CHAPTER IV
FINDING AND DISCUSSION

A. Research Results

The result of the data analysis is taken from the analysis process through the speech acts concerned data which is found in "Zootopia" movie dialogue and script analyzed according to the theories. The researcher used a theory from Leech and Searle which divide illocutionary act into five types, they are: representative, directives, commissive, expressive, and declaratives.

The results of this research are the form and function of illocutionary speech acts found in the Zootopia Movie contain **42** utterances by the main character , Each classification has several types, such as a **Representative** of 7 utterances, namely, Informing (2), Complaining (1) Explaining(1), Arguing (1), Describing (1) , Agreeing (1). **Directive** 9 utterances, namely, requesting (2), suggesting (1), commanding (2), warning (2), an and questioning (2) utterances. **Commissive** consists of 4 utterances, namely pledging (1), promising (1), and threatening (2) utterances. **Expressive** 17 utterances, namely, Greetings (5), mocking (2), expressing possibility (1), expressing anger (2), expressing like (3), expressing dislike (2), and expressing regret (2) utterances. **Declarative** consists of 2 utterances, punishment (1), and declaring status of (1) utterances.

When the function of illocutionary speech acts containing in the Zootopia Movie such as **Competitive** 2 speech, demanding (1) speech, and reign (1) speech. **Convivial** (2) utterances, acknowledgments (1), greetings (1). **Conflictive** 2 utterances, scolding (1) utterance, reprimanding (1) utterance.

The findings of illocutionary act employed by main character in Zootopia movie are presented within the table below.

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Table 2.1 Classification form of Illocutionary act

No	Classification of Illocutionary act	Kinds of Illocutionary			
1.	Representative	a	Informing (2)	d	Arguing(1)
		b	Complaining(1)	e	Describing(1)
		c	Explaining(1)	f	Agreeing(1)
2.	Directive	a.	Requesting(2)	d.	Warning(2)
		b.	Suggesting(1)	e.	Questioning(2)
		c.	Commanding(2)		
3.	Commissive	a.	Pledging (1)	c.	Threatening(2)
		b.	Promising (1)		
4.	Expressive	a.	Greeting (5)	d.	Expressing Anger(2)
		b.	Mocking (2)	e.	Expressing Like(3)
		c.	Expressing Possibility(1)	f.	Expressing Dislike(2)
				g.	Expressing Reget(2)
5.	Declaratives	a.	Punishment (1)		
		b.	Declaring status(1)		

The functions of illocutionary speech acts in the film Zootopia include competitive, convivial and conflictive. The meaning of these three speeches is that competitive speech is speech that does not have good manners because the aim is to compete with the person you are talking to. Convival is speech that is polite and has a respectful attitude. Meanwhile, conflictive is speech that lacks politeness because it causes anger. There is a table that includes these three speech functions in the film Zootopia.**.**

Table 3.1 Classification Function of Illocutionary act

No	Classification Function of Illocutionary act	Kinds Function of Illocutionary			
1.	Competitive	a	Demanding (1)	b	Reign(1)
2.	Convivial	a.	Acknowledgment(1)	b.	Greetings(1)
3.	Conflictive	a.	Scold (1)	b.	Reprimand(1)

B. Discussion

In this discussion, we will explain the form and function of illocutionary speech acts contained in the dialogue of the film Zootopia so that they can be grouped as follows.

1. Form of Illocutionary act

The forms of illocutionary speech acts found in the main character of the film Zootopia include representative, directive, commissive, expressive and declarative speech. Below we will explain the form of illocutionary speech acts in the film.

1.1. Representative

Representative is a speech act that tells but the truthfully of the utterance.[1] It reveals the underlying condition of the utterance's. Example include concurred, denied, affirming, alleging, informing, etc.

The illocutionary act that are found performed by the main character are informing, complaining, explaining, arguing, affirming, describing, and agreeing. Each types of the representatives acts are explained in the following:

a. Informing

This utterance aims to provide information to the interlocutor, provided that the speaker is involved in

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[1] Raviona Annida, Bahing and Joni Bungai, *"An Analysis of Speech Act in Award-Winning Short Movie (The English Teacher - 2020)"*, (Journal on Education Vol 05 No 04 2023), 16220- 16221.

the preposition expressed. Below we will describe the representative's speech providing information.

