

CONVERSATIONAL IMPLICATURE IN A MOVIE ENTITLED *JUMANJI: WELCOME TO THE JUNGLE*

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ABSTRACT

Communication is an action of giving and receiving information that occur between two or more people. In a conversation, people tend to say more than what they want to say. Conversational implicature usually occur in daily conversation and movies as well. This study is focused to determine the types of conversational implicature according to Grice (1975) and to determine the connotative meaning of the utterance by using a theory of Leech (1983). The primary data source of this study was taken from the movie itself on Netflix. The written data, the script of the movie, taken from a website. The method of collecting the data is note taking. The data from the movie is observed by watching the movie entitled *Jumanji: Welcome to The Jungle* multiple times and note taking conducted for collecting and separating the data. Qualitative method is used for analysing the data. Purposive random sampling method is used to choose the data based on its uniqueness between each data. The result of the study shows that there several conversational implicature uttered by main characters in the movie. There is connotative meaning in the uttered conversational implicature by main characters that can be found by understanding certain context, circumstances, each characters' social life in the movie, and their personality as well.

Keywords: implicature, conversational implicature, connotative

ABSTRAK

*Komunikasi adalah sebuah kegiatan memberi dan menerima informasi yang terjadi diantara dua orang atau lebih. Pada sebuah percakapan, banyak orang ingin menyampaikan informasi lebih dari apa yang mereka ucapkan. Implikatur percakapan biasanya terjadi pada percakapan sehari-hari dan di dalam film. Penelitian ini membahas mengenai tipe-tipe implikatur dalam percakapan menurut teori Grice (1975) dan mengenai makna konotatif dari implikatur tersebut dengan menggunakan teori dari Leech (1983). Metode untuk mengumpulkan data yang digunakan dengan mencatat. Data-data dari film tersebut diamati dengan cara menonton film berjudul *Jumanji: Welcome to The Jungle* secara berulang-ulang dan data-data tersebut dikumpulkan dan dipisahkan sesuai tipe implikatur percakapan oleh Grice (1975). Metode kualitatif digunakan untuk menganalisis data-data tersebut. Metode sampel penelitian digunakan untuk memilih data berdasarkan keunikan data tersebut diantara data-data yang lain. Hasil dari penelitian ini menunjukkan bahwa ada beberapa implikatur percakapan yang diucapkan oleh pemeran-pemeran utama. Makna konotatif juga dapat ditemukan dalam implikatur percakapan dengan memahami konteks-konteks tertentu, keadaan, latar belakang dan kepribadian karakter utama.*

Kata Kunci: implikatur, implikatur percakapan, konotatif

I. INTRODUCTION

Communication is an action of giving and receiving information that occur between two or more people. The goal of communication will not be able to achieved without language, which is exchanging of information or news. One of many ways of communicating is by doing a conversation. Conversation occurred between two or more people with one or more context. In a conversation, people usually tend to say more than what they want to say and it creates an implicit meaning. The situation is called conversational implicature.

Conversational Implicature usually occurred in daily life and also in movies. Conversation in a movie commonly set up in the script and there are also conversations that improvised by the actors. According to the statement above, conversation can be made or occurred naturally. In order to understand and enjoy the movie, people required to understand about the conversation that happened in the movie also the context of the conversation itself.

Grice (1975) divided conversational implicature into two types which are: generalized implicature and particularized implicature. Generalized implicature is when the hearer got the information from the speaker and they do not need to see about the speaker's background for the meaning. Grice (1975) mentioned that general conversational implicature are implicatures that normally carried without any special occasion. Another type of conversational implicature is particularized conversational implicature. It is a type of conversational implicature that occurred in specific context and requires a special knowledge for the speaker to comprehend the implicit meaning.

Leech (1983) mentioned that there are 7 types of meaning. One of the types of meaning is connotative meaning. According to Leech (1983), "connotative meaning is the communicative value an expression has by virtue of what it refers to" (1983; 12). Connotation talks about the 'real world' experience by the hearer to

understand the word or sentence. It can also be said that connotative meaning depends on personal interpretation of the hearer. A connotative meaning can also be found in an object that symbolized something more than what it actually is. For example, the word 'pig' in several group African-American people in United States of America implies a policeman due to their environment implied a policeman as a bad person.

