

ABSTRACT

Utami, Giovani Agnes. (2017). *Speech Act Types and Their Attribution to Social Styles of Jimmy Hopkins' Utterances in Bully: Scholarship Edition Video Game*. Yogyakarta: English Language Education Study Program, Sanata Dharma University.

Communicating intentions in appropriate contexts and situations is necessary to avoid misunderstandings and other communication problems. Hence, understanding speech acts can be useful to reduce the problems. Speech acts can be found in many media and literature especially in electronic media and literature, such as video games. *Bully: scholarship Edition (BSE)* is one of video games which contains various types of speech acts based on diverse contexts of dialogue and different characters. Knowing someone's behavioral preference through the use of speech act types can help us recognize someone's behavioral pattern or social style. Understanding someone's social styles helps us to deal with others effectively so that problems in spoken communication can be prevented.

This research analyzed utterances to find speech act types and social styles of Jimmy Hopkins, a character in *BSE*. Hence, this research is addressed to answer two research questions, namely, 1) what types of speech acts are observed in Jimmy Hopkins' utterances, the main character in the video game titled *Bully: Scholarship Edition*, and 2) what social styles are attributed to speech act types found in Jimmy Hopkins' utterances.

To answer the research questions, discourse analysis was employed to analyze the meaning of spoken discourse which is in a form of utterances. Jimmy Hopkins' utterances were chosen as a research subject. The utterances were transcribed from a video which has six chapters. However, only Jimmy Hopkins' utterances in *Chapter V* cutscenes were selected as research data because the utterances contain the climax and resolution of *BSE* plot. To analyze the data into speech act types, the utterances were categorized into mood types first. Then, Searle's speech act types were applied for classifying the data. After that, speech act types in Jimmy Hopkins' utterances were attributed to Merrill and Reid's social style.

Based on the research findings, the researcher concluded that there are four types of speech acts found in Jimmy Hopkins' utterances: representatives, directives, commissives, and expressives. Representatives and directives use declarative, interrogative, and imperative mood. Commissives and expressives are in forms of declarative and interrogative mood. From attributing speech act types to social styles, the researcher found that four social styles, amiable, analytical, driving, and expressive, are expressed in Jimmy Hopkins' utterances. However, only expressive style dominates Jimmy Hopkins behavioral preference.

Keywords: speech act types, social style, *Bully: Scholarship Edition*, Jimmy Hopkins, video game

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Menyampaikan keinginan berdasarkan konteks dan situasi yang tepat sangat penting untuk menghindari kesalahpahaman dan masalah dalam komunikasi. Dalam hal ini tindak tutur dapat berguna untuk mengurangi permasalahan dalam komunikasi. Tindak tutur dapat ditemukan di banyak media dan literatur terutama di media dan literatur elektronik seperti *video games*. *Bully: scholarship Edition (BSE)* adalah salah satu *video games* yang memuat tindak tutur dalam konteks dialog dan karakter-karakter yang bermacam-macam. Mengetahui kecenderungan perilaku seseorang melalui penggunaan tipe-tipe tindak tutur dapat membantu kita mengenal pola perilaku seseorang atau gaya interaksi sosialnya. Memahami gaya interaksi sosial kita dan orang lain membantu kita berurusan dengan orang lain secara efektif sehingga permasalahan yang ada dalam komunikasi dapat dicegah.

Penelitian ini menganalisis ujaran-ujaran untuk menemukan tipe-tipe tindak tutur dan gaya interaksi sosial dari Jimmy Hopkins, karakter dalam *BSE*. Dari sini, penelitian ini ditujukan untuk menjawab pertanyaan penelitian, yaitu 1) tipe-tipe tindak tutur apa saja yang tampak dalam ujaran-ujaran Jimmy Hopkins, tokoh utama di video game berjudul *Bully: Scholarship Edition*, dan 2) gaya interaksi sosial apa saja yang terkait dengan tipe-tipe tindak tutur yang ditemukan dalam ujaran-ujaran Jimmy Hopkins.

Untuk menjawab kedua pertanyaan penelitian, analisis wacana diterapkan untuk menganalisis makna dari wacana lisan dalam bentuk ujaran. Ujaran-ujaran Jimmy Hopkins dipilih sebagai obyek penelitian. Ujaran-ujaran tersebut ditranskripsikan dari sebuah video yang mempunyai enam bagian. Bagaimanapun, hanya ujaran-ujaran dalam *Chapter V* atau bab kelima yang dipilih dan dikumpulkan sebagai data penelitian karena ujaran tersebut memuat klimaks dan resolusi dari alur cerita di *BSE*. Mengkategorikan data penelitian berdasarkan *mood types* adalah sebuah langkah untuk membedakan data kedalam tipe-tipe tindak tutur. Kemudian, tipe-tipe tindak tutur dihubungkan ke teori gaya interaksi sosial.

Berdasarkan temuan penelitian, peneliti menyimpulkan ada empat tipe tindak tutur yang ditemukan dalam ujaran Jimmy Hopkins: representatif, direktif, komisif, dan ekspresif. Tipe representatif dan direktif menggunakan modus deklaratif, interogatif, dan imperatif. Tipe komisif dan ekspresif berbentuk modus deklaratif dan interogatif. Melalui penghubungan tipe tindak tutur ke gaya interaksi sosial, peneliti menemukan bahwa keempat tipe sosial, *amiable, analytical, driving*, dan *expressive*, diekspresikan dalam ujaran Jimmy Hopkins. Bagaimanapun, hanya *expressive* yang mendominasi *behavioral preference* Jimmy Hopkins.

Kata kunci: speech act types, social style, *Bully: Scholarship Edition*, Jimmy Hopkins, video game