

DEIXIS IN CALL OF DUTY MODERN WARFARE CAMPAIGN

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ABSTRACT

This research is entitled “Deixis pada Call of Duty Modern Warfare Campaign”. The aims of this study are finding out type of deixis in military terms found in Call of Duty Modern Warfare Campaign game; finding out how reference affect deixis found in Call of Duty Modern Warfare Campaign game and finding out the nature of deictic reference found in Call of Duty Modern Warfare. The source of the data for this research is the conversational dialog found in Call of Duty Modern Warfare Campaign. Theory Levinson (1983) and theory Yule (1996) are applied to analyse deixis. Methods of data collection include the method of documentation, observe and record. Method of data analysis is qualitative methods. The methods of presenting the result of data analysis are formal and informal methods. The result of this research are types of deixis deixis persona; temporal deixis; place deixis; social deixis; discourse deixis and accompanied with the reference. The natures of deictic reference are anaphora and cataphora.

Keywords: *Deixis, Game, Campaign*

ABSTRAK

Penelitian ini berjudul “Deiksis pada *Call of Duty Modern Warfare Campaign*”. Tujuan dari penelitian ini meliputi mengetahui jenis - jenis deiksis di dalam konteks bahasa militer yang ditemukan pada game *Call of Duty Modern Warfare Campaign*; mengetahui acuan yang memengaruhi deiksis yang ditemukan pada game *Call of Duty Modern Warfare Campaign* dan; mengetahui sifat rujukan deiksis yang ditemukan pada game *Call of Duty Modern Warfare Campaign*. Sumber data dari penelitian ini adalah dialog percakapan yang terdapat di dalam game *Call of Duty Modern Warfare Campaign*. Teori Levinson (1983) dan teori Yule (1996) diterapkan untuk menganalisis deiksis. Metode pengumpulan data yang diterapkan adalah metode dokumentasi, simak dan catat. Metode analisis menerapkan metode kualitatif. Metode penyajian hasil analisis data menerapkan metode formal dan informal. Hasil penelitian ini menunjukkan bahwa jenis deiksis yang ditemukan meliputi, jenis deiksis, deiksis persona; deiksis waktu; deiksis tempat; deiksis sosial; deiksis wacana, dan diiringi dengan acuannya. Selanjutnya ditemukan sifat rujukan anafora dan; katafora.

Kata Kunci: *Deiksis, Game, Campaign*.

INTRODUCTION

Language has an important role in communication. Through language people can communicate to each other and express everything in their minds. Since English is the international language, English plays an important role in the world. It is used by many people around the world in all aspect of their life either spoken or written. As social being every person need to communicate at each other. In communication there are two type to giving some information there are direct and indirect. Every communication that we use in our daily life contain deixis. Deixis can be found through movie, novel, stories and even on game. Deixis used for identifying the meaning of a word. According to Levinson (1983) there are three types of deixis, there are person deixis, spatial deixis, temporal deixis. According to Yule (1996) there are additional types of deixis, there are social deixis, and discourse deixis.

Deixis always refers to information, for example person deixis it refers to person, spatial deixis refers to places, temporal deixis refers to the time of information when it taken, social deixis refers to social status between speaker and listener, discourse deixis refers to information. Reference of Deixis can be found in same sentence as deixis, previous sentence from deixis, or further sentence from deixis. According to Yule (2006) there are two natures of deictic reference, there are anaphora, and cataphora.

Game has various kind of gameplay it has Single player/Campaign/Story mode gameplay and multiplayer gameplay. Game has not only one genre it has many genres such as action, horror, thriller, and many more. Story mode is version of a computer game in which the player controls a character in a story (dictionary Cambridge.org) therefore there will be conversation between not playable character or NPC and player this will help the researcher to acquire the data.

In this study, the part that use deixis is the classification of deixis in Call of Duty Modern Warfare Campaign as well as analyses the nature of deictic reference.

There are similar studies related with deixis that had been conducted by several other researches who are namely, Silvia (2016), Icha (2022), Amelia (2018), Iin Indah Palupi (2019), Dea Isgoentiar (2012). The difference of the previous studies and the current study lies in the data source in which specifically, the data of the current study were taken from Call of Duty Modern Warfare Campaign. Therefore, in order to achieve deeper understanding regarding to the situation where military terms are little different from general and also to avoid misunderstanding, further analysis regarding to deixis is conducted with Call of Duty Modern Warfare Campaign chosen as the data source.

