



## Style in Delivering Directive Illocutionary Act in *Mission: Impossible-Dead Reckoning Part 1* Movie

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### Abstract

The aim of this study is to identify and describe the types of directive illocutionary acts present in the movie *Mission: Impossible - Dead Reckoning Part 1* and the styles used to deliver these acts through the characters' utterances. Data were gathered by watching the movie multiple times, keeping track of any statements that seemed to imply directing acts, cross-referencing with the transcript, and categorizing the statements that contained directive illocutionary acts. This study found and identified three types of directives; commands, requests, and suggestions based on Kreidler (1998) theory. These types were further categorized into various styles, such as direct and indirect speech, and into sentence types (declarative, interrogative, and imperative) according to Yule's (1996) theory. The analysis was conducted using a qualitative method, with 40 instances of data collected. The most frequent type was command (26 data), followed by suggestion (8 data), and request (6 data). The most common style observed was direct imperative (24 data), followed by direct declarative (7 data), and indirect interrogative (3 data).

**Keywords:** *directive illocutionary acts, style, movie*

### Abstrak

Tujuan dari penelitian ini adalah untuk mengidentifikasi dan mendeskripsikan jenis-jenis tindak ilokusi direktif yang ada dalam film *Mission: Impossible - Dead Reckoning Part 1* dan gaya yang digunakan untuk menyampaikan tindak tersebut melalui ujaran para tokoh. Data dikumpulkan dengan menonton film beberapa kali, mencatat pernyataan apa pun yang tampaknya menyiratkan tindak pengarahan, merujuk silang dengan transkrip, dan mengkategorikan pernyataan yang mengandung tindak ilokusi direktif. Penelitian ini menemukan dan mengidentifikasi tiga jenis direktif; perintah, permintaan, dan saran berdasarkan teori Kreidler (1998). Jenis-jenis ini selanjutnya dikategorikan ke dalam berbagai gaya, seperti tuturan langsung dan tidak langsung, dan ke dalam jenis kalimat (deklaratif, interogatif, dan imperatif) menurut teori Yule (1996). Analisis dilakukan dengan menggunakan metode kualitatif, dengan 40 contoh data yang dikumpulkan. Jenis yang paling sering adalah perintah (26 data), diikuti oleh saran (8 data), dan permintaan (6 data). Gaya yang paling umum diamati adalah imperatif langsung (24 data), diikuti oleh deklaratif langsung (7 data), dan interogatif tidak langsung (3 data).

**Kata kunci:** *tindak ilokusi direktif, gaya, film*

## Introduction

According to Yule (1996: 3) Pragmatics studies how words are used in conversation to convey their underlying meaning. In human life, communication has always been a necessity. Language plays a crucial role in communication, allowing individuals to convey and express their emotions, thoughts, and idea (Marzuki, 2016; Marzuki, 2019). Language is a system of human communication made up of organized sounds, which are represented in writing and combined into larger units like morphemes, words, sentences, and expressions. Language is a tool for communication that enables the expression of emotions through words, sounds, and gestures.

The illocutionary act plays a role in influencing listeners or an audience to take actions as part of their contribution to the conversation. According to Austin (1962), an illocutionary act involves performing an action through speech. Yule (1996:49) also explained that an illocutionary act is the speaker's method of conveying meaning in a conversation to elicit a response in the form of actions or performances from the listeners or audience. Additionally, the illocutionary act pertains to the speaker's intended meaning, while the perlocutionary act refers to the effect that the utterance has (see John et al., 2019; Asher & Lascarides, 2001; Ahmed et al., 2022; Holmes, 1984).

