SPEECH ACTS OF THE MAIN CHARACTER DIALOGUE IN THE

WITCHER 3 GAME

A THESIS

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PRONOUNCEMENT

I truthfully affirm that I wrote this thesis entitled "Speech Acts of The Main Character Dialogue in The Witcher 3 Game" by myself without taking any results from other researchers in S-1, S-2, S-3, and in diploma degree of any university. Furthermore, I also do not quote any material besides what has been mention in the references.

Jakarta June 17th, 2020

Michael Gilbert

MOTTO AND DEDICATION

"*It always seems impossible until it's done*"

Nelson Mandela

APPROVAL

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WITCHER 3 GAME

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The writer is fully aware that this thesis is still far from being perfect. Therefore, all constructive comments and suggestions will be very much appreciated to make it better. Finally, this thesis is expected to be useful to anyone who wishes to learn about Speech Act.

Jakarta, June 2020

Michael Gilbert

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ABSTRACT

Language not only used for social interaction but also for entertainment such as video games. CD Projekt Red, one of the game developer companies, created an immersive novel-based RPG game called *The Witcher 3: Wild Hunt* and was published in 2015. Geralt's (the main character) illocutionary acts are analyzed based on Searle's classification and also the context of the situation. While playing the game, the researcher takes notes on the delivered utterances by the main character. The descriptive qualitative method is used in this research. The method used is to present the finding in number of occurrences and to describe the data in the form of utterances. All five types of speech acts according to Searle's classification are found in the game. They are representatives, directives, commissives, expressives and declaration. This research reveals that the illocutionary act of representative is dominantly used by the main character.

Keywords: *video game, speech act,illocutionary act, Geralt, Searle's Classification*

CHAPTER I

INTRODUCTION

1.1. Background of the Study

Pragmatic is part of the linguistic study in which the word is from Greek Language, derived from the word 'Pragma' meaning 'Deed' or 'Action'. A pragmatic analysis of language use in Games is to classify how language has functioned in communication between the speaker and the listener. Pragmatics is used in a certain type of games to enhance the player experience in gaming. Leech (1983: 57) proposed that the scope of pragmatics includes The message being communicated, the participants involved in the message, the knowledge of the world which they share, the deductions to be made from the text on the basis of the context, and the impact of the nonverbal aspect of interaction on meaning. To put it simply, Pragmatic is the study about the meaning behind the speaker's utterances.

First introduced by J.L Austin (1962), with his book *How to Do Things with Words,* Speech act has various of definition yet the same meaning. According to Toolan (1997:250), Speech act refers to what is done when something is said. In other words, warning, threatening, promising, requesting are all speech acts. There

are three concepts following this pragmatic study, which refers to Illocutionary act, Locutionary act, and perlocutionary act.

The first concept of locutionary act revolves around the literal meaning of utterances or the textual meaning of utterances by the speaker. The second concept is illocutionary act which means the act of saying something, or the action to be done as a function after the utterances. The last concept is perlocutionary act which relates to illocutionary act, but unlike it which is more about the speaker, this concept revolves more around the listener. Perlocutionary act is the effect of the speaker utterances on the listener. The three concepts will be implemented in this research.

According to Kriedler (1998:183), there are seven basic types of speech act those include; assertive utterances, performative utterances, verdictive utterances, expressive utterances, directive utterances, commissive utterances, phatic utterances.

Language not only used for social interaction but also for entertainment such as video games. The first game in the world, *Tennis for Two* (1958) created by William Higinbotham, had no plot or anything to do with story. It can be concluded that around that time, language is hardly part of video game since the technology to implement sound had yet to be invented. As time goes by, now the realism of games can be called 'close to reality'. Depending on the genre, many video games now has plot. It is also not rare that some video games are adaptations from books or even films.

The development of games has created new genres. Drachen (2009) states that one of those primary genres is Role-Playing Games (RPG) which now is possibly one of the most varying game forms around. First RPG Games was a tabletop game named Dungeons & Dragons, founded by Gygax's TSR in 1974. The game has encouraged other game companies to develop their product in the Genre. As people has grown more familiar with computer, companies started to work on games for computer which Dragonstomper (1982) by Starpath was the first computer game RPG. Since RPG itself is a storytelling genre, Dialogue is one of the most important aspects. Mattson (2018) states that Computer mediated RPGs also applies to Carlson's (2007) view, which says that players relies heavily on verbal language such as storytelling to do anything, and thereby establishes a collective reality, with the fact that game companies hire voice actors to the the dialogue in the games. It cannot be denied that language has become an important aspect for games.

This research will use the game which won the title of Game of The Year of 2015, The Witcher 3: Wild Hunt (2015), an adventure-action open world role-playing game, developed by Polish game company, CD Projekt RED (CDPR), adapted from novel series by polish author Andrzej Sapkowski (2007).

1.2. Research Problems

There are problems that the researcher seeks to solve. Using the pragmatics study analysis on The Witcher 3, the problems are divided into three questions, those are :

1. What are the types of illocutionary act produced by the main character of *The Witcher 3 : Wild Hunt*?

2. What is the dominant types of illocutionary act produced by the main character?

3. why the main character produced certain type of illocutionary act dominantly?

1.3. Research Objectives

The Study aims to analyze what kind of speech act the game wants the player to use through the main character. What will be the dominance of the dialog choices in applying the directives. Relating to the problems of the research, the objectives of the study are :

1. identifying the speech act of the main character dialogues.

2. Finding the most produced type of illocutionary act by the main character

3. analyzing the reason the character produced a certain speech act dominantly

1.4. Scope of the study

The research focuses on the dialogues involving the main character in the game, along with the related script. The chapter tells about the time when Geralt of Rivia having his peaceful life with his friends until the wild hunt appears, and scatters the comrades he has. Pragmatics approach is used in the research analysis. The speech act will be identified based on the game script.

1.5. Significance of the study

There are reasons why the writer is interested to analyze this game. Despite being Game of The Year of 2015, the Witcher has an immersive plot in the story. The literary works in this game is also greatly implemented. The fact that you can choose how you want to play, or what kind of character you want to be based on what kind of dialog the player choose.

The reason why the writer chose the game to be analyzed using speech act theory is the theory can be used to analyze the act of the character in an utterance. This game consists of many different utterances with implied meanings and acts. Thus, speech act analysis is needed in this research.

1.6. Organization of the Thesis

The organization of this thesis consists of five chapters.

