A. **Background of the Study**

Nowadays television becomes one of the most important media to human. From the children until adult have their own favorite television programs. One of them is animation. Animation is one of technique in making a film or movie. Animation becomes really popular especially among the children. The animation becomes a friend for the children in their free time after study. It makes them happy when they watch it.

Basically, Animation was made for the children, as their entertainment at home, but right now, there are many animation are made for the adult. Sometimes animation is made not for entertain but it can become a tool for people to show their own mind to the public.

There are many types or genre for animation, such as adventure, romance, sci-fi, school life, love, sport, fighting, horror, etc., but for the children and adults adventure become their favorite. The adventure of the character in the movie really become their favorite, because the adventure gives them something to learn, like friendship, work together, family, survival, etc. All of them is told by the character through their action and dialogue (http://en.wikipedia.org/wiki/Animation).

There are some character in Animation, and every character has dialog with the other. It make them become more like human, but in 2D or 3D. The
Japanese make their own animation is called Anime. Anime are Japanese animated productions featuring hand-drawn or computer animation. The word is the abbreviated pronunciation of "animation" in Japanese, where this term references all animation. In other languages, the term is defined as animation from Japan or as a Japanese-disseminated animation style often characterized by colorful graphics, vibrant characters and fantastic themes. Anime is a diverse art form with distinctive production methods and techniques that have been adapted over time in response to emergent technologies (http://en.wikipedia.org/wiki/Anime#Definition_and_usage).

When the character communicate, they use utterances to express what they have in their minds toward the other character. Utterances produced by a speaker does not only function to explain the speaker’s mind toward the listener but also means to show the relationship between them. Those expressions easily find in daily conversation and show character’s relation among one and others.

Utterance could be said as main point in speech acts. Utterance means what is said by any one person before or after another person begins to speak. People perform action through that utterance. Utterances also occur in a movie in which the conversation happens among the characters (Yule, 1996: 47).

When we want to know people’s relationship through their utterance, we can see it from speech act that people use. The meaning of words or utterances depend on the meaning of the words or utterances themselves and situational context. Speech act is a theory of performative language, in which to say
something is to do something. On any occasion, the action performed by producing an utterance will consist three related acts (Searle, 1976: 1-23).

Speech act is a kind of verbal communication. The words speech acts are derived from two words are *speech* and *act*. Speech is the utterance that occurs and act means action. That is the reason why people have to interpret the meaning of communication or language through speech acts. Many times, in conversation people not only saying, but also forcing the hearer to do something. When the hearer is doing an act it means he or she is doing illocutionary acts. The hearer tends to do action. In that conversation people are also possible to influence the hearer the speaker successfully affects the hearer, it means perlocutionary acts can be performed well. In perlocutionary act the hearer is allowed to make an interpretation on conversation. If it happens in conversation, it means speech acts are applied (Austin, 1962: 170-173).

Locutionary act is ‘what is said’ the form of uttered; the act of saying something. If someone says ‘Press the Button!’ the locutionary acts is the realization of the speaker’s utterance. That’s the act, saying. Illocutionary act is ‘what is done in uttering the word’, the function of the word, the specific purpose that the speakers have in mind. The utterance “I swear to give it back next time” is used to perform the illocutionary act of promising. Perlocutionary act is ‘what is done by uttering the word’; it is the effect on listener, the listener’s reaction. The utterance “there is something in your shoulder!” may cause the listener to panic and to look on his shoulder. The perlocution of this utterance is to cause those emotion and action.
There are many different things that speakers can do with words and some utterances that the speaker produces are not statements or questions about some pieces of information, but action (Austin, 1962:178). Everybody would agree that every utterance we give has meaning, it also has aim, then gets action-reaction. Conversation, formal or informal, daily or not, has background for the addressee and from addresser. Conversation has expression, whether it’s complaining, congratulating, promising, etc. it shows that words are not only something the speakers use to say something but also to do something. Sometimes when the speakers says something, the speaker does not just say it exactly, but there is some implicit meaning behind it. Therefore, the words or the utterances that people produce also can lead to misunderstanding. As it is know that communication is called successful when hearers recognize the linguistics meaning of the utterances, but when they infer the speaker’s “meaning” from it (Allan, 2001:15).

Fasril (2012, 168-198) analyzed illocutionary acts of Luffy’s utterances to his addressees in comic One Piece. He focused on Luffy’s utterances to his addresses and to find out the occurrence frequency of the type of illocutionary acts. After the analyzing the data, he found that representative is the most dominant types of illocutionary acts because the comic market target are the children, so the comic use language that easy to understand.

