



AN ANALYSIS OF SPEECH ACTS IN *THE CROODS* MOVIE

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Abstract: This research is aimed to identify the locutionary, illocutionary and perlocutionary acts in the *The Croods* movie and to analyze the meaning of locutionary, illocutionary and perlocutionary acts in the *The Croods* movie. The method used in collecting the data is qualitative. This study was conducted by collecting any relevant data and information about the topic or problem of the study from books and internet that are available for the analysis. This research used some steps to be collected: watching the movie, making the transcription and identifying the dialogue, after that classifying the actor's utterances, and finally classifying the meaning of locutionary acts, illocutionary acts, and perlocutionary acts. The result shows that all types of speech act occur in the *The Croods* movie. In this study, the locutionary act is the actor's utterances. The illocutionary act that mostly used in *The Croods* Movie are asking and commanding. The perlocutionary act is often used non-literally perlocutionary act.

Keywords: *speech act, locutionary act, illocutionary act, perlocutionary act, The Croods movie*

INTRODUCTION

Language is very important in our life, because without language we cannot communicate to each other. In communication, language has an important role because with language we can express what is in our mind. When we communicate to each other, sometimes we do not understand what the speaker meant or the speaker meant is different from what we understand. Because of that, there is a study that enables us to analyze the speaker meant.

Pragmatics is one of linguistics studies that are quite attractive to learn more about. According to Yule (1996: 3), pragmatics is the study of speaker meaning, the study of contextual meaning, the study of how more gets communicated than is said, and the study of expression of relative distance. There are many aspects of pragmatics; one of them is dealing with speech acts.

Speech act was originally by philosopher J. L Austin (1955) on his book *How to Do Things with Words* and developed by John R. Searle. Austin defined speech act as what actions we perform when we produce utterances like; giving suggestion, promising, inviting, requesting, forbidding, and so on (Sumarsono: 322). Speech act is utterances that can be classified into three aspects i.e. locutionary act, illocutionary act, and perlocutionary act.

The locutionary act is the basic meaning of utterance (Sumarsono: 323). For example, "Your house is clean", this utterance refers to the condition of the listener house which is clean.

The illocutionary act is performed via the communicative force of an utterance (Yule: 48). For example, "Your house is clean", this utterance can be a

praising if the condition of the house is truly clean and it can be hooting if the condition of the house is not clean.

The perlocutionary act refers to the result or effects of utterance to the listener, both real and expected (Sumarsono: 323). For example, "Your house is clean", this sentence brings an effect to the listener like happy if the listener get praising and shy or angry if the listener get hooting from the speaker.

Therefore it is interesting to study speech act because we can know how actually the utterances reflected into actions. It is also an interesting research to analyze the speech act used in movie. Movie is a media that reflects the social life of human. Many people like watching movie, but not all of them understand about the form or the function of language that used in the movie. Actually from a movie, we can learn another subject when we watch it like; educational value, moral value, the acting of the actor or actress, and about the literary elements in the movie.

There are many types of movie now days including horror movies, action movies, dramas, and animated movies. Animated movie is a movie which shows animated character and funny stories. One of the most famous animated movies is *The Croods*, which is as an animated movie that was nominated in Oscar (Academy Awards, USA) as "Best Animated Feature Film of the Year" in 2014. This movie told about the adventure of the croods family (family of cavemen living and hunting in prehistoric times) and Guy (a clever and inventive cave boy) to reach the mountain before the world is end.

The writer chooses *The Croods* movie as the object of this research because this movie is interesting to watch. It has a good animate picture, funny, and not recommended for the children but also the parents. In this research, the writer conducted a research under the title: “AN ANALYSIS OF SPEECH ACTS IN *THE CROODS* MOVIE”.

REVIEW OF RELATED LITERATURE

A theory is necessary in conducting a research as it is used to make the research clearer. In this chapter, the writer explains the theories related to the research. Those theories are:

Pragmatics

Studying about language would be closely with two branches of language science, semantics and pragmatics. Both of that sciences concern at language but in different side. Semantics refers to the construction of meaning language, while pragmatics refers to meaning construction in specific interactional context.