Directive illocutionary speech acts are used to instruct the listener to perform an action, which reflects the speaker's intent or purpose (Jucker & Taavitsainen, 2008; Kroeger, 2018; Leech, 2014; Searle, 2011). Kreidler (1998:189) described directives as situations where the speaker tries to make the listener perform or refrain from certain actions through an utterance. Similarly, Searle (1979:13) noted that directives are one of the five types of illocutionary acts, with the aim of compelling someone to act. According to Kreidler's (1998:189) theory, directives could be categorized into three types: suggestion, command, and request. The main topic of this research is the analysis of these three types of directive speech acts. In Kreidler's classification, the first type, command, involves giving instructions, often by someone in authority during the communication process. The second type, request, reflects the speaker's desire for the hearer to act, but the speaker does not control the hearer's actions. The third type, suggestion, is an act in which the speaker offers advice or an opinion about what the hearer should or should not do.

Direct and indirect speech acts are two types of speech activities. Direct speech actions happen when the utterance's structure and intended function clearly coincide, but indirect speech acts happen when the structure and intended function are not directly aligned. Declarative, imperative, and interrogative are the three types of direct and indirect speech acts (Yule, 1996:55). Yule also lists the three primary purposes of these speaking acts, which are to make declarations, pose queries, and issue directives. The example of an imperative sentence is "Open the door!", the sentence shows a clear request and the listener knows what they mean without having to decipher any hidden meaning.

A movie served as the study's source of data. An array of moving pictures that often appear on a screen to illustrate events and convey emotions is called a movie, or motion picture (Encyclopedia Britannica, 2020). A movie represents a sequence of stories presented through visual performances. In films, characters often express their emotions and thoughts, providing numerous examples of speech acts, especially directive speech acts. Movies are typically categorized into genres like action, comedy, horror, romance, and mystery. For this analysis, the movie *Mission: Impossible - Dead Reckoning Part 1* was selected as the data source. The researcher chose this movie because it is a spy action movie, which is expected to include many directive speech acts. The study also examines the style in which characters deliver their lines, exploring whether orders are given directly or indirectly, and whether commands are issued using exclamations, question marks, or periods at the end of the utterances.

Directive speech acts have been the subject of numerous research. A few noteworthy instances are as follows: Firstly, the study that was written by Rahayuni et al. (2022) used the theory of Kreidler (1998), which focused on examined and categorized command, request, and suggestions as three directive illocutionary act types in a movie called *Venom: Let There Be Carnage*. Secondly, the study that was conducted by Febriola et al. (2022) used the theory proposed by Searle (1979). The purpose of this study is to identify the different kinds of directed acts and their purposes in the American Disney film named *Cruella*. A study conducted by Syafryadin et al. (2022) used the theory from Yule (1996). The outcome demonstrates that a variety of speech patterns are present in-home conversations between students and parents. Due to parental requests that the pupil's complete homework at home, the directive speech act type is the most common. The study that was undertaken by Mubarok et al. (2021) used Searle's speech acts theory, the results unveils that the most dominant type used is advising and there are three kinds of directive speech acts utilized in the school slogans; advising, commanding, requesting. A similar study has been conducted by Atika & Mayrita (2024), the results of this study shows that there are six types of directive speech acts in the speeches of 'Baso Palembang Sari-Sari', namely prohibitions, requests, orders, advice, criticisms, and invitations. Lastly, a study that was carried out by Nisa and Abduh (2022) focuses on analyzing the types of directive speech acts used by teachers and outlining the strategies employed by both teachers and students during the learning process. The most frequently used form is the question directive while the six forms of directive speech acts found used by teachers and students are request directive, question directive, command directive, permit directive and advice directive.

Meanwhile, this latest study used the theory from Kreidler (1998) and Yule (1996) which focused on exploring and analyzing the three types of directive illocutionary acts found, namely command, request, and suggestion. In addition, it is also discussed about the styles in delivering the directive illocutionary act delivered by the characters in the movie. The styles are direct speech, indirect speech, and three types of sentences such as declarative, imperative, and interrogative.

