

AN ANALYSIS OF DEIXIS ON THE CHARACTERS IN BRAVE MOVIE

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Abstract

Deixis refers to the need for contextual information to understand certain words and phrases in an *utterance*. This research aims to analyze the types and functions of deixis in the movie "Brave" by using a qualitative descriptive approach. Data collection is done by watching the movie, reading the transcript, and categorizing the dialogue based on the type of deixis by using Levinson's method. Through dialog and gesture analysis, this study highlights how deixis is used strategically in the movie "Brave" to connect the storyline and guide the audience's interpretation. The findings are compared with previous research on deixis in song lyrics, newspapers and other movies, illustrating similarities and unique aspects in the context of "Brave". This research emphasizes the role of deixis in enhancing narrative coherence and audience engagement, positioning it as an important tool in film analysis and storytelling. The research categorizes 60 instances of deixis into five types-person, time, place, discourse, and social deixis-with personal deixis identified as the most common among them.

Keywords: *Deixis, Brave movie, Levinson's method, types of deixis.*

INTRODUCTION

Pragmatics, a crucial field within linguistics, delves into the study of how language functions within specific contexts, examining how meaning is communicated by speakers and interpreted by listeners. According to Kharthin (2013), pragmatics offers a systematic approach to understanding language use in varied contexts, where meaning is shaped by contextual factors and the intentions of the speaker. This exploration of language dynamics extends beyond mere words, highlighting how context influences interpretation and interaction.

In cinematic narratives, pragmatics plays a significant role in shaping the depth and subtleties of dialogue and character interactions. Ziashahabi (2020) underscores that the dialogue in films often carries layers of meaning that go beyond the literal text, with viewers relying on pragmatic understanding to decode characters' intentions, emotions, and relational dynamics (Locastro, 2003). The interplay of tone, facial expressions, and situational context enriches storytelling by imbuing it with complexity and allowing audiences to engage more profoundly with the characters' experiences. Filmmakers strategically employ pragmatic devices like implicatures and speech acts to enhance the cinematic experience by creating suspense, humor, and dramatic tension.

Deixis, a fundamental concept in pragmatics and semantics, refers to words and phrases that derive their meaning from the context in which they are used. Derived from the Greek word "deiktikos," meaning "direct pointing," deixis illustrates the intricate relationship between language and context (Levinson, 1983). This concept encompasses various types, including person, time, place, discourse, and social deixis, each serving a unique function in communication (Levinson, 1983). Deixis helps ground dialogue within spatial, temporal, and social contexts, enhancing realism and immersion in narratives, including films (Djajasudarma, 1994; Steward, 1983).

In cinematic works, deixis contributes significantly to the realism of the narrative by anchoring dialogue and actions within a shared understanding of context. By mapping out relationships and spatial or temporal references, viewers engage more deeply with the

story and its characters. This dynamic interaction not only clarifies characters' motivations but also enriches the emotional connection to the film.

The current study focuses on deixis in the 2012 Disney brave movie which centers on the adventures of Merida, a skilled archer who defies traditional expectations to prove herself as a hero. This film, suitable for audiences of all ages, provides a rich context for analyzing deixis due to its accessible language and significant educational themes related to family and personal autonomy. The study contrasts with previous research, which examined deixis in song lyrics, online newspapers, and other film scripts, by using Levinson's theory to analyze brave movie and exploring how deixis enhances the narrative and viewer engagement in this specific cinematic context. The analysis aims to uncover how deictic markers like "I," "he," and "you" contribute to the film's storytelling, offering insights into the unique ways deixis operates within cinematic discourse.

METHODOLOGY

In this study, the researcher uses qualitative research. The author uses qualitative method to analyze the types and functions of deixis found in Brave movie. The types and functions of deixis found are described completely by using pragmatic approach according to Stephen C. Levinson's theory. Descriptive method is used by explaining the types and functions of deixis contained in the movie Brave. Meanwhile, the technique of this method is by watching and looking for the types and functions of deixis contained in the movie Brave to collect and retrieve data sources. The writer takes data from the Brave movie. Meanwhile, the data of this research are all utterances containing deixis spoken by the characters in the brave movie.

In this research, data analysis was crucial for ensuring the validity and reliability of the collected information. Bogdan and Biklen, as cited by Moleong (2011:248), describe data analysis as involving the organization, segmentation, and synthesis of data to identify patterns and derive meaningful conclusions. According to Miles and Huberman (1992:16), qualitative data analysis includes three interconnected steps: data reduction, data presentation, and data summarizing.

