

## DEIXIS IN *ELEMENTAL* MOVIE

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**Abstract:** The present study is aimed at identifying the types of deixis used by Ember and Bernie (dad's Ember) as the character in the *Elemental* movie. Further, this present study is also aimed at finding out the most dominant deixis as well as the reason for using the deixis. This research employed Levinson's (1983) theory to analyze the deixis used by characters in *Elemental* movie. The researcher used the qualitative descriptive method. The present study took Ember and Bernie's utterances as the source of data. Interactive model of analysis, as suggested by Miles and Huberman (1994), is used to analyze the data. The results showed that person deixis was the most frequently type of deixis found, amount of 299 which means 72% of the total result, followed by spatial/place deixis in 55 data (13%), social deixis in 29 data (7%), temporal deixis in 25 data (6%) and discourse deixis in 5 data (1%). To sum up, the person deixis become the most dominant one used by the characters. The reason for using deixis was to make it easy in person, time, place, social, and discourse.

**Keywords:** Deixis; Utterance; Movie Character

**Abstrak:** Penelitian ini bertujuan untuk mengidentifikasi jenis deiksis yang digunakan oleh Ember dan Bernie (ayah Ember) sebagai karakter dalam film *Elemental*. Selain itu, penelitian ini juga bertujuan untuk mengetahui deiksis yang paling dominan serta alasan penggunaan deiksis tersebut. Penelitian ini menggunakan teori Levinson (1983) untuk menganalisis deiksis yang digunakan oleh karakter dalam film *Elemental*. Peneliti menggunakan metode deskriptif kualitatif. Penelitian ini mengambil ucapan Ember dan Bernie sebagai sumber data. Model analisis interaktif seperti yang dikemukakan oleh Miles & Huberman (1994) digunakan untuk menganalisis data. Hasil penelitian menunjukkan bahwa deiksis orang merupakan jenis deiksis yang paling banyak ditemukan yaitu sebesar 299 yang berarti 72% dari total hasil, disusul deiksis spasial/tempat sebanyak 55 data (13%), deiksis sosial sebanyak 29 data (7%), deiksis temporal sebanyak 25 data (6%) dan deiksis wacana sebanyak 5 data (1%). Kesimpulannya, deiksis persona menjadi deiksis yang paling dominan digunakan oleh para tokoh. Alasan penggunaan deiksis adalah untuk memudahkan orang, waktu, tempat, sosial, dan wacana.

**Kata kunci:** Deiksis; Ujaran; Tokoh Film

### INTRODUCTION

In general, language is often defined as a means of human interaction to convey speaker's meaning, intention and goals (see Torrez, 2021; Sofya & Arifin, 2023; Khalili, 2017; and Niswa, 2021). In its form, language is created and designed in such a way to meet the users' target of

communication in wide area. Language takes place in very significant role to maintain individual and social activities. Language has influenced much of society's to build their civilization. Even today, it is impossible to live without language (see Purnama et al, 2024; Rohmatin et al, 2023; Nurvadhilah, 2022). In short, language enables the speakers to reach their goals both verbally and textually.

In language use, it is a natural to find the communication mode in spoken and written forms (see Khalili, 2017; Saputra et al, 2022; Kristyaningsih & Arifin, 2022). Society uses language to communicate among their members. In other word, language eases them to achieve various language goals, for instance; exchanging information, expressing feelings, delivering thought, realizing ideas, and even building personalities or characters (see Nuryani et al, 2023). To meet these goals, both speaker and listener need to have the language capacity to deliver their purposes (Niswa, 2021; Hidayati et al, 2022; Arifin, 2023). All people who use language best consider language as a way of verbal exchange most effective. Meanwhile, language research, specifically linguistic components, consider language to be the primary concern of linguists' goal in accomplishing research. Referring to Budiarta & Gaho (2021), language has five linguistic branches, namely phonetics, phonology, syntax, semantics, and pragmatics. One field of linguistic branch that studies the spoken language use is pragmatics (Erdianto & Arifin, 2024; Puspitasari et al, 2022; Sari et al, 2021).