## Method

The researcher used a descriptive qualitative approach in this study to look at many kinds of directive illocutionary acts that are present in the film and the ways that the characters deliver these utterances. Creswell (1988) defined qualitative research as following a certain methodological framework while methodically examining social or human subjects. The *Mission: Impossible - Dead Reckoning Part 1* script provided the study's data, which were character utterances that included directive illocutionary behaviors. The researcher found the movie text on *scrapsfromtheloft.com*. According to Ary et al. (2010), content analysis is a technique that involves examining textual or visual materials in order to pinpoint the features of the content. The researcher employed content analysis to gather data, which required watching the movie multiple times, highlighting any statements that included directive acts, and cross-referencing those notes with the transcript. The categories of directive illocutionary acts; commands, requests, and suggestions were then applied to the utterances (Krisppendorff, 2004; Titscher et al., 2000). Using Yule's (1996) theory, they were further divided into categories based on style (direct or indirect speech) and sentence type (imperative, declarative, and interrogative). Both formal and informal methods were used to display the results after a qualitative analysis.

## Result and Discussion

After collecting the data, this study found the different styles in delivering directive illocutionary act contained in the selected movie entitled *Mission: Impossible - Dead Reckoning Part 1*. The results of this study were formulated in the table below.

Table 1 The Types and Styles of Directives Illocutionary Act Found in The Movie

No	Types	Style in Delivering	Frequency	Percentage
1.	Suggest	Indirect Declarative	1	2,5 %
		Direct Imperative	1	2,5 %
		Indirect Imperative	1	2,5 %
		Direct Interrogative	1	2,5 %
		Direct Declarative	4	10 %
2.	Command	Direct Imperative	22	55 %
		Indirect Imperative	1	2,5 %
		Direct Declarative	3	7,5 %
3.	Request	Direct Interrogative	1	2,5 %
		Direct Declarative	1	2,5 %
		Direct Imperative	1	2,5 %
		Indirect Interrogative	3	7,5 %
Total		6	40	100%

Based on the table 1 about the analysis and classification of *Mission: Impossible - Dead Reckoning Part 1*, the researcher found three types of directive illocutionary acts: suggestion, command, and request. Regarding the styles used to deliver these acts, six types were found, including indirect declarative, direct imperative, indirect imperative, direct interrogative, and direct declarative. In total, 40 data of directive illocutionary acts and their delivery styles were observed from the characters' utterances in the movie. The most common directive illocutionary act was "command," with 26 occurrences, and the most frequent style was "direct imperative" with 22 instances. "Suggestion" was the second most frequent type, appearing 8 times, with "direct declarative" being the dominant style. Lastly, "request" occurred 6 times, with "indirect interrogative" being the most common style. The researchers provided further discussion of the types and styles of directive illocutionary acts found in the movie.

### A. Suggest

The first type of a directive illocutionary act found is “suggest.” Kreidler (1998) defined that suggest refers to when the speaker provides their opinion or advice to the listener about what they should or should not do. Below, the researcher analyzed 4 styles, specifically indirect declarative, direct imperative, indirect imperative, and direct interrogative.

#### Datum 1

- Ethan Hunt : “You need to ask me the security question first.”
- Anonymous Guy : “Oh, yeah. Sorry. Uh...What is the oath?”
- Ethan Hunt : “We live and die in the shadows for those we hold close and for those we never meet.”
- Ethan Hunt : **“You can put it on the table”**

(Mission: Impossible - Dead Reckoning Part 1 08:12-08:40)

(Scrapsfromtheloft.com)

Datum 1 showed the type of request in a directive illocutionary act. It can be proven from the phrase spoken by Ethan Hunt, “You can put it on the table” Through this speech, it contained a suggestion for the anonymous guy because when he wanted to put the bag he was carrying, Ethan Hunt gave a suggestion or recommendation to just put it on the table. The dialogue happened in an empty building in Amsterdam, when an anonymous man came carrying a bag containing a secret mission to be handed over to Ethan Hunt. However, before the anonymous man could give the bag to Ethan Hunt and left from there, he had to answer some questions in the form of secret codes.

