

AN ANALYSIS OF DEIXIS OF THE MOVIE “TOY STORY: LAMP LIFE” BY DISNEY 2023/2024.

A. Ray Mizar Ade Putra¹, Rulik Setiani, Elis Susanti²

¹raymizarap09@gmail.com, rulik.setiani@yahoo.com, ²weasley.ndha@yahoo.com

^{1,2}University of Muhammadiyah Kotabumi

Abstract: This research is a deixis analysis which is one of the sciences of semantics. This study aims to classify deixis, to find the dominant deixis in movie, and to discover is there any deixis that can not found in the movie. This research use qualitative descriptive strategy as the method. Researcher used a movie from Disney entitled "Toy Story: Lamp Life" as a medium for researching deixis. There are 5 types of deixis; person deixis, time deixis, place deixis, discourse deixis, and social deixis. Through the analysis process, 65 deixis person, 4 time deixis, 5 place deixis, and 6 discourse deixis were found. In this study, researcher used qualitative research method. The number of dialogues containing deixis is 80 dialogues. After researcher classify the data, researcher found the dominant deixis in the movie "Toy Story: Lamp Life" is person deixis, and the deixis can not found is social deixis. Based on the result of the analysis, it is conclude that the movie are have so many deixis that the students can use it to be a media to learn deixis in semantic learning.

Keywords: Language, Linguistics, Semantics, Deixis.

Abstrak: Penelitian ini adalah sebuah analisis deixis yang merupakan salah satu ilmu dalam semantik. Penelitian ini bertujuan untuk mengklasifikasikan deiksis, untuk menemukan deiksis yang dominan di dalam movie, dan untuk mengetahui apakah ada tipe deiksis yang tidak ditemukan dalam film. Peneliti menggunakan deskripsi kualitatif strategi sebagai metode dalam penelitian. Peneliti menggunakan sebuah fil dari Disney yang berjudul “Toy Story: Lamp Life” sebagai media untuk meneliti deiksis. Terdapat 5 tipe dari deiksis; deiksis persona, deiksis tempat, deiksis waktu, deiksis wacana, dan deiksis sosial. Setelah proses analisis, ditemukan 65 deiksis persona, 4 deiksis waktu, 5 deiksis tempat, dan 6 deiksis wacana. Jumlah dialog yang berisi deiksis adalah 80 dialog. Setelah peneliti mengklasifikasikan data, peneliti menemukan deiksis yang dominan dalam film “Toy Story: Lamp Life” adalah deiksis persona, dan deiksis yang tidak ditemukan adalah deiksis sosial. Berdasarkan dari hasil atas analisis tersebut, disimpulkan bahwa dalam film tersebut terdapat banyak deiksis yang dapat membantu siswa dalam pembelajaran deksis dalam semantik.

Kata Kunci: Bahasa, linguistik, Semantik, Deiksis.

INTRODUCTION

1.1. Background of the Problem

Language is a way to communicate or express our emotion to other people. Human as a social creature need other human to socialize, and to make a socialization going well, need a way to communicate to each other. We can say the language is a tool or system to deliver our emotion to other human. Human begin to learn communicate since the first phase of human in earth, and continued until now. At that time, first human in the earth tried to communicate with symbols and grumbles. In this modern era, we can speak fluency and writing alphabet or words to communicate more meaningful.

Actually, language can be differentiated into two types, there are oral and written. If oral language expressed with speak, dialogue, oration, utterance. Whereas written are expressed with poems, paragraphs, letters, short stories, or novels. Every way of human express are meaningful because language has a content that is meaning. In oral, especially in conversation sometimes the dialogues have some perspective in the meaning. Therefore, human need to learn about the perspective of some word. Further, the meaning depends on who the speaker and the listener. Because of that, human need to learn how to understand the meaning of the

perspectives that used in the language. The science of the language known as "linguistic". And in semantic, there is a branch that learn about meaning in the language, as known as semantic. Semantics is one of the branches in Linguistics that learn about meaning of language. Griffiths (2006, p. 15) expressed that Semantics is a study of meaning from sentences and words, interpreted with the context that used. It is try to explain and understand the meaning of pure knowledge of the language that human use. It means Semantics learn about the meaning of the sentences and words, and the meaning described with the context that used in the language. Language which human use have meaning and give human a knowledge with language.