CHAPTER 1   **INTRODUCTION**

This part consists of seven sub-chapters. They are the

background of the study, research problems, the research

objectives, previous studies, the scope of the study, the

significance of the study, and the organization of the thesis

CHAPTER 2 **THEORETICAL REVIEW**

This Chapter explains about the theories used in the study,

and the review of the game.

CHAPTER 3 **RESEARCH METHOD**

In this part explains the methods/approaches used in the

following sections.

CHAPTER 4 **ANALYSIS**

Chapter four is the main part of the study that analyzes the

intrinsic and extrinsic elements.

CHAPTER 5 **CONCLUSION**

This part contains the result of the study and the summary

of chapter four.

CHAPTER II

THEORETICAL REVIEW

2.1. Pragmatics Review

In this chapter, the review of literature related to this study is to be presented by the researcher. The researcher divides the chapter into 3 parts. First, the related theories used in this study will be reviewed, those are, pragmatics, scope of pragmatics, speech acts, types of illocutionary act and context.

2.1.1. Definition of Pragmatics

Utterances uttered by people have meanings intended behind it, which pragmatic is that study for the cause. The intended meaning is mostly related to certain contexts the the speaker is trying to deliver. However, it will be meaningless if the listener does not have the same context as the speaker in mind. Thus, the study of pragmatics is critical in language use. Pragmatics is a part of linguistics study developed in the late 1970s. Experts provide their own definitions on the study. According to Yule (1996:3), pragmatics revolves around the study of meaning that the speaker delivers, followed by how the listener interpret it. Yule emphasizes that communication is very important for the listener to learn the real meaning behind the speaker's utterances. Widdowson (1996:61) also stated that the study

of meaning by the language they use or how they actualize its meaning potential as a communicative resource. Pragmatics is also the study of contextual meaning. Since language keeps developing, there are a lot of cases where the utterances have no relation at all with the intended meaning. Thus, pragmatics study is developing as well.

Yule (1996 : 3) states "pragmatics is the study of relationship between linguistic forms and the users of those forms". According to Yule (1996 : 4) also, There are 4 areas that pragmatics is concerned with, those following areas are :

1. Pragmatics is the study of contextual meaning. What people said is usually tied to the context of conversation. This type of study involves the interpretation of what people meant in a particular context and how the context influences what is said. It requires a consideration of how speakers organize what they want to say in accordance with who, when, where, and under what circumstances they are talking.

2. Pragmatics is the study of how meaning are more communicated than what is said. It explores how listeners are able to make inferences about what is said in order to arrive at an interpretation of the speaker's intended meaning or it investigates the invisible meaning. In the conversation, what is unsaid is recognized as a part of communication which has a great deal in the interpretation of the speaker's intended meaning. It is why the approach also explores the invisible meaning or the unsaid part of a speaker's utterances.

3. Pragmatics is the study of how the listener understands the implicit meaning of the speaker's utterances. This approach answers the real meaning behind the speaker's utterances relating to how the listener understands it.

4. Pragmatics is the study of the expression of relative distance. This perspective then raises the question of hat determines choice between the said and unsaid. The basic answer is tied to the notion of distance. Closeness, whether it is physical, social, or conceptual, implies shared experiences. On the assumption of how close or distant the listener is, speakers determine how much needs to be said. Thus, we can make a conclusion that pragmatics is appealing because it is about how people make sense of each other linguistically, but it can also be a frustrating study because it requires us to make sense of people and what they have in mind.

2.2. Scope of Pragmatics

The study of pragmatics consists of numerous concepts. According to Yule (1996), the scope of pragmatics consists of six concepts, those are deixis, presupposition, cooperative principle, implicature, politeness and speech acts.

2.3. Speech Act

2.3.1. Speech Act Definition

First introduced by J.L Austin (1962), with his book *How to Do Things with Words,* there are various definitions of speech act yet concluded to be the same meaning. Yule (1996) states that speech act is a study of how the speakers and the listeners use language. According to Bach (1979), an action in verbal communication has message in itself, so the communication is not only about language but also action. Thus, speech act is action performed via utterances.

2.3.2. Kinds of speech act

Actions performed via utterances are generally called speech acts and in English are given more specific labels, such as apology, complaint, compliment, promise, threat or warning. There is three kinds of speech act, the first is locutionary act, second is illocutionary act and the last is perlocutionary act.

2.3.2.1. Locutionary act

This act concerns around the literal and textual meaning in utterances. Yule (1996) states that locutionary act is the act of producing meaningful utterances.The following sentences are the example of locutionary act :

1. It is so bright outside

2. The car is fast

The above two sentences represent the actual condition. The first sentence refers to the brightness outside and the second sentence refers to the velocity of the car.

2.3.2.2. Illocutionary act

The act is performed via the communicative force of an utterance, such as promising, apologizing, offering (Yule, 1996:48). This act is also called the act of doing something in saying something. The most significant level of action in a speech act is the illocutionary act because the force, which is desired by the speakers, triggers this act. For example, if a boy says to his friend "kick the ball!" meaning that the illocutionary act is the act of ordering.

2.3.2.3. Perlocutionary act

the act is done by the listener affected by the speaker utterances. Hufford and Heasley (1983:250) states that perlocutionary act is the act that is carried out by a speaker when making an utterance causes in certain effect on the hearer and others. If a mother tells her son "you'd better clean your room", it might leave the son to be irritated. This effect of perlocutionary act is sometimes not intended.

2.3.3 Ilocutionary Act Classification

In this study, the researcher focuses on illocutionary act. Searle in Levinson (1983 : 240) suggests that there are 5 illocutionary points can achieve on propositions in an utterance, those are declaration, commisive, directive, expressive and representative illocutionary points. This research will be analyzing speech act using Searle's classification of speech act.

2.3.3.1. Declaration

The speaker uses declaration as an immediate change of affairs. The kinds are: Baptising, Declaring, resigning, hiring, arresting. Example: ``*It is decided that the defendant is guilty''*.

