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AN ANALYSIS OF ILLOCUTIONARY ACTS IN THE INSIDE OUT 2 ANIMATED MOVIE

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ABSTRACT

Illocutionary acts play a crucial role in conveying meaning and expressing certain intentions in communication. This study analyzes the use of illocutionary act in the Inside Out 2 animated movie to understand how the characters use their utterances to achieve their intentions and goals. The purpose of this study is to identify the types of illocutionary acts and to analyze the dominant type of illocutionary act in the character's utterances in the movie. This study used descriptive qualitative method. The data were collected by transcribing the dialogues and classifying the types of illocutionary acts based on Searle's (1979) theory, which includes representative, directive, commissive, expressive, and declarative. The findings reveal that there are 320 total data and representative is the dominant type with 133 data (41%), which indicates that each character in the movie tends to informing, describing, claiming, clarifying, or agreeing. The second most frequently used is directive with 102 data (32%), followed by expressive with 61 data (19%), then commissive with 22 data (7%) and declarative with 2 data (1%) as the lowest. This study concludes that illocutionary acts in this movie can be interpreted into five types of intentions. The writer recommends this study can be used as a reference for the learning about illocutionary acts or as a reference for the similiar study with a different perspective.

Keywords: Pragmatics, speech acts, illocutionary acts, inside out 2 animated movie, utterances.

INTRODUCTION

Language is a system of sounds, words, patterns, and so on used by humans to communicate, think, and feel. Chaer (2009) in Budiyo et al. (2021, p. 73) states that language is a verbal tool used to communicate and socialize, while the term language is the process of conveying information in communication. Furthermore, according to Rovira (2008) in Uswatunnisa (2022, p. 27) language has an important role in the development of cultural identity. So based on the explanations above, language is a tool of communication for humans to understand the opinions, and feelings of other humans. Language can also be interpreted by considering to the context and situation when the conversation is happening, so it is not only can be interpreted literally. Because of the importance of language, so that the language is studied in linguistics.

Linguistics is the scientific study of language and its structure. It studies how language is formed, how it functions, how it develops over time, and how it used by individuals in

various contexts. According to Martinet (1987) in Kartinawati, (2022) linguistics is a science that makes language the object of study, while linguistics in Della & Sembiring, (2018) concerned with the nature of language and communication. It deals both with the study of particular languages, and the search for general properties common to all languages or large groups of languages. From the definitions above, the writer summarizes that linguistics is a science that studies language in depth, starting from how language is formed, how it functions, how it develops, and how human understand and produce language. Studying linguistics is helpful for understanding complex aspects of language, which is the primary and most important aspect of human communication and cognition. The branches of linguistics include Pragmatics, Semantics, Morphology, Phonology, Syntax, Sociolinguistics, and Psycholinguistics.

Pragmatics is a branch of linguistics that focuses on the study of language use in context, examining how meaning is structured and interpreted in communication. Pragmatics covers how context influences the interpretation of utterances, taking into account factors such as speaker intent, social situation, and the relationship between participants. There are many thing that are studied in pragmatics, including Deixis, Implicature, Presupposition, Entailment, Politeness, and also Speech acts.

A speech act is a communicative utterance that shows a function in language, such as making statement, asking a question, or issuing an order. It means that speech act can be more than just conveying information, but can also perform actions. Speech acts are divided into three types, namely Locutionary act, Illocutionary act, and Perlocutionary act.

Illocutionary act is a type of speech act that refers to the function or intended affects of an utterance. It involves the use of language to perform certain actions or achieve communicative goals that go beyond literal meaning. Through illocutionary acts, humans can better understand any hidden meanings of other individuals' utterances depending on the situation or context. According to Searle (1979) in Fitriani et al. (2020, p. 171), “illocutionary act is divided into five categories. They are representative, directive, commissive, declarative, and expressive.

