



# Analysis of Assertive Illocutionary Acts in the Movie Titled Up

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## Abstract

This research analyzes assertive illocutionary acts contained in the dialogue of the animated film "Up". Illocutionary acts, namely the actions intended to be carried out by an utterance, are an important aspect in pragmatics and speech act theory. This researcher used a qualitative descriptive approach to closely examine the language used by characters in the film and identify assertive illocutionary acts that convey information or make statements. Film scripts are the main data source in this research. This research uses theories from Searle and Halliday to answer questions from the research conducted. By analyzing representative illocutionary acts in dialogue, the research aims to provide insight into the themes, communication goals, and power dynamics present in the narrative of the film "Up". These findings contribute to a better understanding of how language is used to advance plots and develop characters in animated films.

**Keywords:** *Illocutionary acts, Up Movie, movie dialogue, Assertive.*

## Introduction

Language is a system of communication used by humans, consisting of spoken, written, or signed symbols and rules for combining them. It enables individuals to express thoughts, emotions, ideas, and information, and to understand and interact with others. Language helps people show what they mean, say what they want, and connect with others in a range of social situations (Fitriani et al., 2020; Sianipar, 2022). From this definition, language is a tool used by people to express things and is also used in communication.

Communication is a process in which information is conveyed from one individual to another so that there is an effective and clear exchange of information between the two parties involved (Keith Davis, 2007). From the statement, Communication is the process of exchanging information, ideas, thoughts, or

feelings between individuals or groups. This can be achieved through various means such as speaking, writing, body language, or using technological devices. Effective communication involves not only delivering a clear message but also understanding and interpreting that message by the recipient.

Prajadewi & Tustiawati (2022) said communication is a very essential aspect for humans because through communication, a person can convey information effectively, understand explanations clearly, and enable social interactions that help humans relate, share experiences, and build stronger connections with others. In communication there are speech acts that are used to convey an intention or meaning. When we study speech acts in linguistics, we learn how language works in ways other than its literal meaning.

Most of the time, this is done with body language. Speech acts are utterances that a speaker performs in every utterance. The meaning of these speech acts can be inferred by the listener, providing valuable insight into the speaker's intentions and the social context in which the language is used. Based on Yule (1996), the definition of a speech act is speech that contains meaning in the form of an action performed by the speaker. Speech acts are performed when people express statements such as apologies, greetings, requests, complaints, invitations, compliments, etc.

Speech acts are divided into three categories: locutionary acts, perlocutionary acts, and illocutionary acts (Yule 1999: 48). Illocutionary acts are one element of speech act theory that discusses the meaning behind utterances uttered by speakers. In other words, when a speaker says something, the words often have a hidden meaning or intent that is different from their literal meaning. For example, when someone makes a promise, he or she performs an illocutionary act with the aim of creating an obligation for himself or herself to fulfill the promise.

According to Yule (1996:53), there are several types of illocutionary acts, namely declarations which are statements that change status or situations, directives which are utterances that aim to make the listener do something, expressives which are expressions of feelings or attitudes, commissives which are commitments or promises of the speaker to do something in the future, and representatives which are statements that convey information or beliefs. A lot of study has already been done on illocutionary acts in everyday speech, literature, and the media.

For example, Fitriani et al. (2020) and Sianipar (2022) say that academics can learn more about how people talk and use language in real life by watching movie. One interesting way to look at figurative language in movies is through the lens of how hard it can be to use language in a story setting. Movie is a work of art consisting of live images that are sequenced to create the appearance of movement. A movie can represent a person's ideas, thoughts, feelings, and moods as well as serve as a vehicle for delivering cultural themes and symbols.

There are a variety of genres that can be found in movies, including romance, thriller, science fiction, action, horror, comedy, fantasy, drama, and documentaries. and an animated film. A movie is a work of art consisting of live images that are sequenced to create the appearance of movement. Movies can be classified into a variety of genres, including action, horror, comedy, romance, fantasy, thriller, drama, science fiction, crime, and documentaries and animated movie. An animated movie is a film created using animation techniques, where the characters and scenes are brought to life through the use of drawings, computer-generated imagery (CGI), or other visual effects.

