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**A STUDY ON DEIXIS AND ITS RELATION TO THE CONTEXT OF THE MOVIE
*JUMANJI: WELCOME TO THE JUNGLE (2017)***

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Abstract

Deixis and references used in a text are important; they point to whatever the writer is referring to. Without them, the text will not make any sense to whoever is reading it. The goals of this research are to analyze the types of deixis found in *Jumanji: Welcome to the Jungle (2017)* movie and to find out the meanings. A qualitative approach was utilized in conducting this research. The analysis of the data was done through the descriptive analysis method. The results showed that all types of deixis were found. Person deixis was used the most, with 66 of it found. On the other hand, temporal deixis was used the least, with only three of it found. Next, the meanings of each type of deixis are diverse. However, those meanings stick to the function of each type of deixis. To conclude, deixis plays an important role in written or spoken literature.

Keywords: deixis, context, plot, *Jumanji: Welcome to the Jungle*, types of deixis

Introduction

Language is an important tool in society. Language is a means to connect one community to another one all over the world. Without language, humans will be lost since we are social beings. Humans cannot live without each other, so not communicating with one another is not likely to happen. Good communication happens when a speaker manages to deliver the message clearly, and the listener understands the intended meaning. How a speaker's real intended meaning being delivered to the listener will be affected by the context. We, as the speakers, want the listener to understand our real intended meaning as clear as possible. Our intended meaning can be understood through the deixis theory. Deixis can be used in written texts or spoken language. So, in this research, the writer will focus on analyzing deixis in the script taken from *Jumanji: Welcome to the Jungle (2017)* movie adapted from the 1981 fantasy children's picture book of the same title by Chris Van Allsburg.

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Similar research was conducted by Aulia Fauziah in 2015, entitled, *An Analysis of Deixis in "A Thousand Words" Movie Script by Steve Koren*. This research aimed to find the types of deixis used in her object of research and analyze the functions. Her data were taken from *A Thousand Words* movie script. This research was conducted using a descriptive analysis method. The findings show that person, spatial, and temporal deixis were found. There were 385 person deixis, 52 spatial deixis, and 64 temporal deixis. Lastly, she concluded that person deixis is used to point to a person or something; spatial deixis refers to the location of an utterance; temporal deixis points to the time of an utterance.

Another research was conducted by Taufiq Nur Abidin in 2019, with the title of *Analysis of Deixis in the Spongebob Squarepants Movie: a Pragmatic Approach*. This research was done using a qualitative descriptive method. This research aimed to find the types of deixis and the dominant deixis used in his data source. His data were taken from the *Spongebob Squarepants* movie. Abidin found that all five types of deixis were used in the *Spongebob Squarepants* movie. Person deixis was used the most, with 734 of it were found in the movie.

The problem formulations of this research are to analyze the types of deixis found in *Jumanji: Welcome to the Jungle*

(2017) movie and to find out the meanings of deixis based on the context of the movie. The function of this research is to help next researchers understand the interpretation of deixis used in a movie, specifically in the script. To answer the problems above, the researchers are going to do a qualitative text analysis on the script of *Jumanji: Welcome to the Jungle* (2017) movie.

Literature Review

The theory that is used in this research is deixis. Deixis itself comes from a Greek word, *deiktikos*, which means pointing with the finger (O'Keeffe et al., 2011). For this reason, deixis is used to refer to the speakers themselves or anything else such as the hearer or other people inside or outside the conversation, places, time, the marking of social relationship and previous or next and even current texts. Expressions to decode the deixis are called deictic expressions. Since deixis or deictic expression refers to many words that we usually use, deixis is divided into five kinds according to its function. The five kinds of deixis are person deixis, spatial deixis, temporal deixis, discourse deixis, and social deixis (Levinson, 1983, p. 62).

Person Deixis

Horn (2006) as cited in (Saputri, 2016) stated that person deixis is used to refer to the speaker who speaks in the conversation, the addressee who replies to the speaker, and other people. In other

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words, person deixis refers to the people involved in a conversation and people or objects that are being talked about. Person deixis is shown by the use of personal pronouns. Personal pronouns are divided into three kinds, which are first person pronoun (e.g., 'I' and 'we'), second person pronoun (e.g., 'you'), and third person pronoun (e.g., 'he', 'she', 'it' and 'they'). Person deixis is also shown by the use of possessive pronouns, such as 'my', 'your', 'our', 'his', 'her', 'its', and 'their'.

