



## CHAPTER II

### REVIEW OF RELATED LITERATURE

#### 2.1 Pragmatics

According to George Yule in his book entitled “Pragmatics” (1996), pragmatics is a branch of linguistics that studies the meaning communicated by speakers or writers and interpreted by listeners or readers (Yule, 1996). It focuses on how people comprehend and produce meaning in actual communicative interactions, which often involves more than just the literal meaning of words but also the contextual meaning. This aspect is particularly crucial as the meaning conveyed in conversation often depends on the context, intonation, situation, and relationship between the speaker and the hearer. Studying pragmatics provides a deeper understanding of how humans communicate in situations where the same words can have different meanings, depending on who is speaking and under what conditions. Therefore, understanding pragmatics requires not only analyzing what is said, but also recognizing the importance of context in shaping meaning (Yule, 1996).

The main function of pragmatics is to comprehend the context of communication, which includes the situation, place, and time in which the conversation takes place (Yule, 1996). Through understanding the context, pragmatics assists us in capturing meanings that are not always explicitly conveyed in the spoken words. Pragmatics also work towards interpreting the speaker's intent, including implicatures or implied meanings, as well as assumptions that cannot be expressed directly. For example, when someone says, “It's very hot outside,” they may be implying a suggestion to close the windows without directly stating it. It portrays that pragmatics not only analyzes speech, but also how the speaker conveys their intent in a way that the hearer can understand. In addition, according to Chapman (2011), one of the focus in pragmatics is an exploration of speech acts. In other words, through pragmatics, humans can better understand how language is used through some speech acts, such as locution, illocution, and perlocution.

#### 2.2 Speech Acts

Summarized from a book entitled Pragmatics, Yule (1996 : 48-52) explains that speech act is a person's action through his speech. In addition, that speech act has three parts; including locutionary act, illocutionary act, and perlocutionary act. The



locutionary act is the literal meaning of the utterance. Illocutionary act is the intention behind the utterance. Perlocutionary act is the effect produced on the hearer. Each utterance has a dimension that involves the speaker's intention as well as the hearers' interpretation.

In this study, illocutionary speech act is the focus of the study. Yule (1996) provided an example of the statement "It's very cold in here" which can be interpreted as a request to close the window. In addition, Yule (1996) categorizes illocutionary speech acts into five types, namely representative, directive, commissive, declarative, and expressive. Each category has a specific purpose and function in social interaction.

Representatives aim to convey information or beliefs. Directives are used to request something. Commissive refers to the speaker's commitment to a future action, such as a promise. Declarative is used to change a social status or situation through speech, such as deciding on a punishment. The expressive category deals with the speaker's feelings or attitude towards a certain situation.

### 2.2.1 Expressive Speech Acts

According to Yule (1996 : 53), "Expressives are those kinds of speech acts that states what the speaker feels". Moreover, "It can be a statement of pleasure, pain, likes, dislikes, joy and sorrow". From the six types, there are positive expressive speech acts and negative expressive speech acts.

#### 1.2.1.1 Positive Expressive Speech Acts

##### 1) Pleasure:

This type is used to express pleasure or satisfaction with something.

Example

Minute: 00:00:39

Context: Deadpool greeted the audience after a long absence at the Cinema.

Utterance: *I'm excited to be here. It's been a while.*

Based on the theory of expressive speech acts proposed by Yule (1996), the utterance "I'm excited to be here. It's been a while." is an example of expressive speech acts that express feelings of pleasure. In this case, Deadpool conveys his feelings of happiness because he can finally reappear in front of the audience after a long time not appearing on the big screen. The utterance not only reflects the speaker's emotional state, but also serves to build closeness with the audience



through an expression of enthusiasm. Thus, this utterance illustrates how expressive speech acts are used to express the speaker's positive psychological state in the context of informal yet communicative social interactions.

2) **Likes:**

This type expresses a feeling of like or interest in someone or something.

Example

Minute: 00:02:27

Context: Deadpool expressed his admiration and desire to work with Wolverine.