Pragmatics is the study of relationships between linguistic forms and the users of those forms. According to Yule (1996: 3), “Pragmatics is the study of speaker meaning, the study of contextual meaning, the study of how more gets communicated than is said, and the study of expression of relative distance”. This type of study necessarily involves the interpretation of what people mean in a particular context and how the context and how the context influences what are said. This approach also necessarily explores how listeners can make inferences about what is said in order to arrive at an interpretation of the speaker’s intended meaning how great deal of what unsaid is recognized as part of what is communicated. Leech (1983: 6) said that “Pragmatics is the study of meaning in relation to speech act situations”. Crystal defined that “Pragmatics studies the factors that govern our choice of language in social interaction and the effects of our choice on others”. Stalnaker (in Searle et al. 1980) defined “Pragmatics is the study of linguistic acts and contexts in which they are performed. There are two major types of problems to be solved within pragmatics: first to define interesting types of speech act and speech products; second, to characterize the features of speech context which help determine which proposition is expressed by a given sentence.”

Based on the definition above, we can conclude that pragmatics is the study of the speaker meaning, study of contextual meaning, study of how more gets communicated than said, and study of the expression of relative distance. In other word, pragmatics is the study of how language is used and how language is integrated in context of communication itself.

Speech Act

The concept of speech act is one of the most important notions in pragmatics. The term denotes the sense in which utterances are not mere meaning-bearers, but rather in a very real sense do things, that is, perform actions. Speech act was originally by philosopher J. L. Austin (1955) on his book *How to Do Things with Words* and developed by John R. Searle. Austin defined speech act as what actions we perform when we produce utterance.

According to Yule (1996: 47), “Speech act is a study of how the speakers and hearers use language. Speech act is actions that performed via utterances”. In addition Searle et al. (1980) said that “The theory of speech acts starts with assumption that the minimal unit of human communication is not a sentence or other expression, but rather the performance of certain kinds of acts, such as making statements, asking questions, giving orders, describing, explaining, apologizing, thanking, congratulating, etc”.

From the definition above, we can conclude that speech act is a statement that contains action as a functional unity in communications considering situation aspect say. According to Austin (1955: 94), speech act can be divided into three types:

1. Locutionary Act

The locutionary act is the utterance of a sentence with determinates sense and preference. For example: “It hot here”. This sentence is meant to inform addressee that the condition or the weather of a room is hot without any attention to perform an act or to influence the addressee. The point of the example above is “I” as subject, “hot” as predicate, and “here” as object. This speech act only expresses language, understanding the intention of the speaker is not needed.

2. Illocutionary Act

This act is the making of statement, offer, and promise, in uttering a sentence by virtue of the conventional force associated with it (or with its explicit performative paraphrase). This act is also called the act of doing something in saying something. For example: “It close to seven o’clock”. This sentence is utters by a husband to his wife in the morning, his doesn’t only say the words but also remembering his wife he have to go to his office right now. The Illocutionary Act is one of Speech Act which helps people do something not only saying it.

3. Perlocutionary Act

The perlocutionary act is the effect caused by some utterances that are uttered by the speaker to the hearer. It can be said that this act is the act of affecting someone. For example: “There is a snake next to you!”, if we say this utterance to someone, there will be some effects caused by that utterance. After the hearer heard that utterance he/she may run.

The Classification of Speech Act

One general classification system lists five types of general functions performed by speech acts; declarations, representatives, expressives, directives, and commissives.