Nick : Mime! She is a mime. This mime, cannot speak. You can't speak if you're a mime

Hopps : **No, I am a cop. And I'm on the Emmitt Otterton case, and my evidence puts him your car, so intimidate me all you want, I'm going to find out what you did to that otter if it's the last thing I do.**

(Timestamp: 00:49:14)   *(SA/023)*

Hopps : **Mr. Otterton did not just disappear. I believe he and this jaguar, they… went savage, Sir.**

Bogo : Savage? This isn't the Stone Age, Hopps. Animals don't go savage.

(Timestamp: 00:55:50)   *(SA/28)*

Context:

The scene dialogue SA/23 happened when Juddy Hopps and Nick are held hostage by Mr. Big, who at that time was looking for information about the whereabouts of Mr. Emmit Otterton. Hoops and Nick looked for information in the car Mr. Otterton was in last time, but all Nick found were scratch marks and Mr. Otterton's luxury glass. Big. Both of them were taken to headquarters by Mr. Big and in integration, Nick not to fight back because he once tricked Mr. Big, whereas in that scene Mr. Big asking Nick who was with him. Nick interrupts Hopps' explanation but Hopps continue again by introducing himself by explaining information about the case of a missing animal named Mr. otterton.

The scene dialogue SA/28 happened Judy Hopps met Chief Bogo and reported by giving information about an animal that suddenly became wild and uncontrollable. When Hopps wanted to show the animal, namely a jaguar named Manchas which he had

tied with a chain, it suddenly disappeared without a trace. The two demands above both show information to the speaker.

b. Complaining

Complaining is an act to express dissatisfaction or annoyance about something. The speaker complains to say something that is wrong or unsatisfactory. Here is the example of complaining act expressed by the main character.

Hopps : **Sir, I don't want to be a meter maid… I wanna be a real cop.**

Bogo : Do you think the Mayor asked what I wanted when he assigned you to me ?

(Timestamp:00:31:36) *(SA/008)*

Context:

The dialogue SA/008 Judy Hopps complaining to Chief Bogo because she want to be a real cop who solving cases and not a parking ticket. The speech contained above shows an attitude of complaining towards to speaking to or the interlocutor.

c. Explaining

This speech is in the form of explaining something to someone about something clearly and easily understood. Here is the example of explaining act expressed by the main character.

Bogo : Abandoning your post, inciting a scurry, reckless endangerment of rodents… but to be fair ,you did stop a master criminal from stealing two dozen… moldy onions.

Hopps : **Hate to disagree with you, sir,but those aren't onions. Those are a crocus varietal called Midnacampum Holliothias. They're a class C Botanical, sir. I grew up in a family**

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> **where plant husbandary was kind of a thing.**

  Bogo   : Shut your tiny mouth, now.
(Timestamp:00:30:58)   *(SA/007)*

Context:
        The dialogue SA/007 happened when Chief Bogo was angry with Judy Hopps for leaving the post, making a fuss and reckless endangerment of rodents and Chief Bogo thought Hopps had caught a criminal who was carrying moldy onions, then Hopps explained that it was not moldy onions but a pest cleaning plant and including dangerous plants that are almost similar to mushroom onions.

d. Arguing
        This speech contains an argument between the speaker and his interlocutor, about truth or justice. Here is the example of arguing act expressed by the main character.