In Semantics has one branch namely deixis that learn about the references or perspectives of a word. For example, in the pronoun such as "he" and "she". It is not refers specifically to the person who replaced by the pronoun "he" and "she", because "he" and "she" can be meant anybody. In the movie "Toy Story: Lamp Life" by Disney, there is a dialogue "*We saw the lamp in the antique store*", the word "*We*" is a deixis because that is not refers specifically to who the person. The word "*We*" can refers to every people. In this case the word "*We*" refers to Woody and his friends. That is called person deixis. In addition, the example of that case is

"There we go." also has a deixis. The word "there" is a deixis because can not refers specifically to any places. The word "there" can be mean some other places if viewer did not look for the context.

In simple way, deixis is learning about the meaning from the context in utterance. The technique to comprehend the connection between structure of language and contextual meaning of utterance is deixis. Because of that, the interpretation when we look at the dialog in written text depends on the contextual circumstance, the speaker, and the hearer. Therefore, Herman (2019, p. 26) said the lingual elements this and now in one speech above are deictic expressions, because the utterance has meaning in a certain context, and in order to be correctly interpreted, the speaker and listener must share the same context, which is especially useful in face-to-face communication. That means is, in conversation, always contains meaning and context in every single utterances. The speaker and the listener have to deal and connected the context of what they are talking about. And the meaning and context of the utterance called deictic expression, which is deictic expressing can pointing the context of the conversation.

Furthermore, deixis have some kinds, there are person deixis, spatial deixis, and time deixis. According to Muhydin (2019, p. 2) mentions that there are three (3)

classifications of deixis, the first is *deixis of person*, second is *deixis of time*, and third is *deixis of place*, the fourth is *discourse deixis*, and the last is *social deixis*. Person deixis refers to the role of the participant in the event of the conversation. Whereas spatial deixis or also called with place deixis is depends on location of the uttered, depends on place based on the context of uttered. If time deixis is expresses the temporal points in the utterances. The discourse deixis is expresses about the discourse in the sentences, text, dialogue, utterance, or topic. The social deixis is expresses about concerned with the encoding of destination that are relative to participant roles, particularly aspect of the social relationship holding between speaker and addressee or speaker and some referent.

In this era, literally English students do not know what deixis is. Even they learn it in the Semantics materials, but they cannot understand what the meaning in deixis, the function, and how to use it. In fact, actually people always use deixis in daily activity. Deixis is an important aspect in language, because deixis can include in conversation, magazine, novel, and movie.

The example of an importance of deixis is in movie. Movies are literary works which is containing words, phrases, clauses, sentences and expressions in every dialogues by the characters. Movie is

containing dialogues that have many context. The way to understand the context of the dialogues with find out the deixis in it. In the movie there are dialogues between characters in which there are many words that contain elements of deixis, which can be analysed in research.

Furthermore, the movie which the researcher will analyse is *Toy Story: Lamp Life* which is produced by Disney. This movie is a short movie with 7 minutes duration and as the *Toy Story* prequel that first released on Disney+ Hotstar on January 31, 2020. This movie focuses on the story and adventures of Bo Beep before she met Woody again after several years they are separate. The reason why researcher interested on this movie is because this movie has so many deictic expressions that noticed by the viewers. This movie also is a short movie, so the viewers will not bored when watching and also learning with this movie. For the reason above, the researcher argue that this movie is an effective media to analyse deixis because there are so many deictic expression but the duration of movie ideals and not make the students bored when learning with this movie.

Actually there are many previous researchers that had analyse about deixis in their research paper. Because deixis is an interesting topic to be discussed. The first has been conducted by Setyawati (2013)

entitled "*The Analysis Of Deixis Of The Novel "Emma" By Jane Austen*". it was focus on the discussion about deixis in novel. The second research has been conducted by Merentek (2016) entitled "*Deiksis Dalam Film Cinderella*". This research focus on the analysis about deixis in movie. The third has been conducted by Utami (2017) entitled "*An analysis of deixis in lois lowry's novel the giver*"

Based on the phenomenon above, the researcher is very interested in knowing what are the meaning, the different, the uses, and the function of the deixis. The researcher choose a movie as a media to analyse deixis, because movie is containing enough dialogues which is good to analyse. This analysis would discover deixis by using the character's dialogues and classified it based on the types of deixis in Semantics.

