

A Pragmatic Analysis of Maxim Flouting in *Hunger Games* Movie

By: Rizky Yulia Nursanti
Yogyakarta State University
rizkyyulia5@gmail.com

Abstract

This research aims to analyze the maxim flouting conveyed by the characters of *Hunger Games* movie. The objectives of this research are to identify the types of maxim flouting conveyed by the characters of *Hunger Games* movie and to describe the functions of maxim flouting conveyed by the characters of *Hunger Games* movie. This research was a qualitative-quantitative method in this research, which means this research used both a qualitative and a quantitative method. The data were collected from the utterances of all the characters containing maxim flouting in *Hunger Games* movie. The context of the data is the dialogue, and *Hunger Games* movie and its transcript are the sources of the data. There are two results of this research. The first result is that all types of the maxim are flouted by the characters of *Hunger Games* movie. In terms of dominance, the maxim of relation flouting is in the highest rank while the maxim of quantity flouting and the maxim of manner flouting are in the lowest rank. Then, the second result is that the maxims flouting found in this movie have four functions: representative, directive, commissive, and expressive. One function which is the declarative function cannot be found in this movie since this function only occurs when the speaker has to have a special institutional role to change the state of affairs in reality. In this case, the characters in this movie do not have this characterization. On the other hand, the most dominant function of the maxim flouting found in *Hunger Games* movie is the representative function.

Keywords: pragmatics, maxim flouting, *Hunger Games*

INTRODUCTION

People cannot communicate without language since it plays an important role in the human communication. In this case, people use language to create a common understanding between the speaker and the listener in the conversation. Both the speaker and the listener have to speak cooperatively and mutually accepted by one another to make a good communication.

Grice (1975:45) proposes the cooperative principle with the associated maxims of conversation to describe how an effective communication in the conversation is achieved in the social situations. Grice (in Yule, 1996: 37) states that people have a good

conversation if they fulfill the cooperative principle which is elaborated in four maxims: maxim of quantity, maxim of quality, maxim of relation, and maxim of manner. However, sometimes people flout the maxims of conversation in his utterances because of some reasons and yet people are still assuming that they are in a cooperative conversation. This flouting act is called as the maxim flouting.

Maxim flouting happens when the speaker or the listener gave an indirect utterances by flouting the maxims of conversation and yet they are still in a cooperative conversation. This is a particularly salient way of getting an addressee to draw an inference and hence recover an implicature (Grundy, 2000). Furthermore, people who deliver the maxim

flouting in their utterance do not just merely convey their intended meaning by literal utterance since their utterance also have a certain function. In this case, the function of people's utterance can be formed by mocking, alarming, humiliating, asserting, promising, etc.

This research has two objectives; they are (1) to identify the types of maxim flouting conveyed by the characters of *Hunger Games* movie, and (2) to describe the functions of maxim flouting conveyed by the characters of *Hunger Games* movie. This research can give benefits to the readers since it can enrich the knowledge of the reader about the application of pragmatics on the phenomena that occur in daily life. It can also be used to provide more information about the use of maxim flouting in linguistics.

RESEARCH METHOD

The researcher used the qualitative-quantitative approach to analyze the maxim flouting in *Hunger Games* movie. Qualitative approach played more important roles in this research since it explains narrative or textual description of the phenomena under study. Creswell (1998: 21) states that in the qualitative approach, the researcher plays as the primary instrument of the data collection that compiles words, analyzes inductively, and observes the utterance delivered by the speakers. However, the researcher also used the quantitative approach to present the occurrence of maxim flouting in *Hunger*

Games movie. In this case, it used to support the explanation and the description of maxim flouting in this research.

The data that the researcher analyzed is in the form of utterances conveyed by the characters in *Hunger Games* movie which indicate the maxim flouting of conversation. The context of the data is dialogue, while *Hunger Games* movie and the transcript of *Hunger Games* are the sources of data.

The data of the research were collected by some ways: the researcher (1) downloaded the movie and the transcript, (2) watched the movie, (3) read and took note, (4) sorted the maxim flouting utterances, and (5) arranged the obtainable data.

