Behind the Script: Analyzing Figurative Language in "Free Guy"

Kadek Erlangga Kesha Wiguna[1], Ni Wayan Suastini[2]
English Study Program, Faculty of Foreign Languages, Mahasaraswati University Denpasar,
Jl. Kamboja No. 11A Denpasar -Bali 80233
Correspondence Email : keshawiguna12@gmail.com

Abstract
This study underscores the importance of figurative language in film, particularly within a digitally-driven narrative like "Free Guy." It provides valuable insights into how linguistic creativity supports storytelling in contemporary cinema, enriching both the viewers' experience and the overall impact of the film. Using Barthes' theory of semiotics, which examines how meaning is constructed through signs and symbols, the study reveals that figurative language functions as a crucial signifying system in "Free Guy." Leech's theory of figurative language, which categorizes different types of figurative expressions, provides a framework for analyzing their specific functions in the film. This study identifies how metaphors, similes, hyperboles, personifications, and metonyms collectively enhance the storytelling process. The results of the study indicate that metaphor is the most dominant form of figurative language in "Free Guy," highlighting its significance in enhancing the narrative and thematic depth of the film. Similes and hyperboles also play crucial roles, particularly in character development and conveying humour. The presence of these figurative elements enriches the viewer's experience by providing additional layers of meaning, which strengthens emotional engagement and understanding of the story, while personifications and metonyms add vividness and relatability to the virtual world depicted in the movie. Furthermore, this study opens avenues for further exploration into the role of figurative language in different film genres and other forms of digital storytelling. Future research could examine how these linguistic tools influence viewer perception and emotional engagement across various cinematic contexts. Understanding the use of figurative language can reveal its power in shaping narratives, enhancing emotional engagement, and adding layers of meaning.

Keywords*: metaphor, figurative language, film*

Abstrak
Studi ini menekankan pentingnya bahasa kiasan dalam film, terutama dalam narasi berbasis digital seperti "Free Guy." Penelitian ini memberikan wawasan berharga tentang bagaimana kreativitas linguistik mendukung penceritaan dalam sinema kontemporer, memperkaya pengalaman penonton dan dampak keseluruhan dari film. Dengan menggunakan teori semiotika Barthes, yang mengkaji bagaimana makna dibangun melalui tanda dan simbol, penelitian ini mengungkapkan bahwa bahasa kiasan berfungsi sebagai sistem penanda penting dalam "Free Guy." Teori bahasa kiasan Leech, yang mengkategorikan berbagai jenis ungkapan kiasan, menyediakan kerangka kerja untuk menganalisis fungsi spesifik mereka dalam film. Studi ini mengidentifikasi bagaimana metafora, simile, hiperbola, personifikasi, dan metonim secara kolektif meningkatkan proses penceritaan. Hasil penelitian menunjukkan bahwa metafora adalah jenis bahasa kiasan yang paling dominan dalam film "Free Guy," memperkuat narasi dan tema cerita. Simile dan hiperbola juga penting, terutama dalam pengembangan

karakter dan humor. Bahasa kiasan ini memperkaya pengalaman menonton dengan menambah makna dan memperkuat keterlibatan emosional. Personifikasi dan metonimi juga membantu membuat dunia virtual dalam film terasa lebih hidup dan dapat dihubungkan dengan penonton. Lebih jauh, studi ini membuka jalan untuk eksplorasi lebih lanjut tentang peran bahasa kiasan dalam berbagai genre film dan bentuk penceritaan digital lainnya. Penelitian di masa depan dapat mengkaji bagaimana alat linguistik ini mempengaruhi persepsi penonton dan keterlibatan emosional di berbagai konteks sinematik. Memahami penggunaan bahasa kiasan dapat mengungkap kekuatannya dalam membentuk narasi, meningkatkan keterlibatan emosional, dan menambahkan lapisan makna

Kata kunci*: metafora, Bahasa kiasan, film*

Introduction

Literature is a human creation conveyed communicatively about the author's intention for aesthetic purposes. Semi (1988: 7) states that the word literature can be found in various different uses. This indicates that literature is not a simple matter. Literary works take various forms, one of which is film. Susanto (1982: 60) in his statement says that film is a combination of efforts to convey messages through moving images, utilizing camera technology, color, and sound.