1. **Declarations.** Declarations is a type of speech act that performing about correspondence between the propositional content and reality; e.g. resigning, demising, christening, naming, excommunicating, appointing, sentencing, etc (Leech: 106). In this, these actions are performed normally speaking by someone who is especially authorized to do so within some instructional framework.
2. **Representatives.** Representatives are those kinds of speech acts that state what the speaker believes to be the case or not (Yule: 53). Statements of fact, assertions, conclusions, and descriptions are all examples of the speaker representing the world as he or she believes it is. In using representatives, the speaker makes words fit the world (of belief).
3. **Expressive.** Expressive have the function of expressing or making known the speaker's psychological attitude towards a state of affairs; e.g. thanking, congratulating, pardoning, blaming, praising, condoling, etc (Leech: 106). In this type of speech acts, the speaker makes the words fit with the situation which his or her feeling also includes in it.
4. **Directives.** Directives are intended to produce some effect through action by the hearer: ordering, commanding, requesting, advising, and recommending are the examples of how the speaker expressing his or her wants (Leech: 106).
5. **Commissive.** Commissives are those kinds of speech act that the speaker uses to commit themselves to some future actions (Yule: 54). Commissives express what the speaker intends; e.g. promising, vowing, and offering. Commissives can be performed by the speaker alone, or by the speaker as a member of a group. In using commissives, the speaker undertakes to make the world fit the words (via the speaker).

The Croods Movie

The Croods is a 2013 American 3D computer-animated comedy adventure film produced by DreamWorks Animation and distributed by 20th Century Fox. It stars the voices of Nicolas Cage, Emma Stone, Ryan Reynolds, Catherine Keener, Clark Duke, and Cloris Leachman. The film is set in a fictional prehistoric Pliocene era known as "The Crooddaceous" (a prehistoric period which contains fictional prehistoric creatures) when a caveman's position as a "Leader of the Hunt" is threatened by the arrival of a prehistoric genius who comes up with revolutionary new

inventions as they trek through a dangerous but exotic land in search of a new home.

The Croods was written and directed by Kirk DeMico and Chris Sanders, and produced by Kristine Belson and Jane Hartwell. The film premiered at the 63rd Berlin International Film Festival on February 15, 2013, and was released in the United States on March 22, 2013. As part of the distribution by 20th Century Fox, since the end of their distribution deal with Paramount Pictures.

The Croods received generally positive reviews, and proved to be a box office success, earning more than \$587 million on a budget of \$135 million. The film launched a new franchise, with a television series, Dawn of the Croods, which debuted on December 24, 2015, on Netflix. A sequel was announced for a 2018 release, but was later cancelled. However, it was put back into production in 2017 with a release date scheduled for September 18, 20.

1) Synopsis of The Croods Movie

Eep is a girl in a family of cavemen living and hunting in prehistoric times. Her family is one of the few of surviving, mainly due to the strict rules of her overprotective father, Grug. In their cave home, Grug tells a story to the family, which includes his wife Ugga, his daughter Sandy, his son Thunk, and his mother-in-law Gran. He uses the story of character that mirrors Eep's curious nature to warn the family that exploration and 'new things' pose a threat to their survival, and says to never be afraid. This irritates the bored and adventurous Eep, and after the family falls asleep, she leaves the cave, against her father's advice, when she sees a light moving outside.

Seeking the light's source, she meets Guy, a clever and inventive cave boy. She at first attacks him but then become fascinated with the fire he creates and is eager to learn more. He tells her about his theory that the world is reaching its 'end' and asks her to join him. She refuses and Guy leaves, but not before giving her a noise-making shell to call him if she needs help. Eep is then caught by Grug (who had been searching for her), and is later grounded for what she had done. Grug brings Eep home and is joined by the rest of the family. Eep tells them about Guy and shows them the shell given to her, only for them to destroy in fear of 'new things'. An earthquake then occurs, sending everyone running for the cave, only to be stopped by Grug moments before the cave is destroyed by falling rocks. They climb over the wreckage to discover a land with lush vegetation, much different from their usual surroundings of rocky terrain. Grug takes his family into the forest to find new cave.