Unlike live-action films, which use real actors and sets, animated movies rely on these artistic methods to create their visuals and tell their stories. One the example of animated movie that found in UP movie. Movie UP is an animated film released by Pixar Animation Studios in 2009. The story follows Carl Fredricksen, a retiree who decides to make his late wife Ellie's dream come true by lifting her house using thousands of balloons and flying to South America. On his journey, he accidentally brings along a young traveler named Russell, and the two of them get involved in an adventure full of surprises and meet various unique characters, including a legendary explorer and a rare giant bird.

This film depicts themes of friendship, courage and the search for the meaning of life. In the UP movie, every communication is very necessary to understand the content of the story. The movie UP is used as a source of research data because this film presents many real examples of language use that reflect the speaker's intent or purpose behind each utterance. Through the interaction between characters such as Carl, Russell, there are various forms of illocutionary acts, such as requests, promises, expressions of feelings, and statements, which are relevant to be analyzed based on speech act theory.

In addition, this film not only conveys the story through visual action, but also through meaningful speech, so it is very suitable to be studied from a pragmatic perspective, especially illocutionary acts. In communicating there are elements of Pragmatics which is the science of language used by people throughout the world. Pragmatics, according to Yule (1996), is the study of meaning in a speaker's or writer's communication, as well as how that meaning is perceived by the listener or reader in their communicative context.

Context is the background knowledge considered to be shared by the speaker and listener, which adds to the listener's understanding of what the speaker means in a certain statement. Speech acts, or the hidden meaning of an utterance, are discussed in pragmatics. Anggiie, Juniarta & Arianingsih (2021) focus on *Representative Illocutionary Acts in Covid-19 Speech in Queen Elizabeth*. Their research uses Searle's theory to identify and interpret representative illocutionary acts such as stating and informing in a formal political context.

The difference with this research is the representative illocutionary act in the animated film *Up*, which presents a more varied interpersonal context, including emotional expression through dialogue between animated characters rather than formal speech. The similarities in this research are in the type of illocutionary act which takes the representative type. Meanwhile, Krisnawan (2019) analyzed illocutionary speech acts in *The Punisher* by focusing on various types of illocutionary speech acts according to Yule theory.

*The Punisher* is a dark and action-packed film. In the film *The Punisher*, illocutionary speech acts focus more on aggressive or confrontational speech. The difference between previous research and this research lies in the movies taken. Previous research took the movie *Punisher* which focused on aggressive or confrontational speech. Meanwhile, this research took a movie *Up* that reflects emotional relationships and optimism. The similarities between two studies have in common is that they examine the representative type in the research.

Purba (2023) examines *Representative Illocutionary Acts in The Movie Someone Great*. This research identifies actions such as stating, informing, and describing. While this research also identifies representative illocutionary acts, the themes in *Up* center on optimism, loss, and adventure, in contrast to *Someone Great*, which focuses on personal relationships and romantic conflict. Thus, although both studies explore representative speech acts, the differences in emotional tone and character dynamics between the two movie provide different viewpoints for illocutionary analysis.

The similarities between his research and this research are in the methodology used and the theory taken to answer the research problems in this study, researchers discuss about assertive illocutionary act that found in movie *UP*. In the movie, every communication is very necessary to understand the content of the story. Based on the above explanation above, the current study aims to find the assertive illocutionary acts in movie *Up* and to describe the functions of those assertive illocutionary acts.

To fulfil the above aims, this research uses two research questions as a guideline:

1. What types of assertive illocutionary acts are used by the characters in the movie *UP*?
2. What is the meaning of assertive illocutionary acts used by the characters in the movie *UP*?

## Method

This study analyzes illocutionary acts in the animated film *Up* using a qualitative descriptive research method, which is very suitable for studying language and meaning in context. According to Hignett, Sue, and McDermott (2019), qualitative research focuses on how individuals understand, interpret, and give meaning to experiences and the world around them. This approach allows researchers to explore in depth how the characters in the film *Up* use language to

express intentions, take actions, and convey emotions through speech acts, especially illocutionary acts.

The descriptive method is used to systematically observe, describe, and interpret the illocutionary acts found in the film without manipulating or changing the original data. The main data source in this study is the dialogue of the film *Up*, which is the basis for identifying various types of illocutionary acts, such as assertive, directive, expressive, commissive, and declarative, in accordance with the speech act theory proposed by Searle (1985). The main focus of this study is only to analyze the assertive function in the film *Up*.