  Hopps   : **Sir, you said there were 14 missing mammal cases?**
  Bogo   : So.
  Hoops   : **So I can handle one. You probably forgot, but I was top of my class at the academy.**
  Bogo   : Didn't forget. Just don't care
  Hoops   : **Sir, I'm not just some "token"**
  Bogo   : Well, then writing a hundred tickets a day should be easy.
(Timestamp:00:16:15)   *(SA/004)*

Context:
        The dialogue SA/004 happened when Hopps didn't accept it because his first assignment was only to write parking tickets while the others had the task of solving several important cases, then Hopps argued with Chief Bogo about what was accepted but not heard and Judy Hopps had to carry out her duties as a parking

ticket writer . The speech above explains the debate or arguing between the speaker and the speech partner.

e. Describing

This speech aims to provide an explanation using the words of someone or something, including characteristics, qualities or something relevant. This means describing what is seen. Here is the example of describing act expressed by the main character.

Hopps : **Yeah. 200 dollars a day… 365 days a year … since you were 12, that's two decades, so times twenty…which one million four hundred sixty thousand I think, I mean I am just a dumb bunny, but we according to your tax forms… you reported let me see here: zero. Unfortunately, lying on a federal form is a punishable offense. Five years jail time.**

Nick : Well, it's my word against yours.

(Timestamp:00:35:51)   *(SA/014)*

Context:

The dialogue SA/014 Judy Hopps **describes** several violations that Nick committed, namely regarding felony tax evasion which has been carried out for two decades and there is no report on the tax form.

f. Agreeing

Agreeing to something means to say "yes", to say that one is willing to do something or for something to happen. Below is the example of agreeing expressed by the main character.

Bogo : That's two days to find Emmitt Otterton.
Hopps : **Okay.**
Bogo : But, you strike out you resign
Hopps : **Oh, uh… okay…deal**

(Timestamp: 00:33:44)   *(SA/010)*

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Context:

The dialogue scene SA/010 happened when Chief Bogo allowed Hopps to handle a case of lost animals but with a requirement of 48 hours or 2 days for such cases. If the case has not been solved within 2 days, Juddy Hopps will be terminated or fired. Hopps then **agreed** to the offer.

1.2. Directive

Directive is a speech act used by speakers to persuade others to take action. It is condition when the speakers asks the listener to take action or reveal certain situation or affairs. Example includes commanding, ordering, warning, suggesting, inviting, etc.[2]

The illocutionary act that are found performed by the main character are requesting, suggesting, commanding, warning, questioning, and inviting. Each types of the representatives acts are explained in the following:

a. Requesting

This utterance has the intention of asking for something to be given or done, particularly as a courtesy, request, or appeal. It can also refer to making a formal, courteous request. Here is an example of requesting by the main character.

Hopps	:	**Well, I was hoping you could run a plate for us. We are in a really big hurry.**
Flash	:	Sure. What's the … plate …
(timestamp: 00:42:14)		*(SA/020)*
Finnick	:	Who is it?
Hopps	:	**I need to find Nick. Please.**
(timestamp: 01:19:57)		*(SA/034)*

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[2] Raviona Annida, Bahing and Joni Bungai, *"An Analysis of Speech Act in Award-Winning Short Movie (The English Teacher - 2020)",* (Journal on Education Vol 05 No 04 2023), 16220- 16221.

Context:

The scene dialogue SA/020 happened when Juddy Hopps and Nick went to the DMV (Department of Mammal Vehicles) to trace the number plate of the car Mr. Otterton and asks Flash the sloth to look for him.

The scene dialogue SA/034 happened when Juddy Hopps came to the city of Zootopia to look for Nick, to help solve the case of missing animals and asked Finnick to tell him where Nick was.

b. **Suggesting**

To suggest anything is to bring up, discuss, or offer something for thought or potential action. Stated differently, recommending is presenting a strategy or concept for consideration. Here is example of suggesting from directives are expressed by the main character.

Hopps   : **Yep. So, uh, you just open the door and tell us what you know and we will tell you what we know. Okay ?**

Manchas : Okay.

(Timestamp: 00:52:59)   *(SA/025)*

Context:

The dialogue scene SA/025 Hopps advised Manchas the Jaguar to open the door because he was scared and said what happened to the missing Mr.Otterton, because he was driving the car that Mr.Otterton was in.

c. **Commanding**

To give someone instructions or make them obey them is known as commanding. particularly when the speaker has greater control over the listener. Another meaning of commanding is to exert authority over someone or something and give them instructions. Giving someone an order is known as shot commanding. Here are the example of commanding of directives act expressed by the main character.

