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PRAGMATIC PRESUPPOSITION MAIN CHARACTERS IN THE ANIMATION MOVIE BIG HERO 6

Abstrak

Praanggapan yang baik dan tepat dapat membantu menemukan variasi kata yang tepat sebelum mengatakan sesuatu dalam interaksi dan komunikasi. Oleh karena itu, penelitian mengenai praanggapan dalam pembentukan makna dalam sebuah interaksi. Dengan mengacu pada teori Yule (1996), penelitian ini bertujuan untuk mengidentifikasi jenis-jenis praanggapan pragmatis yang terdapat pada karakter utama dalam film animasi Big Hero 6. Data penelitian ini diambil dari dialog karakter utama dalam film animasi Big Hero 6. Dalam mengumpulkan data, peneliti menggunakan metode observasi. Temuan dari penelitian ini menunjukkan bahwa 27 data memenuhi enam jenis presuposisi, yaitu presuposisi eksistensial (2), presuposisi leksikal (4), presuposisi faktual (2), presuposisi struktural (17), presuposisi kontrafaktual (1), dan presuposisi non-faktual (1).

Kata Kunci: Praanggapan, Film Animasi Big Hero 6.

Abstract

A good and appropriate presumption can help find the right word variation before saying something in interaction and communication. Therefore, research on presuppositions in the formation of meaning in an interaction. By referring to Yule's theory (1996), this study aims to identify the types of pragmatic presuppositions found in the main characters in the animated film Big Hero 6. The data of this study were taken from the dialog of the main characters in the animated film Big Hero 6. In collecting the data, the researcher used the observation method. The findings of this study show that 27 data fulfill the six types of presupposition, namely existential presupposition (2), lexical presupposition (4), factual presupposition (2), structural presupposition (17), counterfactual presupposition (1), and non-factive presupposition (1).

Keywords: Presupposition, Animation Movie Big Hero 6.

INTRODUCTION

Pragmatics, a subset of linguistics, studies how environment and background affect the intended meaning of language use. Pragmatics incorporates the analysis of study, intent, and utterance, which represent the core principles of pragmatics. The exploration of pragmatics includes understanding contextual meanings involving participants, time and place, topic purpose, and communication activity. From this definition, it is clear that pragmatics underscores the interaction between language and context in communication.

Yule (1996) states pragmatics is a field of linguistics that focuses on investigating how the meaning of a spoken or written expression is conveyed by the communicator and understood by the receiver. It is also supported by (Sianipar, 2020) and (Roza, 2020). Pragmatics focuses on analyzing the meaning conveyed by the speaker or writer and how that meaning is understood by the listener or reader. This is also supported by (Suci Wulansari, 2020) one could discuss intent, presumptions, objectives, and course of action using a pragmatic. Pragmatic is the ability to use logic to make a concept bright and understandable so that it becomes more significant and clear is known as pragmatic reasoning. The primary goal of pragmatic theory is to clarify how speech can be received by listeners and how effective communication can be conducted. It is

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also supported (Sukma,2022) states For effective communication, listeners need to understand the presuppositions embedded in the speaker's discourse in the first place.

A presupposition is an implicit belief about a speech whose veracity is accepted. In social interactions, the presupposition is normal since it allows the speaker to base their discourse on shared knowledge and facilitates the hearer's ability to conclude. (Roza, 2020) state presuppositions are interesting because they involve revealing the assumptions underlying a statement, which may align with the speaker's intentions. A presupposition can be taken when a speaker performs a speech activity. Presupposition means a presupposition that comes from the speaker or writer about the opponent and something that is being discussed (Uswatunnisa,2020) state For communication to be successful, the listener must understand the presuppositions conveyed by the speaker's words initially. In social interactions, presupposition is normal since it allows the speaker to base their discourse on mutual knowledge and facilitates the hearer's ability to conclude. (Lihan, 2020) states presuppositions are present in the speaker's cognitive domain only if the audience understands them. According to Yule (Hasler-Barker, 2018), there Six types of presuppositions were identified based on potential indicators: existential, factive, non-factive, lexical, structural, and counterfactual presuppositions.

The animation movie "Big Hero 6," which was released in 2014, is available for streaming on Disney+ Hotstar. Directed by the movie features a cast including Ryan Potter, Scott Adsit, and Daniel Henney. The film received the prestigious award for Best Animated Feature at the 2015 Academy Awards. The story is in a futuristic urban landscape filled with advanced technology. The research focuses on the main characters: Hiro Hamada, Baymax, Fred, Gogo Tomago, Honey Lemon, and Wasabi. Researchers are interested in researching this film because, in addition to being an entertainment medium, this film can also be a new motivation from the various technologies told in this storyline. Besides that, while watching the film, researchers found that there were several presuppositions, so researchers decided to research further. Researchers are interested in conducting this study, to find out the presupposition of the animated film Big Hero 6 to find out the type of presupposition. Given that movies often reflect real-life cultural and communication dynamics, the conversations depicted in them can take place whether or not they are based in reality. The movie depicts society's social life, which is presented more artistically by incorporating some fiction or fantasy. Bendazzi, 2018 (Astuti,2019) explained that the provisions in the animation movie, the language should be summarized naturally and must be continuous with art and rhythm, this activity is carried out by artists and craftsmen of small studio groups of their time. Thus, a movie can likewise exhibit the assumption phenomena