2.3.3.2. Commisive

It commits the speaker to do something in the future. The kinds are :

Planning,promising betting, vowing, opposing. Example : *"I'm going to Jakarta next week"*

2.3.3.3. Directive

The speaker uses Directive to make the addressee performs action. The kinds are : asking, advising, requesting, ordering, inviting, begging, etc. Example *"Could you please close the door?"*

2.3.3.4. Expressive

The speaker uses expressive speech act to show how they feel about the situation. The kinds are : greeting, apologizing, thanking, complaining, congratulating. Example *"I am really sorry that I cannot go with you"*

2.3.3.5. Representative

The speaker uses Representative to state what they believe to be the case or not. The kinds are : suggesting, describing, swearing, boasting, concluding. Example *"I can play better than you"*

2.4. Context

Context is a necessary aspect in pragmatic study. According to Leech (1983:13), context is a background of knowledge assumed to be shared by speaker and hearer and which contributes to hearer interpretation of what speaker means by given utterance produced. An utterance can have various meanings in different contexts. For example, if a teacher say "your hair is long!" to a male student, means the teacher is ordering the student to cut their hair to obey the school's rule. If a woman directs the same utterance to her female friend, it means that she is complimenting her friend. In conclusion, the intended meaning only based on the speaker and the hearer is not enough. Therefore, we also need to understand the situation when the utterance is produced.

2.5. Video Games

People play video games for entertainment in their spare time. There are various kinds of video games to play in this modern day. There are video games for players to compete, and there are also video games for players to enjoy the content in it. A video game content can be anything, from gameplay, to storyline. In this study, the researcher focuses on a specific game category called RPG (Role-Playing Game). RPG video games are identical with an immersive storyline. Video games in this type of category are similar to movies since they have the same elements implemented. However, in movie the viewers are unable to do anything with the storyline, when RPG games provides dialogue choices and let the players decide.

2.6. Previous Research

Previous study has also studied speech act in a game, titled *A Pragmatic Analysis of Speech Acts in Bully Chapter I & II Video Game* written by Arif Triwidiatmoko (2017) concluded that the most dominant data of speech acts based on the way they are delivered is direct speech acts. It implies that the main character in the game tends to use direct speech acts to deliver his actions. The main character expresses his intention baldly through his language. However, there was no option in dialog, the story came up linear. Since this study uses Role Playing Game as the subject, the complexity is increased.

More research about speech act in games has also been conducted by Colăcel (2017) in a research titled *Speech Acts in Post-Apocalyptic Games : The Last of Us.* The Researcher of the study look into the game's use of subtitles and didactic texts in order to find out to the extent speech acts shape the player's understanding of what the video game is. Colăcel's research was to analyze the game where the hero makes all of the decisions by himself and the player has to abide or stop playing all together. So it left out the player from the decision making of the game. However, the research does not cover interactive games where the player can be the one to decide.

CHAPTER III

RESEARCH METHODOLOGY

This chapter explains the steps involved in the study. The research conducted will be elaborated in detail. There are five discussions in this chapter: the research design, object of study, data sources, research procedures, and data trustworthiness. The approach used in this research is discussed in the research design. The detail of the data of the study is discussed in the object of study, data sources and data trustworthiness. The detailed steps for the conducted research is discussed in the research procedures.

3.1. Research Design

According to the data, the research uses descriptive qualitative method as the main approach. To analyze the types of illocutionary acts that are found in the *The Witcher 3: Wild Hunt*, qualitative approach is used as research method since it was intended to find out the kinds of illocutionary acts, dominant types of illocutionary, meaning and context performed by Geralt, the main chararacter in *The Witcher 3: Wild Hunt* video game. This research uses qualitative research method because the researcher wants to know the messages in each utterance and the frequent type of speech act uttered by the main character.

According to Vanderstoep and Johnston (2009:310), qualitative research is making a narrative or textual descriptions on the phenomena under study, which means qualitative research describes the phenomena in the data without manipulation.

The method of anlysing data in this study will use what Sudaryanto call *Padan* Method (*Daya Pilah Pragmatis/ Daya Pilah s ebagai pembeda reaksi dan kadar keterdengaran*). The interlocutor is the determining tool in this method. This method identifies the linguistic unit according to the reaction that occurs.

3.2. Data Sources

One of the important elements in a research is data. The main data in qualitative research is words and actions or attitude from the dialogue of the main character, Geralt of Rivia in *The Witcher 3: Wild Hunt*. The study focused on the illocutionary acts used by Geralt. The video game was produced by a polish developer *CD Projekt Red* based on fantasy novels written by Andrzej Sapkowski.

3.3. Technique of Collecting Data

The process of evaluating data needs analytical and logical reasoning to examine each component of the data. The method is to identify linguistic units according to the effects which are uttered by the speakers. Suharsimi (2010: 274) states that a documentation method is to find the data related by using book, transcripts, newspapers, magazines, notes of a meeting, ancient inscription, and agenda. Thus, the documentation technique is used.

The procedures of the research analysis are explained as follows :

1. Playing the game several times.

2. While the researcher is playing the game, the researcher reads the script.

3. The researcher takes some notes to construct the analysis based on the data.

4. The researcher determined the art of dialogue presented the types of speech acts based on Searle's Classification.

5. Collecting Geralt's utterances from the dialogue in the game.

6. Identifying the data based on the types of illocutionary acts.

7. The findings will be put in the table to categorize the kinds of speech act in the game dialogue.

The identification will use some terms to make the analysis easier to read, for example :

DATUM NUMBER/THE TYPE OF ILLOCUTIONARY ACT OF EACH

DIALOGUE CHOICE/ SUB TYPE OF EACH DIALOGUE CHOICES

1/ Expr (expressive)/complaining

Geralt   : **You know I don't find that amusing.**

[He tosses the crab on the ground near his reclining lover.]

Yennefer   : It wasn't meant to amuse, but to prod you to hurry. It's midday

already.

Geralt   :   Pfff… (*sigh)

Yennefer   : You promised Ciri you'd train with her. Go, before Vesemir bores

her to death with those etchings.

[He starts getting dressed.]

