



CHAPTER I INTRODUCTION

1.1 Background of the Study

In pragmatics, speech acts have an important role in communication between speakers and hearers, such as the communication of characters in a movie. Speech act is a person's action through his or her utterance (Anggraeni & Ramdhani, 2023; Jasim, 2023; Larasati, et al, 2020). In addition, expressive speech act belongs to the category of illocutionary speech act (Aslam & Rudianto, 2024; Novianti, 2024). According to Yule (1996), expressive speech act is one part of pragmatics that discusses the speaker to express thoughts and feelings based on the context of speech. In movies, expressive speech act is often used by characters to express their desires (Mirrah, et al, 2024; Ngurah & Candra, 2024; Purnama, et al, 2024). Therefore, this study aims to explore the use of expressive speech of the characters in the recently viral movie, *Deadpool 3* (2024).

Deadpool 3 is one of the best movies in 2024. Quoted from IMDb (2024) accessed on 11/06/2024, the rating of this film reached 7.8 on a scale of 10. It is because *Deadpool 3* is different from the previous series, which presents the most famous figure in the world of superhero movie, namely Wolverine starring Hugh Jacman or often known as Logan (IMBd, 2024, accessed on 11/06/2024). The movie revolves around the journey of *Deadpool* (Ryan Reynolds) and Wolverine to save Fox's main X-Men universe, Earth-10005 (CNN Indonesia, 2024, accessed on 11/06/2024). Their journey, the conversations of these two super heroes have many expressions of illocutionary speech acts, especially expressive speech acts in their scenes.

For instance, *Deadpool* was agitated when told that his world would be erased by Mr. Paradox. Next, when *Deadpool* looked for the right Wolverine, he was initially upset to find that Wolverine was dead and just bones. In addition, the expression when Logan or Wolverine liked *Deadpool's* invitation to go to Mr. Paradox to save their own universe. However, Logan did not like being tricked by *Deadpool* because only *Deadpool's* universe would be saved. Therefore, this phenomenon is *Deadpool 3* movie as a research subject for expressive speech act study.

From the explanation of the scenes above, the concept of expressive speech act theory used in this study is from George Yule. Expressive speech acts allow speakers to express their deepest thoughts, feelings and emotions (Yule, 1996). Furthermore, Yule (1996) stated that “They express psychological states and can be statements of pleasure, pain, likes, dislikes, joy, or sorrow.” (p. 53). In other words, Yule (1996) divides expressive speech acts into six categories: 1) Expressive Speech Act of Pleasure; 2) Expressive Speech Act of Pain; 3) Expressive Speech Act of Likes; 4) Expressive Speech Act of



Dislikes; 5) Expressive Speech Act of Joy; and 6) Expressive Speech Act of Sorrow. These types will be identified in the speech by Deadpool and Wolverine in the movie Deadpool 3.

The following is the illustrations of how the analysis in this study will be conducted using a pragmatics approach and a qualitative descriptive research design to identify the expressive speech acts used by the two main characters in their conversations.

Example 1

Minute : 00:00:33

Context : When the movie started, Deadpool sang along to the movie's intro instrumental. After the instrumental finished, he laughed while expressing that he was happy with the music.

Utterance :

Deadpool: “*That logo music just gets you pumped.*”

Deadpool's dialog above is included in the Expressive Speech Act of Pleasure. The reason is that Deadpool expresses his pleasure towards the opening music of the movie by saying that the music makes him feel excited which is the meaning of the phrase “just gets you pumped.” It is in accordance with the concept of Yule's (1996) expressive speech act of pleasure, which is used to express satisfaction or pleasure with something.

Example 2

Minute : 00:02:10

Context : When starting the journey to find Wolverine's variant, Deadpool first found Wolverine dead. He tried to excavate Wolverine's grave but he was disappointed because it did not match his expectation that the variant Wolverine was really dead and just bones.

Utterance :

Deadpool: “My world is fuck.”

Deadpool's utterance above belongs to the Expressive Speech Act of Sorrow. According to Yule (1996), this type is used to express sadness, loss, or emotional suffering. Similarly, Deadpool's utterance expresses a feeling of deep disappointment and frustration when he found the first variant of Wolverine dead. Moreover, the expression depicts his disappointment and sadness, which shows a feeling of loss or devastation because his expectation was not met.