There are some studies supporting this study that have related to illocutionary act theory: The first study was done by Fitriani et al. (2020) entitled “An Analysis of Illocutionary Act in a Fantasy Movie” which investigated the types and prevalence of illocutionary act used by the main character in the Harry Potter and the Chamber of Secrets

movie. The journal used a qualitative research and theory based on Searle's five classifications of illocutionary acts, that are representative, directive, commissive, expressive, and declarative. The writer found that there were only four types of illocutionary acts present in the object of the study, namely representative, directive, expressive, and commissive, with directive being the most dominant. The findings highlight that directive (47.64%) is often used by the main characters to request or command, while commissive (4.19%) is the least used. The declarative is not found in the objects due to the lack of authoritative power of the characters in the setting. This study illustrates the relationship between illocutionary act and the social role or authority of the characters, showing how language functions in various contexts in the narrative.

The second study was done by Sukmawati (2022) in "An Analysis of Illocutionary Acts in the 'Sing' Movie." The study used documentary study method and descriptive qualitative approach, there were 418 utterances from the movie which were then categorized into the classification of illocutionary acts according to Searle (1979), assertive, directive, commissive, expressive, and declarative. The findings show that directive is the most frequent (39.71%), followed by assertive (28.23%), expressive (25.84%), commissive (4.31%), and declarative as the least frequent (1.9%). This study shows that the incorporation of movie-based learning can enhance students' engagement and deepen their understanding of linguistic functions, thus contributing significantly to the field of pragmatics and pedagogical practices in language acquisition.

The third study was conducted by Dewi (2022) entitled "Illocutionary Acts Analysis of the Main Character in 'Brave' Movie." The study used Searle's speech act theory, they identified five types of illocutionary acts: representative, directive, expressive, commissive, and declarative. The findings revealed that Merida's dialogues used representative act the most (55.2%), followed by directive (27.6%), expressive (8.6%), and declarative as the least used (1.7%). This study uses a descriptive qualitative approach to analyze Merida's utterances in the context of the film, which shows how Merida's speech acts are aligned with her intentions, emotions, and actions throughout the narrative.

The fourth study was done by Bagus et al. (2023) in "Exploring Illocutionary Acts in the 'The Menu' Movie: A Critical Analysis." This study used qualitative analysis and the theory of illocutionary acts namely representative/assertive, directive, expressive, commissive, and declarative (Searle, 1979) and (leech, 1974) framework to interpret the

implied meaning. The writer identified a total of 54 illocutionary acts, with assertive being the most frequently used (24 times, 44%). followed by directive (20 times), expressive (6 times), and commissive (4 times), while no declarative act were found. The findings contribute to a deeper understanding of speech acts theory, especially in relation to illocutionary act, enhancing the audience's understanding of character interaction and narrative dynamics.

The last study was done by Saga et al. (2022) in their study entitled “An Analysis of Illocutionary Act Performed by The Main Character in Nightbooks Movie” This study used a qualitative approach method by Searle and Leech's theory of illocutionary act to analyzed the dialogue of the movie. The findings show that directive is the most frequently used (36.61%), followed by expressive (23.95%), representative (22.53%), and commissive (16.91%) as the least frequently used. This study highlights how these speech acts illustrate the intentions of the characters and importance of context in understanding communication.

The forms of illocutionary acts can be found in every utterance in videos on social media, such as videos on Facebook, TikTok, Instagram, and YouTube. Various studies on illocutionary acts have been conducted, but no one has specifically analyzed illocutionary acts in “Inside Out 2” animated movie. Based on the writer's experience when watching videos, movies, or dramas, Inside Out is suitable to be used as an object of illocutionary acts because it is a popular movie and has a lot of emotional expressions in every utterance so that it becomes the right object to deepen the understanding if illocutionary acts in animated media. Therefore, the writer is interested in knowing what types of illocutionary acts found in animated movies.