Hopps	:	**Clauwhauser, listen to me! We have a 10-9! Jaguar gone savage! Vine and Tu-junja!**
Nick	:	It's Tujunga!
Clawhauser	:	Okay,we're sending back up! Hopps? HOOPS?!

(Timestamp:00:54:17   (SA/027)

Nick	:	Carrots?!
Hoops	:	**Don't stop! Keep going!**
Jesse	:	No! No! Please Stop!
Hopps	:	**Do not stop this car!**

(Timestamp:01:26:42   (SA/36)

Context:

The dialogue SA/027 happened when Hopps commanding Clawhauser to report to the police about cases of animals going wild.

The dialogue SA/36 happened when HoppsOrdered Nicks to keep driving the train and don't stop until the destination.

d. Warning

Warning is a statement or event that indicates a possible or impending danger, problem, or another unpleasant situation. In other words, it is something that makes you understand there is a possible danger or problem, especially one in the future. Here is the example of warning of directives act expressed by the main character.

Hoops	:	**Run. RUN!**
Nick	:	What is wrong with him?
Hopps	:	**I don't know!! Jump!**

(Timestamp: 00:53:30   (SA/026)

Hoops	:	**Sir, you were going 115 miles per hour. I hope you have a good explanation**
Nick	:	Flash ? Flash? Hundred yard dash?!
Flash	:	Nick.

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(Timestamp: *(SA/42)*

Context:
       The dialogue SA/026 happened when Hopps warned Nick to run because Manchas the jaguar suddenly became wild and wanted to attack them both.

       The dialogue SA/042 happened when Hopps dan Nick were on patrol because they had a case about a reckless driver and they found him and then gave a warning to the driver of the car to give information and it turned out that the one driving was Flash the sloth.

e. Questioning
       Asking someone questions is the act of questioning somebody, particularly in a formal setting. Alternatively said, it is a request for clarification or additional information. Here is the example of questioning of directives act expressed by the main character.

Hopps	:	**Please, just look at the picture. You sold Mr. Otterton that popsicle right? Do you know him?**
Nick	:	I know everybody. And I also know that somewhere there's a toy store missing its stuffed animal, so why don't you get back to your box.

(Timestamp:00:35:27   *(SA/012)*

Hopps	:	**What did you do that made Mr. Big so mad at you?**
Nick	:	I uh, I may have sold him a very expensive wool rug… that was made from the fur of a … skunk's butt.

(Timestamp:00:47:24   *(SA/022)*

Context:
       The scene dialogue SA/012 happened when hopps Ask Nick who was carrying a stroller about the photo of Mr. Otterton that Hopps brought for the missing animal case.

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The scene dialogue SA/022 happened when hopps asked Nick what made Mr.Big angry with Nick.

1.3. Commissive

In a commissive speech, the speaker promises to do an act in the future that will fulfill their words. They convey the speaker's intention, which is to generate a statement that will lead to future action.[3] There are some commissive acts pledging, promising and threatening. The detailed analysis of commissive types are presented below.

a. Pledging

Pledging is giving someone a serious or official pledge, particularly to donate money or to be a friend, or to provide anything as a token of your intention to honor a promise, is called pledging. To put it succinctly, it's the act of making a solemn commitment to someone or something. Here is the example of pledging from commissive act spoken by the main character.

Hoops	:	**I will find him**
Mrs. Otterton	:	Oh, thank you! Bless you!, bless you little bunny! *(hands picture of family)* Take this. Find my Emmitt. Bring him home to me and my babies. Please ?