Pragmatics is a part of linguistic branch that studies how context relates to the meaning of something being said (see Simatupang et al, 2021; Harida et al, 2023; Azizah & Arifin, 2024). Further, Budiarta & Gaho (2021), Niswa (2021) and Rاپutri (2022), state that pragmatics examine the relations between language and grammaticalized context, or encoded inside the structure of a language. In another word pragmatics is a contextual meaning. As Niswa (2021) said it means that context is an crucial element within the study of pragmatics because context is the heritage knowledge this is assumed to be possessed by the speaker and the interlocutor, and contributes to the interlocutor's interpretation of what the speaker approach in conveying an utterance. In the study of pragmatics, there are several parts within the

scope of pragmatics, one of the parts in the study of pragmatics is deixis.

According Setiakawanti & Susanti (2019), deixis is a observe indicating or pointing something by language which can be used in written or spoken utterances. Besides, Debi (2014) state that deixis is a study to interpret the relation of state of affairs with words, terms, and functions are uttered in a sentence. Deixis is often used in speech to refer to person, places and temporal (Simatupang et al, 2021). Deixis has five main types, there are person deixis, spatial deixis, temporal deixis, social deixis, and discourse deixis (see Levinson, 1983; Agatha & Inayah, 2022; Rاپutri, 2022; Paundrianagari & Harida, 2024).

This previous relevant researches on deixis have inspired the researchers to participate in the growing body of deixis investigations. The researches have shown how deixis significant is in language learning. The current previous researches include the studies which focusing the deixis in movies (see Sofya & Arifin, 2023; Heriyadi & Diana, 2020; Viahapsari & Parmawati, 2020; Noerofi'a & Bahri, 2019). Besides movie, song lyrics have also become the ideal object of deixis studies, such as the researches done by Azizah & Arifin (2024); Agustina & Hendar (2022); Lailiyah (2023); and Widjajanti & Mahanani (2022).

Underlining the detail description as presented previously, the present research aims to analyze the use of deixis in *Elemental* movie. *Elemental* movie is firstly released in 2023 at America. The movie belongs to animated romantic comedy-drama film which produced by one of the biggest movie production house in the world, Pixar Animation Studios for Walt Disney Pictures. Under the direction of Peter Sohn and produced by Denise Ream, the movie soon viewed by millions viewers since it's released in 2023. *Elemental* movie implicitly promote the humanistic values such as diversity & inclusion, interfaith cooperation, true love, self-discovery, and anti-racism, and immigration process.

**METHOD**

The current study employs descriptive qualitative method to investigate what are the types of deixis used in *Elemental* movie. The data collection is technically applied through the following steps; watching the movie in detail, transcribing the dialogues/conversations; identifying the utterances containing the deixis expressions; and classifying the utterances into the deixis types. To complete the interpretation, the collected data are analyzed by implementing Miles & Hubberman (1994) interactive model of analysis, includes; data reduction, data display, and verification (drawing conclusion).

and Dad’s Ember (Bernie), where in Ember’s speech researchers obtained 142 personal deixis data, 12 temporal deixis data, 28 spatial/place deixis data, 14 social deixis data and 3 discourse deixis data. Besides, the researcher also finds that the person deixis of Dad’s Ember (Bernie) speech had 157 personal deixis data, 13 temporal/time deixis data, 27 spatial/place deixis data, 15 social deixis data, and 2 discourse deixis data. In total, researchers obtained 299 person deixis data, 25 temporal deixis data, 55 spatial/place deixis data, 29 social deixis data, and 5 discourse deixis data. So, the dominant deixis used by *Elemental* Movie is person deixis followed by spatial/place deixis, social deixis, temporal deixis and discourse deixis. For more details, see the table below:

Table 1: Findings on deixis in *Elemental* movie

No.	Characters	Types of Deixis					Total
		Person	Place	Social	Time	Discourse	
1	Bernie (Dad’s Ember)	157	27	15	13	2	210
2	Ember	142	28	14	12	3	199
Sub-total		299	55	29	25	5	413

Further, data reduction signals the researchers’ way in choosing, focusing, and abstracting facts from the *Elemental* Movie. In displaying data, the researchers organize and present the selective data regarding to the deixis type. The last step in analysis, conclusion drawing portrays a relevant findings referring to the research goal. The conclusion drawing is structured by underlining the theoretical basis used, the previous studies, the discussion and interpretation, as well as the research goal.

