Expressive Speech Acts in Anime Arknights: Reimei Zensou

Fauzi Nugroho Muttaqin¹, Bayu Aryanto²

Universitas Dian Nuswantoro, Semarang, Indonesia (312202000960@mhs.dinus.ac.id¹, bayu.aryanto@dsn.dinus.ac.id²)

Abstract: This research is a qualitative descriptive analysis study because it resulted from described analysis. The design employed is pragmatic. It is qualitative in nature as it involves the context of sentences containing expressive utterances in anime. The data source used by the researcher in this study is an anime series aired on the Crunchyroll anime streaming platform on October 29, 2022, titled Arknights: Reimei Zensou. The data collected consists of utterances expressed by characters in the anime Arknights: Reimei Zensou. The researcher utilized observation and note-taking techniques, wherein the researcher observed and sorted relevant data from the data to be observed with the aim of recording speech acts used in the anime. The data analysis technique involved double-checking the observed data and categorizing these expressive speech acts according to their forms and functions

Keywords: speech act; expressive; pragmatic; anime

RESEARCH BACKGROUND

Anime is an unique form of visual art originating from Japan, characterized by its distinctive art style and stories that reflect Japanese culture and identity. Anime is not just entertainment but also serves as a means to convey social, political, and philosophical messages. In recent years, anime has gained significant influence and plays a crucial role in shaping popular thought and culture worldwide (Napier, 2005). In anime itself, there are characters who communicate with each other, through both dialogues among characters and non-verbal expressions including the body movements and facial expression. Humans, as social beings, engage in conversations to form interactions with others and maintain harmonious social relationships. The purpose of conversation is not merely to exchange information but also to create and sustain social reality. (Saifudin, A., Aryanto, B., & Setya Budi, I,.).

Communication is one of the aspect that can be explored through the pragmatic approach in linguistics. Pragmatics is the study of actions performed through speech or words (Austin, 1975). In his work titled "How to Do Things with Words" (1962), Austin introduced the concept of speech acts, which change reality through the utterance of words.

Speech acts are not just commonly encountered everyday in a Japanese conversation, additionally it can be found from media for instance visual art like an anime. In the communication that takes place, each character expresses their thoughts or emotional attitudes (Searle, 2010). In communication, speakers can express their feelings such as welcoming, congratulate, thanking, condole, deplore, and apologize.

In this study, it focused on in examining the 6 types of expressive speech acts according to Searle's theory in the anime Arknights: Reimei Zensou. Arknights: Reimei Zensou is an anime adaptation from the tower defense game Arknights. The anime is of the action and fantasy genre, which tells the story of the pharmaceutical company Rhodes Island on the land of Terra, led by the leader Amiya. In the Arknights story, many inhabitants of Terra are infected with the contagious disease called oripathy, which can cause their bodies to crystallize. Rhodes Island as a pharmaceutical company, aims to care and search the cure the infected, but the

Vol. 4 No. 1, April 2024

e-ISSN: 2798-7302

Doctor who has the most knowledge about oripathy, suffers from an amnesia. Not only does the Doctor's amnesia result in the loss of the greatest hope of curing the infected, but Terra also faces a major conflict as Reunion invades the city where the Doctor is located. With the numerous conflicts occurring in this anime, the speech acts in this anime become intriguing subjects for research.

REVIEW OF RELATED LITERATURE

The previous research referenced in this study is a study conducted by Niken Kurniasih in 2022 at the Faculty of Cultural Sciences, Universitas Dian Nuswantoro, entitled "Expressive Speech Acts Used by the Main Character in Encanto Movie Script". Results showed that using Searle's theory, 5 out of a total of 6 types expressive speech acts were identified. Out of 48 utterances analyzed, the highest data was found in expressive speech acts of attitudes, accounting for 47.92%. From these data, it was concluded that the main character in movie 'Encanto' frequently conveyed emotion of displeasure, complaints, and criticisms, resulting in a predominance of attitude expressive speech acts in the collected data. Distinction between Niken Kurniasih's study and the author lies in the source of the data used; the author used the anime "Arknights: Reimei Zensou", whereas Niken Kurniasih used the Disney film "Encanto".