(Timestamp: 00:32:26   *(SA/009)*

Context:

The dialogue SA/009 Hopps solemnly promised Mrs. Otterton that she would find her missing husband.

b. Promising

Promising is a commissive acts Since the speaker assures the listener that they will undoubtedly

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[3] Raviona Annida, Bahing and Joni Bungai, *"An Analysis of Speech Act in Award-Winning Short Movie (The English Teacher - 2020)",* (Journal on Education Vol 05 No 04 2023), 16220- 16221.

do, give, or arrange anything, promising is a compassionate act. It also can mean to tell someone that you will certainly do something. Here is the example of promising from commissive act spoken by the main character.

| Hoops | : | **I won't let you down. This has been my dream since I was a kid.** |
| Bellwether | : | Ya know, it's… It's a real proud day for us little guys. |

(Timestamp:00:07:58 (SA/001)

Context:
The dialogue (SA/001) Hopps is being sworn in by the mayor of Zootopia Lionheart to be assigned downtown. Hoops promised deputy mayor Bellwether when he was badged to carry out his duties responsibly.

c. **Threatening**
Threatening is a threat is an indication or suggestion of impending trouble or danger. It can involve deeds or words written or spoken that are meant to arouse dread, including yelling at someone, breaking things, slamming doors, or cornering and blocking. Here is the example of threatening from commissive act spoken by the main character.

| Hoops | : | **Actually, it's your word against yours. And if you want this pen, you're going to help me find this poor missing otter or the only place you'll be selling popsicles is the prison cafeteria. It's called a hustle, sweetheart.** |
| Finnick | : | She hustled you. She hustled you good! You're a cop now Nick, you're gonna need one of these! Have fun working with the fuzz! |

(Timestamp:00:36:14 (SA/015)

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| Nick | : | Rabbit, I did what you asked , you can't keep me on the hook forever |
| Hopps | : | **Not forever. Why, I only have 36 hours left to solve this case. So can you run the plate or not?** |

(Timestamp: (SA/017)

Context:

The dialogue SA/015 Hoops threatening Nick about his tax evasion case, if he wants to help Hopps to complete his task then his sentence is commuted, while Finnick mocks Nick.

1.4. Expressive

Expressive represents the speaker feeling through psychological states. Example includes apologizing, commiserating, applauding, ridiculing, etc.[4] The detailed analysis of expressive types are presented below.

a. Greeting

Greeting is something you say or do to someone when you first meet them or extend a warm welcome. It can also be interpreted as a kind remark, a greeting, or an acknowledgement. It is, in essence, a meeting salutation.. Here is the example of greetings from expressive acts by main character.

Hopps	:	**Oh hi, I'm Judy! Your new neighbor!**
Kudu Pootosser	:	Yeah? Well we're loud
Oryx Pootoser	:	Don't expect us to apologize for it.

(Timestamp:00:12:59   (SA/002)

| Hopps | : | **Hello? Excuse me?** |
| Jerry Jumbeaux | : | Hey, you're gonna have to wait your turn like everyone else, matermaid. |

(Timestamp00:19:41   (SA/005)

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[4] Raviona Annida, Bahing and Joni Bungai, *"An Analysis of Speech Act in Award-Winning Short Movie (The English Teacher - 2020)",* (Journal on Education Vol 05 No 04 2023), 16220- 16221.

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| Hopps | : | **Hi! Hello? It's me again!** |
| Nick | : | Hey, It's officer Toot -Toot. |

(Timestamp:00:34:51   *(SA/011)*

| Nick | : | Hey Flash, I'd love ya to meet my friend—uh, darlin' I've forgotten your name |
| Hopps | : | Officer Judy Hopps, ZPD. **How are ya?** |

(Timestamp:00:41:44   *(SA/019)*

| Rabbit mom | : | Thanks! |
| Hopps | : | **Have a nice day.** |

(Timestamp:01:17:17
(SA/032)

Context:

The dialogue SA/002 happened when Judy hopps arrived at the apartment in Zootopia and greet new, less friendly neighbors.

The dialogue SA/005 happened when Judy hopps greeted an ice cream seller, an elephant, and he raised the issue of ice cream that was not worth selling because he did not use gloves

The dialogue SA/011 happened when Judy hopps greets Nick who is pushing a baby stroller and it turns out to be his friend Finnick in disguise.

The dialogue SA/ 019 happened when Judy hopps greeted Flash who was on duty at the DMV (Department of Mammal Vehicles).

