AN ANALYSIS ON ILLOCUTIONARY ACTS AS USED BY "SONIC" IN SONIC THE HEDGEHOC MOVIE

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Abstract.
Language is a tool for communication. This means that apart from being a communication tool, it is also a channel for formulating intentions, ideas, opinions, giving birth to feelings and making a collaboration. Communication as an opening to extend far beyond the domain of words. Illocutionary acts are actions that are difficult to identify. Not only imparting knowledge to someone, but also doing something. Permissions, requests, offers, promises and other illocutionary behavior are common. Therefore, the writer is interested in conducting a study on the film Sonic the Hedgehoc, and wants to explore the utterances and illocutionary acts contained in the film Sonic The Hedgehog. Sonic the Hedgehoc was produced in 2020. This film is an animated film adapted from a game. This studywas conducted using a qualitative descriptive method. The writer tries to find out the types of illocutionary acts found in the main character Sonic in the film Sonic The Hedgehog. The findings show that, the type of illocutionary act that is often used by Sonic is the type of expressive illocutionary act with a value of 56% with 156 utterances. It can be concluded that the most use of illusion acts in the film "Sonic The Hedgehoc" is expressive.

Keywords: *Illocutionary Act, Sonic The Hedgehoc Movie*

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INTRODUCTION

Language is a tool used as a means in communication. Fromkin (2003) stated that where we are learning human language, we are approaching what some might call the "human chip", a characteristic quality of mind, which as far as we know, special for humans. It means a part from being a means of communication, language is also a channelfor formulatinjg intentions, ideas, opinions, giving birth to feelings and making it possible to create cooperation with fellow citizens.

Communication indicates as the opening to extend much beyond the domain of mere words. Nonverbal communication is a type of communication that occurs when there are no words. Using head movements to convey an answer for a question is one example. Communication takes many various forms depending on the situation

The illocutionary act is a difficult deed to recognize. It is not simply the act of providing someone knowledge, but also the act of doing something. Permission, demand, offer, promise, and other illocutionary behaviors are common. "This room is extremely hot," for example, is a voice order to open the window. Based on Searle (1985) there are five categories of Illocutionary Acts, assertives, directions, expressives, commisives, and declarations. Therefore the writer is interested in conducting study on the Sonic the Hedgehoc movie, and wants to explore those utterances and illocutionary acts contained in Sonic.

Sonic the Hedgehoc was produced in 2020. The film is a popular animated film adapted from a game. In its debut, Sonic The Hedgehog managed to top the box office with 65 US dollars. At the release of the film managed to get a profit of 54 million US dollars. With this information, Sonic The Hedgehog became the film with the highest grossing when it debuted in the game adaptation film category. The film follows Sonic's adventures as he learns about the complexities of life on earth with his new human best friend, Tom Wachowski. Sonic and Tom band together to end Dr. An evil Robotnik who wants to capture Sonic and use his special powers to rule the world.

There are some previous studies focusing on the Illucationay Acts. The first study, entitled "An Analysis of Illocutionary Acts Performed by Nemo in Andrew Stanton's "Finding Nemo," was written by Andrew Stanton (Muhammad Nafan Sholihin, 2015). The writer focused on the context and types of illocutionary acts used by Nemo, the main character in the film. The descriptive qualitative approach is used to examine the data in this study. Because it illustrates and describes the situation, the information is presented in a descriptive way. In "Finding Nemo," the protagonist's illocutionary acts, such asdiscussesthe background of discourse as well as the many types of illocutionary activities that may be found within it. The writer used John Searle's speech act theory to compose Nemo.The results revealed that in this study, there were four categories of illocutionary acts: representational, directive, commissive, and expressive. The most common sort of illocutionary behavior in Nemo's discourse in this film is directive.

The second is "The Analysis of Illocutionary Acts in the Titanic Movie," which is writter by Dewa Gede Bayu Prakarsa of Udayana University in (2017). The Titanic Movie Illocutionary Acts Analysis is centered on the illocutionary acts in the film's major characters' utterances Titanic. The goal of this study was to determine the discussion's context. Classify the Titanic films' illocutionary acts. The data sources the study was inspired by the film

Titanic. The data collection technique is the approval and viewing of a later updated video as a means of registration examines relevant data.Data was analyzed using qualitative descriptive techniques, which categorize data into five categories of illocution and explain their significance. The idea of action kinds of location by Searle (1976) is one of the two primary theories utilized in data analysis.

The third study, "An Analysis of Illocutionary Acts in "Divergent," Movie Script," was written by DhonaTiyaWibawanty (2017). Based on the illocutionary act categories, the study focused on the main actor's illocutionary acts in the movie "Divergent." Representatives, Directives, Commissives, Expressives, Declarations Other Illocutionary Acts are the five categories of illocutionary acts. The descriptive qualitative design was used to conduct this study. The primary information was derived from the script of the film "Divergent." The information was gathered through paperwork. According to J.L. Austin and John Searle's (1962) speech act theory, the writer utilized content analysis to analyze the data.