Divani (2013,16-32) analyzed illocutionary acts of the main character of Transformers Movie “Dark of the Moon” and he found there were two points to be related to the problem of this research; first the most dominant is Directive type, and the second are requesting, commanding, warning, permitting, urging
questioning, ordering, suggesting, advising, begging, challenging, insisting, and pleading, those are the reason Directive become the most dominant type. The both researcher analyzes in different field, Fasril in a comic meanwhile Divani in a Western Movie. And they find different conclusion.

Istiningdias (2014, 291-299) analyzed Illocutionary Acts in Declarative Mood: A Functional Grammar Approach. She analyzes the data based on Functional Grammar. The data taken from Disney Words published in Twitter and classify into two major: Direct Illocutionary Acts and Indirect Illocutionary Acts. From the finding, the writer concludes two kinds of Illocutionary Act can be found in Declarative Mood which have different roles. Direct Illocutionary Act can be seen by making a statement or giving information in 35 clauses. Indirect Illocutionary Act can be seen by giving a directive (getting someone to do something, giving advice, and giving warning) and also expressing emotion in 10 clauses.

Ilyas & Khushi (2012, 501-507) analyzed Facebook Status Updates: A Speech Act Analysis. The current research will explore the use of language in a context, which in this case is the social networking website Facebook. The researchers aim at studying the communicative functions that emerge from analysis of the status updates. Some of the status updates will be classified for their individual communicative function and some of these would be considered as one whole. To conclude, the different communicative aspects that emerged through the categorization of the updates varied from expressing what one was feeling to sharing quotes and poetry. Through status updates people not only
expressed their emotions but also shared details about their daily life activities as to what they were doing or what was going on in their lives at that moment. This shows how socialization patterns emerge through the sharing of feelings, information and ideas.

From the research before, the writer is going to analyze the movie in animation field. Because the writer feels so interests to try in different field from those researchers. It knows that communication is successful when addresses recognize the linguistics meaning of the utterance, but when they infer the speaker’s meaning from it. The writer wants to know more about illocutionary act especially in Animation. The usage of illocutionary act also used in the movie because movie is actually a representation of the real conversation naturally society. Making Anime also has the social dimension for several reason. Anime makers are member of society, and, as such, are no less subject to social pressures an norms than anyone else. Furthermore, all anime make occurs within social context. Many researchers research the speech acts, especially illocutionary acts field for their study that is the reason why the writer interests in illocutionary acts field.

The writer chooses illocutionary act as the analyzer, because there are five kind of illocutionary acts such as declaratives, representatives, expressives, directives, and commisives. In his view, they are really confusing. So, by doing this research the write wants to find out what made him thought about that in the past and than he will tell the answer to the next student who will study this topic and to the next researcher who will analyze this topic. This research focuses on
the illocutionary acts which are conveyed by Naruto who are the main character in Naruto Shippuden Movie – The Road to Ninja.

Why Naruto Shippuden Movie – The Road to Ninja as the media? Beside the writer loves watching and reading the Naruto Shippuden Series and the Movies, there are a lot illocutionary acts that he can find in this movie. There are almost utterances in this movie contain the illocutionary act and then, this movie will educate the viewers. In other words, not only it has so many illocutionary acts, but also this movie is educating someone when they watch it.

B. Problem of Study

In accordance with the background of the study, there were two problems formulated, they were:

1. What were the types of illocutionary act used in Naruto Shippuden Movie – The Road to Ninja?
2. Why did the illocutionary act occur on Naruto’s dialogue in Naruto Shippuden Movie – The Road to Ninja so they were?

C. The Objective of the Study

Related to the problem of the study, the objectives of the study were stated as follows:

1. To find out the types of illocutionary acts in “Naruto Shippuden Movie – The Road to Ninja.”
2. To describe the reason why the illocutionary act occurs on Naruto’s dialogue in “Naruto Shippuden Movie – The Road to Ninja”.

D. The Scope of the Study

The study focused on illocutionary acts of utterances using theory of speech act and context by Finch (2000: 94-97). The data were limited to the utterances that were produced by Naruto as main character to his addressees in movie entitle “Naruto Shippuden Movie – The Road to Ninja.”.

E. The Significance of the Study

It was becoming useful that the significant of this study can contribute to a better understanding of studying language development that presenting notion, information, and idea through its function. It was expected that the result of this study is useful for:

1. The Student who want to conduct further research in Illocutionary acts especially in animation movie

2. For other researcher who want to have clearer vision of the types of illocutionary acts application in society or for those who want to make further research about the use of illocutionary acts in society

3. Everyone who want to study the types of illocutionary acts.