In conclusion, the researcher will analyse deixis in Semantics with using movie as the media, and collecting data by the character's dialogues. This topic will be a fresh research in English Education study program in Muhammadiyah University of Kotabumi because there are no previous students used this topic, and the tittle of this research is *An Analysis of Deixis of the Movie "Toy Story: Lamp life" by Disney*

I. LITERATURE REVIEW

2.1. Concept of Semantics

Semantics is a branch of Linguistics that learn about the meaning of the language. Learning about meaning means Semantics learning to how the language can convey the process of the language to make a system that can make people understand because the language have a meaning. Semantics was created to make human understand the expression through language. There are some opinion from the experts about the definition of the Semantics.

Saeed (2003, p. 3) mention that Semantics is learning about the meaning of communication language through words and sentence. That mean is every language must be have meaning on every words or sentences. Words can be form into sentence and make conversation meaningful. People can not understand each other if language does not have any meaning. Therefore, Griffiths (2006, p. 15) have several similarity with Saeed and expressed that Semantics is a study of meaning from sentences and words, interpreted with the context that used. It is try to explain and understand the meaning of pure knowledge of the language that human use. It means Semantics learn about the meaning of the sentences and words, and the meaning described with the context that used in the

language. Language which human use have meaning and give human a knowledge with language. Furthermore, Kreidler (1998, p. 2) express that Semantics is concern for make human possible to communicate with each other. This means human can communicate with each other because in language have meanings to make human can understand the expression from each other so the communication can works.

Tyler (2003, p. 2) mention that Semantics have lexical components that have important effect with theory of word meaning and also with theory of sentence meaning construction. It means Semantics learn about the meaning of word and sentences structure. Semantics have crucial implication with words and sentence.

Beside that, researcher find another theory, from Yule (2010, p. 112) express the meaning of words, phrases, and sentences learned in Semantics. This mean every structures of language have meaning. Every words have meaning, every phrases have meaning, and sentences have meaning.

And Semantics learn about all of that. Greenbaum & Nelson (2002, p. 2) express that Semantics is a system for study the meaning of language and words, most words of meaning will be combined from a large part.

Greenbaum & Nelson (2002, p. 2) mention that Semantics is a system for

learning a meaning of words and language, many meaning in words will be combined from a large part. This mean, every language and words will be combine from large part.

Whilst, Kreidler (as cited in Arisandi, 2018, p. 141) said that Semantics is a branch of linguistics, specifically is the branch of phonology, syntax, and morphology. It means, linguistics have so many branches, and Semantics is a one of branches that fundamental in language.

Meanwhile, Kridalaksana (as cited in Irawan, 2020, p. 86) stated that Semantics have two parts that are, the part of the structure of the language related to the meaning of expressions and also the structure of the meaning of a speech and the system and analysis of meaning in a language in general.

Beside that, Yule (2010, p. 112) clarified that Semantics is learned about the meaning of words, phrases, and sentences. That means, in Semantics, human can learn language in words, phrases, and sentences.

However, Umagandhi & Vinothini (2017,p. 71) stated that, Semantics is the parts of the language that can be expressed and focuses on the meaning through linguistic systems such as morphemes, words, phrases, sentences. That statement mean that in linguistics have some parts.

In addition, Sukirlan (2017, p. 101) said mentioned that, Semantics connection

between single word with different words to find out about what was conveyed by speaker. Otherwise, Megawati (2017, p. 89) stated that Semantics is learning of meaning, and linguistic Semantics is learning of how language arrange and meaning expressed.

The conclusion of those statements is, human can communicate and express what they feel with each other because language. Language leads human to communicate and take-and-give information each other. Language divided some part, that are morphemes, words, phrases, and sentences. Each part has different meaning when combined with another words. Because some words have some meaning. The study to make human understand about that called Semantics. Semantics learn about meaning, from little part until big part of language. Without meaning, language is only voice that we can hear. Meaning make us get understand what people say.