The family is chased by a "Macawnivore" (a large, macaw-colored machairodont later called "Chunky") and attacked by a swarm of "Piranhakeets"

(deadly red-feathered, piranha-like birds). In panic, Eep finds and sounds a horn similar to that which Guy gives her. Thinking quickly, he creates a torch of fire, which scares the birds away. The other Croods are captivated by the fire, having never seen it before. They steal Guy's torch and accidentally set the land around them in flames. Some giant corn is also lit, which rockets up to the sky, prompting a display of "fireworks" as the kernels explode. After feeling impressed by Guy's intelligence and 'ideas', Grug bottles him in a hollow log to carry him in, then suggests that they take solitude in the cave of a nearby mountain mentioned by Guy. Guy is forcibly persuaded to lead the Croods' way of living, which he thinks of as unusual.

After an unsuccessful hunting attempt, Guy, his "pet" sloth Belt, and Eep build a puppet to fool and lure nearby Turkey-Fish. After they make their capture, the family greedily devours everything they caught. Grug then tells another of his morale-lowering tales, this time mirroring the events of their day. Guy then tells a story of his own about a paradise he calls "Tomorrow".

The next day, the family reaches a path coated in spiked rock which Grug, Thunk, and Gran get pricked upon trying to cross them. A freed Guy tries to flee but then presents one of his inventions called shoes making some out of all the resources he can find for each family member. This gains him some respect from others except for Grug, who feels jealous of Guy's cleverness. After Guy's ideas help the Croods and their journey, the family members gain something. Ugga, Gran, and Shandy have their first idea to get past carnivorous plants by hiding under flower heads as they pass, Thunk encounters and befriends a crocodile-like dog he calls Douglas, and Eep and Guy grow closer while Grug is stranded in a ravine forcing Ugga to go back for him. The next day, Grug shows the others some of his ideas (like a see-saw, shades made out of wood, and a snapshot what involves the family being slammed with a flat rock) which fail and humiliate him. They soon reach the mountain where Grug is unable to convince the family that settling in a nearby cave is better option. Angry, he attacks Guy. The two become stuck in tar and Guy reveals his family died drowning in a tar pool and their last words inspired his traditions of "Tomorrow". Grug has a change of heart; he and Guy trick Chunky into freeing them by pretending to be a female "Macawnivore" in trouble.

As they are about to reach their destination, an earthquake opens a deep ravine in their path. Grug throws each of them across the gap and reconciles with Eep while creating the first hug with her. Grug then throws her across the ravine and is left behind. He takes shelter in a cave and makes a torch. After seeing a blank rock face, he paints a large cave-drawing of the Croods and Guy together. He then encounters Chunky, who attacks him until Grug's torch is accidentally

blown out, panicking them both. The frightened Chunky lies near Grug for comfort, which then has first good idea. Using a bigger torch and a large skeletal rib cage, Grug manages to lure the Piranhakeets into transporting himself, Chunky, Douglas, and several other animals across the ravine, barely escaping the oncoming destruction. Afterwards, Grug shares the "hug" when he embraces his daughter again, followed by the Croods inventing the group hug.

The family discovers that they have found an ocean-like area where the sun goes down over the sea. Grug and his family – including Guy, Chunky, Belt, Douglas and all their various pets – settle down in this paradise-like environment. He stops being so over-protective; as a result the family becomes more adventurous, bringing happiness to them all. (<http://m.imdb.com/title/tt0481499/synopsis>. October 27th, 2017)

2) The Characters of The Croods Movie

- a. Grug. Grug is a caveman who is the well-meaning but overprotective and old-fashioned patriarch of the Croods family.
- b. Eep. Eep is a rebellious teenage cave girl who is Grug and Ugga's eldest daughter and is filled with curiosity and desire for exploring and wonder.
- c. Guy. Guy is a nomadic boy who is not as strong as the Croods, but prefers using his brain and comes up with various ideas and inventions.
- d. Ugga. Ugga is a cavewoman who is Grug's wife, the daughter of Gran, and the mother of Eep, Thunk, and Sandy. She is more open-minded than Grug, but also finds it difficult to keep her family safe.
- e. Thunk. Thunk is a cave boy who is Grug and Ugga's son. He is the 9-year-old middle child, who is not bright and has bad coordination but has a good heart.
- f. Gran. Gran is an old and ferocious cavewoman who is the mother-in-law of Grug, the mother of Ugga, and the grandmother of Eep, Thunk, and Sandy.
- g. Sandy. Sandy is Grug and Ugga's ferocious baby daughter who still bites and growls instead of speaking.
- h. Belt. Belt is Guy's pet sloth.
- i. Chunky. Chunky is a large, macaw-colored machairodont.
- j. Douglas. Douglas is a crocodile-like dog who is Thunk's pet.

