

POSITIVE POLITENESS STRATEGIES USED BY ALBUS POTTER IN “HARRY POTTER AND THE CURSED CHILD” PLAY

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Abstract: There are aspects that need to be considered when we are communicating with other people. One of those aspect is politeness, especially politeness strategies. There are four strategies of politeness which are bald on record, positive politeness, negative politeness, and off record. This paper aims to analyze positive politeness strategies used by Albus Potter in Harry Potter and The Cursed Child Play Part One, Act One as well as to better understand the use of politeness strategies. The data are taken from the script of Harry Potter and The Cursed Child Play. The research procedures are reading the script, identifying the positive politeness strategy used in the utterances, classifying the positive politeness strategy, finding out which strategy is most used by the main character and explain the reason why the main character use it. The results showed that Use In-Group Identity Markers (Strategy 4), Seek Agreement(Strategy 5), and Avoid Disagreement (Strategy 6) is the most used politeness strategy and Albus uses it mainly to retain his relationship with his parents and friends as well as to get people’s cooperations.

Keywords: play, positive politeness, politeness strategy

Abstrak: Ada aspek yang perlu diperhatikan saat kita berkomunikasi dengan orang lain. Salah satunya adalah kesantunan, terutama kesantunan positif. Terdapat empat strategi kesantunan yaitu bald on record, kesantunan positif, kesantunan negatif, dan off record. Makalah ini bertujuan untuk menganalisis strategi kesantunan positif yang digunakan oleh Albus Potter dalam Harry Potter dan The Cursed Child Play Part One, Act One serta untuk lebih memahami penggunaan strategi kesantunan. Data diambil dari naskah Harry Potter dan The Cursed Child Play. Prosedur penelitian adalah membaca naskah, mengidentifikasi strategi kesantunan positif yang digunakan dalam tuturan, mengelompokkan strategi kesantunan positif, mencari tahu strategi mana yang paling banyak digunakan oleh tokoh utama dan menjelaskan alasan mengapa tokoh utama menggunakannya. Hasil penelitian menunjukkan bahwa Use In-Group Identity Markers (Strategy 4), Seek Agreement (Strategy 5), dan Avoid Disagreement (Strategy 6) adalah strategi kesantunan yang paling banyak digunakan. Tokoh Albus menggunakan strategi kesantunan untuk menjaga hubungannya dengan orang tua dan teman-temannya. serta untuk menjalin kerjasama dengan orang lain.

Kata kunci: drama, kesantunan positif, strategi kesantunan

RESEARCH BACKGROUND

As human beings, we are always engaged in interaction with other people. Interaction is realized through communication using language as the tool. To achieve the success of communication we need to understand the language appropriately. A study that learns about language meanings outside of the language is called pragmatics. In pragmatics, the meanings of language relies on the interpretation of the user rather than what the words or phrases in those utterances might mean by themselves. It is important to consider this when communicating with other people as to convey our thoughts, wants and messages successfully. There is a strategy in pragmatics that can be used to communicate with other people while maintaining our relationship with them. It is called Politeness Strategy. When we are being polite, other people would feel comfortable to be around us (Holmes, 1992). Politeness strategy can also minimize and avoid the conflict that may occur in communication or interaction. (Yule G. , 1996) states that politeness in interaction can be defined as the means employed to show awareness of another person's face. In this paper, the writer analyzed the politeness strategy used by the main character, Albus Potter, in Harry Potter and the Cursed Child Play. The politeness strategy used is positive politeness strategies and the data were taken from Albus' utterances in Part One, Act One of the play. The aim of this paper is to find out which positive politeness strategy is most used by Albus Potter and to understand better about the use of politeness strategies.

REVIEW OF RELATED LITERATURE

Politeness Strategies

According to (Brown & Levinson, 1987), politeness strategies are developed in order to save the hearers face because certain acts are liable to damage or threaten another person's face or known as "Face Threatening Acts" (FTA). These strategies are consists of bald on record, positive politeness, negative politeness, and off record.

a) Positive Politeness

Positive politeness is used to satisfy the positive face of the hearer by approving or including H as a friend or as a member of an in-group. According to (Yule G. , 1996), a positive politeness strategy "leads the requester to inquire for a common goal, and even friendship". Thus, positive politeness strategies highlight friendliness and camaraderie between the speaker (S) and hearer (H); the speaker's wants are in some way similar to the hearer's wants. (Brown & Levinson, 1987) divide positive politeness into fifteen strategies, which are:

b) Strategy 1: Notice, attend to H

This strategy is done by taking notice of H's condition, such as noticeable changes, remarkable possessions, anything which looks as though H would want S to notice and approve of it.