Spatial Deixis

Spatial deixis or commonly called place deixis is used to refer to the location of a participant in a speech event (Viahapsari & Parmawati, 2020). Spatial deixis is divided into two types, which are proximal and distal place deixis. Proximal place deixis refers to something close to the speaker (Birner, 2013). It is shown by the use of the adverb of place, 'here'. On the other hand, distal place deixis refers to something far away from the speaker. It is signified by the use of 'there'. Spatial deixis is also signified by the use of demonstrative adjectives, such as 'this', 'these' (plural form of 'this'), 'that', and 'those' (plural form of 'that'). So, demonstrative adjectives are adjectives that define the position of a noun.

Temporal Deixis

Temporal deixis is commonly known as time deixis, which is a type of

deixis that refers to the time that a speaker talked about in an utterance (Ardeatika & Setiawan, 2019). In other words, temporal deixis refers to a certain point of time spoken by the speaker. Temporal deixis is mostly shown by the use of certain adverbs of time. For instance, 'yesterday', 'now', 'then', 'today', 'tonight', and 'tomorrow'.

Discourse Deixis

Renkema and Schubert (2018) found that discourse deixis refers to another part of the same spoken or written text, not to extra linguistic referent like other types of deixis. Discourse deixis could refer to the previous text, the next text, or even the current one. This type of deixis is marked by phrases like 'in the next paragraph', 'in the previous chapter', 'in this speech', etc. Discourse deixis is also shown by the use of demonstrative pronouns, such as 'this' and 'that'. Demonstrative pronouns replace a specific noun that is being talked about.

Social Deixis

Haloho and Johan (2020) stated that social deixis shows social relations between a speaker and a listener or a speaker with other people who were being referred. This deixis identifies how the speaker, the hearer, and other participants are being called by. This codification can be based on their social status or gender. Social deixis is marked by the use of titles of authorities (e.g., 'Your Highness', 'Your Honor'), ranks in a professional working environment (e.g., 'Professor Smith', 'Colonel Tiffin', 'Lieutenant Wilder'), and

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titles with the first or last name (e.g., ‘Lady Diana’).

Gee (2014) claimed that context refers to the physical setting where a conversation happens and everything related to it, such as the gestures, movement, eye gaze, bodies, the previous utterance, and the knowledge shared between them. Correspondingly, Song (2010) stated that there are three types of context, which are linguistic, situational, and cultural context. Linguistic context is sometimes known as co-text and similar to previous discourse. This type determines the context of a text or a sentence by looking at the surrounding piece of text. On the contrary, situational context refers to the context which depends on where and when a text is spoken. Situational context also depends on the environment of the location where the conversation occurs. Lastly, cultural context refers to the cultural knowledge or background that the participants in a conversation share.

Methodology

In this research, the writer is using a qualitative approach because it is more suitable when analyzing data in a form of narratives. The data will be taken from *Jumanji: Welcome to the Jungle* (2017) movie and analyze them; hence she is using a qualitative approach instead of the quantitative one. Moreover, a descriptive text analysis method will be utilized to

analyze the data collected. This method is considered appropriate for its compatibility and effectiveness to explore how deixis is used to signify certain words that affect how the plot of the movie flows.

The data are collected through several steps. First, the writer decides the topic which is deixis. Then, *Jumanji: Welcome to the Jungle* (2017) movie is chosen as the research object. Next, downloading and watching the movie. Then, finding the script online and matching it with the real dialogues spoken in the movie. Then, she divides the script in to 68 scenes according to the events. Next, the writer groups the scenes based on the elements of the plot. Then, the writer selects a few dialogues from the scenes in each element and takes screenshots of some scenes in the movie. Lastly, the data in the form of dialogues and screenshots are successfully obtained.

The data analysis is done through several steps. After obtaining the data, the writer explains the scene in which the selected dialogues were spoken. Then, the writer categorizes the selected data based on the types of deixis. Next, she explains the meaning of the deixis. After that, the writer relates the analysis of the deixis with types of context. Then, she identifies the relationship between the dominant deixis with the movie. Lastly, a conclusion is made.

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Results and Discussion

Excerpt 1

Mr. Vreeke: "Hey, **kiddo**."

Alex Vreeke: "What?"