In analyzing the data, the utterances collection became the first step to ease the data analysis. Then, the utterances that contain the maxim flouting were selected. Next, the maxim flouting utterances were categorized and identified according to the types of maxim flouting and the types of maxim flouting. Finally, the conclusions were made.

FINDINGS AND DISCUSSION

There are four types of maxim flouting found in *Hunger Games* movie. They are the flouting of quantity maxim, the flouting of quality maxim, the flouting of relation maxim, and the flouting of manner maxim. This result means that the characters of *Hunger Games* movie have used every chance to flout the maxims of conversation. The most dominant type of maxim flouting in this movie is the

maxim of relation flouting since it occurs 21 times out of 41 data with the percentage of 51.2 %. Then, there is the maxim of quality flouting which occurs 8 times out of 41 data with the percentage of 19.6 %. However, the maxim of quantity flouting and the maxim of manner flouting becomes the least dominant type of maxim flouting in this movie since those types of maxim flouting only occur 6 times out of 41 data with the percentage of 14.6 %.

Meanwhile, in case of function, there are four functions were used: representative, directive, commissive, and expressive. Representative function becomes the most dominant function since it occurs 25 times out of 41 data with the percentage of 61 %. Next, the directive function follows. This function occurs 9 times out of 41 data with the percentage of 22 %. Then, there is the expressive function which occurs 6 times out of 41 data with the percentage of 14.6 %. Lastly, there is the commissive function which only occurs once in this movie with the percentage of 2.4 %. Meanwhile, there is no maxim flouting which has the declarative function in *Hunger Games* movie. This means that the characters of *Hunger Games* movie never flout the maxim of conversation by changing the world via words. In this case, the characters of this movie do not have the characterization of changing the state of affairs in reality with the proposition of the declaration. However, there are no scenes

about the declaration of something in this movie.

More detailed explanations about the types and the function of maxim flouting in *Hunger Games* movie can be seen bellow.

The dialogue below is an example of the maxim of quantity flouting.

Katniss : I got to go.

Prim : Where?

Katniss : **I just got to go, but I'll be back.** I love you.

Datum 01/Qt/C

The conversation happens when Katniss tried to calm Prim who had a nightmare in their home. In the dialogue, Katniss asks Prim's permission for going to somewhere. In fact, Katniss wants to hunt animals in the woods, but she never wants people to know the truth of this habit, except her best friend namely Gale.

Katniss answers Prim's question by giving too little information which indicates that she does not want to explain more information about her destination to Prim, but she convinces Prim that she will be back soon. In this case, the function of Katniss' utterance is commissive since she makes a promise for Prim to believe that she will be back soon.

However, Katniss' statement fails to fulfill the maxim of conversation when she answered Prim's question. She flouts the maxim of quantity since her answer does not give a clear contribution and does not informative as what is required. Her utterance obviously not gives enough information for Prim about her

destination, but she convinces Prim that she will be back soon.

The following dialogue is an example of the maxim of quality flouting.

Seneca : She (Katniss) earned it (high score).

Snow : **She** (Katniss) **shot an arrow at your head.**

Seneca : Well, that was an apple. (*Smiling*).

Datum 24/Q1/Rp

On the previous scene, Katniss shot an apple of the game makers' dish to get the game makers' notice when she practiced her skill in the practice test of the Hunger Games. President Snow, as the President of Panem, thinks that Katniss will be the depiction of rebellion for the people of Panem since she does not have a fear of the Hunger Games and the people of Panem.

In this scene, President Snow wants to confirm Seneca about the score of Katniss which is the highest score among the other tributes. President Snow, who considers Katniss as the threat of Capitol, breaks the maxim of communication when he confirmed Katniss' bad attitude for shooting the apple of the game makers' dish. He flouts the maxim of quality by delivering hyperbole in his utterance to express his fear of Katniss. His utterance of 'She shot an arrow at your head' is not true since Katniss does not shot an arrow at Seneca's head.

Dealing with the function, the function of President Snow's utterance is representative since he asserted Katniss' behavior to the

game makers in the practice test of the Hunger Games.