RESEARCH METHOD

The writer used qualitative research to analyze speech acts in *The Croods* movie. According to

Creswell (2014: 32) “Qualitative research is an approach for exploring and understanding the meaning individuals or groups ascribe to a social or human problem. The process of research involves emerging questions and procedures, collecting data in the participants’ setting, analyzing the data inductively, building from particulars to general theme, and making interpretations of the meaning of the data. The final written report has flexible writing structure. Those who engage in this form of inquiry support a way of looking at research that honors an inductive style, a focus on individual meaning, and the importance of rendering the complexity of situation”.

Technique of Data Collection

In this research, the writer applied the documentation technique to collect the data. Documentation technique is looking for the data about things or variables which are in the form of notes, transcription, book, newspaper, magazine, leaflets etc. (Arikunto, 2006: 158). The technique of gathering the data applied in this research by using several types:

1. Watched the movie, trying to understand, finding any important details that supported this research and looking for all of utterances.
2. Made the transcription of the dialogue.
3. Identified the dialogue spoken by actor in the movie into the types of speech act.
4. Classified the actor’s utterances found in the movie.
5. Classified the meaning of locutionary act, illocutionary act, and perlocutionary act in *The Croods* movie.

Procedure of Data Analysis

The techniques of data analysis are as follows:

1. Found out the main speaker’s utterances in the form of speech acts.
2. Categorized the data of types of speech acts used in *The Croods* movie.
3. Described the meaning of locutionary act, illocutionary act, and perlocutionary act from *The Croods* movie.
4. Made the conclusion and suggestion based on the data analysis.

FINDINGS AND DISCUSSION

This section covers the data analysis and the result of the study. The data analysis was taken from analyzing of the overall data concerning speech acts in “*THE CROODS*” movie; this chapter discussed was some points of the classification of speech acts that are used in *The Croods* movie and the meaning of utterance that used in *The Croods* movie.

Dialogue 1:

Grug : You’re supposed to wait for my signal

Eep. Eep?

Eep : We’ve been in that cave forever.
Grug : Three days is not forever.
Eep : It is with this family.

- Locutionary act: The locutionary act is the speaker (Grug) asks to the hearer (Eep) to keep stay in the cave and waiting for the signal.
- Illocutionary act: The illocutionary act is the speaker (Grug) asking by uttering, “You’re supposed to wait for my signal Eep. Eep?”
- Perlocutionary act: The perlocutionary act or the effect of the speaker utterance is the hearer (Eep) will keep stay in the cave and will come out after get the signal.

Dialogue 2:

Grug : No, no, no Sandy, come back here. Remember the signal. Good girls wait for the signal.
Grug : **Ugga.**
Ugga : As soon as I get Sandy, I’ll go back in, and you can give the signal.
Grug : No, I mean, you’re already out now.

- Locutionary act: The locutionary act is the speaker (Grug) calls the hearer (Ugga) to come out and get Sandy.
- Illocutionary act: The illocutionary act is the speaker (Grug) calling by uttering, “Ugga”.
- Perlocutionary act: The perlocutionary act or the effect of the speaker utterance is the hearer (Ugga) will come out and get Sandy.

Dialogue 3:

Thunk : **I am waiting for the signal, dad.**
Grug : Never mind, Thunk. Just, come out.
Thunk : Uhh, but if you don’t give the signal, How do I know you’re my dad?
Grug : The signal isn’t so you know it’s me, It’s so you know I wasn’t eaten by an animal.