Mr. Vreeke: "**I** found something. You gotta check this out."

Alex: "Jumanji. Board game? Who plays board games?" (*discarded it*)

(At night, Alex heard drumbeats from the recently transformed Jumanji. He decided to play it and disappeared into the video game.)

(00:01:24 – 00:03:02)

This scene took place in Brantford, New Hampshire, in 1996. A man named Mr. Vreeke discovered a board game called Jumanji when he was jogging on the beach and went home to give it to his son, Alex. In scene 1 of the exposition, there are two characters involved, which were Mr. Vreeke and his son, Alex. The dialogues above took place in their house. When Mr. Vreeke arrived home, he immediately went upstairs to his son's bedroom. He talked to his son from outside the bedroom because Alex was still sleeping. Alex heard his father calling him, so he woke up. Mr. Vreeke told Alex that he found something, and Alex had to check it out. Alex was not interested at first since he thought board games are outdated. However, the board game magically transformed into a video game at night. Alex was interested in the drumbeats coming out of the video game,

so he decided to play it. Then, he got sucked into Jumanji.

The writer can find one social deixis and two person deixis in this conversation. First, social deixis is found in Mr. Vreeke's utterance, "Hey, **kiddo**." "Kiddo" is used to refer to the addressee, Alex, because based on the situational context or the physical setting; Mr. Vreeke was standing outside Alex's bedroom when this utterance was spoken. "Kiddo" can also signify the relationship between the speaker and the addressee. "Kiddo" means child, and it shows that the addressee is younger than the speaker. We can tell that their relationship is close, and with them living together shows that they are family, specifically father and son.

Lastly, the two person deixis are also spoken by Mr. Vreeke, "**I** found something. You gotta check this out." "I" is used to refer to the speaker, Mr. Vreeke. He was telling his son that he found something when he was jogging on the beach. On the other hand, "you" is used to refer to the addressee. Based on the linguistic context, the addressee is Mr. Vreeke's son, Alex, because Mr. Vreeke previously called him from outside his bedroom, "Hey, kiddo." Then, Alex also replied, "What?" So, they were having a conversation with each other.

Excerpt 2

Fridge: "Yo. What's this?"

Spencer: "**I** don't know."

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Fridge: “What is **it**, like some type of old-school Nintendo or something?”

Spencer: “**I** don't think so. **I** don't recognize **it**.”

(00:14:03 – 00:14:14)

This scene took place in the basement of Brantford High School. Spencer, Bethany, Fridge, and Martha were in detention together. Then, they were assigned by Principal Bentley to clean up the basement because the school was turning it into a new computer center. There were many old magazines that needed to be prepared before they go into the recycling process. All the staples must be removed first. Martha and Spencer were the only ones doing the job while Bethany was busy with her phone, and Fridge was wandering around the basement. Then, he found an old video game console in the box labeled as “donate”. There are five characters involved in this scene, which were Principal Bentley, Martha, Spencer, Fridge, and Bethany. However, only the conversation between Fridge and Spencer will be analyzed.

The writer can find only person deixis in this scene. The first one is spoken by Spencer, “**I** don't know.” “**I**” refers to the speaker, Spencer. The next one is spoken by Fridge, “What is **it**, like some type of old-school Nintendo or something?” “**It**” refers to the old video game that Fridge found because based on the linguistic

context, he mentioned Nintendo, which is a video game company at the end of his utterance, “What is it, like some type of old-school **Nintendo** or something?” He was asking whether the thing that he found was an old-school Nintendo.

The writer also found person deixis in Spencer's next utterance, “**I** don't think so. **I** don't recognize **it**.” “**I**” refers to the speaker himself, Spencer. Meanwhile, “**it**” refers to the video game that Fridge found because based on the linguistic context, Spencer was answering Fridge's question, “What is it, like some type of old-school Nintendo or something?” Fridge was asking whether the thing he found was a Nintendo. Spencer answered that he did not recognize the video game. Fridge was asking Spencer because Spencer is a gamer; he plays games all the time, as seen at the beginning of the movie. Spencer was playing video games when he got a text from Fridge, asking to meet up in front of Freak House.

Excerpt 3

Spencer: “But the problem is, there's nothing **here**.”

Bethany: “What do **you** mean there's nothing **there**? It's a map, just like **he** said. It's a map of Jumanji.”

