

## Deixis Analysis on Zootopia Movie Script: A Pragmatic Study

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### Abstract

This research is motivated by interesting on literacy particularly script of films. This study aims to analyse the types of deixis on Zootopia movie script. This study is designed by using quantitative and qualitative descriptive approach. The data used in this study was the script of Zootopia film. Entirely, this research only focusing on analyzing the types of deixis in every scene of the movie. In this film there are 41 scenes but only 15 scenes were selected as data analysis. The data was presented in tables and used diagram in providing the tendency of deixis used on Zootopia movie script. The results showed that types of person deixis 83%, discourse deixis 8%, time deixis 7%, spatial deixis 2% while other types 8%. In conclusion, there are all types of deixis were found on Zootopia movie script, especially the type of time deixis found in various kinds of temporal category as much as 29 expressions such as next time, tomorrow, today, before noon, later, ago, soon, once a month, since, three hundred days, sixty-five days, five years, six years and a thousand years.

**Key-words:** Deixis, Deictic, Spatial deixis, temporal deixis, Zootopia

## 1. INTRODUCTION

In present day, 21<sup>st</sup> century, for the past two decades there have been many interesting improvements in the study of language. The fact showed that any individual speaker of a language has a more comprehensive “unconscious” knowledge of how language works than any linguist has yet been able to describe. On the contrary, all human who used language just considering language as a means for communication merely. Meanwhile, the study of language particularly in linguistics aspect considered language is the main course or target of linguists for doing a research. As an evidence, there is a research concerning to Pragmatic Actions of Bilingual Preschoolers Javanese-Indonesian (Mukaromah, 2008). In this study found that forms of acquisition of child deixis preschool age appears on the use of existing based on three dimensions involved in an existing, namely temporal, spatial, and social.

Aside from investigation above, the current issue also mentions the same thing namely discussing of deixis in a pragmatic study perspective. As known that pragmatic as one of five linguistic branches (phonetics, phonology, syntax, semantics), that

focuses on studying of language meaning. According to Levinson (1983) pragmatics study the relations between language and grammaticalized context, or encoded in the structure of a language, then pragmatics would include the study of deixis, including honorifics and the like, and probably the study of presupposition and speech acts. In addition, Birner (2013) defines pragmatics is the study of language use in context.

Some researches (e.g. Stukenbrock, 2014; Giaxoglou, 2015; Argaman, 2007; Cornish, 2011) have carried out studies on deixis from which the following explanations are defined. Firstly, a research conducted by Giaxoglou (2015) entitled 'Everywhere I go, you're going with me': Time and space deixis as affective positioning resources in shared moments of digital mourning. In this research, the deixis of time and space were found to have a key role as affective positioning resources that help to arrange the personal and social experience of mourning and devote to the self-representation of the sharer as mourner. Articulating space and time deixis in shared moments of mourning was shown to involve different images of death (i.e. as contrasted to life or as embedded in the everyday) and the dead (i.e. as separate from the living or as integrated in everyday activities as a 'guardian angel' or 'magic agent'). Those frames index socially determined in religious or peer-group master discourses about death and the afterlife and ground mourners in specific social roles as mourners: the sharer is seen to reaffirm her religious identity at the same time as projecting her identity as a member of a peer group of mourners. Both social roles make part of the sharer's performed identity that changes from a disempowered, non-agentive position to that of an empowered, active role as a member of a peer-group of mourners in (partial) control of the dead's continued presence. Comparing with the previous studies in which the data of research above taken from social media (facebook) while in current the data of the research are taken from Zootopia movie script.

Ruthrof (2015) concludes that explicit, or marked, deixis in Natural Language (NL) includes only a relatively small portion of overall deixis understood as the pervasive relation of sentence-tokens to their extra-linguistic context. The traditional research on deixis has not been able to limit its observations within the boundaries of deictic markers but has tended to spill over into the domain of imaginative reconstruction of speech modality in a broad sense. This current study is very different from previous study, otherwise this study addresses to analyze the real types of deixis found in Zootopia movie script.

Another research carried out by Zupnik (1994) about a pragmatic analysis of the use of person deixis in political discourse. In this study, it has been found that particular relationships that hold among discourse spaces, participation frameworks and roles are key factors in the analysis of vague deixis, and the consequent persuasive functions of such usage. A speaker's power of persuasion, for example, may stem from an ability to shift in and out of various roles within and across discourse spaces. Such role manipulation may be both complicated and enhanced in cases where the speaker has recourse to multiple identities, such as in cases of multicultural individuals. The distinction between present research was different in which focuses on analyzing all the types of deixis on Zootopia movie script.

