

## Introduction

### THE STUDY OF SPEECH ACTS IN THE SELECTED CHAPTERS OF EIICHIRO ODA'S ENGLISH VERSION COMIC ENTITLED *ONE PIECE* TRANSLATED BY MIKA HORIBUCHI

(STUDI TINDAK TUTUR DI DALAM BAB TERPILIH DARI KOMIK VERSI INGGRIS KARANGAN EIICHIRO ODA YANG BERJUDUL *ONE PIECE* YANG DITERJEMAHKAN OLEH MIKA HORIBUCHI)

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## Abstrak

Komik adalah media visual yang digunakan untuk mengekspresikan ide-ide melalui gambar. Komik berisi dialog yang berhubungan dengan tindak dan tutur. Oleh karena itu, studi ini berhubungan dengan studi penerjemahan yang dihubungkan dengan tindak tutur. Tindak tutur digunakan sebagai alat untuk menganalisis ucapan yang digunakan didalam komik *One Piece*. Penelitian ini fokus pada analisis tentang apa makna yang dimaksudkan pada tindak tutur yang di analisis dengan lokusi, ilokusi, perlokusi dan ilokusi apa yang paling dominan yang dipakai oleh karakter-karakter di dalam komik *One Piece*. Penyelidikan ini didasarkan pada teori Austin dan Searle tentang tindak tutur dan teori Halliday tentang konteks situasi.

Penelitian ini merupakan penelitian kualitatif dan kuantitatif. Penelitian ini menggunakan penelitian kualitatif karena berhubungan dengan menganalisis dan mendeskripsikan bentuk dari komik sedangkan yang kuantitatif digunakan untuk menghitung tipe ilokusi oleh ucapan-ucapan di Komik *One Piece* untuk menyimpulkan tipe mana dari tindak ilokusi yang dominan. Selanjutnya, teknik data koleksi di dalam studi ini menggunakan metode dokumen. Saya memilih beberapa data dan teknik memilih datanya dengan menggunakan teknik *stratified random sampling*.

Kesimpulannya, penelitian ini menganalisis 41 data ujaran. Tindak ilokusi terdiri dari *expressives* yang muncul sebanyak 16 kali, *directives* yang terjadi 12 kali, *representatives* yang muncul 5 kali, *commissives* yang muncul 4 kali, *declarations* yang muncul 2 kali. *Expressive* tampil sebagai tindak tutur yang dominan yang mengisyaratkan ucapan-ucapan sesuai kenyataan. Ini bisa menjadi indikasi bahwa tindak ilokusi yang paling dominan yang dihasilkan oleh karakter-karakter dari satu bagian komik adalah *expressive* dalam bentuk menghina dan memuji.

**Keywords:** komik, *stratified random sampling*, tindak tutur, *expressives*

## Abstract

Comics are visual medium used to express ideas via images. Comics contain dialogues which are related to speech and acts. Therefore, this study deals with speech acts. Speech acts is used as the tool to analyze the utterances used by characters on *One Piece* comic. This research focused on analyzing the implied meaning of speech acts dealing with what the locutionary acts, illocutionary act and perlocutionary act and what is the most dominant illocutionary act produced by characters on *One Piece* comic. The investigation is based on Austin's and Searle's theory of speech acts and Halliday's theory of context of situation.

This is a qualitative and quantitative research. This research uses a qualitative research as it deals with the analyzing and describing the data in the form of comic while the quantitative one is used to count the type of illocutionary by the utterances in *One Piece* comic. This is in order to conclude which type of illocutionary is dominant. Furthermore, the technique of data collection in this study applies the document. I select some data and the technique of selecting data is technique of stratified random sampling.

In conclusion, this study analyzes 41 utterances or 7% of data. The illocutionary acts consist of *expressives* that appear 16 times; *directives* that occur 12 times; *representative* that get 5 times; *commissives* that appear 4 times and *declarations* that appear 2 times. *Expressives* appear as the dominant speech acts that imply the utterances fit the reality. This can be an indication that the most dominant illocutionary act produced by characters of *One Piece* comic is *expressive* in the form of insulting and praising.

**Keywords:** comics, stratified random sampling, speech acts, *expressives*

Comics are printed media offline or online that provides readers a story that contains text and visual images. Comics widely spreaded in the world commonly come from Japan, called "Manga". We used to see that printed offline comics but today we can read free comics online. Within years, there are many people interested in reading a comic through online. One of the comics that is popular in this country is *One Piece*. This comic is a Japanese comic series written and illustrated by Eiichiro Oda. *One Piece Comic* tells the adventures of Monkey D. Luffy, a young boy who has strange power after he ate devil fruit which makes his body elastic. He also has nine crews namely the Straw Hat pirates.