CONTEXT

a. Addreseer & addresee: Geralt and Yennefer

b. Setting   : their room

c. Context of situation : The condition was quite. It's in the morning, telling

each other to do their stuff

The following alphabetic terms used in this research:

toia   : Types of Illocutionary Acts

Rep   : Representative

Dirc   : Directive

Cmsv : Commisive

Expr   : Expressive

Dcl   : Declaration

No   : Number of Data

3.3. Method of Analyzing Data

Bogdan (in Sugiyono, 2008: 244) states that data analysis is the process of systematically searching and arranging the film dialogue script, notes, and other materials that researcher accumulates to increase the researcher's understanding of them and to make the researcher able to present their discovery. The steps in this research were as follows:
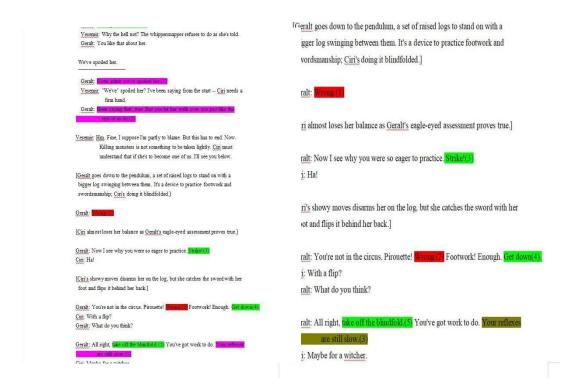
1. The data from the dialogue of *The Witcher 3: Wild Hunt* were identified. The researcher marks the illocutionary act of Geralt's utterances based on the script. The utterances are marked with 5 colors based on 5 illocutionary act classification.

2. The data were classified based on the formulated problems and described along with the context to support the analysis.

3. The classified data will be grouped into their own types and transferred into the data sheets. The commonly used act will be analyzed based on the situation and the context caused the utterances.

Table 3.1 Classified Data Example

No.	Types of Illocutionary Acts	Kinds of Illocutionary Acts	Sub total	total

No	Type	Example		
1.	Representative	notifying denying guessing etc.	??	??
2.	Directive	forbiding commanding etc.	??	??
3.	Commisive	vowing Promising etc.	??	??
4.	Expressive	apologizing thanking condoling etc.	??	??
5.	Declaration	naming declare etc.	??	??
		total	??	??

4. The researcher described and interpreted the data in order to answer the formulated problems, and during the process of analysis, the researcher applied the trustworthiness of the data and analyzed the data to gain the results of the research.

3.4. Data Trustworthiness

Moleong (2001: 173) states that trustworthiness of a research can be gained by conducting credibility, dependability, transferability, and confirmability. Credibility is about the accuracy of the data. Dependability refers to the stability and track ability of the changes in data over time and condition. Confirmability is the neutrality in which conclusion and explanation of the data depend on the subject and condition of inquiry rather than on the researcher. Transferability is concerned with generalizability in fittingness of findings to other social settings, populations, and contexts. The researcher focuses on credibility and dependability in this study.

The credibility of the data was obtained with triangulation technique. There were four main types of triangulation, i.e. by sources, methods, researchers or observers, and theories. In this research, the researcher used by sources and theories. The sources were in the forms of books, journals, papers, and written sources in the internet related to the objectives of the study. Pragmatics theories from experts were used to confirm the data. The researcher also consults to one of the lecturers from English Department of Diponegoro University, to ensure the correctness of the data.

Dependability is the concept of reliability or the consistence of the data. To achieve dependability, the researcher examined the process of data collection and data analysis by reading and double checking the data carefully to gain certainty and stability of the data.

CHAPTER IV

RESEARCH FINDINGS AND DISCUSSION

In this chapter, the analysis of *The Witcher 3: Wild Hunt* will be presented, according to the previous theory. Firstly, The researcher is to explain the types of illocutionary acts from Geralt's utterances and the context in each of his dialogue. Secondly, the utterances will be classified into five types of illocutionary acts. Lastly, the context of each dialogue will be observed to support the analysis.

4.1 Research Findings

According to the data validation, the researcher has identified 432 data of illocutionary acts utteranced from the main character of *The Witcher 3: Wild Hunt*. The illocutionary act identified consists of representative, directive, commisive, expressive, and declaration.

Table 4.1 Classified Data

No.	Types of Illocutionary Acts	Kinds of Illocutionary Acts	Sub total	total
1.	Representative	notifying	64	150
		concluding	43	
		denying	5	
		guessing	38	

2.	Directive	commanding	52	81
		requesting	22	
		advising	7	
3.	Commisive	promising	60	105
		threatening	12	
		refusing	33	
4.	Expressive	thanking	31	59
		apologizing	28	
5.	Declaration	naming	32	37
		declaring	5	
		total	432	432

The main character, Geralt of Rivia, is a witcher. In the story, a witcher is someone who is specially trained conditionally, mentally, and physically to become a monster slayer for hire. Not only trained, they also have to undergone a mutation to complete the requirements of becoming a witcher. This mutation grants witchers better sense and physical abilities. Another effect caused by the mutation is the emotion control. Geralt is fearless, and he thinks more logically than emotionally. This aspect also affects how Geralt makes utterances in the game.

First, according to the data identified on the table above, representative utterances are the most frequently used by Geralt, totaling 150 utterances. The contexts of the situation for each acts are different. However, the reason Geralt uses notifying as the most frequent utterances is that each of the quest requires Geralt to notify the NPC (non-player

character), as the quest giver, about the information found. For example, after the player manages to do the quest properly, Geralt will be required to go back to the NPC and tell them that the quest given is done to finish the quest, in which it is the most frequent thing to do.

Second, directive utterances reach the number of 81 , which the most frequent type of utterances is commanding with 42 data. In the game, Geralt is looking for info lea ding to anothe r info constantly, which he will only get from people. He uses the utterance "tell me!" for 34 times. This shows that Gerallt is directly in his way looking for the information.

Third, commisive utterances by Geralt have the number of 105 data. The data showed that the most used commisive utterance is promising. This is also caused by the quest sequence, for example when the NPC gave Geralt the quest to kill a Griffn, he would say "I will kill it" which shows that he promises he will do the quest properly. Most of the quests ask Geralt to do something and if he is sure he can do it. He promises to do so.

Fourth, expressive utterances reach the number of 59. They consist of 31 data of thanking and 28 data of apologizing. Geralt expresses gratitude mostly when the NPC is cooperative in giving him information he seeks. Another case is when he got help from his companion.

Fifth, declaration utterances by Geralt are 37 data. Geralt has naming as the most used type of declaration utterances in the game. He uses naming by introducing himself when meeting other characters for the first time.

4.2 Discussion

The Witcher 3: Wild Hunt has numerous dialogue options for the main character. This feature affects Geralt's fate in the game as the player decides. However, it is not the player who utters dialogue but Geralt as a character. Looking at the quest sequence that is repetitive, the player has no other option but sees Geralt notifying information to the quest giver. The representative act is used by Geralt the most in this game, considering the game consists mostly of information leading to the other information.

