Felicity Analysis on The Main Character in The Game Movie *Resident Evil 2* Remake

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ABSTRACT

The purposes of this research are for knowing what kind felicity condition within the conversation by using Leon as a limitation. Beside to classifying the type of felicity condition, the researchers also want to know what is the impact if the felicity condition is not fulfilled inside the conversation. This research is using descriptive qualitative method to get the data. In accordance with Creswell's theory, the researchers only use Resident Evil 2 Remake as an object and it will be used as the data in this research. To validating the data, the researchers using Theory Triangulation, the theory said to use an expert theory to analyzing the data and the researchers here is using Yule as a base to analyzing and classifying the type of felicity condition that will eventually become a complete data to make a conclusion. This research has 5 types of felicity condition according to the theory that the researchers use. The types are General Condition (25%), Content Condition (23,4%), Preparatory Condition (10%), Sincerity Condition (30%), and Essential Condition (11,6%). The percentage above are from analyzing 60 data inside the conversation that Leon have and some other characters who had conversation with Leon. Beside the types, there is also an impact which exist because the utterance become infelicitous. The impact is misinvocation (38%), misexecution (31%), and abuse (31%). These impacts here cause a different result from what the speaker intended.

Keywords: pragmatic; felicity condition; game movie

INTRODUCTION

English is well known as a lingua franca, it means that not only can be used to communicating, it also can be used to learn something new as a bridge language. To learn English properly, there are four categories basic skills that must be learned. These skills are listening, reading, writing and speaking. Different from those basic skills, English in English Literature is more complex. The example is Pragmatics, now what is Pragmatics? Pragmatics is a study about what is the meaning under the context. If in English we are studying about how to correctly pronounce the sentences, then in English Literature we are studying about the contextual meaning behind the sentences. The researchers chose pragmatics as a research object because pragmatics is both complicated and interesting. Even a simple phrase like "I'm tired" can have different meanings, either the person literary tired or felling unwell depending on the speaker condition. In felicity condition "I'm tired" is a reason for further act, for example "I'm tired, so I might not be able to go to your wedding

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ceremony tomorrow". According to Yule (2003:50), Felicity Condition divided into 5 categories 1) General Condition, 2) Content Condition, 3) Preparatory Condition, 4) Sincerity Condition and 5) Essential Condition. In felicity condition, if the condition is not fulfilled then it leads into different act as the speaker intended. From the example above, if the speaker is not tired, then the speaker will be able to go to the wedding ceremony (infelicitous). It means that every felicity condition will have different result depending on the respond or the condition itself. If the speaker has different condition, then it may lead into different act, and if the interlocutor did not act as the speaker said, it will also lead into different act.

Based on the reasons above, the researchers want to analyze the pragmatics in a game movie or what we know as cut scenes. On the surface, a game movie is not really that much different from an ordinary movie, but a game movie simpler than a movie. In movie usually has too many plots, the plots itself is not always moving forward, and sometimes it can also move backward to learn about the origin of the story (flashback). However, in the game movie the plot simply moves forward, of course in some games there is also some flashback, but in *Resident Evil 2* Remake there is no flashback, to fill the gap in the story there are 2 different routes with different main character. However, the researchers only chose 1 route for the research object and that is Leon route. If we are digging deeper into English Literature, there is one major reason why the researchers chose game movie instead ordinary movies, that is in the game movies the text is shorter but supported by more actions that the characters do. This become a really good reason to research pragmatics, reminding us that pragmatics is not only about context but also the condition of the participants.

LITERATURE REVIEW

FELICITY CONDITION

Felicity condition is the extended act of speech act. The purpose and effect will be different depending which felicity condition that match the case. However, no matter conditions the felicity is, the performance of the act will be recognized as intended (Yule, 1996:50).

Levinson (2008:25) said that appropriateness or felicity condition is a pragmatic theory that concern of principle predict for each and every well-formed sentence of language, on a particular semantic reading, the set of contexts in which it would be appropriate. While Hurford (2007: 282) states that the felicity conditions of an illocutionary act are conditions that must be fulfilled in the situation in which the act is carried out if the act is to be said to be carried out properly, or felicitously.

Many experts describe felicity condition in different way, but they agree that for one utterance to be felicitous is if the performance match as what they expected. The utterance will be infelicitous if it is not used in a suitable case.

GENERAL CONDITION

General condition on the participant, for example, that they can understand the language being used and that they are not play-acting or being nonsensical.

CONTENT CONDITION

For example, for both a promise and a warning, the content of the utterance must be about a future event. A further content condition for a promise requires that the future event will be a future act of the speaker.

PREPARATORY CONDITION

Preparatory condition for a promise is significantly different from those for a warning. When someone promise to do something, there are two preparatory conditions: first, the event will not happen by itself, and second, the event will have a beneficial effect. When someone utter a warning, there are the following preparatory conditions: it is not clear that the hearer knows the event will occur, and the event will not have a beneficial effect.

SINCERITY CONDITION

There are 2 types of sincerity condition first is a promise, the speaker genuinely intends to carry out future action. And the second is a warning, the speaker genuinely believes that the future event will not have a beneficial effect.