Finally, a research regarding fieldwork on deixis (Hanks, 2009) determines how speakers use deictics to construe objects of reference on Yucatec Maya language. If comparing to the present study refers to examine the types of deixis on Zootopia movie script, of course, the data used in each study is different. Interestingly, based on the explanation of preceding researches above can be concluded that has similarity regarding to analysis of deixis, but notwithstanding, deixis on Zootopia movie transcript never does by anyone. It means that that this study is not plagiarism.

### 1.1. Research Question

In the present study, the researchers formulate two research questions as follow:

- 1) What are types of deixis found on Zootopia movie script?
- 2) What is the most dominant deixis found at Zootopia movie?

## 2. THEORETICAL REVIEW

Levinson (1983:54) states that essentially, deixis concerns the ways in which languages encode or grammaticalize features of the context of utterance or speech event, and thus also concerns ways in which the interpretation of utterances depends on the analysis of that context of utterance. From Levinson's statement, we can take a point that to interpret the real meaning of the deixis that used, we have to concern on the certain context or situation about who is speech, what is the object, who are the addressee or audiences and other contextual aspect based on the speech event. In addition, Levinson (1983:55) also explains that deixis belongs within the domain of pragmatics, because it directly concerns the relationship between the structure of languages and the contexts in which they are used.

Levinson (1983:85-94) explains that beside three traditional categories of deixis, there are two more categories of deixis called discourse or text deixis and social deixis. Based on explanation above, we can take points that there are three basic types of deixis as traditionally, those are person deixis to point or indicate people or things, then place deixis or spatial deixis to point or indicate location and time deixis or temporal deixis to point or indicate the time signal, also there are two more categories based on Levinson's theory, those are discourse deixis that indicate texts or stories and social deixis that indicate certain realities of social situation.

Person deixis is the type of deixis that indicate to the people, and sometimes it refers to pronoun. According to Levinson (1983:62), personal deixis concerns the encoding of the role of participants in the speech event in which the utterance in question is delivering. From Levinson's explanation, we can take the main point of person deixis that is refers to the participants in speech event. In this case participants means the speaker and also the addressee. For example, when we (as speaker) interact with someone (addressee), and we say "I agree with you". Immediately we are pointing by using the pronoun 'you'. The pronoun 'you' based on those context means someone who talk with the speaker, it is include in the first category of deixis that is person deixis. Moreover, in deixis there are two different basic distances that can influence the

referent based on context, those are deictic expression being 'near speaker' versus 'away from the speaker'.

Yule (1996:9) explain that in English, the situation in which deictic expression is 'near from speaker' such as 'this', 'here', 'now' is called proximal terms and the situation in which deictic expression is 'away from speaker' such as 'that', 'there', 'then' is called distal terms. Proximal term are typically interpreted in terms of the speaker's location, or the deictic center, in this case the pronoun 'now' is generally can be understood as refers to the period when the speaker's doing speech. Meanwhile distal terms can simply understood as 'away from speaker'. But in some languages, distal terms also can be used to distinguish between 'near addressee' and 'away from both speaker and addressee'. In addition, basically person deixis is divided into three categories. According to Yule (1996:10), person deixis clearly operates on a basic three-part division, exemplified by the pronouns for the first person ('I'), second person ('you'), and third person ('he', 'she', or 'it'). Here are three categories of person deixis according to Cruse (2000:320).