This study is aimed on the types of conversational implicature and the meaning of the conversational implicature uttered by the main characters in a movie entitled *Jumanji: Welcome to The Jungle*. After identifying the types and the connotative meaning of the conversational implicature from the movie, this study is expected to give contribution as information source in terms of theory and it can be a reference for other researchers as well.

Published in 2017, the movie entitled *Jumanji: Welcome to The Jungle* is a comedy and adventure movie that tells a story about four high school students named Spencer, Fridge, Bethany, and Martha. They are trapped into a game console in a school storage room and given a highly skilled character based on the game options for each of them. In order to get out, the four students have to survive win the game by putting an artefact on the statue and shout the word "Jumanji". If they failed to do so, they will be trapped in the game forever.

II. RESEARCH METHOD

This study is focused on identifying the types and the meaning of the conversational implicature in the movie *Jumanji: Welcome to the Jungle*. There are four aspects of study about research method in order to conduct the research, which are: data source, method and technique of collecting data, method and technique of analyzing data, and method and technique of presenting the analysis.

The movie entitled *Jumanji: Welcome to The Jungle* was chosen for this

study. There were several conversational implicatures uttered by the characters in the movie. Qualitative approach was used in this study. The primary data source of this study was taken from the movie *Jumanji: Welcome to The Jungle* on Netflix and the written data, the script of the movie itself, taken from a website with the address www.subslikescript.com. The script was used to check the conversation appeared in the movies.

The method of collecting data of this study was library research. Technique of collecting data was as follows. The data was collected by watching the movie *Jumanji: Welcome to The Jungle* that is available on Netflix. The conversation in the movie was checked with the script. The script was accessed through a website: www.subslikescript.com. The movie and the script observed by watching multiple times and note-taking conducted for identifying the conversational implicature uttered by the main characters. The collected data classified by the types of the conversational according to the theory by Grice (1975).

The method used for analyzing the data was descriptive qualitative method. The data that had been collected from the movie and the script were analyzed by using pragmatic theory by Grice (1975). Conversations in the movie that classified as conversational implicatures were separated into two according to the types of conversational implicature by using the pragmatic theory by Grice (1975). Several of the collected data were selected for analysis by using purposive random sampling as the method of selecting the data. The data was chosen according to the uniqueness between each of collected data.

The context of the data is as follows. Spencer and Fridge planned to meet each other before school started. They met each other before school in front of a house called freak house because Fridge asked Spencer to do his homework for him.

After the data was separated, the meaning of conversational implicature of the selected data was analyzed by using the theory of semantics by Leech (1983) about connotative meaning.

III. DISCUSSION

In this section, the findings of the types of conversational implicature in the movie entitled *Jumanji: Welcome to The Jungle* and its connotative meaning are discussed further. The discussion aims to answer the objectives of this study.

Jumanji: Welcome to The Jungle has 4 main characters, they are Spencer, Fridge, Bethany, and Martha. In the movie, those main characters went into the game called “Jumanji” accidentally. While in the game, the main characters have a new identity according to the game characters that they chose. The details of the characters are as follows: Spencer changed to Bravestone; Fridge changed to Finbar; Bethany changed to Oberon; and Martha changed to Roundhouse. In the data, in-game character name will be written in parentheses.

3.1 Generalized Conversational Implicature

This study presents 3 data of generalized conversational implicature that will be analyzed in this section. The analysis of the data is as follows:

Data 1

Time sequence: 00:06:08 – 00:06:13

Girl : “Hey Fridge.”

Fridge : “Hey.”

Girl : “You need a ride?”

Fridge : “*I’m going with her.*”

Fridge met Spencer because he wanted to retrieve his homework from Spencer. Spencer gave Fridge’s task and said that he enjoyed working Fridge’s homework and asked Fridge maybe they could hangout some other time. Then all of the

sudden, a girl that was in the same school with them pulled over next to them with a car and asked Fridge for a ride to school. Fridge said that he is going with the girl. Then he went to school leaving Spencer alone.