Datum 1 also demonstrated an indirect declarative sentence's structure. The statement "You can put it on the table" is an example of an indirect speech act since the speaker was insinuating or discreetly recommending what the recipient should do, rather than merely providing information about the recipient's capabilities. Unlike direct speech acts, such "Put it on the table," which would be an example of an indirect

speech act, indirect speech acts frequently rely on politeness and context. The sentence "You can put it on the table" is then categorized as a declarative one. Declarative sentences are employed to present facts or make claims. In this instance, the sentence gives information regarding the choice or possibility of setting something down on the table.

## **Datum 2**

Ethan Hunt : "Just take your foot off the accelerator."

Grace : "We're on fire! No, no, no."

Ethan Hunt : "It's the tires. **Just try to go straight.**"

Grace : "Hang on. Why is it spinning?"

*[engine sputters]*

Ethan Hunt : "Good, good, good!"

Grace : "I've got it, I've got it, I've got it."

(Mission: Impossible - Dead Reckoning Part 1 01:06:18 -01:06:21)

(Scrapsfromtheloft.com)

The utterance "Just try to go straight" uttered by Ethan Hunt is classified as a suggestion in the directive illocutionary act. The use of the word "try" softens the statement, implying that the listener has the option to follow the advice rather than being compelled to do so. It is not as forceful as a command and it offers a gentle recommendation or piece of advice. The scene happened in the middle of the road in Italy, when Ethan Hunt and Grace were driving a yellow fiat car trying to escape from the enemy's pursuit. When falling from the stairs, the steering wheel that was originally on Ethan moved to Grace. Grace was not good at driving a car, she panicked and just stepped on the accelerator so that the car spun out of control until it smoked. Then, Ethan Hunt gave advice to keep moving forward and finally Grace was able to stabilize the car.

The dialogue also classified with the style of direct imperative sentence. The statement is a direct speech act because it clearly conveys an instruction or suggestion. The speaker is explicitly telling the listener to attempt to go straight. The intent is straightforward, without any hidden meanings or implications. The phrase "Just try to go straight" is classified as an imperative sentence. Imperative sentences often have an implied subject (usually "you"), making them direct and actionable. The speaker in this instance is advising the listener to try to go straight. Even though it uses the word "try," which softens the tone, it still functions as a form of guidance or direction, typical of imperative sentences.

**Datum 3**

Benji Dunn : “So, assuming we get the complete key at the party tonight, we still don’t know what it unlocks. **So we need to find somebody who does.**”

Luther Stickell : “The question is where to start looking.”

Benji Dunn : “We figured that the bomb didn’t just walk into the airport by itself. Right? Somebody put it there. Somebody working for the Entity.”

(Mission: Impossible - Dead Reckoning Part 1 01:11:51 - 01:12:06)

(Scrapsfromtheloft.com)

The utterance in the datum above is classified as a directive illocutionary act in the form of suggestion. It could be indicated that the speaker is proposing a course of action (finding someone) rather than issuing a direct command or making a formal request. It indicates a need or desire to take action but does so in a way that invites agreement or collaboration. The use of "we need" suggests a collective effort, reinforcing the idea that it is a suggestion. The conversation above happened in an empty building, where Ethan Hunt, Benji, Luther, and Ilsa Faust discussed a plan to get half of the key in the shape of a cross carried by Grace and will meet Alana Mitsopolis in Ducale at midnight.

The indirect imperative sentence structure is also used in the conversation above. It is an indirect speaking act to say, "So we need to find someone who does it." Despite the fact that the sentence appears to just be expressing a desire, the true aim usually implies or suggests doing something (like locating someone). Considering that the listener is expected to infer or understand from the implicit instructions, it is preferable to employ an implied instruction rather than a direct speech act like "Let's locate someone" or "We have to find someone." Declarative sentences like this one are categorized. In this instance, the statement is expressing a need or requirement and outlining what "we" must accomplish. Declarative sentences give instructions and this sentence does not.

**Datum 4**

Grace : “Don’t!”

Zola : “You don’t.”

Zola : “She doesn’t have it.

Alana : “Where is it?”

Grace : “It’s in the last place you would ever think to look.”