From the explanations above, the writer conducted a study entitled “An Analysis Of Illocutionary Acts In *Inside Out 2* Animated Movie.” This research is designed to find out the types of illocutionary acts in the Inside Out 2 animated movie and the most dominant type of illocutionary acts used in the movie.

REVIEW OF THE LITERATURE

Pragmatics

Pragmatics is a branch of linguistics that focuses on the study of language use in context. It is very important for humans to learn what and how pragmatics is in a linguistics. Pragmatics itself studies how context affects the interpretation of meaning in communication. Pragmatics focuses on the speaker's concepts, emotions, feelings, and goals at all times. Yule

(1996) in Sapar et al. (2022, p. 3) states that pragmatics is concerned with the study of language interpretation. That means, pragmatics is more concerned with what people actually mean when utter an utterance than what the words or phrases in the utterance mean. Crystal in (Utami & Sahril, 2023) further defines pragmatics as the study of language from the viewpoint of users, with a focus on their options, restrictions on how, how to use language in social situations, and the impacts these options have on other participants in the communication act. From the explanations above, the writer sums up that pragmatics is the study of the meaning of language based on context. The defenitions still have the same meaning because only the way they are defined is different.

Speech acts

Speech Acts are communicative utterances that not only convey information, but also perform an action. It is a statement that includes action as a functional communication unit while taking into account factors of situation. Yule (1996) in Abdullah et al. (2021) states that speech act is a branch of pragmatics that studies utterances. It is defined as an action performed through an utterance. While Austin (1962) in Saga et al (2022, p. 24) states that speech act is a theory in which saying something means doing something. This means that when someone says something, it is not just saying something, but also using it to do something or perform an action. There are three types of speech act according to Austin in his book *How to Do Things with Words* (1962) cited in Kadek et al. (2022, p. 2), those are locutionary act, illocutionary act, and perlocutionary act.

Locutionary Act

The locutionary act is the actual utterance and its literal meaning, which involves the phonetic and syntactic aspects of the spoken words. It focuses on the words used and their conventional meanings.

Illocutionary Act

An illocutionary act refers to what the speaker intends to accomplish by saying something. In other words, This includes the speaker's intention and the function of the utterance in context. So it means that every speaker has intention through their utterance.

Perlocutionary Act

A perlocutionary act involves the effects that an utterance has on the listener or audience, including their thoughts, feelings, or actions as a result of what was said.

Types of Illocutionary Act

According to Searle (1979) in Fitriani et al. (2020, p. 171) illocutionary acts can be classified into five categories. The five types are representative, directive, commissive, expressive, and declarative.

Representative

Representative or assertive is a type of illocutionary acts that conveys information, describes the world, or expresses a belief. Assertive functions are used to describing, claiming, hypothesizing, predicting, informing, clarifying, convincing, agreeing, protesting, reminding, reporting, and others.

Examples:

“The sky is blue” This statement asserts a fact about the color of the sky, committing the speaker to its truth

“I believe that climate change is real” The speaker expresses a belief, which reflects their commitment to that belief being true.

Directive

The directive act is uttered by the speaker to make the listener do something in accordance with the speaker’s intention. This type of illocutionary act is where the speaker utters the words with the intention of commanding, requesting, prohibiting, or inviting the interlocutor to do something.

Examples:

“Please close the window” This is a polite request aimed at getting the listener to take action.

“I urge you to reconsider your decision” The speaker is advising or urging the listener to change their mind about something.

Commissive

Commissive is a type of illocutionary act where the speaker will do something in the future. The speaker shows the intention by performing a commissive action through promising, threatening, pledging, refusing, and offering.

Examples:

“I promise to help you with your project” The speaker commits themselves to performing an action in the future.

“I swear I will never lie to you” This expresses a strong commitment to honesty in

future interactions.

Expressive

Expressive is a type of illocutionary act that expresses what the speaker feels so that the listener can understand the feelings through the speech. This speech act expresses a psychological state and can be in the form of statements of happiness, pain, like, dislike, sadness, apology, condolence, praise, congratulation, and others.