The writer finds that many scholars have checked their theses or speech act journals, but they have various portions of speech acts and varied objects. Futher, this study chose a theme using illocutionary acts and analyzed the data using a qualitative descriptive methodology. The writer tries to find out the types of illocutionary acts found in the main character Sonic in the film Sonic The Hedgehog.

LITERATURE REVIEW
Definition of Pragmatics

Pragmatics is a difficult concept to define, several linguists have come up with their own definitions. "Grammar, vocabulary, and pragmatics" are the three components of language. According to Leech (1983) in the instance of grammar, he defines pragmatics as "a collection of methods and rules for attaining success in communication". In this case pragmatics is one component of grammar which can make it easier to communicate so that it can be understood by others. As a result, pragmatics is concerned in the process of generating language and its processes in this situation, rather than merely the end – product, language.Whatever the conclusion of our exploratory search for a definition, pragmatics appears to place a premium on language usage.

The Act of Speech

Speech organs are provided to humans and can be utilized to create speech sounds. We are able to say anything in the form of utterances as a result of this circumstance. We do something with the order of our utterances when we speak anything to someone. Speech actions are the ways we use utterances in regular conversation. Lanigan (1977) stated the speech act is the conversation that constitutes a situation. in this case the speech act is an action that expresses a situation that is currently happening. The substance of the speech actions implies that their connection is a continuing structure and that the situation has come to an end.

Illucationary Act

Informing, commanding, warning, undertaking, and so on are all examples of illocutionary acts. It's an utterance with a particular (conventional) power, according to Austin. Illocutionary act can alternatively be defined as "what one does when speaking something" According to Searle (2005) there are five sorts of illocutionary acts: Assertive or Representatives, Directive, Commissive, Expressive and Declarative.

Sonic The Hedgehog Movie

Movie is a kind of art that consists of a succession of live pictures combined to create a fictitious moving image. Its goal is to amuse people all around the world. In the goal of presenting their culture, the film is also utilized to communicate specific messages from the producers themselves.

Sonic The Hedgehog is a 2020 action-adventure comedy film based on the video game franchise published by Sega. The film is directed by Jeff Fowler in his feature directorial debut and written by Pat Casey and Josh Miller. Sonic the Hedgehog premiered at the Paramount Theater on January 25, 2020, and was theatrically released in the United States on February 14, 2020. Critics praised the show, Sonic's design, and faithfulness to the source material, but criticized the plot and perceived it. lack of originality. The film became the largest opening weekend record for a video game film in the United States and Canada. It stars Ben Schwartz as the voice of Sonic the Hedgehog and Jim Carrey as Doctor Robotnik, as well as James Marsden, Tika Sumpter, Natasha Rothwell, Adam Pally, and Neal McDonough. In the film, Sonic teams up with local town sheriff Tom Wachowski to find his missing ring and escape Dr. Robotnik.

METHOD

This study carried out by using descriptive qualitative method. The writer explained and evaluated the major characters' illocutionary acts in the film, and then classified them according to the categories of illocutionary activities. The writer investigated and evaluated the conversation of the primary character, Sonic in the *Sonic The Hedgehog* movie. The data were then analized using content analysis since the data of this study were in form of utterances.

FINDING AND DISCUSSION
The types of illocutionary acts used by the main character in *Sonic The Hedgehoc* movie

Many data found in the Sonic The Hedgehoc movie focused on the main character who is Sonic. The data categorized based on Searle's theory, such as assertive, directive, commissive, and expressive. The result analysis of illocutionary act by sonic's utterances in the sonic the hedgehoc movie as follows:

Table 4.1 Result of the Data

No.	Illocutionary Act	Frequency	Percentage
1	Assertive	123	44.4%
2	Directive	20	7.2%
3	Commisive	4	1.4%
4	Expressive	130	46.9%
Total		277	100.0%

From the table above, we can see expressive with 130 utterances and presenting 46.9% The second type of illocutionary act that is often mentioned by the main character is assertiveness with 123 utterances and presents 44.4%. The third type of illocutionary act uttered by the main character is a directive with 20 utterances and presents 7.2%. The last type of illocutionary act is the least commissive with 4 utterances and presents 1.4%. From these results, it can be concluded that the most use of illucationary acts in the film "Sonic The Hedgehoc" is expressive.

CONCLUSION

After conducting study on the film "Sonic The Headgehog" with the aim of knowing what types of illocutionary acts are contained in the film. For this reason the writer is able to draw several conclusions in this film. After analyzing the utterances of the main character of the film "Sonic The Hedgehog", especially the sonic character. The writer finds that there are five types of illocutionary acts in this film, namely assertive, directive, commissive and expressive. Of the total 277 utterances containing illocutionary acts, 123 utterances are classified as assertive illocutionary acts with a percentage of 44.4%, 20 utterances are classified as directive illocutionary acts with a percentage of 7.2%, 4 utterances are classified as commissive illocutionary acts with a percentage of 1.4%, 130 utterances are classified as expressive illocutionary acts with a percentage of 46.9%. From this information, it can be concluded that the most illocutionary acts are expressive with 130 utterances and a percentage of 46.9% and the least illocutionary acts are commissive with 4 utterances and a percentage of 1.4%.

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