Martha: “Cartography.”(00:30:54 – 00:31:05)

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This scene took place on a pasture of Jumanji. They were shown the back story of what happened in Jumanji by Nigel Billingsley, the field guide of Jumanji. Nigel was hired by Bravest one's former partner, now nemesis, Professor Van Pelt, to lead an expedition. Van Pelt had been obsessed with the jewel or the Jaguar's eye for so long. Legends say that the Jaguar statue watches over Jumanji, so anyone who blinds him will be consumed by a dark power. Van Pelt told Nigel that he needed the jewel so he could document it in his writings. However, once Van Pelt had the jewel in his grasp, he decided to keep it for himself. Then, a curse befell Jumanji. Nigel decided to steal the jewel back at night when Van Pelt and his goons were asleep; he ran away with it.

After the cut scene, Nigel dropped them off in the middle of nowhere and gave them the jewel and a map of Jumanji. He recited that with the help of Bravest one's associates and their complementary skills, they have to return the jewel and lift the curse. If they wish to leave the game, they must save Jumanji and call out its name. Spencer tried to read the map, but he could not. He told his friends that there was nothing on the map. Then, Bethany came to take a look at the map, and she was able to read it. Martha realized that this was because Bethany's avatar is a cartographer. Spencer, Fridge, Bethany, and Martha were involved in this scene. Only the

conversation between Spencer, Bethany, and Martha is going to be analyzed.

There are two spatial or place deixis in this scene. The first one is spoken by Spencer, "But the problem is, there's nothing **here**." "Here" refers to something that is located near the speaker or Spencer, specifically called proximal place deixis. According to the situational context, Spencer was trying to read the map, but he could not since apparently there was nothing on the map. Therefore, "here" refers to the map that he was holding in his hands, which was close to him.

The second place deixis is found in Bethany's utterance, "What do you mean there's nothing **there**? It's a map, just like he said. It's a map of Jumanji." "There" is included as distal place deixis since it refers to something that is located far from the speaker. In the situational context of this scene, "there" refers to the map that was in Spencer's hands, which was far from Bethany or the speaker. This is shown by what they were talking about, in the previous utterance, "But the problem is, there's nothing here." Spencer told his friends there was nothing on the map. So, Bethany checked out the map that Spencer held, and it turned out that she could read the map. Then, she asked what Spencer meant that there was nothing on the map because she could see the map. Therefore, "there" refers to the map in Spencer's hands.

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The writer also found two person deixis in this conversation, which were spoken by Bethany, “What do **you** mean there’s nothing there? It’s a map, just like **he** said. It’s a map of Jumanji.” “You” refers to the addressee, who was Spencer, because based on the situational context and the previous utterance, “But the problem is, there’s nothing here.” Spencer told his friends that there was nothing on the map. Then, Bethany replied to his statement, “What do you mean there’s nothing there? It’s a map, just like he said. It’s a map of Jumanji.” She was asking what Spencer meant. Therefore, “you” refers to Spencer.

On the other hand, “he” refers to Nigel, the field guide of Jumanji, because based on the situational context, Bethany said, “What do you mean there’s nothing there? It’s a map, just like he said. It’s a map of Jumanji.” She told Spencer the map that he was holding was a map of Jumanji, just like what Nigel said. Also, in the previous scene, Nigel gave them a map of Jumanji. Therefore, “he” refers to Nigel.

Excerpt 4

Spencer: “Okay, fine. Who’s good at staring and not blinking?”

Bethany: “I’m amazing at **it**.”

Martha: “Then this is **your** moment.”

(00:52:29 – 00:52:37)

This scene took place at the bazaar in Jumanji. Fridge returned to Jumanji after he exploded because of eating a piece of cake, which is one of his weaknesses. Then, an unknown kid approached the group out of nowhere and led them to a basket consists of a snake and the missing piece of the map. The kid also gave them a clue, “What you need is in the basket. One false move, you’re in a casket. Trust one another, and never blink. The missing piece is not what you think.” Then, the kid wished Spencer good luck and left them. They already knew that there was a snake inside the basket. Fridge told Spencer to tame it since it sounded like a Bravestone thing to him.

Once Spencer opened the lid of the basket, the snake was hissing and scaring all of them. The snake turned out to be a Black Mamba, which is one of the most venomous snakes in the world. Spencer automatically closed the lid. They were trying to determine their next step and pondering over the clue given by the kid. Bethany came up with the idea that this was a staring contest to tame the snake because the unknown kid said, “Trust one another, and never blink.” They had to decide who would be in the staring contest with the snake. Bethany admitted that she was good at staring and not blinking.