The dialogue SA/032 happened when Judy hopps selling vegetables in her village and there was a buyer who gave a mother rabbit thanks, then hopps gave a good greeting to the mother rabbit.

b. Mocking

Mocking involves cruelly making fun of someone or something, it can be considered an expressive act. It may also refer to actions that include cruelly laughing at someone or something. Here is the

example of mocking acts conducted by the main character.

Nick	:	Bingo!
Hopps	:	**Pretty sneaky, Slick**
Nick	:	However, If you didn't have access to the system before, I doubt chief Buffalo Butt is gonna let you into it now.

(Timestamp:01:00: 34

(SA/029)

Nick	:	So are all rabbits bad drivers or is it just you?
Hopps	:	Oops, sorry
Nick	:	Sly bunny
Hopps	:	**Dumb fox**

(Timestamp: (SA/040)

Context:

The dialogue SA/029 Hopps mocked Nick for successfully giving the idea to check the city's security CCTV.

The dialogue SA/040 Nick is joking and mocking in the car because rabbits are the worst drivers and Hoops also mock him.

c. **Expressing Possibility**

A possibility is anything that could occur or be true. There is a potential for anything to occur or come to pass. Here is example of expressing possibility conducted by the main character.

Nick	:	And there it is. What is it with wolves and the howling? It's like--
Hopps	:	**Howlers ! Night howlers! That's what Manchas was afraid of… wolves! The wolves are the night howlers. If they took Manchas…**

(Timestamp:01:02:45 (SA/030)

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Context:

The dialogue SA/030 Nick explaining to Hopps about the Night howlers and Hopps guesses that the wolves are night howlers.

d. Expressing Anger

It's utilized to vent anger at rude behavior or comments made by someone. Anger is a powerful emotion that you experience when you believe someone has acted in an unfair, unkind, or inappropriate manner. Here is the example of expressing anger conducted by the main character.

Nick : Flash is the fastest guy in there, you need something done, he's on you need something done, he's on it.

Hoops : I hope so, we are really fighting the clock and every minute counts. *(suddenly stops, alarmed)* **wait. They're all sloths?! You said this was going to be quick!**

(Timestamp:00:40:46
(SA/018)

Nick : Hey Flash, wanna hear a joke?

Hopps : **No !**

Flash : Sure.

(Timestamp:00:43:03   *(SA/021)*

Context:

The dialogue SA/018h Hopps was anger to Nick because what he thought the Flash was the fastest animal turned out to be a slow loris and it made them have to wait.

The dialogue SA/021 Hopps was anger at Nick because he gave Flash a joke and that makes the work take longer.

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e. **Expressing Like**

   Expressing like means expression like to someone or something. Here is the example of the like expression stated by the main character.

Hopps	:	**I love your hair**
Fru Fru Shrew	:	Aw… thank you.

   (Timestamp:00: 30: 32   (SA/006)

Hopps	:	**Hi. I love your dress.**
Fru Fru Shrew	:	Aw… thank you.

   (Timestamp: (SA/024)

Nick	:	You know you love me
Hopps	:	**Do I know that? Yes . Yes, I do**

   (Timestamp: (SA/041)

   Context:

   The dialogue SA/006 happened when Hopps expresses that he loved Fru Fru Shrew the mouse's hair when he rescued him from a giant doughnut that nearly hit his head.

   The dialogue SA/024 happened when hoops suggested that she liked the dress Fru Fru Shrew wore on her wedding day.

   The dialogue SA/041 happened when Hopps was talking in a car and joking with each other and Nick expresses that he likes hopps and hopps replies to him too but they are just friends joking with each other.

f. **Expressing Dislike**

   To express dislike is to not be fond of someone or something. Here is the example of the dislike expression stated by main character.

Clawhauser	:	I gotta tell ya, you are even cuter than I thought you'd be.
Hopps	:	**Ooo, uh, you probably didn't know, but a bunny can call another bunny "cute," but when other animals do it, it's a little…**
Clawhauser	:	I am so sorry, <u>Me</u>, Benjamin Clawhauser, the guy everyone thinks is just a flabby, donuts-loving cop, stereotyping you…?