Representative shows what the speaker believes to be the truth. In the game, Geralt is an experienced witcher who is on his way finding her adoptive daughter, Ciri, and confronting the wild hunt. Along the way, Geralt has to help the people he encountered in return for the information he needs. When meeting a character for the first time Geralt will state his business to them, which is known as notifying. Another example of him notifying other characters is when he finished his quest and went back to notify the quest giver if the job has been completed. The research reveals that Geralt will always go back to the quest giver and notify them about the job status.

Directive is also used often by Geralt to make his interlocutors give him the information he needed. Geralt is an impatient character, so he often uses force to get what he needs. This causes him to use command on other characters. The dialogue choices given by the game consist of mostly directive even if it is up to the player to decide.

In this section, the researcher analyzes and classifies the data into 5 types of illocutionary acts (representative, directive, commisive, expressive, declaration) along with each of the sub types based on Searle's classification in Yule (1996: 53).

4.2.1 Representative

Representative is the type of speech act that shows what speaker believes to be the case or not. According to Searle (1996), the examples of representative are stating, concluding, notifying, predicting and so on. The analysis is conducted using Searle's classification. The researcher found 3 examples of representative from *The Witcher 3: Wild Hunt*. First is notifying, second is concluding, third is denying, fourth is guessing.

4.2.1.1 Notifying

In the game, Geralt meets other characters to get some information. Therefore, he needs to state his intention to the people he meets. Notifying is used to inform someone about some facts or intention.

Datum 218/ Rep/ Notifying

CONTEXT

a. Addreseer & addresee   : Geralt and Elihal
b. Setting   : in Elihal's house
c. Context of situation : it is quite, only Geralt and Elihal are in the house. A
    little bit awkward because Geralt did not expect Elihal to be a male elf.

Geralt   : "I'm a friend of Dandelion's. **Looking for Elihal."**
Elihal   : "You've come to the right spot. How might I be of service? Need
              something shortened? Patch your trousers, darn your socks?"
Geralt   : "You Elihal?"
Elihal   : "Yes. Now pick your jaw up off the floor."

Discussion of the Data

In the scene, Geralt is looking for the information on Dandelion's whereabouts.

Geralt found out about Elihal from Dandelion's diary that he found in Rosemary

and Thyme tavern. In the diary, there is a description about Elihal written by

Dandelion. "A figure most rare. her nature dual, look deeply in her eyes or be

made a fool". Assuming that Elihal might know something about Dandelion,

Geralt then visits Elihal. Since Geralt is meeting Elihal for the first time, he

states his business, and tells him that he is looking for a person named Elihal,

who is the person himself. By saying "looking for Elihal", Geralt notifies them about his intention to the person he is talking to, so he can seek for further information. Luckily, he is notifying to Elihal himself. Thus, Geralt's utterance in the dialogue belongs to notifying.

4.2.1.2. Concluding

The game is made to gather information leading to another information. Meaning conclusion needs to be made according to those gathered information . Concluding is to arrive at a judgement or assumption by reasoning.

Datum 100/ Rep/ Concluding

Great, means they're way ahead of us. Come on.

CONTEXT

a. Addreseer & addresee : Geralt and Keira Metz
b. Setting : in a dungeon full of traps
c. Context of situation : Geralt and Keira is rushing to catch up with the Wild Hunt.

Keira   : "Look, we managed to cross the bridge. This is where we saw the

                Wild Hunt."

Geralt   : "Great. **Means they're way ahead of us.** Come on."

Discussion of the data

Earlier Keira failed to teleport across the bridge with Geralt because of some

magic jammer trap. Resulting both of them got separated. After Geralt managed

to find Keira and fight through the obstacles, she managed to teleport both of

them to the place where they see the Wild Hunt earlier. The dialogue above

showed that Geralt is drawing conclusion from Keira's statement. His utterance

in this scene is concluding which is part of representative act.

4.2.1.3. Denying

In this game there are NPCs that make assumptions about the main character.

It has been found that Geralt sometimes refuses to admit the assumption made.

Datum 94/ Rep/ Denying

CONTEXT

a.   Addreseer & addresee : Geralt and Keira Metz

b. Setting : outdoor bath

c. Context of situation : it is calm and quite. Geralt was looking for information, Keira is taking a bath.

Geralt : "Missed a spot."
Keira : "Where? Hope you didn't
come to gawk."
Geralt : "**No. To talk.**"
Keira : "Turn around and wait."

Discussion of the Data

In this scene, Geralt arrived to Keira's place where she hid using her magic. Keira seems to be expecting Geralt. Having found Keira, Geralt stands beside the bathtub. He teased Keira by saying "missed a spot". Keira played along, but not for long. She tells Geralt "hope you didn't come to gawk". Geralt then answered "no, to talk" meaning it has nothing to do with her assumption. In that case, Geralt utterance belongs to denying.

4.2.1.4. Guessing

Speculating about probabilities is also what the main character sometimes do. The researcher found some data of Geralt assuming something without clear information of it.

Datum 206-207/ Rep/ Guessing

CONTEXT

a.   Addreseer & addresee : Geralt and Zoltan

b. Setting : Rosemary and Thyme tavern

c.   Context of situation : Geralt meets Zoltan, his old friend. The situation is
calm after the brawl.

Zoltan : "Trainin' plenty lately. What with the war on, no Mahakaman mead to
            be found, but Redanian lager's standin' in just fine. You, though --you've
            withered a bit. Somethin' worrying you?"

Geralt : "It's about Ciri. I know she came to Novigrad. **Might still be here."**

Zoltan : "You mean, she's come back? I'll be damned. I wonder if I'd
recognize her...How many years is it now? Six? Seven? But what'd she be doin'
here?"

Geralt : "**Hiding, probably. She might be in danger."**

Zoltan : "See her in your dreams?"

Geralt   : "Couple times. Her, and the
            Wild Hunt."

Discussion of the data

Arriving in Novigrad, Geralt went to a tavern which is abandoned by its former owner. Homeless thugs are taking advantage of the building. Geralt went there hoping he would find his old friend, Dandelion, yet he found another old friend, Zolton. After getting in a brawl and the situation got calmer, Geralt and Zolton are catching up with each other. Zolton is asking if something is worrying Geralt. He answers "it's about Ciri. I know she came to Novigrad. Might still be here". This shows that Geralt already has the information about Ciri's whereabouts, however he is not sure about it. He speculates things based on the information he gets, but he will not be so sure until he sees it with his own eyes. Thus, the utterance Geralt said in the dialogue above belongs to guessing.