- Locutionary act: The locutionary act is the speaker (Thunk) tells to the hearer (Grug) if he is waiting for the signal.
- Illocutionary act: The illocutionary act is the speaker (Thunk) asking by uttering, “I am waiting for the signal, dad”.
- Perlocutionary act: The perlocutionary or the effect of the speaker utterance is the hearer (Grug) will give the signal.

Dialogue 4:

Grug : **Call her in the air.**
Eep : Heads.
Grug : Tails. Thunk’s in.

- Locutionary act: The locutionary act is the speaker (Grug) orders the hearers to call their lottery selection.
- Illocutionary act: The illocutionary act is the speaker (Grug) ordering by uttering, “Call her in the air”.

- Perlocutionary act: The perlocutionary or the effect of the speaker utterance is the hearers will mention their lottery selection.

Dialogue 5:

Thunk : **Oh hey dad, can we eat now?**
Grug : Just wait till we get home. Eep put on the brakes.

- Locutionary act: The locutionary act is the speaker (Thunk) asking to the hearer (Grug) to eat the prey now.
- Illocutionary act: The illocutionary act is the speaker (Thunk) asks by uttering, “Oh hey dad, can we eat now?”
- Perlocutionary act: The perlocutionary act or the effect of the speaker utterance is the hearer (Grug) will give the answer of the speaker’s (Thunk) question by uttering, “Yes”. But, the real is the hearer (Grug) answer’s is “Just wait till we get home”.

Dialogue 6:

Grug : **Who’s hungry?**
Thunk : Alright! Good one, dad!
Grug : Here you go, Thunk. Drink up.

- Locutionary act: The locutionary act is the speaker (Grug) asking to the hearers who is hungry.
- Illocutionary act: The illocutionary act is the speaker (Grug) asks by uttering, “Who’s hungry?”
- Perlocutionary act: The perlocutionary act or the effect of the speaker utterance is the hearers will answer the question by put their hands up or take the food from the speaker (Grug).

Dialogue 7:

Thunk : **Sorry, dad.**
Ugga : Looks like fast food tonight!
Grug : That’s alright. I ate last week.

- Locutionary act: The locutionary act is the speaker (Thunk) say sorry to the hearer (Grug).
- Illocutionary act: The illocutionary act is the speaker (Thunk) saying apologize by uttering, “Sorry, dad”.
- Perlocutionary act: The perlocutionary act or the effect of the speaker utterance is the hearer (Grug) will forgive the speaker (Thunk).

Dialogue 8:

Ugga : The moon is full, bath night.
Gran : (tries to run away)
Ugga : **You too, mom.**
Gran : Run for your life.

- Locutionary act: The locutionary act is the speaker (Ugga) tells to the hearer (Gran) to take a bath too.
- Illocutionary act: The illocutionary act is the speaker (Ugga) telling by uttering, “You too, mom”.
- Perlocutionary act: The perlocutionary act or the effect of the speaker utterance is the hearer (Gran) will take a bath.

Dialogue 9:

Gran : **I don’t want to lose my protective layer.**
Ugga : Mom, you’ve got ants.

- Locutionary act: The locutionary act is the speaker (Gran) tells to the hearer (Ugga) she does not want to lose her protective layer if she bathed
- Illocutionary act: The illocutionary act is the speaker (Gran) telling by uttering, “I don’t want to lose my protective layer”.
- Perlocutionary act: The perlocutionary act or the effect of the speaker utterance is the hearer (Ugga) will not bathe the speaker (Gran) but the real is the hearer (Ugga) keep bathing the speaker (Gran).

Dialogue 10:

Grug : **Is she still out there?**
Ugga : You know she hates the cave, Grug.