The following dialogue is an example of the maxim of relation flouting.

Katniss : How do you find shelter?

Haymitch : **Pass the jam.**

Datum 15/R1/Di

The character of Katniss Everdeen is an unfriendly person for the new people she met. Haymitch and Peeta are the stranger for Katniss and it makes Katniss disregard them. In the dialogue, Katniss wants to know about how Haymitch found the shelter when he became the District 12's male tribute and won the previous games. However, Haymitch is a drunkard who has no care of people around him, especially the unfriendly person like Katniss. Therefore, he ignores Katniss' question by flouting the maxim of relation since he wants to eat his breakfast without her disturbance.

Haymitch flouts the maxim of relation by giving Katniss an irrelevant response. He answers Katniss' question by ordering her to pass the jam. In this case, Haymitch's answer is irrelevant to the topic of conversation since the correct response for Katniss' question is about his ways to find a shelter in the games arena. Nonetheless, Haymitch's response implies that he wants to eat without disturbance from Katniss.

Dealing with the function, the function of Haymitch's utterance is directive since he orders Katniss to pass the jam.

The last example of maxim flouting in *Hunger Games* movie is an example of the maxim of manner flouting. It can be seen in the in the following dialogue.

Caesar : Peeta, welcome. How are finding the Capitol? Don't say with a map. (*Laughing*).
 Peeta : **Uh, it's (Capitol) uh...different. It's very different.**

Datum 29/M/E

The conversation happens in the Caesar's show of the *Hunger Games*' Tributes when Caesar welcomed Peeta in his show by asking Peeta's way to find the Capitol. In the dialogue, Peeta flouts the maxim of manner when he delivered the vagueness answer. He does not give a clear and direct answer which makes his utterance's meaning difficult to understand for the listener.

Dealing with the function, the function of Peeta's utterance is expressive since he expresses his feelings of the Capitol which is different from his home in District 12.

CONCLUSIONS

In relation to the first objective, which is to identify the types of maxim flouting found in *Hunger Games* movie, it can be stated that all types of maxim are flouted by the characters in this movie. The maxim of relation is the most dominant maxim flouting uttered by the characters in this movie. This means that the characters usually deliver utterances which are not relevant to the topic of conversation. In this case, the characters simply ignore the topic of conversation and

start the new topic which they wanted. On the other hand, the least dominant types of maxim flouting in *Hunger Games* movie are the maxim of quantity flouting and the maxim of manner flouting, which means that the characters rarely flout those maxims of conversation in their utterances.

In relation to the second objective, which is to describe the functions of the maxim flouting conveyed by the characters in *Hunger Games* movie, it can be stated that the maxim flouting found in this movie have four functions: representative, directive, commissive, and expressive. However, one function which is the declarative function cannot be found in this movie. It is due to the fact that this function only occurs when the speaker had to have a special institutional role to change the state of affairs in reality. In this movie, the characters in this movie do not have this characterization since there are no scenes about the declaration of something in this movie. On the other hand, the most dominant function of maxim flouting in this movie is the representative function. It means that the characters of this movie commonly flout the maxim of conversation by asserting and reporting the listener about the information in their conversation.

SUGGESTIONS

It is suggested to the readers of this research to learn more about the maxim flouting because maxim flouting commonly happens in a social interaction since people do

not always fulfill the conversational maxim in their utterance. Therefore, understanding maxim flouting can deepen the understanding of language use in real life communication.

This research uses the data of all characters rather than focuses on the main character, which makes it less focus on the data analysis. This is due to the fact that there are not enough data of the maxim flouting conveyed by the main character in *Hunger Games* movie. Therefore, it is suggested that other researchers analyze more deeply on the main character of this movie with another topic of discussion since this research only focused on the maxim flouting.

The researcher also expects the next researchers to analyze this movie by focusing on other topics of particular linguistic

branches, such as the jargon analysis. It is due to the fact that *Hunger Games* movie has the special phrases which are only used in this movie. Therefore, it is suggested that other researchers analyze this movie by focusing on other topics of the discussion of linguistics.

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