According to Levinson (1983:62), the category of the first person deixis is the grammaticalization of the speaker referents to himself. In some languages, sometimes the first person not only refers to the speaker, but also both of the speaker and also addressee or sometimes refers to the speaker and group of people such as in speech event. For example the pronouns 'we', that refers to the both of speakers also the addressee or audiences. In this case, according to Yule (1996:11), there is a situation called 'inclusive we' which means 'speaker plus other(s)', excluding addressee, and also 'exclusive we' which means speaker and addressee included. The inclusive-exclusive theory also can be seen in the difference between when someone says 'Let's go!' (speaks to some friends) and 'Let us go!' (to someone who invited by the speaker). Second Person Deixis Pronoun 'you' is the pronoun that used to operate second person deixis. According to Levinson (1983:62), second person is the encoding of the speaker's reference to one or more addressee. From the Levinson's statement, we can know that second person deixis not only refers to one person but sometimes also more than one person. For example such as in: (1) You can make a lot of money and pay lower tax rates than somebody who make a lot less. In the sentence above, there are two possible meaning or referent of pronoun 'you'. First, maybe pronoun 'you' refers to one person that is addressee or one who talk with the speaker. Second, it may refer to more than one person, in this case maybe those sentence said by a politician when he/she is getting speech in public with many audiences. Levinson (1983:62) states that third person is the encoding of reference to persons and entities which is neither speaker nor addressee of the utterance. It means that the third person deixis is the categories of person deixis that not indicate or refers to the both of speaker or addressee. Basically, there are some pronouns that included in third person deixis, they are in the form of singular; 'he/his', 'she/her', and 'it' and also in form of plural 'they/them'.

Place deixis or sometimes called spatial deixis basically is the kind of deixis that indicate a space or pointing such kinds of location. According to Levinson (1983:62), place deixis concerns the encoding of spatial location relative to the location of the

participant of the speech event. In this case there are two kinds of distance that can indicate the reference of place deixis, called proximal and distal. Proximal means 'close to the speaker' and distal means 'away from speaker'. Additionally, Levinson (1983:79) also states that place deixis concerns the specification of location relative to anchorage points in the speech event. As simply, place or spatial deixis refers to indicate the location of the speaker or location that that are showed by the speaker. The example of place deixis that most often we use are 'this' and 'here' for indicating the near objects, and 'that' and 'there' for indicating away objects. Such as that stated by Yule (1996:12); One version of the concept of motion toward speaker, seems to be the first deictic meaning learned by children and characterizes their use of words like 'this' and 'here' (= can be seen). They are distinct from 'that' and 'there' which are associated with things that move out of the child's visual space (can no longer be seen).

According to Yule (1996:12), in considering place (spatial) deixis, however, it is important to remember that location from the speaker's perspective can be fixed mentally as well as physically. Moreover, Lyons (1977:648) adds that the importance of locational specifications in general can be gauged from the fact that there two seem to be two basic ways of referring to object, first is by 'describing or naming them on the one hand', second is by 'locating them on the other'.

Time deixis is the kind of deixis that indicate about the time or pointing the time via language. Time deixis can also called as temporal deixis. According to Levinson (1983:62), time deixis concerns the encoding of temporal points and spans relative to the time at which the utterance was spoken (or a written message inscribed). Fromkin (2009: 211) stated: "The following examples are all deictic expressions of time: now, then, tomorrow, this time, that time, seven days ago, two week from now, last week, next April." In addition, Yule (1996:14) explain that we can treat temporal events as objects that move toward us (into view) or away from us (out of view). The example of events coming toward the speaker from the future are 'the coming week', 'the approaching year', etc. While the example of events going away from the speaker to the past are 'the past week', 'in days gone by', etc. Moreover, Yule (1996:15) also explain that to indicating temporal deixis in English, we also can use the tenses. According to Yule, the present tense is the proximal form of temporal deixis, in other hand the past tense is the distal form of temporal deixis. To make it easy to understand, look at this examples: (1) I live here now. (2) I lived there then. Besides three basic types of deixis traditionally, there are two types of deixis: discourse deixis and social deixis (Lyons, 1968; 1977; Fillmore, 1971,1975).

According to Levinson (1982:62), discourse deixis has to do with the encoding of reference to portions of the unfolding discourse in which the utterance (which including the text referring expression) is located. Moreover, Levinson (1983:85) explained that discourse.or text, deixis concerns the use of expressions within some utterances to refer to some portion of the discourse that contains that utterance (including the utterance itself). As simply, discourse deixis can be defined as the types of deixis that indicate the location in the discourse or text. Additionally, Levinson (1983:85) give more explanation; since the theory of discourse deixis unfolds in time, it seems natural that

time-deictic words can be used to refer or indicate to the portions of the discourse, such as that can be seen in utterance: last week and next Thursday, we have in the last paragraph and in the next chapter. But not only time-deictic, place-deictic also can re-used in discourse deixis, such as demonstrated by words ‘this’ and ‘that’. Thus, the word ‘this’ can be used to refer to a forthcoming portion of the discourse, while the word ‘that’ can be used to a preceding portion of the discourse.