According to Colston (2015:128), Figurative language is useful for cathartically capturing and illuminating a speaker's attitudes or emotions about something, a relaxed consideration of common ground may be beneficial. If a speaker is too absorbed in attempting to speak appropriately for some audience, the catharsis enabled by figurative language production may be compromised. Figurative language is the language used by poets or suppositions. Or define the impact on a person. Figurative language is also referred to as figurative language style. Figurative language is a word or phrase that describes a person, such as beautiful and handsome. The language used is colloquially.

Several studies have analyzed figurative language in the media, providing a foundation for this study's focus on the movie "Free Guy." Diah's (2019) thesis examined figurative expressions in "The Great Gatsby" movie, sharing a focus on films but differing in data source. Similarly, Nurmaini's (2018) study on the "Twilight" movie script identified eight types of figurative language using Leech's and Lichao's theories, differing by analyzing "Twilight" instead of "Free Guy."

In Sabtina's (2020) research on the "Toy Story 4" script used Bain's theory and Barthes' theories to analyze figurative language, identifying simile, hyperbole, and personification. In contrast, this study focuses on "Free Guy" to discover and analyze its figurative language. Additionally, studies by Krisna (2018) and Wilyawati and Maryani (2018) explored figurative language in song lyrics, revealing simile and hyperbole as dominant types. While similar in using descriptive qualitative methods, they differ by focusing on song lyrics. This study aims to expand the understanding of figurative language in films, identifying metaphor as the dominant type in "Free Guy".

According to Meyer (1997:1), literature is a time period used to describe written texts marked with the resource of cautious use of language, along with functions which consist of creative metaphors, well-turned phrases, elegant syntax,

rhyme, alliteration, which are aesthetically examine oriented through the author to be aesthetically observe and are deliberately extremely open in interpretation. Movie is one example of literature. The movie has a message that wants to be supplied for the moviegoers. Movie invites audiences to come to the new global, new lifestyles as if the site visitors' existence there. Rather, every single phrase has their personal because of this and includes specific messages. The audience ought to be able to recognize what's contained inside that movie

This study checked out different types of figurative language found in "Free Guy." The main ones we found were simile and metaphor. Similes, comparing things with "like" or "as," painted clear pictures of scenes and characters. Metaphors linked things together to give deeper meanings In this study, we looked at how characters' thoughts and actions in the "Free Guy" world relate to each other. focused on figuring out if there's a link between what characters think about their online lives

Method

The data source for this study was the "Free Guy" movie, which was watched on NETFLIX. This film is an American science fiction action comedy with a duration of 1 hour and 55 minutes. The choice of the "Free Guy" movie as the focus of this paper was due to its innovative storytelling, rich use of figurative language, and profound thematic elements. These aspects offer a plethora of occurrences and provide a compelling subject for in-depth analysis, making it an ideal case study for examining figurative language in cinematic narratives. Data collection in this study was conducted through the observation method. According to Wragg (1999), observation is just one component of a job analysis, which might also include self-reports, questionnaires, or interviews. After collecting the figurative language from the movie, the author classified the data based on their meanings and analyzed it using Barthes' (1988) and Leech's (1978) theories.

The analysis employed qualitative methods, which focus on understanding meanings and context, often dealing with smaller groups and open-ended questions. Barthes' theory, which delves into the semiotics of language and how meaning is constructed through signs and symbols, was used to interpret the deeper meanings behind the figurative language. Leech's theory, which categorizes different types of figurative expressions, provided a framework for identifying and classifying the various types of figurative language found in the film.