4.2.2 Directive

According to Searle (1996), directive is an utterance used by the speaker to get the listener to do something. It intends to produce some effects through action on the listener. The examples according to Searle are requesting, commanding, forbiding, warning, advising, suggesting, insisting, and recommending. The researcher has found 3 types of examples in the game, those are commanding, requesting, and advising.

4.2.2.1 Commanding

In the game, Geralt usually shows dominance in interacting, mostly when he needs something from the character he is interacting to. He gives orders to people that he thinks uncooperative to stop wasting his breath and time.

Datum 52/ Dirc/ Commanding

CONTEXT

a. Addreseer & addresee : Geralt and Gaunter

b. Setting : in an inn

c. Context of situation : the condition of the Inn is pretty tense since some of the customers doesn't like Witchers. Geralt is on his way to find Yennefer and

gathering information on her whereabouts. He met Gaunter who seem to know something and reached out to him.

Geralt   : "You seen Yennefer?"

Gaunter   : "Deepest apologies, but I must ask: Is this about love?"

Geralt   : "None of your business."

Gaunter   : "Yes, as a vagrant I deserve no explanation."

Geralt   : "What do you know? **Tell me.**"

Gaunter   : "Before you appeared, it never occured to me that might've been Yennefer. Who would've have thought…"

Geralt   : "**Get to the point.**"

Gaunter   : "A Nilfgaardian scout from the local garrison saw her."

Discussion of the Data

From the dialogue, Gaunter keeps getting the conversation out of topic, answering Geralt's question with question. He addressed himself as Gaunter but he seems suspicious. However Geralt sticks to his purpose on seaching for Yennefer so he doesn't pry too much on how suspicious Gaunter is. Geralt gets a little bit impatient to get his answers and he shows it by saying "Get to the point". Since Geralt is pretty desperate on looking for Yennefer whereabouts. The Illocutionary act he used is directive and his utterance is commanding.

4.2.2.2. Requesting

Usually showing dominance in the game does not mean Geralt cannot be polite to his addressee. Geralt always tries to understand his interlocutors, how he can

make them do something. Thus, requesting is also one of the methods Geralt

uses by asking them to help him politely.

Datum 172/ Dirc/ Requesting

CONTEXT

a. Addreseer & addresee : Geralt and Gran

b. Setting : in front of the orphanage, in a swamp

c. Context of situation : Geralt is desperate. Johnny is helping Geralt by
talking to Gran.

Geralt   : "Can you take me to the Crones?"

Johnny   : "Forgive me, Gran, but this fellow absolutely must

           talk to the Ladies."

Gran   : "No, 'tis not allowed."

Geralt   : "**Please.** It's important."

Johnny   : "The fellow will be quiet. Gran, please hear me out. I found

           little Yagna when she got lost, did I not? Did I break Genny's

      fever, too? I did. I ask anything in return? No. Didn't even

      fuss   about   my   stolen   voice.   Well,   now   I   want

     something. Gran, help this fellow. Because otherwise he'll pester

       me day and night, even durin' potty time. His lass is missing,

     mayhaps the Ladies can help find her, eh?"

Gran   : "Well, since you put it that way, Johnny...I'll help him. Come with me."

Discussion of the Data

Geralt has been told by Johnny that the Crone might know something about Ciri. Johnny also said that Gran is connected to the Crone. So they are trying to get help from Gran to get Geralt to the Crone. Geralt is getting desperate for the information, yet he does not want to hurt or threaten Gran. By uttering "please", it shows that Geralt is asking sincerely and he added "it's important" trying to convince the Gran more, hoping that she would show more sympathy. Thus, in this case, Geralt uses requesting which is part of directive.

4.2.2.3 Advising

Offering someone he best course of action is what Geralt does to someone he cares about. Becoming a witcher to be fearless on facing monsters or humans, does not mean he has no one to care about. The example of advising from Geralt is shown below:

Datum 20/ Dirc/ Advising

CONTEXT

a.   Addreseer & addresee : Geralt and Ciri.

b.   Setting : in the training Ground of Kaer Morhen.

c.   Context of situation : It is sunny and peaceful day in Kaer Morhen. Ciri is being scolded by Geralt because she disobeyed Vesemir, her master, and went off to training by herself.

Geralt : "Think drowners or strigas will go easy on you because you haven't undergone the mutations? Though in your shoes I'd fear Vesemir more than any striga. Disobeying his instructions…. Unwise"

Ciri   : "Well, yes, but...that book was horribly dull!"

Geralt   : "I know. And you know it's no excuse." Ciri: "Ugh. I'm sorry. It won't happen again."

Geralt   : "Better not. Vesemir says if it does, he'll make you eat a bowl of slugs. Covered in salt."

Ciri   : "Hahaha. Eeewwww!"

Geralt   : "Exactly. **So you'd best behave.**"

Geralt   : "Come on. We'll practice with the others down below."

Discussion of the data

Ciri is like a daughter to Geralt, since he raised and trained her ever since Cintra falls (Ciri's former kingdom). In this scene, Ciri is just a little girl. She felt too comfortable with her environment even though she is raised by witchers. Geralt also admitted that they have been spoiling her a little bit too much to Vesemir in the previous dialogue as he said "gotta admit we've spoiled her". However, Vesemir wants her to be discipline because she will be facing monsters and risking her life. Ciri was told by Vesemir to take notes from the book containing information about Ghoul and Alghoul. In the process, Vesemir fell asleep and Ciri got bored, she went off to train by herself. Geralt who has been told about the situation by Vesemir, went to Ciri.

Getting annoyed by being told off, she apologized and said that it would not happen again. With a creepy description of what Vesemir would do, Ciri gets creeped out, Geralt then told Ciri that she would better behave. The interaction between Geralt and Ciri shows that they have a close parent and child relationship mentioning they can also joke around. Geralt might not be Ciri's real father but this interaction shows that he cares about Ciri. The utterance said by Geralt belongs to advising. He is advising Ciri not to make Vesemir upset again by doing the same mistakes.

4.2.3. Commisive

Commisive is the type of speech acts the speaker uses to commit in their future action (Searle in Yule 1996: 54). It shows what the speaker intends to do. Some examples of commisive are promising, vowing, offering, guaranteeing, pledging and betting. The researcher has found 3 examples of commisive in the game consisting of promising, threatening, and refusal.

4.2.3.1. Promising

Promising means to assure someone that one will definitely do something. This utterance is used by Geralt when he is capable of doing other character's request. In other cases, this type of utterance can also be used to convince someone.