Examples:

“I’m sorry for your loss” This expresses sympathy and conveys the speaker’s feelings about someone else’s situation.

“congratulations on your achievement!” The speaker expresses joy and pride regarding another person’s success.

Declarative

Declarative is the type illocutionary act that can change the situation in the world by their utterance. Declarative can be found in various forms such as declaring, approving, authorizing, excommunicating, naming, baptizing, dismissing, abbreviating, and blessing.

Examples:

“I hereby pronounce you husband and wife” This utterance changes the marital status of the individuals.

“You are fired!” This declaration changes someone’s employment status through the act of stating it.

Inside Out 2 Animated Movie

Inside out 2 is a 2024 American animated feature movie produces by Pixar Animation studios for walt Disney pictures. The sequel to inside out (2015) is directed by Kelsey Mann and produces by Mark Nielsen. Starring Amy Poehler, Maya Hawke, Kensington Tallman in the lead roles, this movie tells the story of Riley’s emotions when they discover a new emotion that join and wants to take over Riley’s brain.

In inside out 2, Riley is a teenager facing the new challenges that come with adolescence. As Riley prepares to enter high school and attend an important hockey camp, the “puberty alarm” goes off in Riley’s head, triggering a major change in the emotional center. Along with the familiar emotions – Joy, Sadness, Anger, Fear, and Disgust- a new set of emotions appear: Anxiety, Envy, Shame, And Resentment. These new emotions create tension, especially when Anxiety, voiced by Maya Hawke pushes Riley to conform to the

older teens, making Riley prioritize popularity and approval over identity.

This internal struggle affects Riley's friendship, particularly with Riley's bestfriends, Bree and Grace, as Riley begins to change to impress a popular hockey player, Val. As Riley's anxiety mounts, the emotions must work together to help Riley find a new, balanced "sense of self." Blending both positive and negative experiences to reflect Riley's growth. This journey through adolescence and self-acceptance is presented with humor and visual creativity, offering a heartfelt look at the teenage experience.

METHODOLOGY

Methodology is required in a study. According to Purba & Herman. (2020, p. 25) qualitative approach is used to describe the data. Qualitative study is one of the study procedures that analyzes in the form of speech or writing and the behavior of the people observed. So based on the explanation above, the writer use a qualitative descriptive method to analyze the illocutionary acts in the Inside Out 2 animated movie. According to Arikunto (2010) in Sihombing et al. (2021, p. 1775) data is information or facts used in discussing or deciding on answers to research questions. So the data in this study was taken from the Inside Out 2 animated movie which was published on LK21 on June 11, 2024. The data collection technique used by the writer is based on Sudaryanto's statement (1993) in (Widiastuti & Oktariza, 2020) which says that a technique for achieving data through listening carefully and then followed by taking a note. In this study the writer collected the data by listening, noting and transcribing every utterance that belongs to each type of illocutionary act. Based on the data collection techniques that have been conducted, the data was analyzed by classifying the five types of illocutionary acts, they are representative/assertive, directive, commissive, expressive, and declarative and then drawing the conclusion.

FINDINGS AND DISCUSSION

Finding

As a finding, the writer found five types of illocutionary acts using Searle's theory in Inside Out 2 Animated Movie. They are representative, directive, commissive, expressive, declarative. The detail finding of the types can be seen in the following description.

Table 1. Types of Illocutionary Acts

Types of Illocutionary Acts	Frequency	Percentage
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Representative	133	41%
Directive	102	32%
Commissive	22	19%
Expressive	61	7%
Declarative	2	1%
<i>Total</i>	320	100%

Based on the table above, the writer found a total of 320 utterances delivered by the characters of the Inside Out 2 animated movie which were identified as illocutionary acts using Searle's theory. Representative is the most dominant type of illocutionary act that appears in this movie with 133 utterances (41%), followed by directive with 102 utterances (32%), then expressive with 61 utterances (19%), commissive with 22 utterances (7%), and declarative with 2 utterances (1%) as the lowest.