Another research referenced in this study is a study conducted by Bobby Alfikri Elalbab Almunawary in 2019 at the Faculty of Cultural Sciences, Universitas Komputer Indonesia, titled "TINDAK TUTUR EKSPRESIF DALAM ANIME TSUREZURE CHILDREN EPISODE 1". The results of this research revealed that the utterances from each character varied according to the level of familiarity and psychological state of the characters. It is concluded including the presence of 19 types of expressive speech acts in Anime Tsurezure Children Episode 1, including sarcasm, threats, hopes, pleasures, regrets, preferences, complaints, statements, temptations, frustrations, worries, apologies, suspicions, confusion, anger, seriousness, pessimism, blaming, and hatred. The difference between Bobby Alfikri Elalbab's study and the author lies in the source of the data used; the author used the data source of the anime "Arknights: Reimei Zensou", while Bobby Alfikri Elalbab used the first episode of the anime "Tsurezure Children".

RESEARCH METHOD

This research is a qualitative descriptive analysis study because it presents the findings of descriptive analysis. The approach used is pragmatic. It is qualitative in nature as it involves the context of sentences containing expressive speech acts in an anime. Source data for this research is an anime series available on the Crunchyroll anime streaming platform on October 29, 2022, titled Arknights: Reimei Zensou. In a pragmatic study, the type of data will usually be taken using observation of the speaker as the research subject, without the researcher's or data fisher's intervention (Aryanto et al., 2020). Therefore the data in this study are in the form of utterances spoken directly by native Japanese speakers in the form of dialogue piecesThe data collected consists of utterances expressed by characters in the anime Arknights: Reimei Zensou. The researcher employed observation and note-taking techniques, whereby the researcher noted and sifted through relevant data from the observed data with the aim of recording the speech acts used in the anime. The data analysis technique involved reviewing the observed data and categorizing the expressive speech acts according to their form and function.

RESULTS AND DISCUSSION

As a result of this study, the researcher found 70 utterances of expressive speech acts across 6 types of expressive speech acts used by characters from anime Arknights: Reimei Zensou. From the six forms of speech acts studied, it was discovered that expressions of thanking are the most dominant.

1. Expressive Speech act of Thanking

Excerpt 1:

The Mother : やめて!この子に触らないで。

The Daughter : $\nabla \nabla$?

Amiya : *聞いてください。私たちはお二人を安全なところまで... あ。*

The Mother : あなたも感染者なんでしょ、助けていただいたことは感謝し

ます。

The Mother : けど、もう私たちに構わないで。

The Mother : Stop! Don't touch the child.

The Daughter: Mama?

Amiya : Please listen to us, we want to bring the two of you to a safe place...

Ah."

The Mother : You're an infected too, right? I appreciate the help you give us.

The Mother : but please don't bother us anymore.

Excerpt 2 is a conversation between a mother and Amiya with the Rhodes Island squad. The frightened mother pleads with the Rhodes Island squad not to touch her child. Amiya assures her that they want to help her and her child and take them to safety. However, the mother, upon noticing the infection on Amiya's hand, refuses Amiya's offer, as she is infected like the Reunion forces that had just pursued her and her child. The mother thanks Amiya but asks her not to have any further contact with her and her child. In this data, the mother expresses her gratitude to Amiya for saving her and her child. Therefore, this utterance fulfills the function of this type of expressive speech act as it was functions to show appreciation.

2. Expressive Speech act of Apologize

Excerpt 2:

Mephisto : 大したことなかったなー。

Mephisto : さー、あまやに散る花火のように、死ね。



Undergraduate Conference on Language, Literature, and Culture (UNCLLE) Vol. 4 No. 1, April 2024

e-ISSN: 2798-7302

Mephisto : なに?!援軍だと?ふざけるな!

Dobermann : 来たか。

Nearl : 遅くなったすまない。

Amiya: いいえ、ありがとうございます。

Mephisto : It's not a big problem, huh.

Mephisto : Now, like a firework in a rainy night, die.

Mephisto : What?! A reinforcement? Are you kidding me!

Dobermann : at last she came.

Nearl : Forgive my tardiness.

Amiya : No, thank you.