This study is discussing about speech acts in *One Piece* comic. In *One Piece* comic, there are many dialogues. Therefore, to reach this goal, theory of speech acts performed through speech or utterances is appropriately used in *One Piece* comic. Yule (1996:47) argues that "speech act is an action performed via utterances". The meaning of this definition is that when someone says something, he does not only produce words that have meaning, but he also shows an action. For example, an utterance "Do you have time this evening?" does not only mean that the speaker asked if the hearer was busy or not on that night (request of information) but also the speaker may intend to invite the hearer. "Invitation" is an action that is reflected the truth of what the speaker said. A speaker's utterance can contain different purposes depending on the context. If the hearer can recognize the purpose of the speaker, a conversation will be good. It is because the speaker sometimes does not say something explicitly so that the hearer should be able to capture the implied meaning of the speaker to prevent misunderstanding.

The problems that will be discussed in this thesis are formulated in three research questions; (1) What are the locutionary, illocutionary and perlocutionary acts produced by the characters on *One Piece* comic?, (2) What is the most dominant illocutionary act produced by the characters on *One Piece* comic?, (3) What is the implied meaning emphasized by the characters on *One Piece* comic?. This study focuses on analysing the locutionary, illocutionary and perlocutionary acts produced by characters on *One Piece* comic. In addition, this study discovers the most dominant illocutionary acts and the implied meaning emphasized by characters on *One Piece* comic.

### Research Methodology

This study applies both qualitative and quantitative research. The qualitative method applying in this thesis deals with analyzing and describing the data in the form of comic whereas the quantitative one is used to count the type of illocutionary act by the utterances in *One Piece* comic to conclude which type of illocutionary act is dominant. Furthermore, the technique of data collection in this study applies the document method. Research data are translation dialogue in *One Piece* comic classified by speech acts. I select some data and the technique of selecting data is

technique of stratified random sampling. The result presents which type of illocutionary act is dominant.

*One Piece* comic has some volumes and each volume consists of 8 chapters. In this study, I take volume 1 which has 187 pages and 799 dialogues. For representative, I only take chapter 1 to 5 of 8 chapters. The data which I take are sequent to analyze easily based on the plot of the story. Sarwono (2011:84) said that in general, the proportion of 5% of the data showed maximum diversity in a population, therefore the number is often used to determine the size of random sampling. It means that the sample has been enough to fulfill minimum quota. Following Sarwono, I take 7 % or about 41 dialogues from the total of 580 dialogues of the five chapters to get the answers of the research question.

The data analysis consists of the steps of procedures to collect data. The first step is reading all the data from resources. The second step is selecting the data and sorting into predetermined criteria. The third step is analyzing the utterance into locutionary, illocutionary and perlocutionary acts produced by characters' utterances on *One Piece* comic. The fourth step is analyzing the illocutionary act used in every utterance. The fifth step is finding the most dominant illocutionary act produced by characters on *One Piece* comic. The last is making a conclusion based on the result of the analysis.

### Result

After analyzing 41 utterances in this comic, I classified all the utterances into five categories based on the performative verb as indicator of communicative purposes in every utterance. First is the representatives. Second is the directives that occur 12 times. Third is the commissives that appear 4 times. Fourth is the expressives that appear 16 times, Fifth is the declarations that appear 2 times. It is inferred that the most dominant illocutionary act produced by characters of *One Piece* comic is expressive in terms of insulting and praising. Expressive appears as the dominant speech acts that imply the utterances fitting the reality. This can be an indication of the characters expressing their feeling of getting the reader to do something in form of insulting, praising, and surprising.

### Discussion

The data were analysed using theories explained in the previous chapter. The first presents the analysis and result of utterance into locutionary, illocutionary and perlocutionary acts produced by characters' utterances on *One Piece* comic. The second is discussion about what the intended meaning of speech act and what type of illocutionary are the most dominant ones from the data.

The analysis and result of speech acts in *One Piece* comic can be seen in the following examples.