Alanna : “**Why don’t we go upstairs and have a drink?**”

(Mission: Impossible - Dead Reckoning Part 1 01:22:18 - 01:22:54)

(Scrapsfromtheloft.com)

Alanna's utterance was categorized as a request in the types of directive illocutionary acts. In this case, the speaker is offering an idea or proposal for action, phrased as a question. It gently suggests a course of action that both the speaker and listener could take. The conversation above happened in a night club, here Grace wanted to meet Alana but somehow felt Alana's evil intentions, when Zola (Alana's servant) wanted to take the key from Grace. Grace tricked him by putting the key in Zola's coat until finally Alanna invited them upstairs to sit and talk instead.

The direct interrogative sentence structure is seen by the statement "Why don't we go upstairs and take a drink?" As it presents the speaker's exact words without editing, it is an example of direct speaking. It might be rephrased as, "The speaker recommended going upstairs for a drink," if it were relayed in an indirect manner. Despite the fact that it also suggests a proposal, the sentence is nonetheless categorized as interrogative since it asks a question and looks for an answer.

## **B. Command**

The second type of directive illocutionary act found in the movie is "Command" According to Kreidler (1998), a command is a directive intended to give instructions to others. In this discussion, the researcher observed 3 direct imperative and 1 direct declarative. Below is a detailed data of "command" that has been analyzed.

### **Datum 5**

Ethan Hunt : "Where is the train?"

Benji Dunn : "You're going on the right way, but **you definitely need to go faster**"

Ethan Hunt : "I'm going as fast as I can"

(Mission: Impossible - Dead Reckoning Part 1 02:02:23 – 02:02:28)

(Scrapsfromtheloft.com)

Based on the utterance above said by Benji Dunn, in quote "You definitely need to go faster" belongs to the type of command in directive illocutionary act. The reason behind that is because it instructs the listener to take action or to go faster and expresses a strong expectation for that action to be fulfilled by the hearer (Ethan Hunt). The conversation happened between Ethan Hunt and Benji Dunn when Ethan was riding a motorcycle to chase the ongoing train directed by Benji.

It is evident that the speaker employed a straight imperative sentence delivery style while making the statement. As Benji Dunn, the speaker, states explicitly what Ethan Hunt, the listener, is supposed to do, leaving no room for interpretation or



nuance. This is the first indication of a direct speaking act. This sentence belongs in the declarative sentence category based on the word order in the sentence. "You (Subject) + Definitely (adverb) + Need (Verb) + To Go (infinitive verb) + Faster (adverb)" is the sentence's structure.

#### **Datum 6**

- Jasper's team : “That’s him, right in front of you”
- Jasper's team : “Okay, okay. Hey, sorry. Thought you were somebody else.”
- Jasper Briggs : “Hunt’s jerking our chain. Everybody! Two-man teams, spread out.”
- Luther Stickell : “Ethan, our American friends are getting wise. They’re breaking up and canvassing the airport. **Keep your eyes peeled**”

(Mission: Impossible - Dead Reckoning Part 1 39:09- 39:15)

(Scrapsfromtheloft.com)

In the utterance “Keep your eyes peeled” said by Luther Stickell, it can be categorized as type of command directive illocutionary act. One of the factors that influences it is because it contains "No polite modifiers" meaning that commands often lack softening language like "please" or "could you," making them sound more forceful. In this case, the absence of such polite language makes it a straightforward directive. In this conversation, Jasper and his team are trying to catch Ethan Hunt but they fail because Ethan Hunt's identity has been protected by his friend Luther Stickell through a sophisticated computer system. Therefore, Jasper told his team to split up and on the other hand Luther also told Ethan to be more careful.

The statement is additionally classified as a direct imperative sentence. Since the speaker's aim is aligned with the actual meaning of the words, it can be determined that this is a direct speaking act. Here, the speaker is asking someone to pay close attention or to stay vigilant. There's no need to guess about the meaning of this order because it's clear. The statement is imperative because, in English, imperative phrases frequently begin with the base form of a verb, such as "keep," and leave out the subject, suggesting that the listener is the intended audience for the command.