In the dialogue, Fridge said that he is going to school with the girl and not with Spencer. The utterance “*I’m going with her*” is a conversational implicature. In this case, Fridge uttered an implicature to say what he is going to do next after receiving his homework from Spencer. Fridge’s utterance “*I’m going with her*” is classified as generalized conversational implicature. The audience does not need to understand the context or the background of each characters in order to understand the implicit meaning. This means that Fridge assume that the audience understands the connotative meaning of his utterance. Hence, Fridge’s utterance is considered a **generalized conversational implicature**.

The uttered word by Fridge “*I’m going with her*” in Fridge’s conversation with Spencer has a connotative meaning in it. The circumstances to understand the connotative meaning is as follows. Fridge is a busy student in school due to his activity in one of a sport team in school. He said the utterance because he does not want to plan a weekend hangout with Spencer and going to school with him. He only wanted Spencer to finish his homework so he does not have to worry about passing one of the subjects at school. He also wants to go with the girl because the girl is using a car. Therefore, Fridge’s utterance has a connotative meaning that sounds like “**I’m done talking to you**”.

Data 2

Time sequence: 00:14:31 – 00:14:42

Spencer : “A game for those who seek to find a way to leave their world behind.

Jumanji.”

Martha : “*Staples, people. Staples.*”

The context of this data as follows. The principal told them to do their detention program by removing staples from old magazines. Spencer and Martha started removing the staples meanwhile Fridge was roaming around the storage area. He found a bowling ball on one of the racks. Bethany was busy seeking for phone reception. Fridge also found an old game console and Spencer helped to look at the game console with Fridge. Fridge and Spencer were curious about it. They tried to turn on the old game console on a TV that was stored in the storage room and did not continue their work on removing the staples from the old magazines. Martha realized that she is the only one working on the detention program.

The utterance “*Staples, people. Staples*” is a conversational implicature. In this case, Martha uttered an implicature to remind other people to do what the principal said. Martha’s utterance “*Staples, people. Staples*” is considered a generalized conversational implicature. The audience does not require to understand the context or the background of each character in order to understand the implicit meaning in the utterance. This means that Martha assumes that the audience understand the implicit meaning in the utterance. Therefore, Martha’s utterance is categorized as a **generalized conversational implicature**.

“*Staples, people. Staples*” uttered by Martha has a connotative meaning. Martha

Data 3

The in-game character name will be written in parentheses

Time sequence: 00:36:50 – 00:36:58

Spencer (Bravestone) : “Here they come. We gotta go.”

Fridge (Finbar) : “I can’t outrun those guys.”

Spencer (Bravestone) : “We gotta go now! Get on my back!”

Fridge (Finbar) : “*I would rather die*”

The context of the data is as follows. The group of motorcyclists was still trying to kill Spencer and the others. Spencer and Fridge were still trying to outrun from the group of motorcyclists. Spencer knew that he had a boomerang that Fridge gave to him. He threw it towards the motorcyclists and unfortunately, it missed. Spencer and his friends' in-game character had strengths and weaknesses. Fridge's in-game character had endurance as one of his weakness. He could not run fast enough and was not able to run for long. Fridge knew his weaknesses and told Spencer that he could not outrun them. Spencer gave the idea for Fridge to be carried by him but Fridge does not the idea at all.

The utterance that is uttered by Fridge “*I would rather die*” is a conversational implicature. In this case, Fridge (Finbar) uttered an implicature to express a disagreement towards Spencer's plan suggestion to get them out from the enemies. “*I would rather die*” that is uttered by Fridge is considered a generalized conversational implicature. The audience does not require to understand about the context or each character background in order to understand the implicit meaning of the utterance. Fridge assumes that the audience understand the implicit meaning in the utterance. Therefore, the utterance is categorized as a **generalized conversational implicature**.

