances that are spoken by the characters in the movie
are texts. It also explains and helps viewers to reconstruct the communicative meaning intended by the director of the movie. In this research, the writer used Fast Furious movie as her data to help viewers catch the intended message of the character’s utterances using relevance theory. The writer chose the conversation which contains the implicit meaning inside the utterances. The writer chose this movie because Fast Furious is one of legend movie in this era. Many people are always waiting for the next sequel of the movie. However, the writer sometimes finds interesting conversations in characters’ utterances that invite her to analyze the conversation. The writer hopes this research can help viewers to clearly understand what the intended message proposed by the director through the character’s utterances.

2. Objective of the Study

After making the research questions, the writer also makes the objective of the study as follows.

a. Describing the speaker meanings implied by the characters in Fast Furious movie
b. Presenting the strategies used in finding the speaker meanings implied by the characters in Fast Furious movie.
CONTENT

1. Research Method

The type of the research the writer conducted is a descriptive qualitative because it explains systematically a situation or area of interest factually and accurately by providing the facts that support the analysis. The data used in this research is a primary data. It is the whole utterance of the characters in the movie. The writer collected the script transcription of the movie by downloading them from www.subscene.com. The technique used by the writer in Metode Simak is Tehnik Simak Bebas Libat Cakap (SBLC). The writer used identity method to analyze the data. The writer also used referential, pragmatic identity, and reflective and introspective method as sub method from identity method.

ANALYSIS

To show the implicature, the writer identifies the utterance through disambiguation, reference solution and enrichment process. The writer presents the explanation of those three developments of logical form of the utterance based on the relevance theory by Sperber and Wilson. Disambiguation is achieved by decoding and evaluating the ambiguous words inferentially. Reference solution is a strategy of how a listener can find the possible referent of each word in speaker’s utterance that is consistent with
the principle of relevance. The last is enrichment process. The schema and context of the utterance might be enriched if the terms in a conversation are semantically incomplete.

Based on the strategy taken, the writer found the speaker meanings implied by the characters and the frequency in Fast Furious movie. See the following table:

<table>
<thead>
<tr>
<th>Number</th>
<th>Implicature</th>
<th>Frequency</th>
<th>Percentage (%)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>Convincing</td>
<td>5</td>
<td>27.8</td>
</tr>
<tr>
<td>2.</td>
<td>Threatening</td>
<td>2</td>
<td>11.1</td>
</tr>
<tr>
<td>3.</td>
<td>Rejecting</td>
<td>2</td>
<td>11.1</td>
</tr>
<tr>
<td>4.</td>
<td>Underestimating</td>
<td>3</td>
<td>16.7</td>
</tr>
<tr>
<td>5.</td>
<td>Praising</td>
<td>2</td>
<td>11.1</td>
</tr>
<tr>
<td>6.</td>
<td>Satirizing</td>
<td>2</td>
<td>11.1</td>
</tr>
<tr>
<td>8.</td>
<td>Making jealous</td>
<td>1</td>
<td>5.6</td>
</tr>
<tr>
<td>9.</td>
<td>Feeling sad</td>
<td>1</td>
<td>5.6</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>18</strong></td>
<td><strong>18</strong></td>
<td><strong>100</strong></td>
</tr>
</tbody>
</table>

From table 1 above, it can be inferred that in this movie the characters more often convince other people by saying it implicitly. Convincing got the highest
frequency from another speaker meanings found in the data. The writer presents the utterances that are identified as in table 1 in the appendix.

Fast Furious is a kind of movie which takes a friendship and love value more than another value in its story. The characters of the movie convince their friends and their boy/girlfriend to believe that they really care and love them. In friendship, convincing is necessary to make two people are getting better after fighting each other. Another friend has to convince them in order to believe on their friendship. It also occurs in love value. Convincing is very necessary for someone who wants to make his girlfriend believe on his feeling. Because friendship and love are the most things valued which exist in the movie, the possibility of convincing is higher than other meanings. See the following example.

196) Dom : There was a time when I didn't know you.

197) Vince : That was in the third grade!

The context of the utterance is when Dom and friends are doing an illegal street race in city town. Police came when they had finished the race. Each of them was saving themselves in order not to get caught by the police. Dom as a police fugitive almost gets caught by the officer and he run away. However O’Conner known as his new friend saved him. Dom gets mad to Vince because they left him and said that utterance.