### **Data Collection**

To collect the data necessary for the film analysis, the researcher followed a meticulous and time-consuming process. Initially, the film was watched several times to ensure accurate capture and transcription of the dialogue, as missed or misheard sentences could compromise the integrity of the data. Once transcribed, each statement was carefully examined to identify the various illocutionary acts such as statements, commands, commissives, expressives, and declaratives that represented the intended meaning and purpose behind the utterance.

These acts were systematically documented on a coding sheet, which was organized into categories, ensuring a structured and comprehensive data collection. This methodical approach facilitated detailed analysis and meaningful insights into the communicative dynamics of the film. Qualitative analysis of the data involved interpreting the role and significance of each illocutionary act within the film's narrative, with the results compared to previous research to contextualize the findings within broader speech act theory and film analysis frameworks.

In data collection, Searle's theory (1985) was used to answer the first question regarding the types of assertive illocutionary acts used by the characters in the film *Up* and Halliday's theory (1989) was used to explain the meaning of representative types based on the situational context in the film *UP*.

### **Results**

According to Searle (1985), Assertive is to say how things are. More cumbersome but more accurately: in utterances with the assertive point the speaker presents a proposition as representing an actual state of affairs in the world of utterance. In this statement it can be stated that assertiveness is a statement that aims to describe a situation. According to Searle (1985) Some forms of English assertiveness are: "assert", "claim", "argue", "as- sure", "predict", "report", "inform", "admit", "remind", "testify", "confess," "suspect," "guess," "declare," "hypothesize," "swear," and "insist."

In this research, of the total of 12 types of assertiveness that have been explained based on Searle's theory only 7 types of assertiveness were found to be relevant. This research systematically recorded the seven types of assertiveness, complete with the number of expressions identified, which are then detailed and presented in the table below to provide a clearer picture of the findings. In this research, of the total of 12 types of assertiveness that have been explained based on Searle's theory only 7 types of assertiveness were found to be relevant.

Of the 12 types of representative speech acts, only 7 were found in the film Up. This is due to the context of the film which focuses on emotional themes and relationships between characters, so that the dialogue is more directed at expressing feelings rather than conveying logical or argumentative information. In addition, the language style used is simple and easy to understand, in accordance with the character of the character and the genre of the animated film which is intended for all ages.

Therefore, not all assertive types appear, because they are not relevant to the narrative needs and communication characteristics in the film. This research systematically recorded the seven types of assertiveness, complete with the number of expressions identified, which are then detailed and presented in the table below to provide a clearer picture of the findings.

Table 1. Type of assertive illocutionary acts

Type of assertive illocutionary acts	Total	Percentage
Assert	4	21,3%
Claim	2	10,5%
Argue	3	15,7%
Assure	2	10,5%
Report	4	21,3%
Inform	3	15,7%
Swear	1	5%
Total	19	100 %

The analysis reveals that the most common illocutionary acts in movie are "assert" and "report," each making up 21.3% of the total. This indicates that characters often express beliefs or declare facts, which are crucial for narrative and character development. The acts "argue" and "inform" are also notable at 15.7% each, indicating dialogue about opinions and information that can lead to conflict. Additionally, "claim" and "assure" each represent 10.5%, showing a focus on idea mastery and emotional affirmation. In contrast, "swear" is the least frequent at 5%.

## **Discussion**

### **Assert**

Assert is a basic assertive word that shows illocutionary power in making a statement Searle and Vanderveken (1985). From this statement, it can be concluded that the word "assert" is used to state something confidently as a fact. This involves an expression of strong belief in the truth of the statement, where the speaker shows deep commitment and belief that what is expressed is true and can be accounted for, thereby creating an authoritative impression of the information conveyed. In those included in this type, for example:

Rusel: can we keep it? please, please, please

Carl: No!

Rusel: but this is a talking dog

In the previous conversation, Rusel confidently emphasized, "**but this is a talking dog,**" which is an example of an assertive illocutionary acts type "assert". His statement conveys certainty and presents the idea that dogs have extraordinary speech abilities, positioning it as a unique and extraordinary fact, rather than just an opinion or possibility. This claim invites listeners to consider the implications of the phenomenon, providing an interesting scenario that challenges common perceptions of animal behavior.