2.2 Concept of Deixis

Deixis is a one of the materials that learned in Semantics. Deixis a study to describe the relation between language and contexts in language structure itself. Deixis used to point of something. Yule (1996, p. 9) said the term 'deixis' is a technical term derived from the Greek word which has a mean 'pointing via' language. Also Yule (1996, p. 9) said that those markers are

called deictic expressions and also called indexical.

Any linguistics form used to accomplish pointing "pointing via" is called a deictic expression. Deixis expressions also called indexical. Moreover, there must be deixis between language and context.

Therefore, Herman (2019, p. 26) said the lingual elements this and now in one speech above are deictic expressions, because the utterance has meaning in a certain context, and in order to be correctly interpreted, the speaker and listener must share the same context, which is especially useful in face-to-face communication

Soekemi (2000, p. 33) states that the word deixis is a word that requires something the meaning elements of the speech situation in which it is used. Deictic words help the listener to understand the referent of an expression with the situation of an utterance.

The idea of deixis, according to Miftah (2016, p. 26), is identification by pointing out exactly as a form refer to the speaker's context. This is connected to how language encodes some of the grammatical elements of the speech context, and how the interpretation of speech is modified by the speech context analysis.

The conclusion is deixis is one of the materials that learned in English Semantics. Deixis learn about pointing of something. *Pointing of something* here

means pointing the words. In which is mean deixis learn about the meaning of the words that can change the meaning depends on the context. Because some words do not have fixed meaning or the meaning can changes. That can happen because language have dynamic characteristics, and deixis focus on learned how to refers the meaning depends on the context. The context of words can influence by the grammatical elements and the interpretation of the language participants. Speaker and the listener must have the same interpretation about the language to make conversation understandable. And with deixis, that problem can be learn by people and make the function of deixis easy to understand.

2.3 Types of Deixis

Deixis divided into some classification, Muhydin (2019, p. 2) mention that there are thee (5) classifications of deixis, the first is deixis of person, second is deixis of time, the third is deixis of place, the fourth is discourse deixis, and the last is social deixis. Meanwhile there is same theory from Suhartono (2017, p. 15) stated that deixis divided into 3 types, person deixis which learn about pronoun, deixis spatial which learn about place, and deixis temporal which learn about time. The meaning of person deixis is the words that refers into person or pronoun, such as *I, You, They,*

We, She, He, It. The meaning of temporal deixis is the deixis that mention about word of time, such as *now, then, later, tomorrow, or yesterday* and place deixis is learning about place or somewhere such as *here, there, or that.*

Therefore, Levinson (1983, p. 75) stated that there are 5 types of deixis, person deixis, time deixis, place deixis, discourse deixis, and social deixis. Meanwhile, Purwo (1984, p. 19) divides deixis into two, namely exophoric deixis and endophoric deixis. Exophoric deixis consists of personal deixis, place deixis, and time deixis; deixis Endophores are divided into anaphora and cataphora.

From some theories above, this research use the theories from Muhyidin (2019, p. 2) and Levinson (1983, p. 75) that mention 5 classifications of deixis, the first is *deixis of person* that refers on person or pronoun in the utterance, second is *deixis of time* that refers on the time such as *now, then, tomorrow, yesterday*, the third is *deixis of place* or *spatial deixis* that refers on the place or the location, the fourth is *discourse deixis* , and the last is *Social Deixis.*

2.4 Concept of Movie

Movie is a work of art that is produced creatively and contains a positive or negative value, so that it contains a perfect meaning. But sometimes the meaning

contained in the film is not realized by the audience in general. But, there are so many movie which have positive value, and can be learning media by the students

According to Diahloka (2012, p. 26) stated that the term film originally referred to a medium such as plastic which is coated with a light sensitive. This light sensitive medium is often called celluloid. In this field of film photography becomes the dominant medium used to store reflected light that is caught by the lens. Starting from this understanding, the film in the beginning is a cinematographic work that uses celluloid media as its storage. in line With storage media in the field of cinematography, the notion of film has shifted. A story films can be produced without using celluloid (film media). Even now it's already the fewer films that use celluloid media at the shooting stage.