1. **Data Reduction:** This initial step involves selecting, abstracting, and transforming raw data into a more manageable form. For this study, the researcher reviewed and selected data from the brave movie based on the research questions, focusing on sentences or words that contained deixis.
2. **Data Presentation/Display:** Following data reduction, the next step is to organize and present the data. Miles and Huberman (1992:19) define presentation as arranging information to facilitate summarization and action. The researcher displayed the data descriptively, using tables to categorize and present different types of deixis—such as person, spatial, temporal, discourse, and social deixis—based on their functions and references.
3. **Data Summarizing/Conclusion Drawing:** This final step involves summarizing the findings to draw conclusions. The researcher analyzed the identified types of deixis and their functions in brave movie to conclude the study.

FINDING AND DISCUSSION

In this research, the researcher applied Levinson's theory of deixis to analyze the brave movie 2012 children's adventure movie set in the Scottish Highlands. The film follows Princess Merida of DunBroch, who challenges traditional customs and faces chaos when her mother, Queen Elinor, is cursed and turned into a bear. The study systematically examines the five types of deixis person, time, place, discourse, and social—within the

movie's dialogues and characters' utterances. The analysis highlights how these deixis types function in the film's narrative and interactions brave movie notable for being the first Pixar film featuring a Disney Princess and dedicated to Steve Jobs, serves as the primary focus for exploring deixis in cinematic storytelling. Person deixis.

Deixis is a crucial linguistic feature that embeds meaning in specific contexts and environments. It includes several types:

1. Person Deixis: Relates to the roles of the speaker, listener, and third parties in a conversation.
2. Place Deixis: Involves spatial terms like “here” and “there,” which depend on the speaker's location.
3. Time Deixis: Uses temporal expressions such as “now” and “yesterday” to indicate when something occurs.
4. Social Deixis: Reflects social relationships, status, and hierarchies between speaker and listener.
5. Discourse Deixis: Helps organize conversation by referring to the structure and sequence of dialogue, using terms like “before” and “next.”

These deixis types are essential for interpreting and conveying messages effectively. The research explores how these deixis types are used in the brave movie. The researcher explained several data categorized as follows:

1. Person deixis

Data (1)

Context: In the evening, the family wanted to have dinner. Then Merida came and sat down.

Queen Elinor :”*Merida*, a princess does not place her weapons on the table.”

Merida: But mum, it's just my bow!

Queen Elinor: It is not just anything. A princess must be respectful at all times.

The use of “Merida” in the dialogue focuses directly on the character, emphasizing her as the subject of the reprimand. This personal deixis underscores the conflict between Merida's wish for independence and her mother's demand for adherence to traditional roles. It reflects a central tension in Merida's journey of self-discovery and the clash between personal identity and societal expectations.

Data (2)

Context : Queen Elinor and King Fergus had been sitting in a room discussing about Merida.

King Fergus: "Elinor, are *you* sure this is a good idea?"

Queen Elinor: “Trust me, Fergus. It's for the good of our daughter and the kingdom.”

King Fergus: “I hope you're right, love. She's a handful.”

The second-person pronoun "you" is used by King Fergus and Queen Elinor to address specific individuals—King Fergus speaks to his wife, Elinor, expressing concern or skepticism about a decision she has made, reflecting his hesitation or doubts. Similarly, Queen Elinor uses "you" to address her daughter, Merida, in a comforting manner during a challenging moment, emphasizing her role as a supportive parent and reinforcing their bond.

2. Time deixis

Data (3)

Context: Merida meets her mother Elinor in the middle of the forest and finds a way to return Queen Elinor to her human form.

Merida: "Remember the story you told me *last night*?"

Elinor: "Which story?"

Merida: "The one about the will-o'-the-wisps."

The phrase "last night" refers to a specific past time, highlighting the recency of the story Merida recounts. It establishes a clear temporal context, distinguishing the past from the present and aiding in understanding the sequence of events and conversations.

Data (4)

Context: Merida came to see her mother and told her what she had just done.

Merida: "Mom, you'll never guess what I did *today*!"

Queen Elinor: "What did you do?"

Merida: "I shot an arrow through the top of that tree."

The term "today" indicates that the event Merida describes occurred on the same day as the conversation, emphasizing its immediacy and importance. This reference helps place the dialogue in the present, aligning it with current events in the narrative and establishing a clear timeline.

3. Place deixis

Data (5)

Context: In this scene, Queen Elinor is scolding her daughter Merida for not living up to expectations and taking her role seriously.