c) Strategy 2: Exaggerate (approval, interest, and sympathy with H)

The use of exaggerate can be done with exaggerate intonation, stress, and other aspects of prosodic, as well as with intensifying modifiers, as in English.

d) Strategy 3: Intensify interest to H

Another way for S to communicate their wants to H is to intensify the interest of H by making a good story. This strategy is often done by exaggerating the fact, using tag question, or

expression that intensifies interest to the H.

e) Strategy 4: Use in-group identity marker

Address forms are the first way to show this strategy. It is used to convey such in-group membership include generic names and terms of address like mate, buddy, guys, honey, and so on. This strategy also include use of jargon or slang, –speaker evoking all the shared associations and attitudes that both S and H have toward an object– and collocation and ellipsis –S and H must share some knowlegde about the situation to understand the utterances.

f) Strategy 5: Seek agreement

This strategy usually involves two ways, safe topic and repetition. Safe topic is used to seek ways in which it is possible to agree with the H. It allows S to stress their agreement with H and satisfy the H's desire to be right. Seeking agreement may also be done by doing repetition to stress emotional agreement, interest, or surprise with the utterance.

g) Strategy 6: Avoid disagreement

Avoid disagreement is claimed that people totally avoid disagreement. The S can avoid disagreement through token agreement, pseudo-agreement, white lies, and hedging opinions.

h) Strategy 7: Presuppose/raise/assert common ground

This positive politeness strategy is divided into other sub-strategies: using gossip, small talk, using point-of-view operations, using personal-center switch from S to H, using time and place switch, using presupposition manipulations, presupposing knowledge of H's wants and attitudes, presupposing H's values are the same as S's values, presupposing familiarity in S-H relationship, and presupposing H's knowledge.

i) Strategy 8: Joke

Jokes are based on mutual shared background knowledge and values and may be used to stress that shared background or those shared values. Joking is appositive politeness technique, for putting H 'at ease' or minimizing an FTA or requesting.

j) Strategy 9: Assert or presupposes S's knowledge of and concern for H's wants

It is a way to indicate that S and H are cooperators and to put pressure on H to cooperate with S.

k) Startegy 10: Offer, Promise

To be polite or to redress the threat of some FTAs, the speaker can offer or promise something to the hearer as cooperation.

l) Strategy 11: Be optimistic

In the particular context, the S can be optimistic by sharing the wants presumptuously to indicate that H wants S's want for S or for them as cooperation.

m) Strategy 12: Include both S and H in the activity

This strategy is done by n inclusive 'we' form, when S really means 'you' or 'me', he can call upon the cooperative assumptions and thereby redress FTAs. Noting that "let's" in English is an inclusive "we" form.

n) Strategy 13: Give or ask for reason.

Another aspect of including H in the activity is for S gives reasons as why the H wants what S wants.

o) Strategy 14: Assume or assert reciprocity.

The existence of cooperation between Sand H may also be claimed or urged by giving evidence of reciprocal rights or obligation obtaining between S and H.

p) Strategy 15: Give gifts to hearer.

S may satisfy H's positive-face want (that S want H's want, to some degree) by actually satisfying some of H's wants. Hence, we have the classic positive politeness action of gift-giving not only tangible gifts which demonstrate that S knows some of H's wants and wants them to be fulfilled (the wants to be liked, loved, cared about, understood, listened to and so on).

Harry Potter and The Cursed Child Play

The play Harry Potter and the Cursed Child is about the journey Albus takes while growing up along with his best friend, Scorpius. Albus wants to break free from the expectations people put on him for being Harry Potter's son. In order to do that, he embarks on a journey through time to save Cedric Diggory's life along with Scorpius. However, their action has changed their current reality and they have to find a way to fix their mistake. Their journey becomes more dangerous when the past dark forces which related toVoldemort arises once again andthreatens the wizarding world. This play is a sequel of Harry Potter story, taken place 19 years later after the last novel "Harry Potter and the Deathly Hollows",written by the playwright Jack Thorne based on an original story by Ms. Rowling, Mr. Thorne and the director John Tiffany(Kakutani, 2016).The main characters of this play is Albus Potter (Harry Potter's son) and Scorpius Malfoy (Draco Malfoy's son). Characters from the main story Harry Potter has became grown ups and play a role as support characters. This play consist of two parts, each part has two acts, so there is a total of four acts written in the script.

RESEARCH METHOD

This research is descriptive qualitative design because it is intended to describeand explore about positive politeness strategies used by the main character, Albus Potter, in Harry Potter and The Cursed Child Play.The data are taken from the utterances that contain positive politeness strategies produced by Albus Potter in Part One, Act One of the play. The writer gets the data from the special rehearsal edition script of Harry Potter and The Cursed Child Play. The data will be classified based on the fifteen strategies of positive politeness strategy (Brown & Levinson, 1987).The research procedures arereading the script, identifying the positive politeness strategy used in the utterances, classifying the positive politeness strategy,finding out which strategy is most used by the main characterand explaining the reason why the main character use it.