Moreover, Sumandiria (2006, p. 27) stated that a film, often known as a movie, is a moving picture. That tell us clearly that the meaning of movie is a picture which moving. In addition, Sumandiria adding movie is literally *Cinematography*, which derives from cinema and to means photos (light), graphic or graph (writing, drawing, or image), with the sense of painting motion with light. A cinematographer need a particular equipment to make a movie, which is a camera, in order to paint motion with light.

In other side, Echols & Shadily (2000, p. 387) stated that film (Movie) is a powerful communication, not only for entertainment, but also for information and education. Film are known as movie that contain live images and cinema. Movie can be entertain people, but movie also can be a media to deliver an information, science, or politics. Movie also can be a learning media, and make students do not boring in learning activity. Because movie can make learning become happy. If learning activity have a good situation, the students can understand material easily.

III. RESEARCH METHOD

To discover research outcomes in this study, the researcher used a qualitative descriptive strategy. According to Tracy (2013, p. 3), empirical and theoretical data may be employed in qualitative research to comprehend particular concepts and forecast future paths that exist in context.

Based on the description above, the researcher can conclude that qualitative research is a method to describe how, when, and where a phenomenon occurs. Qualitative research points out the meaning, concepts, definitions, characteristics, metaphors, symbols, descriptions of things, and so on.

In qualitative research, the data resource can be used such as documents, interview and observation. Then, secondary data is indirect data such as books, magazine, documents or journal. It means primary data is data that is directly got form the source. Whereas, secondary data is a type of data that is indirectly obtained from the source.

In this research, the data resource for this research is aspect of deixis in the movie "Toys Story: Lamp Life" by Disney which includes person deixis, time deixis, and place deixis. The data is based on the dialogues in the movie "Toys Story: Lamp Life" by Disney. This movie consist of several dialogues and this movie published in Disney+ Hotstar in January 31, 2020

The instrument used in this research is the movie "Toys Story: Lamp Life" by Disney . The role of the researcher in qualitative research is the planner, analyse, data collect, identify, classify and finally report the results. Meanwhile, Creswell (2007, p. 156) suggests that in qualitative research the part of data analysis consists of preparing and organizing the data like text data as in transcripts, or image data as in photographs.

The data collecting techniques in qualitative research are used to obtain field data, such as questioners, documentation, interviews, observation, or triangulation.

The data collecting techniques in this research is the use of watching technique and note technique. The watching technique is done by watching the movie and using the aspect of deixis. Whereas, note technique use to find out the kind of deixis by use the data card that was

prepared before. Data collected is stored or recorded in a data card. Notes can be conducted immediately when the first technique is completed. Then, data is put into a data card which consists of the uses and types classification of deixis. The form of the data card as follows.

**TABLE 1
DATA CARD**

No.	Dialogues	Types of Deixis					The Analysis of Deixis
		Person	Time	Place	Discourse	Social	

The data cards are divided into four column, and which used as follows:

1. The first part contains the number of data and based on the types of deixis.
2. The second part contains the dialogues in the movie “Toys Story: Lamp Life by Disney”.
3. The third part contains the types of deixis include person deixis, time deixis, place, discourse deixis, and social deixis which is contains in the dialogue in the movie “Toys Story: Lamp Life by Disney”.
4. The fourth part contains the meaning of the deixis depends on the context of the dialogue in the movie “Toys Story: Lamp Life by Disney”.

Meanwhile, the data analysis technique used in this research is deixis analysis. Here are the steps are taken regarding the qualitative data analysis process.

1. Identify movie and select the data by the dialogues.
2. Classify the data into raw data which is next categorized based on deixis aspects.
3. Find out the words that containing deixis aspects. Every words that containing deixis, including Person Deixis, Time Deixis, Place Deixis, Discourse Deixis, and Social Deixis, must be have different meaning depends on the context of the dialogues.

And break down the data to find the meaning in every data.