Based on table 1, the researchers show the results of all types of deixis from the utterances by ember and bernie (dad’s ember). The results show that person deixis is the most frequently found type of deixis, numbering 299 which means 72% of the total results followed by spatial/place deixis is numbering 55 which means 13 %, social deixis is numbering 29 which means 7%, temporal deixis is numbering 25 which means 6% and discourse deixis is numbering 5 which means 1%.

**FINDINGS AND DISCUSSION**

**Findings**

In this section, the researcher finds the results of classifying various types of deixis in element films. Based on the utterances of two characters in the *Elemental* movie, namely Ember

**Discussion**

*Person Deixis*

Person deixis is an utterance produced by the speaker in a speech event. In a conversation, the subject does not always refer to one person but can refer to a group of people. Below is an example of a conversation that contains persona deixis;

Dad : Oh, **I(1)** believe this is yours.  
 Dad : **You(2)** splash it, **You(3)** buy it.  
 Ember : Can **I(4)** help you?  
 Ember : **She(5)** almost went full purple.

The researcher found 299 types of person deixis, including first, second, and third person deixis, below is the data and description:

#### First Person Deixis

The first person deixis is the grammaticalization of the talker's connection with himself. according to Sofya & Arifin (2023) first person deixis can be marked with a pronoun (I/my, we/us). In this data result, the researcher found 6 types of first person deixis, specifically I, me, my, we, us and our. the first type is used inside the role of object. Please see the following excerpt.

Dad : Oh, **I (1)** believe this is yours.

In the text, Dad's Ember (Bernie) said that I received eternal damnation. The word "I" is a subject pronoun from the speaker himself and it is a possessive pronoun of the speaker. Here, the speaker wants the addressee to give the thing belong to the speaker. So, Pronoun "I" can be categorized into first person deixis.

#### Second Person Deixis

Second person deixis is deitic refence that mention to adresses. According to Sofya & Arifin (2023) there are you, your, yours, yourself. The researchers found many dialogues that use second person deixis, for example in bellow.

Dad : **You** splash it, **you** buy it.  
 Ember : Can **you** help me?

If we analyze the following sentence, Dad says "**you** splash it, **you** buy it." that have meaning Dad told "you" for replace. On the sentence, the word you meaning second person deixis, the word (you) is categorized into a deixis of second person because it refers to the addressee.

#### Third Person Deixis

Third person deixis encodes of references to person and entities that are neither speaker nor

addressee of the remark in question. According to Apriyana eta al (2021) third person deixis is identified into remark (he/his, she/her, and they/them) and the object like "him, her, it and them". In addition, third person may also identify in pronoun and proper name. Dealing with third person deixis, the researchers found 6 types of third person deixis, namely he, him, his, her, she and them, see the following excerpt:

Dad : "**She** is my daughter"

The sentence, "Dad" says the second person "She is my daughter." the word "she" in statement Beast refers to Ember, and she included into the third person deixis because it refers to person of the utterance in question.

#### *Spatial Deixis*

Spatial deixis (Place deixis) focus on the place where the speech event occurs and deals with the distance. The utterance ("This is big day for me. It's our Red Dot Sale") is one of example of place deixis. Place deixis can be marked of demonstrative pronouns such as; 'this' and 'that', and also can be marked of demonstrative adverbs of place such as; 'here' and 'there'. The researchers found 5 types of place deixis, namely this, these, that, those, and here. Please see the following excerpt;

Dad : "Get back **here**."

Dad : I got to get **these** to City Hall before the end of my shift.

In this sentence, Dad says "Get back **here**" meaning "Dad" ask to come back **here** (he's place), which meant "**here**" in the text is the place. Based on the context of sentence above, it points the place that speech even occurs. Place deixis focus on the place where the speech event occurs. So, the word 'here' can be classified into spatial deixis (place deixis).