Excerpt 3 is a conversation between Nearl, who has just arrived with reinforcements to help Amiya and the other Rhodes Island forces. The incident begins when the Rhodes Island forces, who are escorting a doctor, are attacked by a group of Reunion led by Mephisto. The Rhodes Island forces are cornered due to the hidden abilities of Mephisto's forces, and the doctor is nearly struck down with a sword. Nearl, who has arrived with her reinforcements, comes and saves the doctor from the attack. Nearl, arriving late, apologizes for her tardiness and introduces herself as their guardian. In data 3, Nearl, who arrives late as part of the reinforcements, apologizes for her tardiness. Therefore, like the function of this speech act, this utterance is an expressive speech act of apology as it serves to make an apology.

3. Expressive Speech Act of Deplore

Excerpt 3:

Ace : よ、元気か。

Guard : ACE 隊長、部下の奴らは?

Ace : *残ったのは俺とお前だけだ。*

Guard : そんな。

Guard: 俺は悲鳴をあげることしかできなかった、何もできなー。

Guard: 申し訳ありません。

Ace : Yo, you good?

Guard : Captain Ace... Dimana staff yang lainnya?



Vol. 4 No. 1, April 2024 e-ISSN: 2798-7302

Ace : You and me are the remaining one.

Guard : No way.

Guard : I can only screamed all the time and couldn't do anything.

Guard : Forgive me.

Excerpt 4 is a conversation between Ace and Guard, whom he has just found still alive after trying to buy time for the main Rhodes Island forces to escape from the Reunion leader, the tyrant Talullah. Ace inquires about Guard's condition, finding him unconscious and lying amidst the rubble of a building. Guard, just awakening from his unconscious state, asks about the condition of their other comrades, but Ace informs him that only the two of them remain alive after withstanding Talullah's attack. Guard is deeply dismayed and regrets his inability to do anything but shout during the confrontation. In data 4, Guard, upon hearing the news of their defeat against Talullah's forces, regrets his own incapacity. Therefore, like the function of this speech act, this utterance is an expressive speech act of deplore as it serves to convey a deep remorse or an profound feeling of regret.

4. Expressive Speech Act of Congratulate

Excerpt 4:

Misha : *これが、アーツ?*

Skullshaterrer: ははは! やった! やった!

Skullshaterrer: すごいぞ、ミーシャ!

Skullshaterrer: やっぱり俺たちは同じ力を持ってるんだ!

Misha : 同じだね、昔と。

Skullshaterrer: ん?ミーシャ?

Misha : ううん。

Misha : So, this is arts?

Skullshatterer: Hahaha! Berhasil! You did it! You did it!

Skullshatterer: You are great, Misha!

Skullshatterer: As i thought, we have the same arts!

Misha : still the same, like in the past.

Skulllshatterer: Hm? misha?

Vol. 4 No. 1, April 2024 e-ISSN: 2798-7302

Misha : Nothing.

Excerpt 5 occurs during a conversation between Skullshatterer and Misha as Skullshatterer teaches Misha how to use arts to defend herself in the future as a prospective member of the Reunion forces. Misha, able to control her arts using Skullshatterer's weapon, demonstrates proficiency in using the same arts as Skullshatterer. Impressed by her success, Skullshatterer congratulates Misha for her ability to use the same arts. In data 5 above, Skullshatterer congratulates Misha for her success in using the same arts as him. Therefore, like the function of this speech act, this utterance is an expressive speech act of congratulations as it is utilized to congratulate someone on their achievement.

5. Expressive Speech act of condole

Excerpt 5:

Meteorite : おかえりなさい。

Amiya : ただいま戻りました。

Meteorite : 話は聞いてる。

Meteorite : 辛い任務だったはね。

Amiya : はい。

Meteorite : Welcome Back.

Amiya : We are back.

Meteorite : I've heard the story.

Meteorite : It's a really tough mission, yeah?

Amiya : It is.