The last types of deixis called social deixis. According to Levinson (1983:63), social deixis concerns that are relative to participant-roles, particularly aspect of the social relationship holding between speaker and addressee(s) or speaker and some referents. Moreover, Fillmore (1975:76) as cited in Levinson (1983:89), explain that social deixis concerns to the aspect of sentences in which reflect or establish or are determined by certain realities of the social situation in which the speech act occurs. Based explained by Levinson above, we can know that social deixis is related to the social aspect of the speaker and the addressee, such as between a speaker or addressee with higher social status versus speaker or addressee with the lower social status. In addition, Yule (1996:10) explain that expressions which indicate higher status are described as honorifics. And the discussion of the circumstances which lead to the choice of one of these form rather than another is sometimes described as social deixis.

### 3. METHODS

This study is designed by using descriptive qualitative and quantitative approach (Creswell & Creswell, 2018) through content analysis technique. The data is script of Zootopia Movie. Briefly, the synopsis of *Zootopia* (titled *Zootropolis* in the UK and Ireland) is a American 3D computer-animated comedy film produced in 2016 by Walt Disney Animation Studios and released by Walt Disney Pictures. This film is the 55<sup>th</sup> Disney animated feature film, directed by Byron Howard and Rich Moore, co-directed by Jared Bush. It shows the unlikely partnership between a rabbit police officer and a red fox con artist, as they uncover a criminal conspiracy involving the disappearance of predators (Wikipedia, n.d.). The whole transcript of this movie consists of 41 scene, but only 15 scenes taken to be analyzed.

The analysis process only focusing on obtaining the types of deixis that are person deixis, spatial deixis, time deixis, discourse deixis, and social deixis (Yule, 1996). In analysing the data, researcher used theory (Gay, Mills & Peter, 2012) of technique analysis. The result of data analysis would be presented into tables in classifying the types of deixis easily, then, also diagram was used in providing the dominant types of deixis found in that movie. Entirely, after analyzing the data, researcher describe it narratively.

### 4. RESULTS AND DISCUSSION

We mention in the previous section in which there are five types of deixis, spearheaded by some pragmatist (Levinson, 1983; Yule, 1996), that are person deixis, spatial deixis, time deixis, discourse deixis, and social deixis.

## 4.1. The Types of Deixis Found on Zootopia Movie Script

### 4.1.1. Person Deixis

In this finding, researcher has found some of grammatical categories of person from Zootopia movie script. Person deixis is process of referring to the relations that exist among participants taking part in a situation minimal (Sebeok, 2001). Thus, person deixis is reflected directly in the grammatical categories of person such as:

- a) *I'm gonna move to Zootopia,*
- b) ***She** reaches for a hidden ketchup bottle,*
- c) ***He** bared his teeth first,*
- d) ***it** drives away and the mouse panicked goes after it,*
- e) ***We** reserve the right to refuse service to anyone", so beat it!*
- f) ***They** eat the pawpsicles and throw the sticks in the recycle cans in unison,*
- g) *They thought it would be better if a predator, such as **myself**, wasn't the first face that you see when you walk into the ZPD,* h) *seeing it as an opportunity to prove **herself**,*
- h) *We evolved and looked beyond **our** primitive savage ways,*
- i) *Judy is seen skipping beside **her** parents as they walk out of the auditorium,*
- j) *Judy, you ever wonder how your mom and **me** got to be so darn happy?*
- k) *there are some new recruits with us I should introduce,*
- l) *your teams take Sahara Square,*
- m) *Well, it's my word against yours*
- n) *Taking the straw out of his mouth.*

As aforementioned above, in sentence (a) the use of first singular person, actually, refers to Nick, one of animals who desires moving to Zootopia city. While using the third singular person 'she' as in sentences (b), actually it is 'Young Judy Hopps', the main participant of this movie. In this case, the author uses person deixis to divert of Young Judy Hopps' position in order to distract reader's attention. Meanwhile, as in sentence (c) the use of third singular 'he' refers to Muzzled Wolf, one of participant in this movie. Furthermore, the other types of pronoun used into sentences above however indicates a certain referent.

From this script, we can see that how an author utilizes personal pronoun to explain the participants role in discourse. The example above only as representations of 664 total finding data. Clearly, it has been provided in table 1.