Finally, the study findings highlighted the importance of metaphor as the dominant type of figurative language in "Free Guy," illustrating its role in enhancing the narrative and thematic elements of the film. By applying both Barthes' and Leech's theories, the research provided valuable insights into the use of figurative language in contemporary cinema, enriching the viewers' experience and the overall impact of the film.

Result and Discussion

After analyzing the figurative language in "Free Guy" movie with film duration 01 hours 55 minutes.

Table of The Accurance of Type Of Figurative Language in "Free Guy" Movie

No	Type Of Figurative Language	Number of Occurrence	Percentage
1	Simile	11	25%
2	Metaphor	13	30%
3	Personification	3	7%
4	Metonymy	8	19%
5	Hyperbole	8	19%
	TOTAL	**43**	

The analyze the type of figurative language used theory by Leech (1978), there are simile, metaphor, personification, metonymy and hyperbole. The result of the data analysis were found in this study with total 43 data that found in "Free Guy" movie. The types of figurative language that found in "Free Guy" movie are: 25% data of simile, 30% data of metaphor, 7% data of personification, 19% data of metonymy and 19% data of hyperbole. It can be found that the dominant type of figurative language in the "Free Guy" movie is metaphor. the dominance of metaphor in "Free Guy" metaphor is because it efficiently conveys deep meanings, evokes strong emotions, and enriches the movie's themes. In this section the researcher discusses the analysis of the type of figurative language the dominant type of figurative language found in "Free Guy" Movie. The analysis of figurative language such as simile, metaphor, personification, metonymy and hyperbole.

1.   Simile

According to Leech (1978), Simile the comparison is by the use of some word phrase, such as like, as, than, similar to, resemble, or seems. Similes compare two different things using connecting words such as "like" or "as." In "Free Guy," similes are used to create imagery and relatable comparisons that enhance the audience's understanding of characters and situations. For example: You are like the moon illuminating darkness. It can be seen that the phrase is like comparing a face with the moon. This sentence describes the splendor of the face itself.

Data 1

"He looks like an NPC but he's running around, leveling up crazy fast by being the freaking good guy."

The sentence "He looks like an NPC" is an example of a simile because compares two things. The word above compares "human" and "NPC". This sentence compares two things with use word "like". "NPC" or Non Player Character is a robot in the game that cannot be controlled by the player, but the NPC can act like being controlled by the player. NPC characters cannot be controlled in a game by the player, but can be controlled by doing activities that seem to be done by the player.

According to Leech, a simile is a figure of speech that involves comparing two unlike things using the words "like" or "as." By drawing this comparison, similes help create vivid and imaginative descriptions in literature. The simile in this sentence looks like, highlights the person's odd behaviour by comparing it to how a character in a video game moves, emphasizing the robotic and scripted nature of their actions. This comparison creates a clear mental picture for the reader

2.   Metaphor

Metaphor is a figure of speech that describes an object or action in a non-literal way, helping to explain ideas or draw comparisons. By using metaphor, one can convey complex concepts and emotions more vividly and intuitively. Leech (1978) states that in metaphor, the contrast between the figurative term and the literal term is implied rather than directly stated. In other words, the figurative term is substituted for or identified with the literal term, creating a meaningful comparison that enhances understanding or evokes a particular image or feeling. By using metaphors, writers and speakers can convey complex and abstract ideas in a more accessible and relatable manner. They can evoke strong images and emotions, making their communication more impactful and memorable.

Data 2

"All we do is bone and brawl and slit throats"

The sentence "All we do is bone and brawl and slit throats" contains a metaphor. The metaphorical element is present in the phrase "bone and brawl and slit throats." Here, the verbs "bone" and "brawl" are used metaphorically to represent certain intense or aggressive activities. This use of language is a way of expressing conflict or violence with strong impact and emphasis according to Leech (1978)

The metaphor adds a layer of meaning, suggesting that the person is not fully aware or conscious of their remarkable intellectual capabilities. In this scene, Mouser is actively trying to apprehend Blue Shirt, possibly due to the latter's actions being against the rules or a perceived glitch. He asserts to intimidate Blue Shirt into submission. Mouser's words and tone express a clear threat towards Blue Shirt. He's establishing dominance and warning Blue Shirt of the consequences of not complying.