This study is also inspired by previous studies that analyzed the use of expressive speech acts in various contexts and genres, such as movies and comedy performances. First, a study was conducted by Dinar Rosiana Mareta and Afriana Afriana (2024) entitled “*Expressive Speech Acts Analysis of Percy Jackson's Movie (2010).*” The aim of the study was to categorize and analyze various expressive speech acts present in the Percy Jackson movie (2010) using Searle and Vanderveken's theory. Second, a study was conducted by Sintia Dona Nurpadilah, Rahayu Ningsih, Pani Noerbayani and Sri Meiweni



Basra (2024) entitled “*Expressive Speech Acts in Stand-Up Comedy by Raditya Dika.*” The aim of the study was to explore how Raditya Dika employs expressive speech acts to convey emotions, engage the audience, and enhance the comedic elements of his performance. Third, the study was conducted by Arga Bagus Handi Pradana (2020) entitled “*English Slang Words Used by the Characters in “Deadpool II” Movie Script.*” The aim of the study was to classify English slang words and analyze the reasons for using these slang words by the characters in the Deadpool II movie script.

Three previous studies supporting there are similarities and differences with this study. While the current study uses the theory developed by George Yule (1996). While Mareta and Afriana's (2024) and Nurpadilah et al.'s (2024) studies focused more on the category of speech acts or on the context of comedy, this current study analyzes interactions in movies with action-comedy genre and superhero theme. Meanwhile, Pradana's (2020) study focused more on the use of slang in Deadpool II, while the current study focuses on psychological expressions expressed through expressive speech acts. Thus, the current study provides a new contribution on how expressive speech acts not only function in daily interactions but also in conveying character complexity in popular superhero movies. In other words, it is a relevant research gap to be further explored.

1.2 Statements of the Problem

- 1) What types of expressive speech acts are used by Deadpool and Wolverine in the Deadpool 3 Movie?
- 2) How the types of expressive speech acts found are used by Deadpool and Wolverine in the Deadpool 3 Movie?

1.3 Objectives of the Study

- 1) To identify the types of expressive speech acts used by Deadpool and Wolverine in the Deadpool 3 Movie.
- 2) To explain how the types of expressive speech acts used by Deadpool and Wolverine in the Deadpool 3 Movie.

1.4 Significance of the Study

1.4.1 Theoretical Significances

This study can contribute to a deeper understanding of linguistics, especially pragmatics related to how expressive speech acts are contained in characters' speech in action-comedy movies. It is due to the novelty of the data that will emerge from the data source used, Deadpool 3, which is unique in the richness of expressive dialogues delivered by Deadpool and Wolverine. Accordingly, Yule's theory of expressive speech acts can be a bridge for understanding each type of expressive speech act used by the two characters. With the qualitative analysis method,



this contribution becomes obvious because it can explain in detail each type and how expressive speech acts are used.

1.4.2 Practical Significances

This study can contribute to how viewers of Deadpool 3 use expressive speech acts appropriately. Many expressive expressions tend to be rude but have the meaning of pleasure described in Yule's theory, which has been exemplified in the research background (see 1.1). With the results of this study, the types of expressive speech acts can be understood by the audience. By doing so, this study helps the audience understand how emotional expressions are conveyed in the context of popular culture such as movies.

1.5 Scope and Limitations

The scope of this study is Pragmatics. In addition, there are some limitations to this study. Firstly, illocutionary speech acts, especially expressive speech acts by Yule theory (1991). This study focuses on the utterances of Deadpool and Wolverine that contain expressive speech acts. It means that expressive speech acts from other characters will not be analyzed.

1.6 Definition of Key Terms

1) Pragmatics:

“Pragmatics is concerned with the study of meaning as communicated by a speaker or writer and interpreted by a hearer or reader” (Yule, 1996, p. 3).

2) Speech acts:

“On any occasion, the action performed by producing an utterance will consist of three related acts” (Yule, 1996, p. 48).

3) Expressive speech acts:

“Expressive are those kinds of speech acts that state what the speakers feel” (Yule, 1996, p. 53).

4) Deadpool 3 Movie:

“In this multiverse story Deadpool is approached by a man named Paradox who intends on vaporizing his entire universe because apparently it's not supposed to go on living without the now deceased hero Wolverine. Deadpool kidnaps another version of Wolverine to replace but this only results in Paradox banishing both Deadpool and Wolverine.” (IMBd, 2024, accessed on 12/13/2024)

1.7 Thesis Organization

The first chapter contains the background of the study, the statements of the problem, the objectives of the study, the significance of the study, scope and limitations, the definition of the key terms, and thesis organization. The second chapter contains the theoretical framework and some



reviews of previous studies. The third chapter contains research methodology, such as research design, data sources and data, data collection and analysis steps.