Datum 167-168 /cmsv/ Promising

CONTEXT

a. Addreseer & addresee : Geralt and Kid

b. Setting : in an orphanage in a swamp

c. Context of situation : only Geralt and the kid inside the house. He is seeking for information about Johnny's whereabouts. The kid is scared because his grandma told him not to talk to strangers.

Geralt   : "Don't be afraid…"

Kid   : "Don't know nuthin'."

Geralt   : "**I won't hurt you.**"

Kid   : "Where's Gran?"

Geralt   : "She's busy. I just want to talk to Johnny. He could know more than you."

Kid   : "...Not gonna hurt 'im, right? 'Cause...he's real, he's not made up."

Geralt   : "**I'm not gonna hurt him.**"

Kid   : "Johnny used to be by, 'cause Gran liked listenin' to his songs. When we was pickin' mushrooms, Johnny said he saw a girl with ashen hair in the swamp."

Discussion of the data

Geralt is desperate to look for information about Ciri's whereabouts. The children in the orphanage do not know about Ciri, but one of the kids said that a boy named Johnny would know. However their grandma prohibit them from talking to strangers. After finding a way to trick the grandma, Geralt managed to talk to one of the children who knows about Johnny. However the kid is scared. So Geralt persuade him by saying that he will not hurt him or Johnny to gain the information he needs. This also shows that Geralt is not oppressive against kids like he usually does to uncooperative adults. The commisive act from Geralt's utterance is when he promised that he will not hurt the kid and Johnny.

4.2.3.2. Threatening

To state intention is what people usually do. But to state it to take hostile action against someone is different. This game has the dark and cruel fantasy setting which makes threatening is one of many methods in order to survive. Geralt uses this often when someone is trying to harm him.

Datum 44/ Cmsv/ Threatening

CONTEXT

a. Addreseer & addresee : Geralt and Peasant 2

b. Setting : in an inn

c. Context of situation : the condition of the inn is quite and tense. People are drinking trying to ignore Geralt.

Geralt : "Raven-haired woman dressed in black and white. Seen her? Talk." [Axii sign]

Peasant 1 : "Folk say the lady rode through the village a few days back. Gallopin' so fast she knocked Radobor into a ditch."

Geralt : "Which way did she go?"

Peasant 1 : "Dunno... Lots of tracks leading off the main road. Coulda gone anywhere."

Peasant 2 : "Oi, people! The freak's taken Mikah's mind!"

Geralt : "Uh-huh. **And I'll take your tongue if you don't shut up.**"

Discussion of the data

In the dialogue above, Geralt found 2 men drinking and asked them about Yennefer's location. The men seem to hate witchers, and to get some information out of them, Geralt uses one of the witcher magics to make one of them talk which is Axii (illusion magic). However one of the men (Peasant 2) notices it and try to create some scene by shouting. This causes Geralt to threaten Peasant 2. The illocutionary act of this dialogue is commisive with threatening utterance.

4.2.3.3. Refusal

This utterance shows that the speaker has no intention of doing something offered to her/him. Refusing is also part of the game. the player can decide to accept certain offers from other characters or not.

Datum 76/ Cmsv/ Refusal

CONTEXT

a.   Addreseer & addresee : Geralt and Yennefer

b. Setting : in the castle of Vizima

c. Context of situation : the situation is quite and calm. There are few people in
   the castle.

Geralt   : "Guess this means we need to split up again. Not my preference,
                but I understand. Clock's ticking."

Yennefer   : "It is indeed. So, why don't I teleport you to Velen, get you there
                at once?"

Geralt   : "**Not gonna happen.** I'll go on horseback. Soon as I can get
                changed."

Yennefer : "Have it your way. Oh, and...you really look quite dashing in black velvet."

Geralt : "Think so? Maybe I can have some of my armor lined with it. Hm. Good luck, Yen."
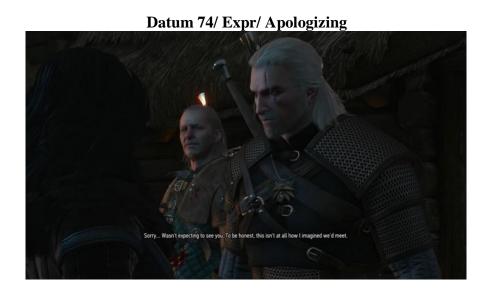
Discussion of the data

In the dialogue above with Yennefer, Geralt got an assignment from the Nilfgardian emperor, Emhyr, to find her daughter Ciri. Geralt wants to move fast and so he need to part ways with Yennefer. She offered Geralt to teleport to Velen with a portal. However, Geralt, who hates portal, refused the offer. His reasoning is the portal can misfire or worse, the person teleported could come out into pieces. It is mentioned in one of the book series *The Last Wish,* "Geralt had once watched as only half a traveller using a safe portal flew through. The other half was never found. He knew of several cases where people had entered a portal and never been seen again." Geralt's utterance "not gonna happen" shows that he does not want anything to do with the portal and will never use one.

4.2.4. Expressive

Expressive as speech acts shows what the speaker feels. By stating it to the listener, they express their psychological state. The examples for expressive are thanking, congratulating, apologizing, deploring, welcoming, and condoling (Searle 1996). The researcher has found 2 examples of expressing consisting of apologizing and thanking.

4.2.4.1. Apologizing

Expressing regret to someone is what we call apologizing. Even Geralt, as a witcher, can feel regret and guilt. Geralt's character might not seem like someone who would apologize easily since he always looks firm and emotionless. However, when he knows he is wrong, he will apologize.

Datum 74/ Expr/ Apologizing

CONTEXT
  a. Addreseer & addresee: Geralt and Yennefer
  b. Setting: in front of an inn
  c. Context of situation: the condition is tense after the fight in the inn, there are Nilfgardian soldiers gathering in front of the inn.

Yennefer : "Excuses, excuses... You've not changed a bit."

Geralt : "Ye...Yen? How?"

Yennefer : "I received a report. About a witcher who'd appeared in White Orchard. I knew it was you. Looking for me. I might've waited until

you'd found me, but...you know me. Patience has never been my strong suit. It's...good to see you, Geralt. I...I'd even embrace you...were you not covered in blood."

Geralt : "**Sorry...** Wasn't expecting to see you. To be honest, this isn't at all how I imagined we'd meet."

Yennefer : "How did you imagine it?"