3. Personification

Personification is the procedure assigning human feature into non- human topics. In step with Leech (1978), personification consists in giving the attributes of a individual to an animal, an item, or an concept.
For examples: The moon smiled at me.
It's far a personification due to the reality the phrase smile simplest addressed to a human no longer a issue.

Data 3

"*with a tall glass of murder juice,*"

In the expression "*with a tall glass of murder juice,*" there's personification going on. Personification is when we give human qualities to things that aren't human. Here, "murder juice" is treated like a beverage you might drink, saying it comes in a "tall glass." This makes the idea more vivid and adds a slightly ominous feel to whatever "murder juice" symbolically represents in the situation.

The phrase suggests that "murder juice" is something that can be served in a glass, like a drink. This gives it a human-like context, as drinks are typically associated with human consumption. This personification creates a vivid and slightly disturbing image, making the idea of "murder juice" more tangible and ominous. It evokes a sense of unease and curiosity about what "murder juice" represents.

4.   Metonymy

Metonymy is a figure of speech where something closely related to a subject is used to represent the subject itself. According to Leech (1978), metonymy involves the use of something closely related to represent the thing actually meant. Essentially, it substitutes some significant detail or aspect of an experience for the experience itself.

Leech (1978) emphasizes that metonymy functions by highlighting a particular aspect or detail that is significant enough to represent the whole experience or entity. This form of figurative language is prevalent in both everyday speech and literary texts, as it can convey complex ideas succinctly and effectively. By focusing on a specific, relatable element, metonymy can make abstract or broad concepts more tangible and understandable to the audience.

For example: Now it has never experienced such an event since Napoleon. Napoleon is used to represent the time of Napoleon, the time when Napoleon lived.

Data 4

"Free City is in chaos"

"Free City" might be used to represent the entire game or the community of players and characters within it. The setting or main location within the movie "Free Guy." The chaos described is not limited to the geographical space of Free City but extends to the entire game world, including its virtual environment, the events happening within it, and the actions of both players and non-player characters (NPCs).

Instead of saying "the game world is in chaos" or "the community of players and characters is in chaos," the phrase "Free City is in chaos" uses the name of the main setting to represent these broader elements. This substitution makes the expression more concise and impactful.

5.   Hyperbole

Hyperbole, also known as overstatement, is a rhetorical device that involves exaggeration for the sake of emphasis or effect. According to Leech (1978), hyperbole is essentially an exaggeration in the service of truth. It is a figure of speech that amplifies the reality of a situation to such an extent that it becomes strikingly clear and memorable. Hyperbole is not meant to be taken literally but rather to convey the intensity or extremity of a feeling, experience, or situation.

For example: "If I can't get a new car, I will die." This sentence exemplifies hyperbole by exaggerating the desire for a new car to an unrealistic degree. It suggests that the speaker's life depends on obtaining a new car, which is obviously an overstatement. No one's life would literally end because they couldn't acquire a new vehicle. However, this exaggerated statement effectively communicates the speaker's intense longing and desperation in a way that a simple expression of desire would not. This sentence display some factor exaggeration due to the truth it's far a not feasible that a person will die if they are able to get a cutting-edge vehicle.

Data 5

"The bank gets robbed every five minutes!"

While the bank might not literally get robbed every five minutes, this hyperbolic statement emphasizes the constant state of chaos and action within the game. It underscores the game's unpredictable and thrilling environment.