In the Inside Out 2 animated movie, the use of representative illocutionary acts is more dominant because of the narration and theme of the movie which focuses on conveying information, expressing perspectives, and exploring realistic emotion. Here are some specific reasons:

Explanation of deep emotions

Inside Out 2 animated movie presents the emotional and life experiences of the main character, Riley, as she grows up. In this process, various utterances use representative illocutionary act to convey the reality of emotions such as Joy, Sadness, Anxiety, and more. For example, they often state facts or opinions about Riley's situation

Conveying information and narration

Representative illocutionary act is used to explain or state something considered right in the context of the story, such as the role of each emotion or how Riley's mind work. In this movie, there are many narrative utterances spoken by Joy to conveying information.

Showing internal conflict

There are a lot of utterances showing debates between characters who is trying to defend their opinions. For example is the argument between Joy and Anxiety who are trying to take take control Riley's emotions.

Discussion

Representatives

Data 1 : Riley is still... exceptional. And not just because she's the top of her class; which by the way she is... She's also really kind... And she's nice to stray cats? I mean, come on Oh and she's officially a teenager now! She got very tall very fast

Context : The speaker is likely speaking to the audience about Riley, emphasizing her positive traits and growth. The speaker is trying to express how remarkable Riley is, she is not just top of her class but also a kind person who shows empathy toward animals, and now she has entered the phase of adolescence.

Explanation : In the data above, Joy is describing Riley's current state and assert her positive attributes to the audience and other emotions. The speaker is offering a reflection on Riley's character, underscoring her traits and highlighting her transformation as she officially becomes a teenager. So based on the explanation, the speaker used illocutionary act representative/assertive.

Data 2 : Turns out when you put all of those beliefs together they make the most wonderful thing of all: Her Sense of Self. It's what helps Riley make good choices. 13 years of hard work all wrapped up in what some might call our masterpiece.

Context : Joy as the speaker conveys her utterance to the audience and other emotions around her. She is reflecting on Riley's development and growth, and also explaining how her sense of self is formed by years of beliefs and experiences.

Explanation : Based on the context, Joy describes Riley's current state and asserts that her sense of self is the result of years of growth and effort. She believes that it is the one that helps Riley for making a good decisions. Joy used illocutionary act representative/assertive in this utterance.

Directives

Data 3 : Hey! Uh, are you the one in charge here? Ah! Could do me a favor and stop tearing Headquarters apart?

Context : The speaker, Joy, conveys her utterance to the foreman who is responsible for causing the disruption in Riley's emotions control place. Joy requests

them to stop doing the disruption and let the items stay in the proper place.

Explanation : Joy requests the people in charge to stop the destruction. Through her question sentence she conveyed “Could do me a favor and stop tearing Headquarters apart?” Joy expects an answer or action on her request. So, Joy used descriptive illocutionary act.

Data 4 : Ok, until we can figure this out, nobody touch the console unless you really need to!

Context : There was something wrong with Riley’s emotions, where she suddenly yelled at her mother. During the situation, Joy directs her friends, Riley’s other emotions regarding what they should do with Riley’s emotions.

Explanation : “Nobody touch the console unless you really need to!” through this utterance, Joy is giving a command to prevent interference with the console, aiming for control and clarity, expecting the group to follow her instructions and refrain from touching it. So, based on the explanations, she used directive illocutionary act.

Commissives

Data 5 : Great. We’ll see ya tomorrow!

Context : The speaker is Coach Roberts. He offered Riley, Grace, Bree to join his hockey team. After successfully inviting them to join he confirms plans for the next day with three of them.

Explanation : Based on the context, this utterance is a commissive illocutionary act “We’ll see ya tomorrow!” through this utterance, coach Roberts commits to perform an action in the future. He promising them about tomorrow’s meeting.

