Deixis in the Movie of Spiderman (No Way Home): Pragmatic Analysis

Diani Rahmawati[1], Shinta Aziez[2]
[1,2]Universitas Pamulang Banten

ARTICLE INFO

ABSTRACT

This study aims to identify the types and functions of deixis used in the movie Spiderman: No Way Home. This study used Spiderman: No Way Home as the object. This study used a qualitative approach. The writer used Levinson's (1983) theory to analyze the data. In the study of deixis in the movie Spiderman: No Way Home, it was found that there are five types of deixis consisting of person, place, time, discourse, and social deixis. In this study, 1,903 tokens were found from various lexemes and deixis types. Of the total, 1,478 tokens can be identified as belonging to the category of person deixis. There are 79 tokens in the category of place deixis, 60 tokens in the category of time deixis, 259 tokens in the category of discourse deixis, and 27 tokens in the category of social deixis. It can be concluded that person deixis is more dominant than other types. Based on the analysis, character P1 most frequently uses each type of deixis in the movie Spiderman: No Way Home. P1 uses 748 person deixis, 30 time deixis, 34 place deixis, 137 discourse deixis, and 20 social deixis, with a total of 969 tokens. The use of a person, place, time, discourse, and social deixis in the film Spiderman: No Way Home is properly used as their function. After analyzing the use of words and phrases related to these aspects in the context of the movie, there is nothing inappropriate. Thus, based on the analysis of the use of a person, place, time, discourse, and social deixis in the film Spiderman: No Way Home, it can be concluded that the characters' uses have been by their functions, none of which are deviant.

Corresponding Author:
Diani Rahmawati
Universitas Pamulang Banten
Email: dianiirahmaa30@gmail.com

1. INTRODUCTION

Humans need the knowledge to learn how to communicate well. How words should be arranged or how a person should speak. However, the science that studies it all is pragmatics. Pragmatics is one of the sciences that study a meaning either verbally or non- verbally. Pragmatics serves to study how an utterance contains different meanings based on the situation (Leech, 2016). Therefore, pragmatics is closely related to context. Context is the situation in which a conversation takes place. Every utterance made in a different context will produce a different meaning. Yule (2014) says that pragmatic studies about hidden meanings about how we can conclude an utterance's meaning even though it is not conveyed directly. Pragmatics can be found in all media containing verbal and nonverbal language. The presence of pragmatics is significant in the world of language. Deixis, implicature, presuppositions, speech acts, and politeness and impoliteness are branches of pragmatics. This study will focus on deixis.

Deixis is a branch of pragmatics that examines changes in the meaning of words or sentences caused by changes in context. Deixis is the study of deictic or indexical expressions in the language (Levinson, 2004). In general, deixis assists readers in understanding the contents of reading or discourse. In particular, deixis also has different functions according to the type and context of the deixis. There are five kinds of deixis, namely people deixis, spatial deixis, temporal deixis, discourse deixis and social deixis. Deixis can be found in any media for writing articles, websites, books, or verbal media such as podcasts, songs, and movies. In a movie, there are many dialogues and changing events played by the characters in the movie. Each conversation and event has a different context so that the deixis will have a shifting referent.

A movie is a picture story that moves and has characters who act out a story on a screen. Movies have many fans because they do feature not only dialogue but also images. One of the famous movie productions is the Marvel Cinematic Universe. Their movies are much in demand and awaited by all Marvel fans worldwide. One of the movies that are always awaited for the latest story and its continuation is the Spiderman movie series. At the end of 2021, Marvel released the latest Spiderman movie series, Spiderman: No Way Home. After watching and observing the movie, The writer sees that various types of deixis can be found in the Spiderman movie.: No Way Home.

A deixis is a form of reference tied to the speaker's context (Sitorus & Fukada, 2019). In Spiderman: No Way Home, each actor has a different context and story. The selection of references and pronouns in each context and situation has its function and purpose. By the purpose of deixis itself, the presence of deixis has a function based on the pronoun it chooses and has a different function from each of these references. In the movie Spiderman: No Way Home, there are found many references that the cast chooses. Therefore, this study wants to analyze what types of deixis are found in the Spiderman: No Way Home movie and what functions exist in each of these deixes.