Table 1. The results of person deixis found on Zootopia movie script

Division	Category of Person	Type of Pronoun	Amount of finding data
First	Singular	I	119
		Me	23
		Myself	1
	Plural	We	22
		Us	3

	Our	11
Second	You	149
	your	35
	yours	2
Third	She	66
	He	32
	It	40
	they	14
	Herself	4
	her	108
	His	35
<b>Total</b>		<b>664</b>

#### 4.1.2. Spatial/place Deixis

Spatial deixis concerns the specification of locations relative to anchorage points in the speech event. The importance of locational specifications in general can be gauged from the fact that there seem to be two basic ways of referring to objects by describing or naming them on the one hand, and by locating them refers to the certain place where the interlocuters doing a conversation. Deixis of place is linguistically coded, e.g. in adverbs of place and demonstratives (Kragh & Lindschouw, 2013). As demonstrated in the following sentences on Zootopia script:

- a) Chief, uh, Mrs. Otterton's **here** to see you again,
- b) Hey! Stop right **there**!
- c) Mm-mm. I put some snacks in **there**
- d) **There** you go.
- e) Ahem! Mrs. Otterton, please wait out **here**
- f) **Here** you go! One missing otter!

As seen in sentences (a) the use word 'here', explicitly points a certain place while doing the conversation, the audience's position is near to speaker also in example (b) refers to a certain location that far from the speaker. Meanwhile, as in sentence (c) the use word 'there' actually refers to the Zootopia City. This utterance was spoken out by Bonnie Hopps, one of the Judy's families, when they are in travel to Zootopia. The use word 'there' in the beginning sentences (d), it refers to Nick Wilde. He says it to his self because he wants to escape from Judy who attempts to arrest him. Nextly, the use word 'here' in sentences (e) and (f) it contains a referent that refers to a place that is a Police officer.

In understanding those sentences above we need the speaker itself to clarify it, Hereby, it was classified the distance into two term that are proximal (near speaker) and distal (far/away from speaker). As in Hittite, genetically less close, shows a little more variety as it has three demonstratives with differing deixis (*ka-* 'this', *apa-* 'that' and *aši-* 'yon') besides a fourth rare *ana-* for temporal near deixis and a fifth largely petrified *anni-* for temporal far deixis. (Bauer, 2013). Within the speaker's sphere,



however, a distinction is made between proximal deixis for things directly related to the speaker (*ka-* ‘this’) and medial deixis for things related to the addressee (*apa-* ‘that’).

The example above only as representations of 16 total finding data. Clearly, it has been provided in table 2.

Table 2. The results of Spatial/place deixis found on Zootopia movie script

Category of distance	Type of Expression	Amount of finding data
proximal	Here	6
Distal	There	10
<b>Total</b>		<b>16</b>

#### 4.1.3. Time/Temporal Deixis

Temporal deixis is deixis relative to the time of utterance. If the speaker asked, ‘*when*’ actually does not indicate a time coinciding with the previous event, but immediately after it. The grammaticalization of temporal relationships of events relative to the coding time refers to temporal deixis (Decker, 2001), e.g. Yesterday I ate tambaqui fish, today I ate matrinxã fish, and tomorrow I’ll eat chicken. The example illustrates a case where the temporal adverbs alone are sufficient to determine the temporal reference of particular propositions (Michael & Granadillo, 2014).

In this finding, it was categorized based on the types of expression. Further, there are some sentences related to the time deixis found on Zootopia movie script that are:

- a) *Shut your tiny mouth **now**,*
- b) *Judy pauses for **a second**, then runs back and hugs her parents,*
- c) ***Then** her phone rings,*
- d) *I want you to remember this moment the **next time** you think you will ever be anything more than just a stupid, carrot-farming dumb bunny,*
- e) *Yeah, and he cheats like there's no **tomorrow**,*
- f) *Former Mayor Dawn Bellwether is behind bars **today**,*
- g) *Judy leaves the room. A few seconds **later**,*
- h) *I've been doing this **since** I was born, and so ford.*
- i) *A hundred tickets, I'm not gonna write a hundred tickets. I'm gonna write two-hundred tickets! **Before noon!***
- j) *Complementary de-lousing **once a month**... Don't lose your key.*
- k) *Thousands of years **ago**, these were the forces that ruled our world*
- l) ***Three hundred and sixty-five days** a year since I was twelve. And time is money.  
Hop along*