The exaggeration emphasizes the chaotic and lawless environment of the virtual world within the "Free Guy" movie. It suggests that robberies are extremely common and frequent, contributing to the sense of constant action and danger. The hyperbolic nature of the statement can also add a humorous element, as it exaggerates to a ridiculous extent the frequency of bank robberies, making the situation seem more absurd and entertaining. It can reflect a character's perception or frustration. The character might feel overwhelmed by the non-stop criminal activity, and the exaggeration helps convey that feeling.

Data 6

"That explosion was as big as a planet!"

Describing an explosion as "as big as a planet" is a clear exaggeration, meant to emphasize the scale and impact of the event within the game. It enhances the dramatic effect and helps convey the intensity of the situation. Describing an explosion as "as big as a planet" is a clear exaggeration because it is physically impossible for an explosion to reach the size of a planet. This kind of extreme comparison is not intended to be taken literally but to convey a sense of magnitude.

It enhances the dramatic effect of the scene, making the explosion seem more spectacular and significant. This can heighten the emotional response from the

audience, making the event more memorable and exciting. The exaggeration helps convey the intensity and seriousness of the situation. It suggests that the explosion is not just large, but extraordinarily so, impacting the narrative significantly.

Conclusion

After analyzing the figurative language in the "Free Guy" movie, which has a duration of 1 hour and 55 minutes, the study identified various types of figurative language based on Leech's (1978) theory. The analysis revealed 43 instances of figurative language: 11 similes (25%), 13 metaphors (30%), 3 personifications (7%), 8 metonymies (19%), and 8 hyperboles (19%), establishing metaphor as the dominant type. Each type of figurative language serves distinct purposes within the narrative. Similes create vivid imagery and enhance engagement by making comparisons using "like" or "as." They help paint evocative portraits of scenes and characters, facilitating a heightened sense of immersion for viewers. Metaphors, on the other hand, convey deeper meanings and thematic significance through direct equating of different elements. This directness serves as a conduit for conveying nuanced layers of meaning, fostering a deeper understanding and appreciation of the film's underlying messages and motifs. In conclusion, Personification adds a sense of agency and dynamism to the film's virtual world by giving human qualities to non-human entities, making the environment more relatable and engaging for the audience. Hyperbole, with its exaggeration, amplifies emotional impact and dramatic tension during key moments, creating intensity and highlighting dramatic aspects of the story, ensuring memorable scenes for viewers. Metonymy, though less prevalent, plays a crucial role in adding depth to the narrative by using a related element to represent something else, thereby creating a more layered and textured storyline. These figurative devices collectively function as indispensable tools for the filmmakers, facilitating the seamless communication of complex emotions, experiences, and concepts. The purpose of this study is to comprehensively analyze and identify various types of figurative language used in the movie "Free Guy." By examining similes, metaphors, personifications, metonymies, and hyperboles within the film, the study aims to highlight their roles in enriching the narrative, enhancing thematic depth, and engaging the audience. Additionally, the research seeks to demonstrate how these figurative devices contribute to the overall cinematic experience, providing insights into their effectiveness in conveying complex emotions, concepts, and messages.

Reference

Barthes, Roland. (1964) Elements of Semiology Paris: Jonathan Cape Ltd

Faruk, U. (2017). An analysis of figurative language used in the Great Gatsby movie.

Grindon, L. H. (1879). Figurative Language, Its Origin And Constitution. London: James Speirs.

Hasanah, U. (2017). An analysis of figurative language in wild child movie.

Maftuhah, E. R. (2018). Figurative Language in Selected Brain.

Leech, L. (1978). Literature : structure, sound, and sense.

Shaw, Harry. (1972). Dictionary of Literary Terms. USA:McGraw Hill.

Wikipedia. (2021). Free Guy. Retrieved from https://en.wikipedia.org/wiki/Free_Guy

Wilayawati, Maryani. (2018). An Analysis of Figurative Language in Taylor Swif's Song Lyrics. IKIP Siliwangi

Wragg, T. (1999). An Introduction to Classroom Observation-Routledge.