METHOD

The data was taken from Call of Duty Modern Warfare Campaign. Call of Duty Modern Warfare Campaign is used as the data source because the game provides much deixis especially in military term that support as the data source of this study. Aside of winning best audio design award the game also has interesting story based in modern era, since it has intense situation on the warzone, the phenomenon of deixis could occur in the dialogue of the characters. The data were collected by using theory from Berelson (1952) which is documentation method. After the data collected, the data were analysed by using qualitative methods and presented descriptively based on the theory proposed by Levinson (1983) and Yule (1996) for the types of deixis. For the nature of deictic reference, the theory used propose by Yule (1996). Finally, the data regarding to deixis that have been obtained from the game are presented by using both, formal and informal method.

RESULT AND DISCUSSION

RESULT

After analysing the data, there are 343 data of deixis found in “Call of Duty Modern Warfare Campaign”. The type of deixis is classified based on the theory by Levinson (1983) and Yule (1996) such as persona deixis, temporal deixis, place deixis, social deixis, and discourse deixis. The finding could be seen in the following table below.

No.	Types of deixis	Occurrence	Percentage
1.	Persona deixis	220	64.14%
2.	Temporal deixis	20	5.83%
3.	Spatial deixis	68	19.82%
4.	Social deixis	27	7.87%
5.	Discourse deixis	8	2.33%
Total Data		343	100%

The table shows that the types of deixis in “Call of Duty Modern Warfare Campaign”. The amount of deixis found was 343 data. The highest type of deixis was the persona deixis with 220 data or 64.14% and the second one was spatial deixis with 68 data or 19.82%. the

third was social deixis with 27 data or 7.87%. the fourth was temporal deixis with 20 data or 5.83% and the least was discourse deixis with 8 data or 2.33%

DISCUSSION

Persona Deixis

According to Yule (1996) deixis is forms used to point to people. The form of persona deixis are I, me, my referred to first person persona deixis. You referred second persona deixis persona. Lastly, they and them referred to third person persona deixis.

Data 1

Farah : Alex, this is my brother and lieutenant. Hadir

Hadir : **You** are CIA?

Based on the data, the speaker using pronoun you. It means that the speaker referred to second person or the listener. The context based on the data is when Alex was introduced by Farah to Hadir. Then Hadir asks Alex what organization that Alex in to. Therefore, pronoun you are referring to character Alex. Pronoun you are referring to previous information. Therefore, the nature of deictic reference of pronoun you, is anaphora.

Data 2

Farah : What is your message from Captain Price?

Alex : Commander Karim. Call **me** Alex

The data shows there is first person of deixis persona. Based on the data the speaker using pronoun me. Therefore, this is classified as persona deixis. From the dialog says that the speaker using pronoun me as introducing himself. Therefore, pronoun you is referring to Alex or himself. The nature of deictic reference of pronoun you is cataphora. Due to Alex is introducing himself to Commander Karim.

Temporal Deixis

According to Levinson (1983) temporal deixis is the use of language to encode temporal points and spans relative to the time at which the utterance was spoken (or a written message inscribed). This means that words and phrases like "now," "then," "this week," "this afternoon," "yesterday," "today," and "tomorrow" take on their meaning based on the shared context of the speaker and listener.

Data 1

Russian Solider: **Two days ago**, our men were ambushed by terrorist. I lost soldier. Good soldier

Based on the data. The data shows temporal deixis. It can be seen from the dialogue that Russian Solider use adverb of time “Two days ago”. Russian Solider use it to tell when the event happens. The adverb of time that use by the Russian Solider is referred to event happens to him, which is “our men were ambushed by terrorist.”. Since the event happened in the past time. The nature of deictic of the data is anaphora.

Data 2

Farah : Rest up. **Tomorrow** is a big day

The data shows that the speaker using temporal deixis. It can be seen from the dialogue the speaker using “Tomorrow”. Therefore, the speaker mentions the time when the event happens. The adverb “Tomorrow” refers to “big day”. From the context of the data “big day” mean huge operation. Based on the data the event happens in the future. Therefore, the nature of deictic reference on the data above is cataphora.

Spatial Deixis

According to Yule (1996) spatial deixis is forms used to point to location. The form of spatial deixis are here and there. Here used by speaker to tell the listener that the speaker are at the intended location. There used by speaker when the speaker and listener are not in the intended location.