(Timestamp: 00:13:54   *(SA/003)*

Nick	:	It's not exactly a place for a cute little bunny.
Hopps	:	**Don't call me cute. Get in the car**
Nick	:	Okay. You're the boss.

(Timestamp:00: 37:03   *(SA/016)*

Context:
    The dialogue SA/003 happened when Judy Hoops first met clawhauser as she was about to accept her first assignment as a cop, and clawhauser said that she had met cute bunnies for the first time, and it made Hopps feel disliked and strange because her fellow rabbits never said that they were cute.
    The dialogue SA/016 happened when Judy hopps didn't like being called cute by nick and told nick to get in the car.

g. Expressing Regret
    Regret suggests suffering brought on by deep disappointment, futile yearning, or unsatisfactory regret. It can also refer to a depressing or incorrect experience or a mistake you've made, along with a hope that things could have turned out differently or better. Here is the example of reget expression stated by the main character.

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Bellwether	:	Our city is 90% prey, Judy. And right now they're just really scared. You're a hero to them. They trust you. And so that's why Chief Bogo and I want you to be the public face of the ZPD.
Hopps	:	**I'm not…I'm not a hero. I came here to make the world a better place, but I think I broke it.**

(Timestamp:01:15:42   *(SA/031)*

Hopps	:	Oh, Nick ! Night howlers aren't wolves. They're toxic flowers. I think someone is targeting predators on purpose and making them go savage.
Nick	:	Wow. Isn't that interesting
Hopps	:	Wait! Wait, please—I know you'll never forgive me. And I don't blame you. I wouldn't forgive me either. I was ignorant and irresponsible and small-minded… But predators shouldn't suffer because of my mistakes. I have to fix this, but I can't d it without you. **And after we're done, you can hate me, and that'll be fine, because I was a horrible friend ang I hurt you… and you can walk away knowing you were right all along, I really am just a dumb bunny.**

(Timestamp: 01: 20:09   *(SA/035)*

Context:

The dialogue SA/031 happened when Juddy hopps was very sorry for what he said during a speech in front of the citizens of Zootopia with a speech containing a speech containing a corner of predators and it made Nick angry and did not want to meet hopps again because Nikc is a predator because he is a fox. And he doesn't deserve a badge

The dialogue SA/035 happened when Judy hoops confronts Nick and says that she is sorry for what she did and she persuades Nick to forgive her and she also invites Nick to solve his case together.

1.5. Declarative

This type of speech act is quite unique since the speaker uses words to make statements or claims that, by themselves, alter the world. declarations that frequently rely on complex extralinguistic institutions and that immediately alter institutional state affairs.[5] The detailed analysis of declaratives types is presented below.

a. Punishment

Punishment is a punishment given by someone to another person for committing a mistake in verbal or non-verbal form. Punishment given for violating certain norms or rules in a place or institution. Here is the example of punishment stated by the main character.

Hopps	:	**Nicholas Wilde, you are under arrest.**
Nick	:	For what? Howting your feewings?
Hopps	:	Felony tax evasion

(Timestamp: (SA/013)

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[5] Raviona Annida, Bahing and Joni Bungai, *"An Analysis of Speech Act in Award-Winning Short Movie (The English Teacher - 2020)",* (Journal on Education Vol 05 No 04 2023), 16220- 16221.

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Context:

The dialogue SA/013 happened when Judy hopps sentenced Nick for the Felony tax evasion violation.

b. Declaring status

Status refers to the state of affairs at a specific moment, often in commercial or political contexts. Here is the example of declaring status stated by the main characrer.

| Hopps | : | So, no matter what type of animal you are, from the biggest elephant **to our first fox…** **I implore you … try. Try to make the world a better place.** |

(Timestamp: 01: 34:15 (SA/039)

c. Context:

The dialogue SA/039 happened when Judy hopps s is addressing the citizens of Zootopia about the peace of the city and introducing Niccholas Wilde or Nick as the first fox cop in Zootopia.