Data (5)

Queen Elinor: "It is your duty to be ready. Do you think I am ready? Do you think your father was ready? Your clans depend on you."

Merida: "Mom, it's just..."

Queen Elinor: "You are the Princess of *DunBroch*. I expect you to act like one."

"DunBroch" serves as a specific location in the conversation, highlighting its cultural and historical importance as the center of power for Merida and her family. Mentioning DunBroch underscores the expectations and responsibilities tied to Merida's role as a princess, reflecting the social and hierarchical context of their dialogue.

Data (6)

Context: King fergus meets his daughter Merida and announces their travel plans.

King Fergus: "We're going to the *Black Castle* tomorrow!"

Merida: "Black Castle? I've never heard of it."

King Fergus: "Aye, it's a place full of mystery and adventure!"

The term "Black Castle" is a specific spatial reference in the movie, signifying a distinct and significant location within the story. Mentioning it, especially in relation to "tomorrow," creates anticipation and hints that this site will play a crucial role in the narrative, potentially introducing new plot developments or challenges for the characters.

4. Discourse deixis

Data (7)

Context: Merida and Queen Elinor are currently arguing. Merida was frustrated and angry because she felt that the situation was unfair.

Merida: "**This** is so unfair!"

Elinor: "Merida, you must understand that this is the way things are."

Merida: "But it's not fair! I want to choose my own path!"

The pronoun "this" is an example of discourse deixis. This pronoun is used by Merida to refer to a specific situation or event that is being discussed or experienced. The exact nature of "this" depends on the context of the scene; it refers to a decision made by her parents, an unfair rule, or a specific event that she finds unfair.

Data (8)

Context: King Fergus and Queen Elinor were facing a crisis situation and talked about finding a wizard to help them.

King Fergus: "**That's** our only hope. We have to find the witch and get her to reverse the spell."

Queen Elinor: "But what if she can't help us?"

King Fergus: "We have no other choice. We have to try."

The pronoun "that" refers to the action or course of action that is being discussed or considered at that moment. In this context, "that" refers to the plan to find a witch to reverse the spell, which is the only feasible solution to their problem. The use of "that" directs the listener's attention to the specific solution being considered.'

5. Social deixis

Data (9)

Context: King Fergus and lord MacGuffin are planning an action or strategy to tackle a big problem.

King Fergus: "**Lords**, you know what needs to be done."

Lord MacGuffin: "Aye, we'll do what we can, but it'll be a tough fight."

The data describes King Fergus addressing nobles (specifically Lords Macguffin), acknowledging their high social status through formal recognition and reinforcing the hierarchical structure. The nobles respond respectfully, reflecting their social roles and the formal manner in which they interact with the king. King Fergus indicates that they are expected to act based on their understanding of the situation, emphasizing the nobles' role in implementing decisions and taking responsibility for specific actions.

Data (10)

Context: Merida rises to her feet and is ready to show her archery action

Queen Elinor: Merida, sit properly. You're a *princess*.

Merida: I don't want to be a princess.

Queen Elinor: But you are one. And you need to act like it.

The line "You are a princess" highlights Merida's social identity and role in the royal family. By reminding Merida of her status, Queen Elinor reinforces the idea that her behavior should be in line with her social position. This is a way of social deixis that uses Merida's royal identity to justify expected behavior.

The research explores how the animated film "Brave" creatively employs deixis, which refers to how language points to things in context. It goes beyond conventional uses, showcasing spatial deixis through Merida's gestures and defiance, emphasizing her independence. Queen Elinor, in contrast, employs temporal deixis to uphold tradition and guide her daughter's behavior according to past expectations. The film also incorporates

mystical elements like the wisps, which serve as deictic symbols guiding characters towards their destinies. Overall, "Brave" uses deixis through language, gestures, and narrative elements to shape character interactions and plot development uniquely.

CONCLUSION

The conclusion of this research was that the results of the analysis showed types and functions of deixis in the movie "Brave". These included deixis categories such as personal pronouns: (a) first person, with the use of deixis like me, us, and -me, and possessive forms my, our, and -my; (b) second person, employing deixis you, you, and -mu; and (c) third person, using deixis he, she, and her. Additionally, the movie "Brave" featured place deixis, such as Dunborch, the black castle, and others.

In this movie, there was the use of time deixis such as on the morning, tomorrow, today, and others. Discourse deixis referred to certain parts of the discourse that had been given or were being developed; in this movie, there was the use of discourse deixis such as that and this. In "Brave" movie, there was the use of social deixis that showed the difference in social level and position between the characters.

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