In this study, it is hopes that people can easily understand a discourse or story that refers to reference words. The writer also wants to explain each function of deixis used in a movie, is also explained. Therefore, this study can help readers, students, or lecturers because this study provides a clear description of the types of deixis and the functions in communication so that it can increase understanding of deixis. It is essential to pay more attention to small things to create a smooth and good relationship in understanding every type of deixis utterance in communication activities. Analytical studies on films also aim to deepen understanding of the content and meaning of films. Analysis of films can provide helpful information in understanding the messages that filmmakers want to convey and can help develop studies on films as a medium of communication.

2. FINDINGS

In this section, the writer presents the results of the data analysis that has been collected in a table. The results of the data findings of deixis types in the movie *Spiderman: No Way Home* can be seen in the following table.

Table 1. Word Lexeme, Type, and Token Found in *Spiderman: No Way Home*

	Word Lexeme			
1.	I, me, my, myself		13.	A second
2.	You, your, yours, yourself		14.	Ever since
3.	We, us, our		15.	Kid
4.	She, her		16.	Dr., Mister, Sir
5.	He, his, him, himself		17.	House
6.	They, them		18.	Home
7.	This, these		19.	City
8.	That, those		20.	Kitchen
9.	Next time, later, tomorrow		21.	In the grid
10.	Now		22.	In the mirror
11.	A week		23.	Sanctum
12.	Years		24.	Then, back time, in time
	Type of Word				
1.	I	439	25.	They	35
2.	Me	103	26.	Then	30

3.	My	70	27.	Tomorrow	1
4.	Myself	4	28.	A week	1
5.	You	375	29.	Next time	7
6.	Your	52	30.	Later	1
7.	Yours	1	31.	Now	17
8.	Yourself	3	32.	Then	24
9.	We	88	33.	Back time	1
10.	Us	8	34.	In time	2
11.	Our	6	35.	Ever since	1
12.	She	14	36.	A second	1
13.	Her	2	37.	Year	4
14.	He	43	38.	Kid	4
15.	His	5	39.	Dr.	10
16.	Him	27	40.	Mister	1
17.	Himself	2	41.	Sir	12
18.	It	171	42.	House	1
19.	Here	43	43.	Sanctum	1
20.	There	28	44.	Home	1
21.	This	105	45.	City	3
22.	Those	5	46.	In the grid	1
23.	These	15	47.	Mirror	1
24.	That	134	42.	Kitchen	1
Total token					1.903

From the table above, 1.903 tokens were found that came from various lexeme and deixis types. The word comes from various characters in *Spiderman: No Way Home*. Analyzing deixis types in films involves identifying the lexeme and token used in a particular dialog or scene. A lexeme is a basic lexical unit in a language that has its meaning, while a token is a concrete appearance of a lexeme in a particular text or discourse. In analyzing the types of deixis in movies, lexeme and token are essential to distinguish the types of deixis, such as person deixis, time deixis, place deixis, social deixis, and discourse deixis. With the identification of lexeme and token, the types of deixis in the movie can be understood in more detail and depth. The function of lexeme and token in analyzing deixis types in movies is to help identify and understand how deixis is used in the context of a particular movie. By doing so, a deeper understanding of the characters, plot, and messages conveyed through the movie can be obtained.

In the *Spiderman: No Way Home* movie, 7 main characters appear in the story, such as Peter Parker/Spiderman, Dr. Strange, MJ, Ned Leeds, Aunty May, Dr. Octopus, and Electro. A unique code or label is often made for each character to facilitate the analysis and discussion of these characters, as seen in the following table.

Table 2. Main Characters's Code in *Spiderman: No Way Home*

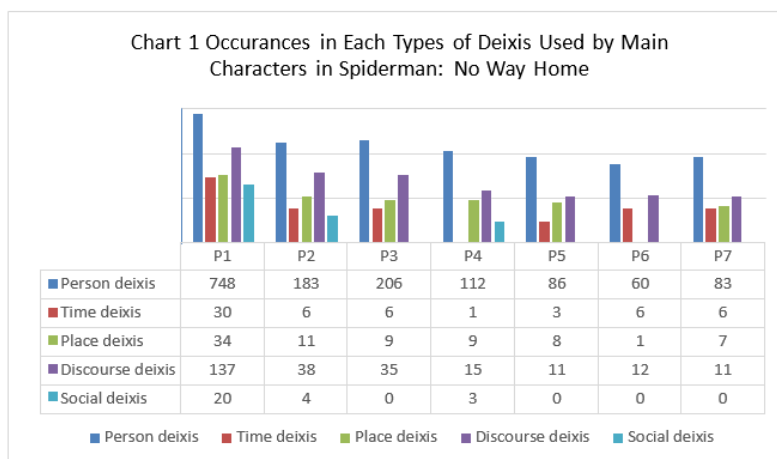| No.	Characters	Code
1.	Peter Parker/Spider-man	P1
2.	Dr. Strange	P2
3.	MJ	P3
4.	Ned Leeds	P4
5.	Aunty May	P5
6.	Dr. Octopus	P6
7.	Electro	P7