Utterance: *I gotta be honest, I've always wanted to ride with you, Log. You and me getting into it. Deadpool and Wolverine just fuckin' shit up.*

Based on the theory of expressive speech acts according to Yule (1996), the utterance "I gotta be honest, I've always wanted to ride with you, Log. You and me getting into it. Deadpool and Wolverine just fuckin' shit up." belongs to the expressive type of likes because it reflects Deadpool's admiration and interest in Wolverine. This utterance expresses Deadpool's sincere desire to work together and share the action with Wolverine, which he conveys in a casual yet enthusiastic style. In addition, the use of informal and expressive phrases shows a strong emotional connection and hope for their togetherness in carrying out the mission. Therefore, the statement is a form of expressing a positive attitude and personal admiration for another person in the context of a close social relationship.

3) **Joy:**

This type is used to express intense joy or excitement.

Example

Minute: 00:01:44

Context: Deadpool was delighted when he first found Wolverine's corpse.

Utterance: **Bingo.**



Based on the theory of expressive speech acts proposed by Yule (1996), the utterance “Bingo” spoken by Deadpool belongs to the expressive category of joy because it reflects a feeling of excitement that arises spontaneously. In this context, Deadpool feels very happy when he finds Wolverine's body, which is most likely part of his plan or goal. Although the utterance is very short, it pragmatically contains a strong emotional charge and reflects a positive response to successfully finding something one is looking for. Therefore, the expression “Bingo” shows how a simple speech act can represent the speaker's psychological state intensely in certain situations.

### 1.2.1.2 Negative Expressive Speech Acts

#### 1) Pain:

This type is used to express pain, both physical and emotional.

Example

Minute: 00:01:55

Context: Deadpool gets frustrated while trying to explore Wolverine and his efforts fail.

Utterance: ***Damn it! Son of a bitch! Christ. Motherfucker!***

Based on the theory of expressive speech acts according to Yule (1996), the utterance "Damn it! Son of a bitch! Christ. Motherfucker!" is a form of expressive speech act that reflects the expression of pain, especially intense feelings of frustration and annoyance. In this context, Deadpool shows his emotional outburst due to his failure in exploring Wolverine's body, which is not in accordance with his initial expectations or plans. The use of swear words in a sequential and emotional manner shows a high level of irritation and impatience with a situation that is not going well. Thus, the utterance is a verbal representation of the speaker's negative psychological state that is explicitly shown through expressive speech acts.



## 2) Dislike:

This type expresses a feeling of dislike or displeasure towards something or someone.

Example

Minute: 00:00:56

Context: Deadpool sarcastically commented that the movie took too long to release.

Utterance: *Marvel's so stupid.*

Based on the theory of expressive speech acts proposed by Yule (1996), the utterance “Marvel's so stupid” is a form of expressive speech act that belongs to the dislike category, because it reflects the speaker's dissatisfaction with something, in this case with Marvel. Although delivered in a sarcastic tone, the statement shows Deadpool's dissatisfaction with the length of the movie release process which he sarcastically comments on. The sarcasm as a language strategy reinforces the expression of dislike in a satirical way, but still has an implicitly negative meaning. It therefore reflects a negative evaluative attitude towards a particular party, and is a concrete example of how expressive speech acts are used to convey emotional criticism.

## 3) Sorrow:

This type is used to express sorrow, loss, or emotional suffering.

Example

Minute: 00:02:53

Context: Deadpool was disappointed to find the first Wolverine dead.

Because of this, Deadpool monologued to express his dislike and disappointment.

Utterance: *You had to get all noble and die for real. Goddamn it!*

Based on the theory of expressive speech acts according to Yule (1996), the utterance "You had to get all noble and die for real. Goddamn it!" is a form of expressive speech act that reflects dislike, because Deadpool expresses his dislike and disappointment towards Wolverine's actions that are considered too heroic by choosing to die for real. This utterance, although delivered in the form of a monologue, contains negative emotional expressions aimed at the decisions or



actions of other characters that do not match the speaker's expectations. In addition, the use of the harsh expression “Goddamn it!” emphasizes the intensity of the feelings of disappointment and frustration that Deadpool experiences in dealing with the situation. As such, this statement is a verbal representation of a negative, emotional evaluation of the other party's actions.