IV. RESEARCH RESULT

The researcher began to analyse the short Movie during February 2023. This part showed the result of the data analysis of the deixis analysis found in short movie "Toy Story: Lamp Life" by Disney that has been completed by the researcher. The researcher has analysed fifth aspects deixis which consists of person deixis, time deixis, place deixis, discourse deixis, and social deixis . The data were taken by each dialogues of the short movie "Toy Story: Lamp Life" by Disney. Then, the data were classified to determine types of deixis, the dominant deixis, and the deixis are not found in the short movie "Toy Story: Lamp Life" by Disney. After that, presented based on each types in the deixis analysis.

After the researcher analyse the data, the researcher divide the data into several sub chapter. Here is the table analysis of analysis in the movie "Toy Story: Lamp Life" by Disney:

There are 3 types of person deixis, that is first person deixis, second person deixis, and third person deixis. The differences between each deixis is the perspective in the conversation.

The first part of person deixis that the

researcher will analyse is first person deixis. First person deixis is grammaticalization of the speakers that refers to speaker self. *I, Me, Myself, My, Mine* or plural pronouns (*we, us, ourselves, our, ours*) are the example of first person. In the conversation, first person is the perspective of who the speakers. In this movie, there are 30 kinds of first person deixis, the dominant used of first person deixis is "*we*" with 18 times used. Then followed by "*I*" with 8 times, the last are "*me*" with 2 times and "*us*" with 2 times.

The second types of person deixis is second person deixis. Basically in the conversation or dialogue have two person. Every person can be a speaker and the listener. If the first person deixis pointing to the speaker, the second person is the perspective in the conversation that refers to the person as the addressee or listener. Form of second person are *you, yourself, yourselves, your, yours*. In this analysis of script dialogue of movie "Toy Story: Lamp Life" by Disney, there are 14 kinds of first second deixis.

The last types of person deixis is third person deixis. When first person deixis is the speaker, the second person is the partner of conversation, the listener, of the addressee of the conversation, then the third person is a refers to other participants in the context of situation, neither speaker or addressee. The explanation of gender

distinctions are using pronoun correctly. He refers to something that is perceived as male. She refers to something that is perceived as female, and it refers to something that is perceived as non-human, and they refers to two or more people or things previously mentioned or identified. The example of third person deixis are *he, she, they, him, himself, her, herself, it, its, itself*. We also know about demonstrative pronoun, as known as *this, these, that, and those*. In this analysis of script dialogue of movie “Toy Story: Lamp Life” by Disney, there are 21 deixis use in this types, that is 5 times using “*they*”, 5 times using words “*it*”, 5 times using “*that*”, 3 times using “*this*”, 2 times using “*she*” and 1 times using “*he*”.

The second types of deixis that the researcher analyse is deixis of time. Time deixis is the deixis that have meaning of time. The time deixis refers to the time of the speaker utterance. Not refers to the background time of the conversation, but the time that the speaker uttered. The example of time deixis is *yesterday, tomorrow, someday*. Time deixis is about the time uttered in the conversation that the meaning can be anytime, there is no specific meaning of time. In this movie, times deixis used only 4 times.

Place deixis is a deixis that pointing to the place that uttered in a dialogue. Place deixis does not refers to the specific place.

The pointing of the place in the dialogue refers to the context and background of the dialogue. . Place deixis classify the location by the meaning, which is the meaning of the location is relative or ambiguity. The word of location that have specified place does not a deictic expression. The example of spatial deixis is *here, there, this, these*. In this movie, place deixis used only 5 times.

The Discourse deixis is a reference to certain parts of the discourse that has been given or is being developed. Discourse deixis is shown by anaphora and cataphora. A reference is said to be metaphor if the reference points to the thing to be mentioned. A word can be called a discourse deixis if it refers to a definite part of the text where the referent is made into current discourse. In this movie, discourse deixis used 6 times.

**TABLE 2
CLASSIFICATION RESULT OF
DEIXIS IN THE MOVIE “TOY
STORY: LAMP LIFE” BY DISNEY**

Type of Deixis	Result
Person deixis	65 words
Time deixis	4 words
Place deixis	5 words
Discourse deixis	6 words
Social deixis	0 word
Total	80 words

The researcher found that movie “*Toy Story: Lamp Life*” by Disney using deixis

in almost every dialogues. The form of person deixis is the highest with 65 words using, with first person deixis 30 words, second person deixis 14 words, and third person deixis 21 words. Then, there are 4 words of time deixis that used in this movie. The place deixis used 5 times in this movie, the form of discourse deixis use 6 times, and in this movie there is no any form of social deixis used.