*Note:
P1, P2, P3, … = Person 1, Person 2, Person 3, …

This code generation has some essential functions in character analysis. Codes can help avoid confusion between characters that are similar or have similar names. It cannot be evident in a movie like

Spiderman, which has many characters, especially if several characters have similar names or looks. Analysts can quickly identify which character is being talked about or analyzed with a specific code for each character.

In the movie *Spiderman: No Way Home*, 7 main characters appear in the story. Each character uses various deixis in their dialog to refer to a particular person, time, place, discourse, and social. In order to show how different types of deixis are used by each character, a chart will be created that shows which characters use deixis more, as well as which types of deixis appear frequently or are used by each character. With this table, the analysis of deixis usage in *Spiderman: No Way Home* can be done more systematically. The results can be seen in the chart below.

Chart 1 Occurances in Each Types of Deixis Used by Main Characters in Spiderman: No Way Home

	P1	P2	P3	P4	P5	P6	P7
Person deixis	748	183	206	112	86	60	83
Time deixis	30	6	6	1	3	6	6
Place deixis	34	11	9	9	8	1	7
Discourse deixis	137	38	35	15	11	12	11
Social deixis	20	4	0	3	0	0	0

Through the chart, it can be seen that each character has different preferences in the use of deixis types. Some characters use personal deixis more, while others use time, place, discourse, or social deixis more often. With this chart, the writer can see patterns in the use of deixis in each character and gain a deeper understanding of the characters and relationships between characters in the movie. It can enrich the interpretation of the message and meaning conveyed through the movie *Spiderman: No Way Home*.

It also can be concluded that the characters P1, more often used each types of deixis in *Spiderman: No Way Home*. That is 748 person deixis, 30 time deixis, 34 place deixis, 137 discourse deixis, and 20 social deixis with total 969 tokens followed by P3 that is have 206 person deixis, 8 time deixis, 9 place deixis, 35 discourse deixis, and 0 social deixis, with total 258 tokens. P2 has 183 person deixis, 6 time deixis, 11 place deixis, 38 discourse deixis, and 4 social deixis, with total 242 tokens. P5 has 112 person deixis, 1 time deixis, 9 place deixis, 15 discourse deixis, and 3 social deixis, with total 140 tokens. P5 has 86 person deixis, 3 time deixis, 8 place deixis, 11 discourse deixis, and 0 social deixis, with total 108 tokens. P7 has 83 person deixis, 6 time deixis, 7 place deixis, 11 discourse deixis, and 0 social deixis, with total 107 tokens. Last, P6 has 60 person deixis, 6 time deixis, 1 place deixis, 12 discourse deixis, and 0 social deixis, with total 79 tokens.

3. DISCUSSION AND CONCLUSION

In the study of deixis in the movie Spiderman: No Way Home, it was found that there are five types of deixis consisting of person, place, time, discourse, and social deixis. In this study, 1,903 tokens were found from various lexemes and deixis types. Of the total, 1,478 tokens can be identified as belonging to the category of person deixis. There are 79 tokens in the category of place deixis, 60 tokens in the category of time deixis, 259 tokens in the category of discourse deixis, and 27 tokens in the category of social deixis. Based on the analysis, character P1 most frequently uses each type of deixis in the movie Spiderman: No Way Home. P1 uses 748 person deixis, 30 time deixis, 34 place deixis, 137 discourse deixis, and 20 social deixis, with a total of 969 tokens. The second position is occupied by P3 with 206-person deixis, eight-time deixis, nine place deixis, 35 discourse deixis, and 0 social deixis, totaling 258 tokens. P2 uses 183 person deixis, 6 time deixis, 11 place deixis, 38 discourse deixis, and 4 social deixis, with a total of 242 tokens. P5 uses 112 person deixis, 1 time deixis, 9 place deixis, 15 discourse deixis, and 3 social deixis, with a total of 140 tokens. P6 uses 86 person deixis, 3 time deixis, 8 place deixis, 11 discourse deixis, and 0 social deixis, with a total of 108 tokens. P7 uses 83 person deixis, 6 time deixis, 7 place deixis, 11 discourse deixis, and 0 social deixis, with a total of 107 tokens. Finally, P6 uses 60 person deixis, 6 time deixis, 1 place deixis, 12 discourse deixis, and 0 social deixis, with a total of 79 tokens.