Some previous studies already discuss similar topics.(Oladayo, 2018) (Puksi, 2018) ,(Haryati, 2022),(Solehah, 2022),(Mitauli Manurung Dumaris Silalahi Herman, 2020).The similarity with this previous research is in the similarity of the science that is aimed at, namely the presupposition. Moreover, their findings reveal the use of presuppositions in the realm of cinema, providing significant insights into the depiction of the existence of objects in narratives. This research did not explain character analysis in detail or random data collection. From some statements and also previous research about presupposition before, the researcher argues that good and precise presupposition have a better impact on capturing the meaning of an utterance or dialog in a film. If the presupposition of the sentence is inconsistent with the actual situation, then it is likely to lead to misunderstanding. Therefore, the findings of this study are expected to increase the understanding of the translation process and the meaning conveyed in spoken utterances. Besides that, for everyday life good and precise presuppositions can help find the right variation of words before saying something in interaction and communication. For this reason, research on presupposition is important for both communication and drawing meaning from interactions.

This research is expected to enrich the theory of presupposition in the context of language use. It serves as a valuable resource for understanding how language and its context interact, thus becoming a significant reference in the field of presupposition.

METHOD

The research design used in this research is descriptive qualitative, as this research centers on the analysis and description of the types of presuppositions. Descriptive qualitative research

investigates phenomena characterized by descriptive attributes and emphasizes analysis this statement is also supported by Sugiyono (2018) and also found in (Rosanti , 2022). The data is collected in the form of words or dialog found in the film. The source data of this research is an animated film entitled Big Hero 6. In this study, researchers used the observation method. Riyanto (2010) also found in (Lara, 2022) states observation as a data collection method involves direct or indirect observation of phenomena. The researcher made observations starting from :

1. Watching the movie Big Hero 6.
2. Find the transcripts or dialogs performed by the main character of Big Hero 6 as data.
3. The researcher writes the names of the main characters, the dialogue of the main characters in the movie, the Translation of dialogue of the main characters in the movie, and the minute dialog of the main characters in the movie and compiles them into a table as data.

After finding the data, the researcher continues to analyze the data. In analyzing the data to answer the research problems, researchers took several steps including a modification of the Miles, Huberman, and Saldana data analysis theory:

1. The researcher analyzes data using Yule’s theory about pragmatic presupposition.
2. The researcher analyzes the transcripts or dialogs performed by the main character of Big Hero 6 to identify the type of presupposition.

After finding the type of presupposition and the translation strategy in the main character of Big Hero 6, the researcher counts the number of type presuppositions

FINDINGS AND DISCUSSION

Findings

After analyzing presuppositions, they can be checked by considering the context of the utterance. Where Yule's theory identifies six types of presupposition, this study identifies six different types in the animated film Big Hero 6: existential, factive, lexical, structural, and counterfactual. Existential presupposition relates to the existence of an entity, factive relates to truth, non-active relates to untruth, lexical relates to the meaning of words in the context of the sentence, structural relates to the grammatical structure of the sentence, and counterfactual relates to the difference between reality and possibility.

Table 1. Type of Presuppositions

Type Of Presuppositions	Data
Existential presupposition	2
Factive presupposition	2
Non-factive presupposition	1
Lexical presupposition	4
Structural presupposition	17
Counterfactual presupposition	1
Total	27

This study examines the pragmatic presuppositions shown by the main characters in the animated film Big Hero 6. The researcher identified six types of presuppositions: 2 existential, 2 factive, 1 non-factive, 2 lexical, 17 structural, and 1 counterfactual.

Discussion

The findings of this study underline the importance of understanding the contextual nuances in the storyline of the animated movie Big Hero 6, to facilitate the identification of its presuppositions. In addition, this study highlights the involvement of two languages in the translation process. The purpose of this study is to identify the types of pragmatic presuppositions manifested by the main characters in the animated film Big Hero 6. Applying

Yule's theory, the researchers describe six types of presuppositions: 2 existential, 2 factive, 1 non-factive, 2 lexical, 17 structural, and 1 counterfactual.

The research findings were also supported by research (Melly & Ambalegin, 2022) titled "Presupposition Analysis Of Character's Utterances In Camp Rock Movie" The research findings reveal 15 instances of presupposition in the movie Camp Rock. These include 4 instances of existential presupposition, 1 instance of factual presupposition, 5 instances of lexical presupposition, 4 instances of structural presupposition, and 1 instance of counterfactual presupposition. The findings of the previous study are in line with the findings of this study, which mainly aims to identify the types of presuppositions. Contrary to the dominant lexical presupposition found in the previous study, this study reveals that structural presupposition is the most prevalent type found in the movie. This finding provides new information that interrogative sentences as one of the characteristics of structural presupposition are found in the dialogue of the main character in Big Hero 6.

CONCLUSION

This research identifies the type of pragmatic presupposition found in the main characters in the animated movie Big Hero 6. After using Yule theory researchers identified six types of presuppositions. The researcher found 2 existential presuppositions, 2 factive, presuppositions, 1 non-factive, 2 lexical presuppositions, 17 structural presuppositions, and 1 counterfactual . The researcher identifies the dialogue of the main characters by linking the theory and also the context that occurs in the animated movie Big Hero 6. Not all sentences are identified as presuppositions, there are only a few dialogs.

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