RESULT AND DISCUSSION

RESULTS

This section presents the result of the research which then discussed based on the fifteen strategies of positive politeness strategy. The number of the data analyzed is 20 data taken from the utterances of Albus Potter in Part One, Act One of the play.

The positive politeness strategies used by Albus Potter in Harry Potter and The Cursed Child Play Part One, Act One can be seen in table 1.

Table 1 Positive Politeness Strategies Used By Albus Potter in “Harry Potter and The Cursed Child” Play Part One, Act One

Positive Politeness Strategies	Number	Percent
Strategy 3: Intensify interest to hearer	2	10%
Strategy 4: Use in-group identity markers	3	15%
Strategy 5: Seek agreement	3	15%
Strategy 6: Avoid disagreement	3	15%
Strategy 7: Presuppose/raise/assert common ground	1	5%
Strategy 8: Joke	1	5%
Strategy 10: Offer or promise	1	5%
Strategy 11: Be optimistic	2	10%
Strategy 13: Give or ask for reason	2	10%
Strategy 14: Assume or assert reciprocity	1	5%
Strategy 15: Give gifts to hearer	1	5%
Total	20	100%

Table 1 reveals that out of fifteen strategies of positive politeness only eleven strategies are used by character Albus Potter in the play. From the data above, positive politeness strategies that Albus oftenly use are Use In-Group Identity Markers (Strategy 4), Seek Agreement (Strategy 5), and Avoid Disagreement (Strategy 6) with the number of utterances 3 (15%). Intensify Interest to Hearer (Strategy 3), Be Optimistic (Strategy 11), and Give or Ask for Reason (Strategy 13) have the same number of utterances which is 2 (10%). The other strategies – Presuppose/Raise/Assert Common Ground (Strategy 7), Joke (Strategy 8), Offer or Promise (Strategy 10), Assume or Assert Reciprocity (Strategy 14), Give Gifts to Hearer (Strategy 15) – are rarely use with the same number of utterances 1 (5%). Notice, Attend to Hearer (Strategy 1), Exaggerate (Strategy 2), Assert or Presupposes Speaker’s Knowledge of and Concern for Hearer’s Wants (Strategy 9), Include Both Speaker and Addressee in The Activity (Strategy 12) are found nowhere in the utterances.

DISCUSSION

To further understanding, the data will be discussed in this section. In this discussion, the politeness strategies used in the play will be described by taking one sample from the data for each strategy. As such, there will be 11 data taken to be discussed as can be seen below.

Strategy 3: Intensify interest to hearer

ALBUS: "When Amos Diggory asked for the Time-Turner my father denied they even existed. He lied to an old man who just wanted his son back – who just loved his son. And he did it because he didn't care – because he doesn't care. Everyone talks about all the brave things Dad did. But he made some mistakes too. Some big mistakes, in fact. I want to set one of those mistakes right. I want us to save Cedric."

In data 1, Albus is trying to convince Scorpius to help him saving Cedric. He uses strategy 3 by telling Scorpius a story first to intensify interest before finally reveal his wants.

Strategy 4: Use in-group identity markers

ALBUS: "Mate, now we've got this, the next stop is saving Cedric. Our journey has only just begun."

In data 2, Albus refers to Scorpius using terms of address "mate" to make Scorpius feel included in their little adventurer party –consisting Albus, Scorpius, and Delphi– as well as to convince him to stay.

Strategy 5: Seek agreement

TROLLEY WITCH: "People don't know much about me. They buy my Cauldron Cakes – but they never really notice me. I don't remember the last time someone asked my name."

ALBUS: "What is your name?"

In data 3, Albus and Scorpius are trying to get off the train, but get blocked by the Trolley Witch. Albus does strategy 5 to show his interest in the Trolley Witch's story in hope that it will satisfy her and they will be let off the train.

Strategy 6: Avoid disagreement

ROSE: "On the contrary, it's exciting. I'm a Granger-Weasley, you're a Potter – everyone will want to be friends with us, we've got the pick of anyone we want."

ALBUS: "So how do we decide – which compartment to go in . . ."

In data 4, Albus feels anxious during the beginning of his first semester and only have Rose as his friend. Not wanting to make a conflict by showing his disagreement with Rose's statement, Albus uses hedging opinion and let her decide what they should do next.