#### **Datum 7**

- Anonymous Guy : “Food Delivery! Hello?”
- Ethan Hunt : “**Designator**. Easy. Easy. **Designator**.”
- Anonymous Guy : “India-Zulu-254”
- Ethan Hunt : “Bravo-Echo-11”

(Mission: Impossible - Dead Reckoning Part 1 07:30-08:08)

(Scrapsfromtheloft.com)

Based on the utterance above, the word “Designator” belongs to the type of command in directive illocutionary act for the reason that Ethan Hunt is using "designator" to instruct or indicate that the term should be acknowledged or used in the communication context. It serves as a directive in the conversation. The context of this scene is that an anonymous guy just walked into an abandoned building to meet Ethan Hunt. There, he was asked a coded question by Ethan Hunt to confirm his identity.

The word "Designator" in the previous phrase belongs to the direct imperative category. This is a direct speaking act because Ethan Hunt is directly communicating information or instructions by using a specific term (designator). There are no hidden meanings; it is a clear and simple meaning. Despite not being written in a conventional command structure, the sentence serves as a directive in this context, signifying an order or instruction relevant to the circumstance. For this reason, it is an imperative. It suggests that the speaker is indicating a particular action or recognition.

#### **Datum 8**

- Anonymous Guy : “Food Delivery! Hello?”
- Ethan Hunt : “Designator. Easy. Easy. Designator.”
- Anonymous Guy : “India-Zulu-254”
- Ethan Hunt : “Bravo-Echo-11”
- Ethan Hunt : “No, not yet. **You need to ask me the security question first.**”

(Mission: Impossible - Dead Reckoning Part 1 07:30-08:40)

(Scrapsfromtheloft.com)

The sentence "You need to ask me the security question first" above functions as a directive illocutionary act since it gives listener instructions to carry out a particular task (asking the security question) and suggests that this task is required in order to go forward. In this instance, it was evident that Ethan Hunt asked the anonymous person to ask him questions in secret code once the latter was able to appropriately respond to his initial query.

For the reasons listed below, the speech is categorized as having a direct declarative style. It was determined to be a direct speaking act since the speaker expresses the necessary points in a straightforward manner without implying anything. It is simple to understand and aims to give a directive or instruction. Because it clearly states a demand and makes a statement about what the listener should do, the sentence is declarative.

### C. Request

The third type of directive illocutionary act found from the movie is “request” According to Kreidler (1998), The request is made to inform the listener about actions to take or avoid. In this study, the research er found 4 different styles, such as indirect interrogative, direct declarative, indirect interrogative, and direct interrogative. Below is the further explanation.

#### Datum 9

Luther Stickell : “Sorry to bother you, Ethan. **Would you happen to know what’s always approaching but never arrives?**”

Ethan Hunt : “What is always approaching but never arrives?”

Grace : "Tomorrow.”

(Mission: Impossible - Dead Reckoning Part 1 42:59-43:10)

(Scrapsfromtheloft.com)

Luther Stickell's statement, "Would it happen to you to know what is continually approaching but never arrives?" is seen as a directed illocutionary act since it asks the listener for information or a response, presumably inquiring as to whether they are aware of the answer to the riddle. This clip revealed that Benji Dunn was struggling to solve the explosive riddle he was working on. Luther Stickell then posed this question to Ethan Hunt, who was successful in answering it with Grace's help.

The statement falls within the category of an indirect interrogative sentence. Since the speaker is enquiring as to whether the listener knows the answer to the riddle rather than asking directly, it can be stated that this speech act is indirect. The main goal is not to give a straight order or request, but to elicit information in a more kind or subtle way. The structure of the sentence and the use of "would you happen to know" show that the utterance is interrogative because it poses a question and requests information.

#### Datum 10

Ethan Hunt : “Grace! Grace! Grace!

Ethan Hunt : “Luther, Benji, if you hear me, **I need eyes**. Grace is leaving the Ducale on foot. She has the key.