- Locutionary act: The locutionary act is the speaker (Grug) asking to the hearer (Ugga) is Eep still outside
- Illocutionary act: The illocutionary act is the speaker (Grug) asks by uttering, “Is she still out there?”
- Perlocutionary act: The perlocutionary act or the effect of the speaker utterance is the hearer (Ugga) will answer the question and calls Eep to enter to the cave immediately.

Dialogue 11:

Grug : **How can she not like the cave? It’s so cozy.**
Ugga : It is a little, dark, Grug.
Grug : It’s not that dark.

- Locutionary act: The locutionary act is the speaker (Grug) asking to the hearer (Ugga) how Eep not like the cave.
- Illocutionary act: The illocutionary act is the speaker (Grug) asks by uttering, “How can she not like the cave?”
- Perlocutionary act: The perlocutionary act or the effect of the speaker utterance is the hearer (Ugga) will answer the question by giving explanation how Eep not like the cave.

Dialogue 12:

Grug : **Eep!**
Eep : Okay, okay!
Grug : Come on.

- Locutionary act: The locutionary act is the speaker (Grug) calls the hearer (Eep) to get off the cliff.
- Illocutionary act: The illocutionary act is the speaker (Grug) calling by uttering, “Eep!”
- Perlocutionary act: The perlocutionary act or the effect of the speaker utterance is the hearer (Ugga) will get off the cliff.

Dialogue 13:

Grug : **What were you doing up there, Eep?**
Eep : I don’t know.
Grug : What were you looking for?
Eep : Nothing.

- Locutionary act: The locutionary act is the speaker (Grug) asking the hearer (Eep) what is she doing on the cliff.
- Illocutionary act: The illocutionary act is the speaker (Grug) asks by uttering, “What were you doing up there, Eep?”
- Perlocutionary act: The perlocutionary act or the effect of the speaker utterance is the hearer (Eep) will answer the question and promise will not do the same.

Dialogue 14:

Eep : **What’s the point of all this?**
Grug : Hmmmm? What was that?
Eep : I mean, why are we here? What are we doing this for?

- Locutionary act: The locutionary act is the speaker (Grug) asking the hearer (Eep) what is the point of live in the cave.
- Illocutionary act: The illocutionary act is the speaker (Eep) complaining by uttering, “What’s the point of all this?”
- Perlocutionary act: The perlocutionary act or the effect of the speaker utterance is the hearer (Grug) will answer the question and give the freedom to the hearer (Eep) by do not force her to stay in the cave.

Dialogue 15:

Ugga : **How about a story? Eep loves those.**
Grug : That’s a good idea.

- Locutionary act: The locutionary act is the speaker (Ugga) gives the hearer (Grug) an idea.
- Illocutionary act: The illocutionary act is the speaker (Ugga) give an opinion by uttering, “How about a story? Eep loves those”.
- Perlocutionary act: The perlocutionary act or the effect of the speaker utterance is the hearer (Grug) will agree with the idea.

CONCLUSION AND SUGGESTIONS

Conclusion

After completing the analysis, the writer found out that all types of speech act occur in the *The Croods* Movie. In this study, the illocutionary act that mostly used in *The Croods* Movie are asking and commanding based on the findings in the previous chapter. The perlocutionary act is often used non-literally perlocutionary act. And for the classification of speech act, directive and representative are often used in the utterance in *The Croods* Movie.

Generally, the writer found out the illocutionary act in *The Croods* Movie are: *asking question, calling, giving command, giving motivation, giving warning, thanking, apologizing, hooting, ordering, giving punishment, inviting, informing, forbidding, giving threat, expressing admirer, naming,*

and asserting.. And for the perlocutionary act, the utterances may have effect and may have no effect. So, sometimes the utterances have response or reaction and sometimes have no response or reaction.

Suggestions

The writer would like to give suggestion to the future researchers who will use speech act in their study. To investigate speech acts the researchers can find in the different data such as movie, daily conversation, comedy, drama, etc. It is expected that other researchers could make some progress of this study as it could only analyze very limited data due to the limited time and knowledge. It is also hoped that other researchers could cover broader filed of linguistic and education.

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