The purpose of analysis deixis in this movie is to discover what is deixis expression, how the deixis expression can formed, and to classification the deixis based on the context of the dialogues in this movie. The language can have multilingual meaning, the meaning of some word in every sentence will have not only one meaning. To know the meaning of the words specifically, we can learn semantic. Deixis is one of the branches of the semantic that learn about meaning. In addition, the writer wants to make this research more interesting to the students so they are more understand about the meaning of every word, especially deixis.

The previous research of analysis deixis has been conducted by Jane Austen (2013) entitled "*The Analysis of Deixis of the Novel "Emma"*". This research focus on the analysis about deixis in novel. The

researcher interest to analysis the same topic because deixis is an interesting topic to analysed. The analysis of deixis also a fresh topic in Muhammadiyah University of Kotabumi, especially for English Education Study Program.

CONCLUSION

After analysed the data and classifying them based on the forms of deixis, it is clear that show the deixis analysis which appear in research finding. The researcher intends to discuss the finding that has been investigated in this section to answer the research question.

There are five forms of deixis, in the movie of "*Toy Story: Lamp Life*" by Disney the researcher found four deixis. The researcher has classify the form of deixis that found in this movie are the person deixis, time deixis, place deixis, and discourse deixis. The deixis expression in the form of person deixis found as the highest deixis expression used in the movie. Then, deixis expression in the form of place deixis found as the lowest one. The otherwise, the deixis expression in the form of social deixis is not found in any dialogues in this movie.

REFERENCES

- Abdulameer, S. (2019). A Pragmatic Analysis of Deixis in a Religious Text. *International Journal of English Linguistics*, Vol. 9(2): 292-306.
- Arisandi, B. (2018). Teaching Semantics Through JIGSAW Model: An Overview of Lesson Study for Learning Community (LSLC) Implementation. *Jurnal Elsa*, Vol. 16(1): 141-148.
- Bouk, E. (2016). Pragmatic Analysis of Deixis in the Speeches of Xanana Gusmao-The former prime minister of Timor Leste. *Jurnal Tutur*, Vol. 2(2).
- Creswell, J. W. (2007). *Qualitative inquiry and research design: choosing among five approaches 3rd ed.* United States of America: SAGE Publications.
- Creswell, J.W. (2012). *Educational Research: Planning, Conducting, and Evaluating Quantitative and Qualitative Research.* Boston: Pearson.
- Diahloka, C. (2012). Pengaruh Sinetron Televisi Dan Film Terhadap Perekmbangan Moral Remaja. *Jurnal Reformasi*, Vol. 2 (1): 23-29
- Echols, J. & Shadily. (2000). *Kamus Inggris-Indonesia.* Jakarta: Gramedia.
- Effendy, O. U. (2003). *Ilmu, Teori, dan Filsafat Komunikasi.* Bandung: Citra Aditya Bakti.
- Gjergji, S. (2015). A pragmatic analyses of the use of types of deixis in poetry and novels of the author Ismail Kadare. *Academicus International Scientific Journal*, Vol. 12: 134-146
- Greenbaum, S. (2002). *An Introduction to English Grammar 2nd ed.* London: Longman.
- Griffiths, P. (2006). *An Introducing to English Semantics and Pragmatics.* United Kingdom: Edinburgh University Press
- Huang, Y. (2007). *Pragmatics.* Oxford: Oxford University Press.
- Imanjaya, E. (2004). *Who Not: Remaja Doyan Nonton.* Bandung: Mizan Buaya Kreativa.
- Irawan, W. D. (2020). Analisis Semantik Pada Penamaan Diri Mahasiswa di Program Studi Pendidikan Jasmani Universitas Muhammadiyah Kotabumi. *Jurnal ELsa*, Vol. 18(1): 86-92.
- Khalili, E. (2017). Deixis Analysis in A Tale of Two Cities written by Charles Dickens. *International Academic Journal of Social Sciences.* Vol. 4(3): 58-65.
- Kreidler, C. W. (1998). *Introducing English Semantics.* United Kingdom: Routledge
- Lapan, S. D. (2012). *Qualitative research: an introduction to methods and designs.* United States of America: Jossey Bass: A Wiley Imprint.
- Levinson, S. C. (1983). *Pragmatics.* Cambridge: Cambridge University Press.