#### *Social Deixis*

Concerns the encoding of social distinctions that are relative to participants-role, particularly aspect of the social relationship holding the

speaker and addressee(s), or speaker and referent(s) (Levinson, 1983). In another word the use of forms that represented the speaker's social standing in connection to the addressee or someone else, such as familiar form, polite form, or honorific, is referred to as social deixis—the demonstration of social deixis. In the data the researcher found some dialog that refer to social deixis. Please see the following excerpt.

Ember : This is shop **my dad's** dream.

Dad : **My daughter**, you are the Ember of our family fire.

Woman : Wait, I know him. He is a **food inspector**.

### *Temporal Deixis*

Temporal or time deixis concerns with the encoding of temporal points in the speech event. According to Sofya & Arifin (2023) stated that deictic refers to points locating time, which the time axis used the moment of utterance “you” as a reference, is called time deixis. In addition, we can say the word (pointing time). At the time axis, we can identify several elements such as, before “you” e.g. yesterday and before, moment of utterance “you” e.g. now and today, and after “you” e.g. soon and tomorrow. Present time included now, today, etc. Past time included then, yesterday, last week, etc.

In this study, the writers found 3 deitic categories of temporal deixis, including present time, past time, and future time. The following are the data from data corpus.

Dad : **Someday** it'll all be yours

Dad : **Today**, I pass it on to you.

Dad : **Now** that you've beaten my time, there's only one thing haven't done.

Dad : **Tomorrow** I sleep in and I want you run shop for Red Dot Sale

### *Discourse Deixis*

An expression used to refer to certain discourse that contain the utterance or as a signal and its relation to surrounding text (Levinson,

1983). Formulates the concept of discourse deixis as “the use of expressions within some utterance to some portion of the discourse and it contains.” Similar to other types of deixis, discourse deixis can be easily identified within the text. Expressions that signals the existence of discourse deixis are as follows: then, but, however, therefore, so, on the other hand, aforementioned, as mentioned above, etc.

In above utterances, the expressions “then” and “but” indicate the discourse deixis. The information comes after the first utterance is closely related with the first utterances. The findings on discourse deixis within the characters' of *Elemental* movie are presented in the following section:

Woman: Everything here authentic. **Then** I've got to try the kolnuts.

Woman : Oh! The sparkles are buy one, get one free? **But** I just want the free one.

This study's findings are similar to Sofya & Arifin (2023) research in terms of deixis determined. There are four styles of deixis by means of Levinson class; character deixis, temporal/time deixis, spatial/place deixis, and discourse deixis. on this study, the researcher found 5 styles of deixis, including social deixis. Sofya & Arifin (2023) used deixis in her research because the message of language or phrases in commercial used can be analyzed and the reader can recognize the researcher assumption clearly. on this research, the researcher used deixis to make it clean in person, temporal/time, spatial/place, social, and discourse in the movie/conversation of the movie. This research only aimed for finding deixis and types of deixis found in *Elemental* movie, so those research findings can not be used in general, because research about linguistic phenomena, such as deixis will produce subjective results and interpretation.

## CONCLUSION

After observing the transcription of the *Elemental* movie, the researcher found five types of deixis. The findings were realized in person deixis, comprised of 'I, me, my, we, us, our, you, your, Lumiere, Belle, he, him, his, her, she and them'. Spatial/place deixis is represented through the use of 'that, this, those, this, and here'. Temporal deixis is viewed in the use of 'today, yesterday, Friday, someday, tomorrow, two days, and before'. Social deixis is signaled through the use of 'My Daughter, my dad, my queen, a Inspector, a food inspector, students, and my brother'. The last findings on discourse deixis is exposed by the using of 'but and then'.

By number, the researchers found a total of 413 deixis data. The person deixis reached the biggest amount than the other types. It was used 299 times or (72%), spatial (place) deixis is used 55 times or (13%), temporal (time) deixis is used 25 times or (6%), social deixis is used 29 times or (7%), and the last discourse deixis is used 5 times or (1%). The reason for the use of deixis in a movie is to make it easy in person, temporal/time, spatial/place, social, and discourse in the utterance/dialogue.

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