Data 6 : Yeah, yeah, yeah gimme a sec!

Context : The speaker is Margie, one of the foreman’s friends who is disrupting Riley’s emotions console. She is asked by the foreman about the console and then gives an answer that she will immediately get it.

Explanation : Through this utterance “yeah gimme a sec!” Margie commits to take action after being asked about Riley’s console. This indicates that she will follow the request as soon. So, based in this explanation, she used commissive illocutionary act.

Expressives

- Data 6** : Hey girls! Congratulations on your win!
- Context** : Coach Roberts as the speaker congratulates the girls, Riley, Grace, and Bree for their victory in hockey game.
- Explanation** : The word “congratulations” is a form of expression of happiness and proud of something. Coach Roberts expresses his happy and proud feelings for the team’s victory, conveying emotional support and appreciaaion through the word “congartulations.” So based on the explanations above, coach Roberts used expressive illocutionary act.
- Data 7** : Joy, I’m sorry... I was just trying to protect her. But you’re right. We don’t get to choose who Riley is.
- Context** : The speaker is Anxiety. She took over the control of Riley’s emotions from Joy. So many things Anxiety has done to Riley’s emotioons because of her over worrying. And finally after realized that she is wrong, Anxiety apologizes to Joy for her actions.
- Explanation** : In the data above there is word “sorry” which means anxiety expresses regret and acknowledgement of her actions, recognizing her mistake and accepting Joy’s poin about allowing Riley to be who she is. This explanations show that Anxiety used expressive illocutionary act.

Declaratives

- Data 9** : 28, Andersen, tripping!
- Context** : The speaker is the referee. During the game, the referee declares a penalty to Riley Anderson with the jersey number 28 for causing his rival tripping.
- Explanation** : In the data above, the referee declares a penalty on Riley for tripping her rival. The referee changes the Riley’s status to be penalized through his statement “28, Andersen, tripping!”. So the referee used declarative illocutionary act.
- Data 10** : And the Foghorns win the Championship!
- Context** : The name of Riley’s hockey team is the Foghorns. After the game ended, The speaker officially declares the Foghorns as the champions in the game.
- Explanation** : In the data above, “And the Foghorns win the Championship!” ends the game. This announcement finalizes the result of the game, officially

recognizing the Foghorn as the winner. So, the speaker used declarative illocutionary act to end the game.

The findings reveal the extensive use of language to convey various intentions based on the context. This study found that the characters in this movie used all the five types of speech acts, namely representative, directive, commissive, expressive, declarative. Representative is the most dominant type used by the characters in this movie. This indicates that the movie emphasizes on conveying information, beliefs, and statements, which is in the theory of Searle (1979) states that the illocutionary act is a tool to achieve certain communicative purposes.

This study found different results from the previous studies. The previous studies, especially in animated movies were dominated by directive speech acts, while this movie dominated by representative speech act. This indicates that the “Inside Out 2” animated movie prefers on representative to build relationship between the characters and the audiences through the same understanding and facts.

CONCLUSION

Based on the finding and discussion above, the writer find out that there are 320 utterances of illocutionary acts in Inside Out 2 animated movie. Representative is the most dominant type used with 133 data (41%), followed by directive with 102 utterances (32%), then expressive with 61 utterances (19%), commissive with 22 utterances (7%), and declarative with 2 utterances (1%) as the lowest. The writer concludes that the reason why representative is the most dominant type used in this movie is because of the narration and theme of the movie which focuses on conveying information, expressing perspectives, and exploring realistic emotions. Inside Out 2 animated movie presents the emotional development and life experiences of the main character, Riley, as she grows up. The other main characters in the movie such as Joy, Anxiety, and Sadness (Riley’s emotion) often give utterances that use representative acts to convey the reality they feel. They often state facts or opinions related to Riley’s situation. The writer hopes that future researchers can conduct similar study with different objects or perspectives of speech acts, such as locutionary acts and perlocutionary acts.

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