Strategy 7: Presuppose/raise/assert common ground

SCORPIUS/HARRY (tossing his cloak over his shoulder): "It was your idea – I be him and you be Ron! I just want to have a little fun before I . . . (And then he burps loudly.) Okay, so that's utterly horrible."

ALBUS/RON: "You know, he hides it well, but Uncle Ron's got a bit of a gut growing."

In data 5, Albus asserts common ground with Scorpius by using tag questions when sharing his knowledge. He does it in order to distract Scorpius from the fishy taste of Polyjuice – which Scorpius does not like– and redress the FTA from the burping.

Strategy 8: Joke

ALBUS: "You were right, Scorpius. This train is magical."

SCORPIUS: "At this precise moment in time, I take no pleasure in being right."

In data 6, Albus and Scorpius are on top of a moving train to Hogwarts when they are blocked by the Trolley Witch. The Trolley Witch's hands transfigure into very sharp spikes and she threaten them to get back inside the train. Albus jokes about Scorpius' previous statement about "A moving magical train." being true to ease both him and Scorpius from their current

predicament.

Strategy 10: Offer or promise

ALBUS: "As soon as the train leaves you don't have to talk to me."

ROSE: "I know. We just need to keep the pretense up in front of the grown-ups."

In data 7, Albus and Rose were having a fight and has been distant ever since. They do not want their parents know about it, so they act friendly eventhough both of them are uncomfortable about it. Thus, Albus redresses the potential threat to Rose's positive face by claiming to have the same wants and giving promise.

Strategy 11: Be optimistic

ALBUS (looking up at his mum): "You'll write to me, won't you?"

GINNY: "Every day if you want us to."

In data 8, Albus assumes Ginny's wants is the same as him and thus will help him to obtain it. This happens during Albus' first semester where he has to go and stay in Hogwarts' dormitory. He wants to keep in touch with his mum which Ginny reciprocates.

Strategy 13: Give or ask for reason

ALBUS: "I know what it is to be the spare. Your son didn't deserve to be killed, Mr. Diggory. We can help you get him back."

In data 9, Albus is trying to convince Mr. Diggory (Amos) to cooperate with his plan to turn back in time to save Cedric's life (Amos' deceased son). He gives reason as to why he wants to help assuming there is no good reason why Amos should not cooperate.

Strategy 14: Assume or assert reciprocity.

SCORPIUS: "What's happened in them?"

ALBUS: "I'll explain later. We have to get off this train."

In data 10, Albus suddenly hugs Scorpius when they meet back on the beginning of their next semester which weirds out Scorpius. To avoid uncomfortable situation, Albus asserts reciprocity by promising to give Scorpius an explanation about his current mood if he come with him to get off the train.

Strategy 15: Give gifts to hearer

SCORPIUS (happy): "Ooooh, a quiz! Three schools pick three champions to compete in three tasks for one Cup. What's that got to do with anything?"

ALBUS: "You really are an enormous geek, you know that?"

In data 11, Albus is determined to get off from a moving train despite Scorpius' protest. Then, Albus gives question to him and when Scorpius manages to answer the question correctly, Albus praises Scorpius's knowledge in rather playful manner. Albus does this to show that he actually listens and cares about Scorpius' opinion.

CONCLUSION

Based on the results, the writer concludes that from the fifteen types of positive politeness, there were eleven strategies of positive politeness used by Albus Potter in Part One, Act One of Harry Potter and The Cursed Child Play. They are Use In-Group Identity Markers (Strategy 4), Seek Agreement (Strategy 5), and Avoid Disagreement (Strategy 6) with the number of utterances 3 (15%), Intensify Interest to Hearer (Strategy 3), Be Optimistic (Strategy 11), and Give or Ask for Reason (Strategy 13) with the number of utterances 2 (10%), Presuppose/Raise/Assert Common Ground (Strategy 7), Joke (Strategy 8), Offer or Promise (Strategy 10), Assume or Assert Reciprocity (Strategy 14), Give Gifts to Hearer

(Strategy 15) with the number of utterances 1 (5%). Notice, Attend to Hearer (Strategy 1), Exaggerate (Strategy 2), Assert or Presupposes Speaker's Knowledge of and Concern for Hearer's Wants (Strategy 9), Include Both Speaker and Addressee in The Activity (Strategy 12) are not used in the act. Three strategies of positive politeness appears as the dominant positive politeness strategy used by the main character, Albus Potter, in Part One, Act One of Harry Potter and The Cursed Child Play. These strategies are Use In-Group Identity Markers (Strategy 4), Seek Agreement (Strategy 5), and Avoid Disagreement (Strategy 6). Albus uses these strategy mainly to retain his relationship with his parents and friends as well as to get other to cooperate with him.

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