Vesemir : "He didn't imagine you'd have a Nilfgaardian escort. Don't get me wrong,

Yennefer : I'm glad to see you...but I do think you owe us an explanation."

Discussion of the Data

After the fight in the bar, Geralt intends to continue his journey to find Yennefer. Suddenly, a large group or Nilfgardian soldiers gathers in front of the inn. Geralt thought it was about the brawl they fought in earlier, but then Yennefer shows up. Geralt, who has some romantic past with Yennefer, is astonished and is not prepared to meet her. He felt guilty because he was a mess which caused Yennefer could not embrace him. His statement also expresses some of his disappointment knowing that he is not in a condition to embrace Yennefer. This sums up that Geralt's utterance "sorry" is apologizing which belongs to expressive illocutionary act.

4.2.4.2. Thanking

Expressing gratitude to someone because of their good deeds to us is common in the real world. Turns out in this dark and cruel fantasy setting game, thanking

is also part of it. Geralt expresses his gratitude to other characters when they provide him what he needs.

Datum 77/ Expr/ Thanking

CONTEXT

a. Addreseer & addresee: Geralt and Ambassador Var Atre

b. Setting: in the castle of Vizima

c. Context of situation: the situation is quite and serious. Geralt is there to ask Var Atre some questions about the politics.

Geralt : "What's new in Skellige?"

Var A. : "Nothing. The islanders pride themselves on that, don't they? Doing everything according to tradition? As their forefathers did. And like their forefathers, they quarrel with each other, pillage,occasionally attack our transports. This is cumbersome...but nothing more. Skellige has always been a footnote in history. And so it shall remain."

Geralt   : "Sound awfully confident. What if King Bran manages to unite the Jarls? Lead all the clans against your fleet?"

Var A. : "King Bran is a feeble old man. From what I know he barely remembers the names of his own vassals. Uniting all might prove difficult."

Geralt : "**Thanks for your help.**"

Var A. : "Think nothing of it. May the Great Sun light your Path."

Discussion of the Data

If the player seek the information about politics, they can go to Var Atre to gain some information about it. In this dialogue, Geralt is asking some questions about politics in the continent. Var Atre is being cooperative in this conversation by answering Geralt's question straight to the point. Geralt hates people who don't get to the point and in this case he appreciates how Var Atre responded. He is expressing gratitude to Van Atre because of the information he gave. This sums up that Geralt utterance is thanking.

4.2.5. Declaration

Declaration is an illocutionary act that changes the world via their utterance (Searle in Yule 1996: 53). When the speaker utters a declaration, his/her words bring about a new state of affair. The word can change which is intended to refer to any situation. The examples which belong to declaration are naming, declaring, resigning, appointing, baptizing, arresting. The researcher has found 2 examples of declaration and those are naming and declaring.

4.2.5.1. Naming

One of the declaration examples when someone names himself or some other things. This utterance is usually used when someone is introducing himself/ herself. Another example is when someone is naming their own pet. Geralt usually introduces himself when he meets other characters for the first time. Sometimes he also introduces his horse's name.

Datum 148/ Dcl/ Naming

CONTEXT
a. Addreseer & addresee: Geralt and Tamara
b. Setting: in a house, Oxenfurt
c. Context of situation: the situation is tense. Geralt is there to find Tamara,   the daughter of the Red Baron.

Tamara   : "You're looking for me. And who might you be? My

                   father send you?"
Geralt   : "Yeah. To see if you're still alive. And well. **I'm Geralt of**

                   Rivia."

Tamara : "I'm quite alive and extraordinarily well, Geralt of Rivia. Better than I've ever been in this rotten life of mine. And now that you've seen me, I bid you farewell."

Geralt : "Wait…"

Discussion of the data :

Geralt is seeking for Tamara because the Red Baron is requesting him to find her. After he got the information he needed about Tamara, he is headed to Oxenfurt to find her. Geralt finally found Tamara who he has never met before. However, Tamara has already seen it coming that someone would be sent by her father to find her. Answering her question, Geralt states his reasoning by saying "yes, to see you if you're still alive. and well" then answers the other question with "I'm Geralt of Rivia". In conclusion, Geralt utterance is naming, by introducing himself.

4.2.5.2. Declaring

Declaring is when someone announces something clearly, firmly, and officially. Geralt uses this kind of utterance when he believes that he already did something he declared.

Datum 24/ Dcl/ Declaring

CONTEXT

a. Addreseer & addresee: Geralt and Ciri

b. Setting: Kaer Morhen castle

c. Context of situation: it is sunny and peaceful, Geralt and Ciri are racing to the training ground.

Geralt   : **"I win."**

Ciri   : "Your legs are longer! I'll show you yet -- just need to grow bit!"

Discussion of the Data

After Ciri got scolded, Geralt agrees to race with Ciri to where Vesemir is. The race is only a small competition between Geralt and Ciri knowing their close relationship. If Geralt wins, he will say "I win" mocking Ciri a little bit and being childish. This shows Geralt lowered his dignity when he is with Ciri at the time, when he is so fierce and intimidating with other people. Geralt's utterance in this dialogue is declaring

CHAPTER V

CONCLUSION

The Witcher 3: Wild Hunt as a game, has surpassed the fans expectation. The developer CDPR has successfully created a game based on the book series where the players can explore the fantasy world of *The Witcher 3: Wild Hunt* as Geralt of Rivia. The developer has also successfully executed the characters development which caused the players to be affected emotionally, especially Geralt of Rivia, as the main character.

Based on the findings, Geralt of Rivia uttered five types of illocutionary act in the game. They are representative, directive, commisive, expressive, and declaration.

The illocutionary act of representative is presented by Geralt dominantly. The sub types of representative appeared in Geralt's utterances are notifying, concluding, denying, and guessing. Notifying is the most dominant utterance which he used sixty four times. Then, the directive types found in Geralt utterance are commanding, requesting, advising. Commanding is used 52 times by him. Next, commisive types found are promising, threatening, and refusing. The most used commisive type is promising which he used 60 times. Next, the illocutionary act of expressive types found are thanking and apologizing. Geralt utters thanking 31 times. Lastly, declaration types found in Geralt utterances are naming and

declaring. Naming is the most uttered declaration type which Geralt used 32 times.

In conclusion, the repetitive sequences of the game determine how Geralt act with his utterances. The dialogue choices give the player a little bit of freedom to decide the fate of Geralt in the game. However, those options made by the game mostly consist of force to match Geralt's character as a witcher.

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