ESSENTIAL CONDITION

Essential condition covers the fact that by the act of uttering a promise, someone thereby intend to create an obligation to carry out the action as promised. In other words, the utterance changes their state from non-obligation to obligation. Similarly, with a warning, under the essential condition, the utterance chance their state from non-informing of a bad future event to informing.

METODHOLOGY

Creswell (2003) identifying the purposed of qualitative research is to select participant (document or visual material) that will help the researchers to understand the problem and research problem. Qualitative research suits the best for pragmatics research that the researchers did for identifying Felicity Condition. The researchers used *Resident Evil 2* Remake as object research that released on 2019. As a horror-based game, the researchers believed that the data inside the game will be plenty to make thesis research. There are two main characters in this game, but the researchers only used one main character as limitation. If there is Felicity Condition when the Leon Kennedy as main character is not there, the data will be considered invalid. It means the data will only rotated around Leon as the main character.

This research uses theory/perspective triangulation to validity data. It is because the theory triangulation using theoretical perspectives to examine and interpret the data, which is suits best to make a thesis that using an expert's theory to analyse the data. The expert that the researchers used in here is Yule (1996) to classify the felicity condition. Which means by using Yule's theory, the researchers will be analysing the data to get a conclusion for the thesis.

FINDINGS AND DISCUSSION

The researchers found all 5 types of felicity condition in *Resident Evil 2* Remake. The felicity condition found inside it can be a conversation on gesture that the character do to respond the speaker. Among the 60 data that the researchers analyzed, the researchers found from the highest to lowest frequency is sincerity condition 18 data (30%), general condition 15 data (25%), content condition 14 data (23,4%), essential condition 7 data (11,6%), and preparatory condition 6 data (10%).

TABLE 1. Type of Felicity Condition

NO.	Types of Felicity Condition	Number of Data	Total	Percentage
1	General Condition	1, 3, 5, 12, 14, 16, 24, 27, 29, 37, 45, 46, 52, 57, 60	15	25%
2	Content Condition	2, 9, 11, 13, 15, 18, 19, 20, 21, 48, 49, 50, 55, 56	14	23,4%
3	Preparatory Condition	8, 30, 33, 34, 42, 51	6	10%
4	Sincerity Condition	4, 17, 23, 26, 28, 32, 35, 36, 38, 40, 41, 43, 44, 47, 53, 54, 58, 59	18	30%
5	Essential Condition	6, 7, 10, 22, 25, 31, 39	7	11.6%
	TOTAL		60	100%

GENERAL CONDITION

General condition on the participant, for example, that they can understand the language being used and that they are not play-acting or being nonsensical. This really is a simple sentence, but because it is spoken in the certain condition and depending on who was the speaker, it can become a general condition. If either the condition meets or the speaker has an authority to do the action, then it will be general condition.

> 00:04:58
> Leon Kennedy : **"Freeze …! I'll shoot!"**
> Zombie : (Trying to attacking Leon)

Leon Kennedy as a police officer saw a strange creature (zombie) that just attacking human. As a police officer Leon tried to give a warning to not to move. Here the condition is Leon has authority to shoot a gun when he is in danger, so he gave a warning to the zombie not to move. General condition here active because Leon is police, if police give a warning, they have an authority to fight back. Since Leon is police, of course when Leon gave a warning, it is not an act-playing. Beside the authority Leon has, it is also because Leon has gun with him, if he does not have one with him, the act might be different.

CONTENT CONDITION

For example, for both a promise and a warning, the content of the utterance must be about a future event. A further content condition for a promise requires that the future event will be a future act

of the speaker. The condition is a speaker give a promise to someone. The speaker act of future will be affected because of the promise that the speaker made before. Whether the condition fulfilled or not, it is still content condition, but it just leads different from what the speaker intended.

> 00:12:23
> Claire Redfield: **"GO ON AHEAD! I'LL MEET YOU AT THE STATION!"**
> Leon Kennedy   : "I'LL BE THERE!"

Claire and Leon cannot take a same path as before, so Claire suggest to Leon to go first while Claire take a different route. The content condition here is Claire make a promise to meet Leon in the police station, to respond to Claire oath, Leon also told Claire that he will be there too. It means the future act that will be happening is both Leon and Claire go to the police station in order to fulfill their promise to meet each other in police station.

PREPARATORY CONDITION

Preparatory condition for a promise is significantly different from those for a warning. When someone promise to do something, there are two preparatory conditions: first, the event will not happen by itself, and second, the event will have a beneficial effect. The event will be occurred if the listener meets a certain condition, therefore it won't be happened by itself. And if the condition meted, it will give beneficial effect. When someone utter a warning, there are the following preparatory conditions: it is not clear that the hearer knows the event will occur, and the event will not have a beneficial effect.

> 00:28:57
> Ben Bertolucci: **"Hey! I'll make you a deal… Unlock this cell and I'll give you this.
> There's no other way outta that parking garage! Believe me!"**
> Leon Kennedy : "Sorry… I can't do that. I have to talk to the chief first."