There is an implicit meaning of the utterance “*I would rather die*”. The explanation about the circumstance to understand the connotative meaning of the utterance is as follows. Fridge and Spencer need to escape the group of motorcyclists and Spencer has a plan. Fridge does not like the idea that Spencer suggested to get them both out from the sight of enemies. Fridge knew that his weakness is endurance but getting on Spencer's back makes him lose his pride as a man. The utterance means that Fridge does not like Spencer's suggestion

in order to escape the group of motorcyclists behind them. Hence, based on the circumstance above, the connotative meaning of the utterance has the same meaning as “**I do not want to get on your back**”.

3.2 Particularized Conversational Implicature

This study presents 3 data of particularized conversational implicature that occurred in the movie. Particularized conversational implicature requires a special knowledge in order to understand the implied meaning of the utterance. The analysis of the data is as follows:

Data 4

Time sequence: 00:05:58 – 00:06:08

Spencer : “Hey man, I was thinking so .. I mean, it's been really fun doing your homework and stuff but... I don't know what you're doing this weekend but I was maybe we could...”

Fridge : “*This weekend. Yeah..*”

The context of the data is that Fridge was meeting with Spencer in front of a house called Freak House. Fridge intended to retrieve his homework from Spencer because he told Spencer to do it for him. The main reason why Fridge told Spencer to do his homework was because he had no time to do it. Spencer said that he finished Fridge's homework. He proofread Fridge's homework, give some additional sentences on the beginning and the end as well. Spencer gave Fridge's homework back. He said that he enjoyed doing Fridge's homework and he asked Fridge to hang out with him on weekend.

The utterance “*This weekend. Yeah..*” uttered by Fridge is a conversational implicature. In this case, Fridge uttered an implicature to reject Spencer's invitation. The conversational implicature uttered by Fridge “*This weekend. Yeah*” is considered as a particularized conversational implicature. In order to understand the implicit meaning

of the utterance, the audience requires to understand the context and the background of each character. In this case, the audience needs to know the background of Fridge in order to understand the implicit meaning. Therefore, the utterance is a **particularized conversational implicature**.

The utterance “*This weekend. Yeah..*” has an implicit meaning. The connotative meaning of the utterance sounds like “**I do not want to hang out with you**”. Explanation about circumstances to understand the connotative meaning of the utterance is as follows. The audience requires to know and understand the background of Fridge in order to understand it. Fridge is very active in one of the sports team on school. School sports has made Fridge a busy student. He is very focused in his sports career at school. He does not want to hang out with Spencer because he only wants Spencer to finish his homework and very busy with his sport team. He only wants to spend his weekend with his team.

Data 5

The in-game character name will be written in parentheses

Time sequence: 00:38:11 – 00:38:22

Fridge (Finbar) : “Don’t you do that again.”

Spencer (Bravestone) : “I took in a lot of water.”

Martha (Roundhouse) : “*They got me.*”

Fridge (Finbar) : “Oh, no.”

The context of this data is as follows. Spencer, Martha, Bethany, and Fridge were trapped into the game console. They were in a jungle and a group of motorcyclists chased them. They had to ran away from enemies in order to survive the ambush. If they die, they will lose one out of three lives. They kept running around the jungle until they found a cliff that leads into a river below. They did not have any more choice than to jump off from the cliff and they were running out of time. Right before

the group of motorcyclists arrived on the cliff, they managed to jump down into the river and the motorcyclists stopped chasing them. The motorcyclists managed to shot Martha.

The utterance “*They got me*” is a conversational implicature. In this case, Martha uttered an implicature to say an information about a thing that happened to her. The uttered words “*They got me*” is considered as a particularized conversational implicature. In order to understand the implicit meaning of the utterance, the audience requires to understand the context or each character background. A special knowledge about the circumstance and context are required as well. Therefore, the utterance is a **particularized conversational implicature**.

The uttered words from Martha “*They got me*” has an implicit meaning in it. In order to understand the connotative meaning, the audience requires to understand the circumstance of the utterance. Before Martha jumped into the river, a group of motorcyclists were chasing her and her friends. The group of motorcyclists kept shooting them while they were chasing Martha and others. When the group of motorcyclists came closer, one of the bullets hit Martha but no one knows it except for her. According to the context above, it can be concluded that the connotative meaning of the utterance is “**They shot me**”.