Data 1

Hadir : There's a hatch on the roof. Alex-help me up

Hadir : **Up here**. Alex. Jump

Based on the data the speaker uses adjective location "up here". The adjective is used to refer to a location that is close to the speaker when the conversation is taking place. In the conversation spoken by Hadir, the adverb of place "up here" refers to the word "hatch on the roof". Adjective "up here" refers to the location of the hatch, which has been mentioned in the previous dialog. Therefore, the nature of deictic reference of the data is anaphora.

Data 2

Farah : Through **here**. Up the ladder

The Data shows that the dialogue using spatial deixis. The speaker using adjective location "here" to tell listener to go to the intended location. Adjective location "here" referred to "up the ladder". Since "here" is refers to later dialogue the nature of deictic reference of the data is cataphora.

Social Deixis

According to Yule (1996) social deixis is the use of language to encode social relationships between speakers and hearers. This includes the use of pronouns, honorifics, titles, and other forms of address that are used to express politeness, formality, or familiarity.

Data 1

Price : You saved life today. Sergeant

Kyle : It shouldn't have happened in the first place, **sir**.

Based on the data, from the dialog the speaker uses social deixis. the speaker uses the word "sir" to express deference to the addressee. The addressee has a higher social status. "sir" is referred to character Captain Price. the rank of Price is mentioned in the previous dialog. Price introduced himself to Kyle as Captain. Because it refers to previous dialog the nature of deictic reference of the data is anaphora.

Data 2

Hadir : Quickly, Cousins!

Militia Fighter 1: Yes, **Lieutenant!**

The Data shows that the speaker using terms of rank instead of name which mean the speaker has lower rank than the listener. Pronoun "lieutenant" is referred to Hadir who has higher rank than everyone in the area. From the game there is dialogue that mentioned what rank Hadir is. That dialogue when Farah introduced who Hadir is "Alex, this is my brother and lieutenant. Hadir". Since is referred to previous dialog. The nature of deictic of the data is anaphora.

Discourse Deixis

According to Levinson (1983) discourse deixis is "the encoding of reference to portions of the unfolding discourse representation and building it into a discourse entity which may subsequently be retrieved via an anaphor, such as following, bellow, that is." He

emphasizes the role of discourse deixis in creating coherence and allowing readers or listeners to track the development of ideas within a text.

Data 1

Tariq : Russians are just outside. If they see your weapon, they will shoot.
Farah : **That** happens, our plan fails before it starts.

Based on the data, the speaker use pronoun “that”. Pronoun “that” is used to refer some information. “that” is referred to “If they see your weapon, they will shoot”. as “that” referred mentioned previous dialogue. The nature of deictic reference of the data is anaphora.

Data 2

Laswell : Alex and Farah will hold orbit for secondary clearance, while Bravo Six leads the assault force to locate the chemical agents, retrieve Hadir and kill The Wolf
Price : Roger,1... NOD’s down **boys**. We’re on

The data above was collected using the word "boys." The word "boys" is used to refer to a group of males that are the specific group. The utterance "boys" is referring to the "assault force" or Price's subordinates. The word "boys" is an anaphoric reference to the "assault force" that is mentioned in the previous dialog.

CONCLUSION

From the data analysis conducted to analyze the types, reference, and nature of deictic reference of deixis in the Call of Duty Modern Warfare Campaign game. From the analysis that can be conclude here.

1. There are five types of deixis are found in conversations in the Call of Duty Modern Warfare Campaign game: person deixis, temporal deixis, place deixis, social deixis, and discourse deixis. Of these five types, person deixis is the most common, as speakers often use subject pronouns to make information more accessible to the intended character.
2. the reference of deixis that refers to the types of deixis is influenced by three factors. The first factor is the dialogue that contains the deixis. The second factor is the dialogue that precedes the deixis. The third factor is the dialogue that follows the deixis Therefore, the reference that is contained in the deixis does not only refer to one factor.
3. Two types of nature of deictic reference accompany person deixis, temporal deixis, place deixis, social deixis, and discourse deixis pronouns: anaphora and cataphora. Anaphoric reference refers to information that has already been mentioned, while cataphoric reference refers to information that will be mentioned later. Anaphora is the most common reference property in Call of Duty Modern Warfare Campaign conversations because information is often presented or known before using a pronoun.

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