As seen in sentence (a) the use of ‘now’ indicates the utterance happened proximal to speaker and audience in other hand the position of speaker is near to audience while distal is far from the speaker. But in this case we don’t know the time intended now, as a reader is able guessing the referent of exactly time. In sentence (b) the use “a second’ indicates a temporal deixis also as in sentences (c) refers to time deixis where in this event, Judy groans in disgust, holds it arm length out, and tosses it away, then in same time her phone rings. While in sentence (d), the use time deixis

‘next time’ it shows a time when Gideon shoves Judy's face into the dirt and Gideon said to Judy that I want you to remember this moment the next time you think you will ever be anything more than just a stupid, carrot-farming dumb bunny! The example above only as representations of 57 total finding data. Clearly, it has been provided in table 3.

Table 3. The results of time deixis found on Zootopia movie script

Category	Type of expression	Amount of finding data
Proximal	Now	10
Distal	Then	18
Temporal	Next time	1
	Tomorrow	2
	Today	1
	Before noon	2
	Later	9
	Ago	1
	Soon	1
	Once a month	1
	Since	5
	Three hundred days	1
	Sixty-five days	1
	Five years	1
	Six years	1
	A thousand years	2
<b>Total</b>		<b>57</b>

#### 4.1.4. Discourse Deixis

Discourse, or text, deixis concerns the use of expressions within some utterance to refer to some portion of the discourse that contains that utterance (including the utterance itself) (Davidson & Harman, 1976). For instance, ‘this, boy's "parents’ as in the following sentences found on Zootopia movie script:

- a) *Now I'm going to open this door*
- b) *This is Officer McHorn, we got a 10-31.*
- c) *Nick! You're gonna need one of these*
- d) *That's my job!*
- e) *Those are... claw marks. You ever seen anything like this?*

It is similar with anaphora, anaphora is a phenomenon in which one expression – typically a pronoun – is interpreted, as co-referential with another expression, which in turn provides the referent (Quirk, Greenbaum, Leech, & Svartvik, 1985). Without this co-reference, it would be impossible to determine the referent of the anaphoric expression.

As seen in example (a) the ending of the sentence ‘this door’ points certain place and term proximal is the position of speaker is near to audience while distal is far from the speaker. The example above only as representations of 65 total finding data. Clearly, it has been provided in table

Table 4. The results of time deixis found on Zootopia movie script

Category of distance	Type of Expression	Amount of finding data
proximal	This	22
	These	2
Distal	That	34
	Those	7
<b>Total</b>		<b>65</b>

#### 4.1.5. Social Deixis

Social deixis concerns "that aspect of sentences which reflect or establish or are determined by certain realities of the social situation in which the speech act occurs", according to Fillmore, 1975:76 (Levinson, 1983). In other hand, referent to the relative social statuses of the speech act participants (honorific systems, etc.) (Davidson & Harman, 1976). In this finding, researcher found only one category that is partner. It seems obvious when Nick graduates from the Zootopia Police Academy as the city's first fox police officer and becomes Judy's partner. The relationship between Judy Hopps and Nick Wilde seem in discourse when they are going together in solving a problem in Zootopia city. Clearly, it has been provided in table 5.

Table 5. The results of social deixis found on Zootopia movie script

category	Name	Amount of finding data
Partner	Judy Hopps	-
	Nick Wilde	-

From the result above, the types of deixis found on Zootopia script that are person deixis, spatial or place deixis, time deixis, discourse deixis and social deixis.

Entirely, the function of deixis in written literature can be used to construct, manipulate, and foreground the reader's deictic centre in relation to three different cases of discourse across the textual and conceptual dimensions: (1) the physical text (e.g. a portion of discourse, the sequential arrangement, and the reader's movement through it, etc.). (2) the propositional content of a preceding, immediate, or subsequent portion of discourse (which overlaps cases 1 and 3). (3) the act and process of creation of the story world, which can be further broken down into:

- a. the act and process of composition,
- b. the act and process of narration, and
- c. the act and process of readerly imaginative conceptualization (Macrae, 2019).