No	Utterances	Implied	Types of
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		Meaning	Illocutionary				
1	<p>a. Locutionary: <i>Coby: "I've been shoot...and I'am bleeding too"</i>.</p> <p>b. Illocutionary: Coby's utterance appears when he was trying to save Zoro who was tied in a yard of marine basecamp but the Marines knew and shot him. It made him bleed. Coby was scared, he did not want to die.</p> <p>c. Perlocutionary: Coby was very shocked.</p>	Coby was really scared of death after marine shot him.	Expressives (Scaring: a sudden felling of fear.).		<p>describes Zoro as a bad guy and he would kill Luffy.</p> <p>c. Perlocutionary: Luffy believed that Zoro is a good man.</p>		
2	<p>a. Locutionary: <i>Coby: "That place is known as the pirates graveyard"</i>.</p> <p>b. Illocutionary: Coby's utterance appears after he heard that Luffy wanted to become a pirate king and he wanted go to Green Land where the pirates gather. However, Coby told Luffy that the place was dangerous.</p> <p>c. Perlocutionary: Luffy wanted to look for a strong crew in order that he can arrive in Green Land.</p>	Coby informed Luffy that the place where Luffy will come to was dangerous.	Representative s (Informing: to give fact or information about)	4	<p>a. Locutionary: <i>Luffy: "I'm looking for someone to join my pirate fleet"</i>.</p> <p>b. Illocutionary: Luffy's utterance appears when He talked to Zoro about what he wanted. He will invite Zoro to be his crew.</p> <p>c. Perlocutionary: Zoro did not want to become Luffy's crew as a pirate.</p>	Luffy wanted Zoro to join him to be his crew.	Commissives (Offering: to put forward something to be considered).
3	<p>a. Locutionary: <i>Coby: "He is a monster in the form of a man"</i>.</p> <p>b. Illocutionary: Coby's utterance appears when Luffy stated that he was but Coby</p>	Coby tried to prevent Luffy invited Zoro, as Zoro was a dangerous man that cannot be trusted.	Directives (Forbidding: to order someone not to do something)	5	<p>a. Locutionary: <i>Higuma: "my head is worth eight million belly, I'm one of prime fugitive here"</i>.</p> <p>b. Illocutionary: Higuma's utterance appears when he came in the bar. He introduced himself to everyone in the bar that he was a powerful bandit.</p> <p>c. Perlocutionary: People in a bar were afraid of Higuma.</p>	Higuma declared that he was a bandit that should be afraid of.	Declarations (Declaring: to announce something formally or officially).

In this comic, I conclude that *One Piece* comic has many kinds of speech acts in the form of expressives in which every action and conflict is connected with implicit and explicite messages to influence the plot of the story. Eiichiro Oda wants readers to get the messages contained in the characters' utterances. By using the theory of speech acts, I found that Oda used the same number of both forms; insulting and praising approach in the story.

### Conclusion

This study deals with speech acts. Speech acts is important to reveal the intended speaker meaning as well as to reach certain communicative goals by performing acts through the use of language. Speech acts concern with what the people utter through the language by looking at the context. It is not only meanings of the utterance that people utter but it also performs some acts behind those utterances. The theory of speech acts is applied in this study to know what the intended meaning of speech act and what type of illocutionary are the most dominant ones from the data.

The result of the discussion reveals that many types of speech acts produced by characters in *One Piece* comic. This study analyzes 41 utterances or 7% of data. The illocutionary acts consist of expressive that appear 16 times; directives that occur 12 times; representative that get 5 times; commissive that appear 4 times and declaration that appear 2 times. Expressive appears as the dominant speech acts that imply the utterances fitting the reality. This can be an indication of the characters expressing their feeling of getting the reader to do something such as insulting, praising, and surprising. I found the main intended meaning or performative purpose from those utterances in *One Piece* comic is insulting and praising. *One Piece* comic tells about the story of each character's fights. For representative, speech act shows that the battle mostly starts with mockery or insult and it also ends up with praise.

Finally, this study hopefully can become additional knowledge in doing the speech acts analysis for the next researchers. Furthermore, I expect this study can enrich the pragmatics studies especially for speech acts on comic books.

### Acknowledgments

Our sincere gratitude to the following people who never ceased in helping until this research is completed: Dr. Hairus Salikin, M.Ed. as Dean of the Faculty of Letters, Jember University; Dra. Supiastutik, M.Pd. the Head of English Department; All lecturers of English Department who have taught us much precious knowledge during studying at Faculty of Letters; and All staffs of central library and of Faculty of Letters' library for helping us in finding books and references.

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