Thus, this analysis shows that in the movie Spiderman: No Way Home, character P1 consistently uses various types of deixis with higher frequency than the other characters. However, all characters in the movie contribute to the use of deixis, be it person deixis, place deixis, time deixis, discourse deixis, or social deixis.

The conclusion that the use of person, place, time, discourse, and social deixis in the film Spiderman: No Way Home is by its function, and there is nothing out of line can be made after analyzing the use of words and phrases related to these aspects in the context of the film.

a. Person Deixis: In the movie Spiderman: No Way Home, the use of person deixes such as first- person pronouns (e.g., "I," "me," "myself"), second-person (e.g., "you," "your," "yours"), and third person (e.g., "he," "she," "they") have been used with consistency. It helps identify and convey the roles and relationships between the characters in the story.

b. Place Deixis: The use of place deixis in the movie, such as mentioning place names, addresses, or references to specific locations, plays an essential role in establishing the setting and context of the story. Place names relevant to the storyline, such as "New York City" or "The street," are used appropriately and according to their function.

c. Time Deixis: The movie makes good use of time deixis to indicate time sequence, such as "next time," "tomorrow," "now," and so on. Using these words and phrases helps clarify the chronology of events in the story.

d. Discourse Deixis: Discourse deixis deals with using words or phrases related to the context of the conversation or narrative. In Spiderman: No Way Home, the use of words like "this," "that," or "it" is used to connect parts of the story and maintain a coherent storyline.

e. Social Deixis: Social deixis includes using specific titles or nicknames that reflect the hierarchy or social status between characters in the movie. For example, "Dr." refers to characters like Doctor Strange, and "Mister" refers to adult characters. This usage gives the characters appropriate nuances and enriches the social dimension in the story.

Thus, based on the analysis of the use of a person, place, time, discourse, and social deixis in the film Spiderman: No Way Home, it can be concluded that these uses have been by their functions, none of which are deviant, and have helped in building the story, identifying characters, and clarifying relationships and contexts in the film's narrative.

After completing this study, suggestions can be given to other writers who will analyze the topic of deixis with different purposes and approaches and avoid the weaknesses made in this study. The writer needs to set clear and specific analysis objectives to analyze deixis. In addition to looking for the types and functions of deixis, as done in the movie Spiderman: No Way Home, the writer can expand the scope of the analysis by focusing on other aspects related to deixis. For example, the writer can analyze the role of deixis in building atmosphere or emotion in a narrative or the influence of deixis on the formation of character identity in a social context. The writer should also use more representative data to avoid possible weaknesses. By implementing these suggestions, the writers can produce a more comprehensive analysis and contribute to understanding the use and function of deixis in a broader and deeper context.

REFERENCES

Bateman, J., & Schmidt, K. H. (2013). Multimodal movie analysis: How movies mean. Routledge.

Bordwell, D., Thompson, K., & Smith, J. (2010). Movie art: An introduction (Vol.9). McGraw-Hill. Chapman, S. (2011). Pragmatics. Bloomsbury Publishing.

Creswell, J. W. (2008). Educational study: Planning, conducting, and evaluating quantitative and qualitative study (3rd ed.). Pearson Education, Inc

Cruse, A. (2010). Meaning in language: An introduction to semantics and pragmatics.

Cruse, D. A. (2000). Aspects of the micro-structure of word meanings. Polysemy: Theoretical and computational approaches, 30-51.

Dengah, L. A. (2014). Deiksis Dalam Movie Braveheart Karya Randall Wallace: Suatu Analisis Pragmatik. Jurnal elektronik fakultas sastra universitas samratulangi, 1(01).

Fromkin, V. A. (2000). Brain, language, and linguistics. Brain and language, 71(1),72-74.

Lateka, M. (2011). Deiksis dalam Iklan Majalah Forbes Indonesia: Suatu Analisis Pragmatik. Skripsi. Fakultas Sastra Unsrat.

Leech, G. (1983). Prinsip-prinsip Pragmatik. Diterjemahkan oleh MDD Oka dari judul asli The Principles of Pragmatics.

Leech, G. N. (2016). Principles of pragmatics. Routledge.