- Mahpul. (2017). *Introduction to Linguistic*. Yogyakarta: Graha Ilmu
- Merentek, S. H. (2016). *Deixis Dalam Film Cinderella*. Manado: Universitas Sam Ratu Langi
- Miftah, Z. (2016). Analysis Of Deixis In The Article Selected From The Jakarta Post. *Proceedings Of International Conference: Role Of International Languages Toward Global Education System*. P. 25-37
- Moleong, L. J. (2017). *Metode Penelitian Kualitatif*. Bandung: PT. Remaja Rosdakarya.
- Muhyidin, A. (2019). Deiksis Dalam Novel Daun Yang Jatuh Tak Pernah Membenci Angin Karya Tere Liye Dan Skenario Pembelajarannya Di Sma. *Metalingua*. Vol. 17: 2.
- Noerrrofi'a I. & Bahri S. 2019. An Analysis of Social Deixis in the Movie Beauty and the Beast. *Pioneer*. Vol 11(1): 15-16
- Nguyen V. & Herman. An Analysis of Deixis to Song Lyrics "My Heart Will Go on" by Celine Dion. *Communication and Linguistics Studies*. Vol. 6(2): 23-26
- Purwo, B. K. (1984). *Deiksis Dalam Bahasa Indonesia*. Jakarta. Balai Pustaka
- Putrayasa, I. B. (2014). *Pragmatik*. Yogyakarta: Graha Ilmu
- Putri, A. & Budiarsa. (2018). The Analysis of Deixis in the Novel The Fault In Our Stars by John Green. *Jurnal Humanis, Fakultas Ilmu Budaya Unud*. Vol 22: 697-703
- Rahyono, F. X. 2012. *Studi Makna*. Jakarta: Penaku.
- Saeed, J. I. (2003). *Semantics, 2nd ed.* United Kingdom: Blackwell.
- Sari, R. (2015). Deixis Analysis Through The Interaction Among The Students With Different Culture. Vol. 11: 41-48.
- Soekemi, K. (2000). *Semantics: A Work Book* (2nd ed.). Surabaya: Unesa University Press.
- Sitorus E. & Herman. (2019). A Deixis Analysis of Song Lyrics in Calum Scott "You Are the Reason". *International Journal of Science and Qualitative Analysis*. Vol. 5(1): 24-28.
- Sugiyono. (2012). *Metode Penelitian Kuantitatif, Kualitatif dan R&D*. Bandung: Alfabeta.
- Suhartono. 2020. *Pragmatik Konteks Indonesia*. Gresik: Penerbit Graniti.
- Sukirlan, M. (2017). *Communication Strategies and Their Linguistic Features*. Yogyakarta: Graha Ilmu
- Sumandiria, H. 2007. *Bahasa Jurnalistik: Panduan Praktis Penulis dan Jurnalistik*. Bandung: Simbiosis Rekatama Media.

- Tolonga, Walset. 2016. *Deixis Dalam Novel Assalamualaikum Beijing*. Manado: Universitas Sam Ratulangi
- Tracy, S. J. (2013). *Qualitative Research Methods*. United Kingdom: Wiley Blackwell.
- Tyler, & Evans. (2003). *The Semantics of English Preposition*. United States: Cambridge University Press
- Umagandhi, & Vinothini. (2017). Leech's Seven Types of Meaning in Semantics. *International Journal of Multidisciplinary Research and Development*, Vol. 4(3): 71--71.
- Waluyo, H. (2003). *Drama: Teori dan Pengajarannya*. Yogyakarta: Hanindita
- Yule, G. (1996). *Pragmatics*. Oxford: Oxford University Press
- Yule, G. (2010). *The Study of Language, 4th Edition*. United States: Cambridge University Press