Based on the definition and examples of each type of expressive speech act, the use of each type of expressive speech act refers to the level of emotion felt by the utterance (Yule, 1996). First, the Joy type is a deep and pure feeling of happiness, and often arises from a particular moment. Second, the Pleasure type refers to the pleasure obtained from something that fulfills a need or desire. Although Joy and Pleasure are similar, Joy tends to be more emotional and intense than Pleasure because it involves happiness of the heart. Third, the Like type is an expression of interest in something. In other words, Like is more lighthearted to show appreciation for something without emotional feelings. Fourth, the Sorrow type reflects deep feelings of sadness, this usually refers to a sense of loss, disappointment, or an emotionally painful experience. Fifth, the Pain type is an expression of pain, both physical and emotional. Although Sorrow and Pain are similar, Sorrow tends to be more emotional than Pain as it touches on deep emotional aspects. Sixth, the Dislike type leads to an expression of dislike towards something unpleasant, including those that do not match one's preferences. In other words, Dislike tends to be milder as the emotion is related to rejection.

### **2.3 Summary of Deadpool 3 Movie**

The movie is again directed by Shawn Levy and features Ryan Reynolds as Deadpool (Wade Wilson), and Hugh Jackman as Wolverine (Logan). The story is about Deadpool who is kidnapped by TVA to be given the task of saving the multiverse, and he becomes Marvel Jesus. The opening of this movie repeats the formula of the previous two movies, which tells the events that led Deadpool to that point. However, the opening is actually very entertaining. Especially because of the song “Ba Ba Ba”, which made me suspect that the person behind Deadpool's mask was Justin Timberlake, not Ryan Reynolds.



The slow-motion action scenes are brutal and stunning, of example, with dance vibes that are as energetic as the songs. They're also brilliant at paying homage to Logan, considered one of the best superhero movies ever made. The characters of Deadpool and Wolverine are treated as central characters. The depth of both of their characters intersect, connect, and really get it. There is nothing to doubt about this. The choice of the worst version of Wolverine is also the right choice. Both of them are falling down and finding their individual selves.

Deadpool made fun of everything: audience tastes, Fox, Kevin Feige, himself, and the movie himself. Perhaps one of favorite scenes is when Deadpool picks up the camera and, like a child, taunts Fox by saying: "I'm finally in the MCU. Fuck you, Fox!". In addition, Wolverine in this movie really fights with his signature badassery. Lady Deathstrike, Juggernaut, Deadpool Core, and other characters who appear in the movie are more appropriately called cameos. However, they still come up with some hilarious comedic moments. Deadpool even makes fun of Lady Deadpool who doesn't have a face reveal here. Although she's just a fan cast, she manages to carry her role with a funny and memorable style.

In addition, Deadpool and Wolverine are the perfect combination to revive the MCU spectacle that had lost its way. Is this movie perfect? No, it isn't. The theme of destroying the multiverse feels repetitive. This movie is one of the best experiences you can get from the superhero genre. This film not only utilizes breaking the fourth wall for jokes, but also to touch on various aspects of pop culture. In addition, Wolverine finally looks like the comic version. With his iconic mask and maximum ferocity. This movie really gives Hugh Jackman room to explore the wild side of Logan's character, as well as showing Wolverine's true self, which has not been maximized in previous films. Deadpool never misses a chance to include pop culture references. From satire about the multiverse timeline, nostalgic songs.

In the end, Deadpool found a balance between his entertaining habits and his greater responsibility as the protector of the multiverse. Meanwhile, Wolverine, who was initially reluctant to cooperate, finally agreed to work with Deadpool. Given that, this movie is best described as a happy ending. The reason for this is because Deadpool and Wolverine successfully completed their mission to stop the threat of Deadpool's multiverse being erased by Cassandra Nova and Paradox.