There are four characters involved in this scene, which were Spencer, Martha, Bethany, and Fridge. The writer took only

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the conversation between Spencer, Bethany, and Martha. The writer found two person deixis in this scene. The first one is spoken by Bethany, “**I**’m amazing at it.” “**I**” refers to the speaker, Bethany. The situational context is she admitted that she was amazing at staring and not blinking. The next one is spoken by Martha, “Then this is **your** moment.” “**Your**” is the possessive form of “you”, which refers to Bethany as the addressee because based on the linguistic context, Martha or the speaker was replying to the previous utterance spoken by Bethany when she confessed that she was good at staring and not blinking. So, “your” refers to Bethany.

Discourse deixis can also be found in this scene, specifically in Bethany’s utterance, “I’m amazing at **it**.” “**It**” refers to “staring and not blinking” mentioned in the previous utterance spoken by Spencer, “Okay, fine. Who’s good at **staring and not blinking**?” Based on the linguistic context of those two utterances, Spencer was asking who was good at staring and not blinking. So, with this utterance, Bethany was replying to Spencer’s question. She confessed that she was amazing at staring and not blinking. Therefore, “it” refers to “staring and not blinking”.

Excerpt 5

Spencer: “Alex... **I** don’t exactly know how to tell **you**...”

Fridge: “**You**’ve been in **this game** for 20 years.”

Spencer: “That’s probably not how **I** would’ve done **it**.”

Alex: “What?!”

(01:09:25 – 01:09:33)

This scene took place behind a bush near the transportation shed in Jumanji. They were waiting for Martha to distract the soldiers guarding the shed because they needed transportation to fly up to the Jaguar statue. Spencer grew suspicious of Alex because the way he talked was very different than teenagers their age. Then, Spencer asked Alex what year he thought it was. Alex replied that it was 1996. Spencer realized that Alex was Alex Vreeke, the teenager who disappeared 21 years ago, and he asked Alex about it. Alex answered with a yes. Spencer was trying to find a way to tell Alex that he had been in the game for 20 years, but Fridge beat him to it.

There are four characters involved in this scene, which were Spencer, Fridge, Alex, and Bethany. The writer took only the conversation between Spencer, Fridge, and Alex to be analyzed. Two person deixis can be found in Spencer’s utterance, “Alex... **I** don’t exactly know how to tell **you**...” “**I**” refers to the speaker, Spencer. On the contrary, “you” refers to Alex as the addressee because if we take a look at the linguistic context of this utterance, Spencer mentioned Alex’s name at the beginning of his utterance, “**Alex**... I don’t exactly know

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how to tell you..." Therefore, "you" refers to Alex since Spencer was speaking to him. The third person deixis is found in Fridge's utterance, "**You've** been in this game for 20 years." "You" also refers to Alex as the addressee because based on the situational context of the previous utterance, "Alex... I don't exactly know how to tell you..." Spencer did not know how to tell Alex that he has been in the game for 20 years, and Fridge decided to tell Alex directly. Therefore, with this utterance, "**You've** been in this game for 20 years." Fridge was telling Alex that he has been stuck in the game for 20 years. So, "you" refers to Alex.

There is also person deixis in the next utterance, spoken by Spencer, "That's probably not how **I** would've done it." "I" refers to the speaker, Spencer. Lastly, discourse deixis can be found in Spencer's utterance, "That's probably not how I would've done **it**." "It" refers to Spencer's previous utterance about how to tell Alex that he has been in the game for years, "Alex... I don't exactly know **how to tell you**..." Based on the situational context of the whole conversation written above, specifically at the beginning, Spencer was confused about how to tell Alex that he has been in the game for 20 years, but Fridge beat him to it. So, Fridge told Alex straight away in this utterance, "You've been in this game for 20 years." Then, Spencer admitted that he would not tell Alex the way Fridge did in this utterance, "That's probably not

how I would've done it." Therefore, "it" refers to "how to tell Alex".

Excerpt 6

Spencer: "Have **you** guys talked to Martha?"

Bethany: "Oh, **I** was texting **her** this **weekend**. Have **you** talked to **her**?"

Fridge: "Hey. There **she** is."