Excerpt 5 takes place in a conversation between Meteorite and Amiya as Meteorite welcomes the return of the Rhodes Island forces after their mission to rescue the Doctor from the city of Chernobiorg. The Rhodes Island forces, having just arrived back on the Rhodes Island aircraft carrier, are welcomed for their safe return after completing a difficult mission by Meteorite, Frostleaf, and Jessica. Meteorite, having already heard the news, expresses condolences for Ace's sacrifice to give the forces led by Amiya a chance to escape from Talulah's attack. Data 6 shows Meteorite expressing condolences for Ace's sacrifice. Therefore, like the function of this speech act, this utterance is an expressive speech act of condolences to express sorrow for a misfortune thing or tragic accident.

6. Expressive speech act of welcome

Excerpt 6:



Vol. 4 No. 1, April 2024 e-ISSN: 2798-7302

Wei Yenwu : おめでとう客人たちよ。

Wei Yenwu : **龍門の門は開かれ。**

Wei Yenwu : **君たちを歓迎しよう。**

Wei Yenwu : Congratulation my guests.

Wei Yenwu : Lungmen gate has been opened.

Wei Yenwu : I welcome all of you

Excerpt 6 takes place after the negotiation between Kalt'sit, Doctor and Amiya and the chief executive of the nomadic city of Lungmen. The negotiation were negotiation for the arrival of Rhodes Island in Lungmen to help defense the city from the invasion of Reunion led by Talulah. After the long and heated negotiation, Wei as the leader agreed to the help offered from Rhodes Island to let them get into the city. Therefore, like the function of this speech act, this utterance is an expressive speech act of welcome intended to express a pleasure for the hearer's presence or arrival

CONCLUSION

Based on the explanations and analyses of the utterances used in the anime Arknights: Reimei Zensou according to Searle's theory, the researcher concludes that characters in this anime produce speeches containing expressive speech acts. All utterances have specific meanings intended by the speakers. The researcher applied Searle's theory to identify 6 types of expressive speech acts and found a total of 70 expressive speech act utterances produced from the characters depicted in the anime Arknights: Reimei Zensou.

DAFTAR PUSTAKA

Almunawary, B. A. E. (n.d.). TINDAK TUTUR EKSPRESIF DALAM ANIME TSUREZURE CHILDREN EPISODE.

Austin, J. L. (1975). Lecture I. In J. L. Austin (Ed.), *How To Do Things With Words: The William James Lectures delivered at Harvard University in 1955* (p. 0). Oxford University Press. https://doi.org/10.1093/acprof:oso/9780198245537.003.0001

Dian, U., & Semarang, N. (2022). Translation Techniques of Expressive Speech Acts of The Main

Characters Used in The Subtitle of The Princess Switch Movie 1 Arwinda Dwi

Anindityastuti, 2 Achmad Basari. 2(1). http://publikasi.dinus.ac.id/index.php/unclle

- Kurniasih, N., & Mulatsih, S. (2022). Expressive Speech Acts Used by the Main Character in Encanto Movie Script. 2(1).
- Murti, S., Nisai Muslihah, N., & Permata Sari, I. (2018). Tindak Tutur Ekspresif dalam Film Kehormatan di Balik Kerudung Sutradara Tya Subiakto Satrio. *Silampari Bisa: Jurnal Penelitian Pendidikan Bahasa Indonesia, Daerah, Dan Asing*, 1(1), 17–32. https://doi.org/10.31540/silamparibisa.v1i1.7
- Napier, S. (2005). *Anime from Akira to Howl's Moving Castle, Updated Edition: Experiencing Contemporary Japanese Animation*.

Nurhasanah, G. (n.d.). Tindak tutur mengeluh dalam bahasa Jepang.

- Putri Sejati, M. (2017). STRATEGI TINDAK TUTUR MEMINTA MAAF DAN MENYALAHKAN PADA

 ANIME GINTAMA (p. 97).
- Saifudin, A. (n.d.). TEORI TINDAK TUTUR DALAM STUDI LINGUISTIK PRAGMATIK.
- Searle, J. R. (2010). Expression and meaning: Studies in the theory of speech acts (Nachdr.).

 Cambridge Univ. Pr.
- Saifudin, A., Aryanto, B., & Nuswantoro, U. D. (2008). *ANALISIS FUNGSI PRAGMATIK TINDAK*TUTUR PERTANYAAN. 4