Participants in the tenor of the film's conversation above are, Rusel, Carl, and Talking Dog. In this participant, Rusel told Carl to get a talking dog. In the context of this conversation, interpersonal meaning reflects the social relationship and communication goals between Rusel and Carl. Rusel as a participant providing information plays the role of directing or providing information, while Carl as the recipient of information is expected to respond by considering what Rusel conveys.

When Rusel asks Carl to get a talking dog, he not only states a request, but also shows confidence in Carl's ability to take action. This creates a collaborative dynamic between them, where Rusel acts as guide and Carl as executor. In addition, this interaction also creates an atmosphere of humor and abnormality, considering the situation of the talking dog.

### **Report**

A report is a detailed statement designed to convey information about an ongoing event or situation. This serves to provide clarity and context, often outlining key elements, such as who, what, when, where, and why the incident occurred. By presenting this information, a report aims to provide information to the public regarding the specific situation at hand, so that they can understand its significance and implications. Whether it concerns news, research, or other context, the purpose of a report is to ensure that the audience is well informed and able to understand the nuances of an ongoing event or situation.

According to Searle and Vanderveken (1985), Report means to make an assertion where the content typically relates to the past in relation to when the statement is made. Occasionally, it may refer to the present, but generally, it does not pertain to the future. In those included in this type, for example:

Rusel: **there's a storm coming**. It's starting to get scary scary. We will be shattered into pieces.

Carl: what are you doing over there?

Rusel: look!

In the above conversation, Rusel tells Carl that "**there's a storm is coming**". The statement is part of a report-type illocutionary act, in which Rusel communicates the current situation to Carl to provide warnings and important information about the weather that may impact their plans. Thus, Rusel not only delivered a report, but also tried to emphasize the urgency and need to take appropriate action to face the impending storm. Modus refers to the communication between rusel and carl.

In the statement "a storm is coming" the textual meaning emphasizes factual information about the weather situation. This conveys a clear and direct message about an impending storm, indicating significant environmental change. The sentence structure—simple and declarative—serves to highlight the urgency of the situation. This direct communication was intended to encourage Carl to realize how serious the weather forecast was and to consider its potential impact on their plans. The choice of words conveys immediacy and the need for readiness, thus shaping the overall understanding of the message in the conversation.

### **Swear**

According Searle and Vanderveken (1985), The word "swear" has two uses, namely assertive and commissive. In both cases there is an element of sincerity and increase in statements or commitments, as well as swearing that they will do something. swearing is committing a deliberate act to make a solemn and solemn promise or statement, often giving rise to a sense of moral or legal obligation. These actions usually involve not only words spoken but also emotional baggage that underscores the importance of the commitment made.

When someone swears, they are effectively binding themselves to their words, signaling to others that they stand by their statements. In those included in this type, for example:

Rusel: Kevin can go with us?

Carl: okeyyy, he can go

Rusel: promise you not to leave him

Carl: yeah

Rusel: cross your heart

Carl: cross my heart



The statement above made by Carl regarding the words "cross my heart" can be explained as an expression used to express a serious commitment or promise. When someone says "**cross my heart**," they are making a sincere promise that what they are saying is true or that they will fulfill that promise. This expression often implies that the person is willing to take full responsibility for their words, showing sincerity and honesty in the statements or commitments made. This phrase also creates a deeper emotional connection, where the listener can feel the intensity of the statement being made.

## **Conclusion**

This research shows that representative speech acts play an important role in the animated Movie Up in conveying information and building interactions between characters, especially between Carl and Russell. Speech acts such as statements, claims, and predictions are not only used to move the plot of the story, but also to convey the feelings and motivations underlying the characters' actions.

Through analysis based on the theories of Searle (1985) and Halliday (1989), it was found that the meaning of this speech act is influenced by the communication context, including interpersonal relationships and existing narrative themes. Changes in the way Carl uses representative speech acts reflect his emotional development and his relationship with Russell, which deepens as their journey progresses. Overall, this research enriches understanding of how representative speech acts can be used in film media to depict character dynamics and emotions, and contributes to the study of pragmatics in the context of popular culture.

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