To sum up, based on the analysis of the aforementioned types of deixis can be understood that the usage of deixis in a sentences, absolutely, contains a hidden meaning or called also as a hidden hint. That is why interlocutor would be difficult in comprehending a message if he or she did not has a knowledge about deixis or understanding about representation in pointing something. This is clearly so as far as deixis is concerned (Lyons, 1979). Therefore, the interlocutor must know what the speaker is referring to by asking directly

#### 4.2. The dominant types of deixis found on Zootopia Movie Script

It has been described in the preceding section about types of deixis found on Zootopia movie script. Thus, in obtaining the most dominant types of deixis found, however all the finding are input into the diagram. Firstly, It can be seen from the first types of deixis as in table 1, found that among of person deixis, the highest score is second person ‘you’ namely 149 amount of finding data, next is the first singular person ‘I’ that is 119 and then third person ‘her’ that is 108. Further, as in table 2, the results of spatial deixis showed two items namely ‘here’ and ‘there’. Both of these items was collected 16 amount of finding data.

Thirdly, time deixis as in table 3 showed the significant results. The expression time ‘now’ is lowest than the expression time ‘then’ gets 18 amount of finding data, meanwhile, the other items of time deixis such as ‘temporal’ showed the various results. Entirely, total number of time deixis is 57 finding data. Then, within discourse deixis shows the different results as in table 4 which is all data found 65 finding data. It can be seen the expression ‘that’ is highest than the other expressions. Finally, the social deixis is not measured by the number of finding data, but researcher only categories the relation between two character namely Judy Hopps and Nick Wilde as a partner. Furthermore, all the finding data are presented into figure 1.

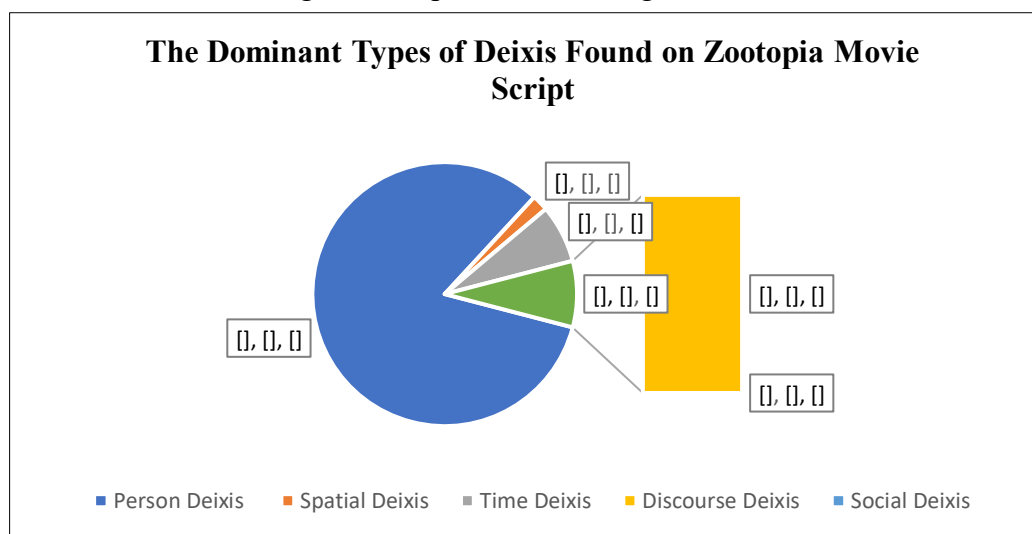


Figure 1. The Dominant Types of Deixis Found on Zootopia Movie Script

#### 5. CONCLUSION

Based on the explanation above, it can be concluded that all types of deixis were found on Zootopia movie script and even though an analysis had been done, however without understanding all kinds of deixis in a real meaning we never know the messages, we need to find the real referent. In other word, deixis designates the relationship between (usually) the speaker and the referent, through consideration of the parameters of the context of the utterance.

Thus, from the analysis, the Person Deixis is the first highest scored, the second is Discourse Deixis, third is Time Deixis and the last is Place Deixis. Interestingly, temporal category of Time Deixis found various result namely next time, tomorrow, today, before noon later, ago, soon, once a month, since, three hundred, sixty-five days, five year, six year and a thousand years, entirely found 29 finding data. To sum up, the finding of this analysis still need an improvement by continuing for the next scene of this movie. Hopeful that the present study contributes to such understanding of the pragmatics of deixis in manuscript and suggests new areas of research for discourse analysis in general.

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