Data 6

The in-game character name will be written in parentheses

Time sequence: 00:42:37 – 00:42:43

Martha (Roundhouse) : “Can I borrow your jacket?”

Bethany (Oberon) : “Yeah, sure.”

Martha (Roundhouse) : “Thanks.”

Bethany (Oberon) : “What are you doing?”

Martha (Roundhouse) : “*I feel like I’m wearing a bikini at school.*”

The context of the data is as follows. Martha, Bethany, Spencer, and Fridge just got away from the motorcyclists. Martha died and brought back into the game. Spencer realized that their tattoo that they had is an indicator for the lives that they had in the game. The situation was calmer than before. They were continuing the journey and walked through the forest to reach the village as the next area of the game. While they walked into the game, Martha was not comfortable with her in-game character's outfit. Martha asked Bethany for her in-game character's jacket to cover her body.

"*I feel like I'm wearing a bikini at school*" that Martha uttered to Bethany is a conversational implicature. Martha (Roundhouse) uttered an implicature to express her feelings towards her character's outfit. The utterance is considered as a particularized conversational implicature. In order to understand the implicit meaning of the utterance, the audience requires to understand the context or character's background in order to understand the implicit meaning of the utterance "*I feel like I'm wearing a bikini at school*". The knowledge of the context and the character background help the audience to understand it. Therefore, the utterance is categorized as **a particularized conversational implicature**.

There is connotative meaning in the utterance "*I feel like I'm wearing a bikini at school*". The explanation of the connotative meaning of the utterance is as follows. In this case, the audience requires to understand about Martha's background and the context as well. In Martha's real life, she is not the type of charming girl and does not like to attract boys like what Bethany does. Martha's outfit in real life is different than her in-game character. The difference between her outfit in real life and her in-game character is that in real life, she only uses casual clothes while her in-game character wears a short clothes and short pants. She is not comfortable because she is not used for that type of clothing.

The audience needs to understand the context as well to understand the implicit meaning of the utterance. Martha and the others are in a jungle environment. A jungle outfit is not a short clothing or short pants but a long sleeve clothing and pants. Based on the background and the context above, the connotative meaning of the utterance "*I feel like I'm wearing a bikini at school*" sounds like "**The clothes that I'm wearing is not suitable for the occasion**". It means that Martha does not like her character's clothes because it does not suit the environment.

IV. CONCLUSIONS

The movie entitled *Jumanji: Welcome to The Jungle* is a representation of society in general. Conversations that occurred in the movie represents the reality of how people elaborate and deliver the message in a conversation. The message usually delivered in an implicit way so the hearer sometimes requires a special knowledge to understand it. Conversational implicatures occurred not only in daily conversation but also in a movie that has a script for actors to do an acting for their characters. Implicatures in a conversation have a connotative meaning in the utterance that requires to be understood by the hearer. There 6 samples of conversational implicatures that is found in the movie *Jumanji: Welcome to The Jungle* uttered by the main characters in this study. The main characters consist of Spencer, Martha, Bethany, and Fridge.

This study concluded that from the movie *Jumanji: Welcome to The Jungle* has two type of conversational implicatures. The first one is generalized conversational implicature, which the connotative meaning of the utterance can be understood by the hearer without any special knowledge or understanding of the context and the background of each characters. Then, there is a particularized conversational implicature, which the implicit meaning can be understood if the hearer has a special knowledge. This

special knowledge can be about context, circumstance, and background of the speaker.

The result of this study also shows that there is connotative meaning in conversational implicatures. The connotative meaning of conversational implicature is found by understanding the circumstances and context of the utterance. It also can be found by understanding the

characters' social life in the movie, how they interact with each other and by knowing each main characters' personality. The connotative meaning that is in the implicature usually used to express their feelings, complains, gratitude, and also share an information between speaker and hearer

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