(01:49:22 – 01:49:31)

This scene took place at the entrance of Brantford High School. When Spencer arrived at school, Fridge immediately came up to him to greet him. After they successfully saved Jumanji together, all of them became close. Bethany has become a nature lover. She invited her friend, Lucinda, to go backpacking somewhere nice. Lucinda was astonished to hear that because the Bethany that she knew was not the type to enjoy nature. When Spencer and Fridge saw Bethany talking to Lucinda, Spencer called her over. So, they talked while walking together into the school. Spencer asked Bethany and Fridge whether they had talked to Martha. Bethany told him that she texted Martha last weekend. Spencer was confused about his relationship with Martha because he had not talked to her since they came back from Jumanji.

There are five characters involved in this scene, which were Spencer, Bethany, Fridge, Lucinda (Bethany's friend), and

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Martha. The writer took only the conversation between Spencer, Bethany, and Fridge to be analyzed. Person deixis and time deixis can be found in the dialogues written above. The first person deixis is spoken by Spencer, "Have **you** guys talked to Martha?" "You" refers to Bethany and Fridge because Spencer mentioned "you guys", which means more than one person. The situational context is he was walking with Bethany and Fridge when this utterance was spoken. Therefore, "you" refers to Fridge and Bethany.

The next person deixis can be found in Bethany's utterance, "Oh, **I** was texting **her** this weekend. Have **you** talked to **her**?" "I" refers to the speaker, Bethany. "Her" refers to Martha, who is the third party being talked about because based on the linguistic context of the previous utterance, "Have you guys talked to Martha?" Spencer was asking his friends whether they had talked to Martha. Then, Bethany replied that she texted Martha in the utterance we are discussing now. Therefore, "her" refers to Martha. Next, "you" refers to Spencer, who was the addressee. Based on the linguistic context of the utterance, Bethany was replying to Spencer's previous question, "Have you guys talked to Martha?" As a result, "you" refers to Spencer.

The last person deixis in this dialogue is spoken by Fridge, "Hey. There

she is." "She" refers to Martha because based on the linguistic context of the previous utterances, they were talking about Martha. Spencer began asking Bethany and Fridge whether they had talked to Martha. Bethany said she texted Martha last weekend. Then, Fridge saw her walking into the school. So, Fridge informed Spencer that he saw Martha in this utterance, "Hey. There **she** is." Therefore, "she" refers to Martha.

Time or temporal deixis can be found in Bethany's utterance, "Oh, I was texting her this **weekend**. Have you talked to her?" "Weekend" refers to last weekend because based on the situational context, they were assigned to clean the basement for detention and then managed to save Jumanji on Friday. This is shown by the conversation between Principal Bentley and Fridge earlier when all of them arrived at the basement. Principal Bentley assigned them to clean the basement and remove the staples on the old magazines, which were bound to be recycled. If they did not finish that day, they could finish it the next day. Bethany, Martha, and Fridge made a protest while Spencer agreed to the punishment. Fridge objected to the task by saying the next day was Saturday. From the way Fridge made an objection, we could interpret that they do not have school on Saturday.

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To conclude, they saved Jumanji and came home on Friday. They did not have school on Saturday. Then, on Monday, Bethany, Spencer, and Fridge were walking to the school together and talking about Martha. Spencer asked them whether they had talked to Martha. Bethany told him that she texted Martha on the weekend in this utterance we are discussing now, “Oh, I was texting her this **weekend**. Have you talked to her?” So, based on the linguistic context of the conversation between Fridge and Principal Bentley earlier and the timeline of the events that happened in this movie, the writer could interpret that “weekend” refers to last Saturday or Sunday before Monday, the day when Bethany’s utterance was spoken.

Conclusion

The results show that deixis was prevalent in *Jumanji: Welcome to the Jungle* (2017). In this case, deixis supports how the plot of the movie flows. Without deixis, the characters’ utterances will be incomprehensible, which can affect the plot of the movie. The communication between the characters is the base of the movie because all the characters have to work together to finish the game. When communicating with each other, deixis was often used.

In conclusion, deixis is an important aspect of spoken or written communication. Humans are social beings, so communication is what we do every day.

To create good communication, deixis can be used because it refers to various items that humans often talk about, such as people, things, places, a period of time, social relationships, and previous discourse. Therefore, it is crucial to understand the use of deixis.

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