Luther Stickell : “We’re here. Go.”

Ethan Hunt : “Need to find her. Where is she?”

(Mission: Impossible - Dead Reckoning Part 1 01:32:12 – 01:32:18)

(Scrapsfromtheloft.com)

According to the utterance stated by Ethan Hunt, “I need eyes” belongs to the type of request of directive illocutionary act in view of the fact that it expresses a need or desire for something, inviting a response or action from the listener, even though it is not phrased as a direct question. It implies that the speaker (Ethan Hunt) is asking for help or assistance regarding her location. This conversation took place when Ethan Hunt was chasing Grace because she was carrying half of an important key. Ethan Hunt was suddenly stopped by two men, so he lost track of Grace. Then, he called Luther and Benji to help him find Grace's current location.

The utterance can also be categorized with the style of a direct declarative sentence, specifically, it is called as a direct speech act because the speaker clearly states their need without any implied meaning or nuance. The intention is straightforward, asking for something in a direct manner. It was a declarative sentence because it makes a statement or expresses an idea, asserting a need in a straightforward manner.

### **Datum 11**

Alanna : “Zola, **would you mind waiting for me in the bar?**”

Zola : “[clears throat]”

(Mission: Impossible - Dead Reckoning Part 1 01:59:40 – 01:59:45)

(Scrapsfromtheloft.com)

Based on the utterance above said by Alanna, “Would you mind waiting for me in the bar?” belongs to the type of request of directive illocutionary act because it politely asks Zola to do something, specifically to wait her in the bar. The phrasing indicates a desire for cooperation rather than a direct command. In here, the situation is about Alanna wants to talk to Eugene Kittridge privately about something confidential. Therefore, she suggests Zola (her servant) to leave them both in the train carriage.

The utterance uses the style of indirect interrogative sentence. It is included in the indirect speech act owing to the fact that while the speaker is asking Zola to wait, the phrasing is polite and suggests a request rather than directly commanding or asking. It implies a request for Zola's cooperation without explicitly stating it as such. It is categorized as an interrogative sentence because although it functions as a request, the structure is that of a question, asking for Zola's consent or willingness to wait.

### **Datum 12**

Ethan Hunt : “You need to ask me the security question first.”

Anonymous Guy : “Oh, yeah. Sorry. Uh... **What is the oath?**”

Ethan Hunt : “We live and die in the shadows for those we hold close and for those we never meet.”

(Mission: Impossible - Dead Reckoning Part 1 07:30-08:40)

(Scrapsfromtheloft.com)

“What is the oath?” The utterance uttered by the anonymous guy belongs to the type of request in directive illocutionary act for the reason that the speaker seeks information about the oath, inviting an explanation or an answer from the listener. It is asking for clarification rather than directing someone to do something.

The sentence used in the aforementioned utterance is classified as a direct interrogative sentence because it is clearly and unambiguously intended to elicit information about the oath. It is classified as an interrogative sentence because its structure and wording indicate that it asks a question and seeks information.

## Conclusion

This study focuses on the types and styles of delivering directive illocutionary acts in the movie Mission: Impossible - Dead Reckoning Part 1. Three categories of directive speech acts are identified in *Introducing English Semantics* by Kreidler (1998:189) were identified: command, request, and suggestion. The findings revealed that "command" was the most frequently used type, with "Direct Imperative" being the dominant style. After analyzing the characters' utterances, the researchers drew several conclusions. First, a sentence that appears to be a command does not always function as one. Additionally, imperative sentences do not always end with an exclamation mark; they may conclude with a period or question mark, depending on the context. The results showed that direct imperatives were most common, which aligns with the nature of the movie as a fast-paced spy action film with straightforward dialogue. Furthermore, sentences that seem clear are not always examples of direct speech they can also be indirect depending on the level of politeness. If the speaker's intent does not require immediate action, the sentence may be considered indirect speech, and vice versa. Therefore, the way in which the speaker delivers the utterance is key to its interpretation.

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