2. Function of Illocutionary act

The illocutionary speech act functions found in Zootopia include competitive, convival, and conflictive . The following will be explained about the function of illocutionary speech acts in the film:

a. Competitive Speech Act

The function of this speech is speech that does not have manners because its goals compete with social goals. Competitive speech contained in the film Zootopia includes demanding and commanding speech. The following will be explained about competitive speech below.

1) Demanding

Demanding is ask forcefully to be complied. In this speech, demanding functions are used by the speaker to the speech partner to get what the speaker wants. This can be described in the following data.

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Hopps	:	**Nicholas Wilde, you are under arrest.**
Nick	:	For what? Howting your feewings?
Hopps	:	**Felony tax evasion.**

Timestamp:00:36:27

The speech expressed by the speaker falls into the competitive demanding. The speaker demanding his speech partner for committing an offense with tax evasion. The speech entered the competitive because it felt troubled by the speaker. This can be seen from the answer of the speech partner who refuses and Hopps forces threatening Nick.

2) Reign

This speech act function commands that what has been conveyed by the speaker, the opponent can do what is said by the speaker.

Hopps	:	**Clauwhauser, listen to me! We have a 10-9! Jaguar gone savage! Vine and Tu-junja!**
Nick	:	It's Tujunga!
Clawhauser	:	Okay,we're sending back up! Hopps? HOOPS?!

Speech spoken by speakers is competitively commanding. The speaker orders the speech partner to convey information about the animal that has become wild and is told to track it down.

b. Convival speech acts

The convival function is speech that has good manners. Politeness in this speech is to have a more

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positive form in seeking various opportunities to be respectful. Convival speech in the film Zootopia includes words of gratitude and greeting.

1) **Acknowledgments**

The function of gratitude speech is an expression of gratitude or a speech that expresses a pleasure with gratitude between the speaker and the speech partner about what happened. The following words of gratitude include the following:

Flash : Here...
Hopps : **Yeah, yeah ,yeah ... Thank you !**
Flash : You... go

The advice made by the speaker to the speech partner is to thank you for helping print the license plate of the car.

2) **Greetings**

In congratulatory speech, it usually occurs due to several factors, namely because of pleasure, surprise, and gratitude. It can also be speech when starting activities

Hopps : **Hi! Hello? It's me again!**
Nick : Hey, It's officer Toot - Toot.

The above speech shows the speaker to the speech partner with a very polite greeting. The speaker greets the walking speech partner with a baby stroller.

c. **Conflictive speech act**

This speech function has a purpose that is contrary to social goals. This statement has no manners because its aim is to cause anger. Speech that includes conflictive functions, namely scolding and reprimanding.

1) **Scolding**

Scolding is a form of someone's anger towards the person they are saying. The following is

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an example of conflictive scolding in the film Zootopia.

Nick : Flash is the fastest guy in there, you need something done, he's on you need something done, he's on it.

Hoops : I hope so, we are really fighting the clock and every minute counts. *(suddenly stops, alarmed)* **wait. They're all sloths?! You said this was going to be quick!**

The conversation occurred when Judy Hopp and Nick were looking for information about vehicle plates at the DMV, Hopps scolded Nick for not meeting his expectations because of the rush that Hopps thought the office employee could be quickly, but it turned out to be wrong, the employee who was working turned out to be a slot.

2) **Reprimanding**

Reprimanding means the speaker warn or advise the person he is speaking to. The following will explain the data that is included in the conflict.

Hopps : Hello? Excuse me?

Jerry Jumbeaux : Hey, you're gonna have to wait your turn like everyone else, matermaid.

The conversation above occurred at an ice cream shop with an elephant ice cream seller named Jerry Jumbeaux, Hopps scolded him for being unfair to customers, especially a fox, namely Nick, because the rule in his shop was that foxes were not allowed to buy ice cream. But Judy Hopps rebuked him and said that all customers were the same and just wanted to buy ice cream and not commit any other crimes, but what Jerry thought was that Hoops didn't want to queue.

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