



CHAPTER 1

INTRODUCTION

1.1. Background of the Study

Language is a tool of human interaction that has an important role in everyday life and is an inseparable part of human existence. Noam Chomsky (1957) states that language is a system that enables humans to generate an infinite variety of sentences by combining a limited set of words. Besides that, Ferdinand De Saussure (1988) has argumentation about language. He argues that language is a symbolic system that expresses thoughts or ideas, so it can be compared to various other systems such as writing, alphabetization for deaf-mutes, ritual symbols, politeness formulas, military signals, and so on. Then Nur Permatasari, Ika Umiatul Khasanah, & Nur Rofiqoh Eviana Putri (2019) also describe that language refers to a system of communication that uses words, symbols, and phrases to convey meaning. It is a complex and multifaceted system that allows individuals to express thoughts, ideas, and emotions.. So, it can be concluded that language means a system of signs used to convey thoughts or ideas. Furthermore, language can be compared to various other systems, such as writing systems, alphabetization for the deaf-mute, ritual symbols, politeness rules, military signals, and other elements.

The study of language is known as linguistics (Fromkin:2000). One of the studies of linguistics is pragmatics. George Yule (1996) states that pragmatics is a branch of linguistics that focuses on understanding the meaning conveyed by speakers in specific situations or contexts. Levinson (1983) also argues that pragmatics is the analysis of how language is used in certain situations. He also mentions that pragmatics examines how language is utilized for distinct purposes, such as conveying information or making requests or to express feelings. Then, Abdurrahman (2011) mentions that pragmatics is a linguistics branch that focuses on the contextual use of language to achieve the intended meaning. It involves the study of how language is used in social contexts to create and maintain relationships, as well as to convey information. The term "pragmatics" comes from the Greek word "pragmatika," which means "practical" or "useful."It can be said that pragmatics is a field in linguistics that focuses on the study of the meaning of



language conveyed by speakers in certain contexts or situations. Pragmatics not only examines the meaning of words or sentences, but also emphasizes the importance of context in understanding how language is used in various communication situations.

Deixis is one of the objects of pragmatics study. Levinson (1983) explains that deixis is a general term for the use of linguistic expressions to refer to entities in the context of the speech event. Yule (1996) states that Deixis is a linguistic concept that refers to the use of language to designate or refer to people, places, or times, where the determination of the designated object depends on the context of the ongoing conversation. In this context, deixis has an important role in structuring the meaning of communication, because the determination of the designated object can change depending on the situation or circumstances being discussed. Then, Rotua Elfrida Pangaribuan, Sondang Manik, & Tiara K Pasaribu (2015) explain that deixis refers to the phenomenon where in understanding the meaning of certain words and phrases in an utterance requires contextual information. It is an important aspect of language study, especially for foreign language learners. It can be concluded that deixis is a linguistic concept that refers to a word or phrase that has a meaning that is highly dependent on the situational context in which the word or phrase is used. That is, the meaning of deixis words or phrases is not fixed, but rather strongly related to the specific circumstances in which they appear. The situational context, including the identity of the speaker, the time, and the place where the expression is uttered, plays a very important role in determining the accurate interpretation of a deixis word or phrase.

Based on Nur Kholis(2016), he states that movies are an interesting research object to understand deixis because they provide rich, contextualized examples of how speakers use deictic expressions to refer to time, place, and persons within a visual and narrative framework. The combination of dialogue, visual cues, and shifting perspectives in films allows researchers to analyze how deictic words like "here," "there," "now," "then," "this," and "that" are anchored in both the characters' and viewers' contexts, providing a dynamic field for studying how meaning is constructed and understood in real-time communication. In every scene of the film, not only the words in the dialog form the meaning, but also visual elements such as



location, background, and characters that are present simultaneously. The visual and audio context shown in the movie requires the audience to pay attention not only to what is said by the characters in the movie, but also to the message conveyed through the visual aspects that build the narrative.

"Dune: Part One," a 2021 science fiction film directed by Denis Villeneuve, takes place on the desert planet Arrakis. The story revolves around Paul Atreides, a young man whose family gains control of Arrakis, triggering a sequence of events marked by political strife and conflicts among factions within this fictional universe. "Dune" skillfully constructs a vivid world imbued with its own culture, politics, and mythology, celebrated for its breathtaking visuals and meticulous exploration of characters and storyline.

This research uses the movie Dune: Part One as its object of study for deixis because it features a complex narrative structure, diverse settings, and rich dialogues that offer numerous instances of deictic elements. The film's varied environments, temporal shifts, and character interactions provide stories for analyzing how deixis operates in different contexts and contributes to the viewer's understanding of the story. Additionally, the futuristic and diverse cultural elements depicted in Dune: Part One present something for exploring the use of deixis in constructing meaning. The movie offers a unique and intricate setting on the planet Arrakis. The complex narrative structure is linked with spatial deixis, as it requires precise references to locations and objects within the story to help viewers comprehend the unfolding plot.