After knowing the context, the writer identified the utterance using the several strategies. Disambiguation and enrichment process can be applied in finding speaker
meaning implied by the characters in this utterance. We take a look at (197) “That was in the third grade!” It must be clear what the words “that was” means. Disambiguation is achieved by decoding and evaluating the ambiguous word inferentially. “That” linguistically means determiners pointing to things, situation, people and etc. In this part, “that” means the situation where Dom and Vince begin their friendship. The word “was” is in the form past of be. It means that it has been a long time ago they begin their friendship.

Enrichment process also can be applied in finding the speaker meaning. Vince by saying “That was in the third grade!” tried to communicate a set of assumption to Dom behind the explicature of the utterance.

Explicature: Vince says that it all begins in the third grade of elementary school.

The schema of the utterance should be enriched which means it has been a long time since the third grade they were together. From “the third grade” the writer enriched the schema to a new interpretation which is obtained from the relation between the context and the semantic interpretation solution. Vince tries to convince and reminds Dom about when their friendship began and last long. It is not a short time but a long time. It also implies that there is something in the third grade. According to the movie, it has been a long time that Vince is considered as “unknown”. When he was young, he could not be a matured man. He is till childish when he was with Dom in that time. In the other hand, Vince is mature and responsible man now. Vince tried to convince Dom about the difference of his
behavior between in the third grade and now. However, Dom really knows him from they were in the third grade.

Implicature: Vince is trying to convince Dom by comparing his behavior from the third grade until now that he has been a mature and responsible man.

It seems not relevant what Vince responded to Dom’s saying. However, based on relevance theory, the speaker will maximize the optimal relevance in his utterance to make his utterance manifest to his listener. It is what Vince did in his utterance by saying it implicitly to convince Dom.

To elaborate the speaker meanings implied by the characters in Fast Furious movie’s conversation, the writer found that there are three strategies which will be explained in the table as follows.

Table 2: Types of Strategies for Finding Speaker Meanings Implied by the Characters in Fast Furious Movie

<table>
<thead>
<tr>
<th>Number</th>
<th>Development of Logical Form</th>
<th>Frequency</th>
<th>Percentage (%)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>Disambiguation</td>
<td>6</td>
<td>33,3</td>
</tr>
<tr>
<td>2.</td>
<td>Reference solution</td>
<td>6</td>
<td>33,3</td>
</tr>
<tr>
<td>3.</td>
<td>Enrichment process</td>
<td>6</td>
<td>33,3</td>
</tr>
<tr>
<td></td>
<td>Total</td>
<td>18</td>
<td>100</td>
</tr>
</tbody>
</table>
From table 2, the result of analysis shows that the frequency of each strategy used in finding speaker meaning is equal. From the result, the writer may infer that in finding the speaker meanings, we can use those three strategies directly. One sentence can be identified through disambiguation only, disambiguation and referene solution or the three strategies simultaneously. The three strategies can be used interchangeable in finding them.
CONCLUSION

In conversation, a speaker produces an utterance containing something more than it simply sounds, or to be precise, an implicature. Implicature is an expression that has more than the words of the expression mean. All of the completed analysis is based on relevance theory by Sperber and Wilson. The writer analyzed the movie script of Fast Furious and discovered there are speaker meanings implied by the character of the movie.

From the collected data, the writer classified the speaker meanings into nine, they are used for convincing, threatening, rejecting, underestimating, satirizing, praising, making jealous, feeling honored, and warning. To find those speaker meanings, the writer used several strategies; they are disambiguation, reference solution, and enrichment process strategy. Based on the table of analysis, convincing got the highest percentage.

The characters of the movie convince their friends and their boy/girlfriend to believe that they really care and love them. In friendship, convincing is necessary to make two people are getting better after fight each other. Another friend has to convince them in order to believe on their friendship. It also occurs in love value. Convincing is very necessary for someone wants to make his girlfriend believe on his feeling. Because friendship and love are the most value exists in the movie, the possibility of convincing is higher than other speaker meanings.
The result of analysis shows that the frequency of each strategy used in finding the speaker meaning is equal. From the result, the writer may infer that in finding the speaker meanings, we can use those three strategies directly. One sentence can be identified through disambiguation only, disambiguation and reference solution or the three strategies simultaneously. The three strategies can be used interchangeably in finding the speaker meanings.

The writer also wishes that this research could be a good reference for another researcher to do better research.
REFERENCES