## 2.4 Previous Studies

First previous 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 film Percy Jackson (2010) using Searle and Vanderveken's theory. In addition, the study sought to identify how characters expressed emotions and intentions through their dialogues. In analyzing, the study employed the theory of expressive speech acts proposed by Searle and Vanderveken (1985). This theory provided a framework for understanding how language was used to express feelings, intentions, and attitudes in communication. For the research methods, the study utilized a descriptive qualitative research method. The researchers collected data by watching the film and noting down dialogues that contained expressive speech acts. They categorized the collected data according to the types of expressive acts defined by Searle and Vanderveken, allowing for a systematic analysis of the characters' utterances. The analysis found 171 pieces of data categorized into various types of expressive speech acts, with the following frequencies: apologize occurred 7 times, thank 20 times, congratulate 5 times, boast 12 times, compliment 33 times, welcome 5 times, greet 20 times, complain 30 times, protest 34 times, condole 1 time, lament 3 times, and deplore 1 time. These findings indicated a diverse range of expressive acts, with protests and complaints being the most frequently observed types in the film.

Second, the 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. For the analyzing data, the analysis was grounded in John Searle's theory of speech acts, which categorized different types of speech acts, including expressive acts that convey the speaker's emotions and attitudes. This theoretical framework assisted in understanding how language functions in the context of humor and audience engagement. For the research method, the study was conducted a qualitative analysis of selected video clips from Raditya Dika's "Cerita Cintaku." They focused on identifying instances of expressive speech acts, categorizing them into types such as emotion-showing and mood-indicating expressions. The analysis included examining vocal cues, body language, and the use of specific vocabulary to convey emotions and engage the audience. The findings



indicate that Raditya Dika effectively employs various speech act expressions to enhance the comedic experience. These include the use of overt expressions such as shouting and laughter to convey a range of emotions, creating a lively atmosphere and eliciting positive audience responses. Additionally, the repetition of certain phrases, such as "Anjay," functions as an emotional expression that conveys excitement and adds humor through wordplay. Furthermore, the incorporation of personal feelings and relatable experiences fosters a strong connection with the audience, enriching the storytelling aspect of his comedy. Overall, the study highlighted the significance of expressive speech acts in stand-up comedy and their role in shaping audience engagement and emotional responses.

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. For the analyzing, the study utilized the theories by Allan & Burrige (2006) and Patridge (1950) to analyze the data related to slang words. For the research method, the study employed a descriptive qualitative method. The data were collected through documentation, specifically from the "Deadpool II" movie script, focusing on the types of slang words and the reasons for their usage. The findings revealed 30 instances of slang words categorized into different types: 8 instances of clipping, 8 instances of imitative, 5 instances of fresh & creative, 8 instances of flippant, and 1 instance of acronym. Additionally, thirteen reasons for using slang words were identified, including sharing high spirit, exercising wit in humor, establishing identity, and avoiding seriousness, among others.

The previous studies have explored various aspects of expressive speech acts, including their categorization and analysis in different contexts such as movies, stand-up comedy, and slang usage. Mareta and Afriana (2024) focused on categorizing expressive speech acts in "Percy Jackson" using Searle and Vanderveken's theory, while Nurpadilah et al. (2024) examined expressive speech acts in Raditya Dika's stand-up comedy based on John Searle's theory. In contrast, this study focuses on analyzing expressive speech acts in "Deadpool 3" using Yule's (1996) framework, specifically identifying six categories of expressive acts (pleasure, pain, likes, dislikes, joy, sorrow). Additionally, while previous studies employed qualitative descriptive methods, they varied in their data collection approaches, with Mareta and Afriana

utilizing note-taking during film viewing and Nurpadilah et al. combining video analysis with cues like body language. This study adopts a similar qualitative descriptive design but emphasizes contextual analysis of specific dialogues within "Deadpool 3", thereby addressing a unique context of expressive speech acts in superhero film dialogues that has not been explored in previous research





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