The movie "Dune: Part One," which bagged the most 2022 Oscar awards, has a complex narrative and diverse settings that make it an ideal subject for studying deixis. The film's rich dialogues and complex interactions among characters provide abundant examples of deictic expressions, illustrating how language can anchor references to specific times, places, and persons within a continuously shifting cinematic context. This makes "Dune: Part One" a compelling case for examining how deixis functions to create coherence and meaning in a visually and narratively rich environment. The shift of place from Atreides Family's home planet to Arrakis creates a deep impression of the environment and social



conditions that occur. Meanwhile, the use of deixis, especially spatial deixis, is also widely presented in this movie. Therefore, this research examines where spatial deixis are used for understanding the story.

Through a deeper understanding of how spatial deixis work in "Dune," we can understand the linguistic phenomena underlying audience understanding and detail the contribution of deixis to the narrative construction of the movie.

Datum1

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Paul Atreides: "It felt like if! Had been there, you'd be alive."

Context: Paul shared his feelings with Duncan. At this moment, Paul is contemplating a dream he had. In the dialog, Paul expresses his feeling that his presence in the dream gave him the impression that if he was present in the real situation, then it was possible for Duncan to stay alive in the war he was in.

Analysis: The word "there" used by Paul in the dialog above shows that he is using spatial deixis. Paul tells Duncan that had he been with Duncan to go to Arrakis, then Duncan would have stayed awake and would not have been killed in the battle of Arrakis. The word "there" refers to Arrakis.

There are three previous studies related to this topic. The first previous study is "An Analysis of Deixis Used by Mei in Turning Red Movie" by Nur Wahyu Mahendra (2023). The research aims to find all deixis used by the character "Mei", while this research aims to find only spatial deixis and temporal deixis used by all characters in Dune movie. The second previous study is "Deixis Used in the Soundtracks Lyric of The Greatest Showman Movie" by Arinta Gebi (2017). The study used soundtrack song lyrics as data and used Buhler's theory, while this study used speech of all characters as data and used Yule's theory. The last previous study is "Subtitling Strategy in Dune Movie" by Chintia Handayani (2022). The research discussed subtitling strategy, while this research discusses Deixis.



1.2. Statements of The Problem

1. What are the Spatial Deixis applied in Dune: Part One movie?
2. What are the functions of Spatial Deixis applied in Dune: Part One movie?

1.3. Objectives of The Research

1. To identify Spatial Deixis applied in Dune: Part One movie.
2. To explain the function of Spatial deixis applied in Dune: Part One movie.

1.4. Significances of The Study

- **Theoretical Significances**

This study can serve as a future reference, particularly for the analysis of deixis.

- **Practical Significances**

This study aims to provide insights into deixis in the movie "Dune: Part One," enabling English teachers or lecturers to use it for instructing their students in pragmatic analysis. Additionally, the research seeks to enhance English learners' understanding of spatial deixis and their conversational skills by interpreting utterances based on context, making it easier for readers to comprehend the movie's storyline.

1.5. Scope and Limitation

The scope of this research involves the discussion of the pragmatic elements in Dune: Part One movie. While the limitation of this research is only discussing about spatial deixis in utterances of all characters of Dune: Part One movie by using Yule's theory.



1.6. Definition of Key Terms

- **Pragmatics:** Pragmatics is the study of language use in context. (Levinson: 1983)
- **Deixis:** Deixis is a term of technical origin derived from Greek, refers to one of the fundamental aspects of our use of utterances. (Yule:1996)
- **Spatial Deixis:** Spatial deixis is a way to refer to location according to the speaker in a speech event. (Levinson: 1983)
- **Temporal deixis:** Temporal deixis is a word or phrase that refers to a time that is not specific and depends on the speaker's intention. (Yule: 1996)
- **Dune (2021):** A science fiction film directed by Denis Villeneuve, based on the 1965 novel of the same name by Frank Herbert. The story is set in a distant future and follows the journey of Paul Atreides as he navigates political intrigue, conflict, and the desert planet Arrakis.



1.7. Thesis Organization

Chapter 1: The first chapter consists of the background of the study, statements of the problem, objectives of the study, significance of the study, scope and limitations, definition of the key terms, and thesis organization.

Chapter 2: The second chapter discusses about the theory of Pragmatics, Deixis, Kinds of Deixis by Yule's Theory and also explains about "Dune" movie and related studies.

Chapter 3: The third chapter consists of the research design, source of data and data, steps of collecting data, and steps of analyzing data.

Chapter 4: The fourth chapter discusses about spatial deixis used in Dune movie.

Chapter 5: The fifth chapter consists of the conclusion and suggestions.