Ben made a deal with Leon because he knew the shutter on the parking garage is locked and he is the person who has the keycard. He knew Leon will need it and Ben also need to leave the cell as soon as possible. However, because Leon was not sure to let Ben out, he got hesitated. Even if Leon hesitated, but the condition has been met, because there is no other way for Leon to leave the place. It will only a matter of time before Leon decided to take the deal. The way Ben makes a deal is profiting for both of them, it become the preparatory condition when one or both of them get some profit by doing the action.

SINCERITY CONDITION

There are 2 types of sincerity condition first is a promise, the speaker genuinely intends to carry out future action. The second is a warning, the speaker genuinely believes that the future event will not have a beneficial effect.

> 00:07:19
> Claire Redfield: **"Don't shoot" *hands up***
> Leon Kennedy: "Get down!"

Claire entered the store and meet Leon for the first time and saw him holding a gun, trying to explain she is not a suspicious and hostile she asked Leon not to shoot while raising her hands up.

In here Leon notice that Claire is not a dangerous person, he does not shoot Claire. This situation led Leon not to shoot Claire is because Leon agreed with Claire statement to not to shoot her because raising hands up mean that the person is not hostile. The condition here is Leon agreeing not to shoot Claire because she gave a body language that means she is not infectious and did not bring any weapons with her (harmless). Everything is according to Claire condition that asked Leon not to shoot her. If Leon did shoot Claire, he will not lose something, but that is of course it will violate his policy as police. After Leon did not shoot Clair, he also will not get benefit at all.

<div align="center">ESSENTIAL CONDITION</div>

Essential condition covers the fact that by the act of uttering a promise, someone thereby intend to create an obligation to carry out the action as promised. In other words, the utterance changes their state from non-obligation to obligation. Similarly, with a warning, under the essential condition, the utterance chance their state from non-informing of a bad future event to informing. It means if the event changed, the future act will also change depending what is the event that make it changed. It can be better or bad.

00:10:57
Claire Redfield: "Leon! We gotta back up!"
Leon Kennedy   : **"Holy shit! Claire, get out! Get out NOW!"**

At first Leon tried to drive the car backward, but he saw a truck rushing on the road and if Leon forcing drive the car, they will get crushed by the truck. It made Leon change his decision to tell Claire to get out from the car immediately even though there is a zombie surround them. This second route or choice is happening because there is another condition that force Leon to do so and that is the truck incoming. The decision Leon made is invulnerable because there is different condition from what Leon intended.

In felicity condition there is a possibility when the utterance become infelicitous. If the utterance indeed being infelicitous data, there will be some impact that affect the future act. The researchers present a table of data felicitous and infelicitous data below.

<div align="center">TABLE 2. Felicitous & Infelicitous data</div>

Felicity Condition	Felicitous Data (F)	Infelicitous Data (I)	Total	Percentage
General Condition	3, 12, 14, 16, 27, 29, 37, 45, 46, 52, 60	1, 5, 24, 57	11 (F) 4 (I)	18% (F) 7% (I)
Content Condition	11, 13, 18, 19, 20, 48, 49, 50, 55	2, 9, 15, 21, 56	9 (F) 5 (I)	15% (F) 8,4% (I)
Preparatory Condition	8, 33, 34, 42, 51	30	5 (F) 1 (I)	8,4% (F) 1,6% (I)

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Sincerity Condition	4, 17, 23, 26, 28, 32,	38, 54	16 (F)	26,7% (F)
	35, 36, 40, 41, 43, 44,		2 (I)	3,3% (I)
	47, 53, 58, 59			
Essential Condition	6, 7, 10, 22, 25, 39	31	6 (F)	10% (F)
			1 (I)	1,6% (I)
			60 (T)	100% (T)
	TOTAL (T)		47 (F)	78,1% (F)
			13 (I)	21.9% (I)

Infelicitous utterance will create some impact within the conversation, this impact divided into 3 categories (Austin 1962), there are 1) misinvocation, 2) misexecution, and 3) abuse. Misinvocation is occurred if the one of the participants does not know about the situation. If one the participant does know what is happening around them, it can create a misunderstanding and the synergy inside the conversation will not be founded. The second one is misexecution, it occurred when the responder deny the speaker's utterance. For the last one is abuse, abuse occurred because the participant know they are wrong and supposed to respond their interlocutor utterance, but they chose not to do it. The researchers present infelicitous impact in table below.

TABLE 3. Impact of Infelicitous utterance

NO	Infelicitous Impact	Number of Data	Percentage
1	Misinvocation	1, 5, 9, 15, 31	38 %
2	Misexecution	2, 21, 54, 56	31%
3	Abuse	24, 30, 38, 57	31%
	TOTAL	13	100%

In felicity condition there are also a felicity condition where the condition is not fulfilled. When the condition is not fulfilled, the felicity condition become infelicitous. For example:

01:16:19

Ada Wong　　　 : **"Let me verify the G sample and we'll get the out of here."**

Leon Kennedy　 : "Before we do that… I ran into Annette. She claims you're FBI."

What Ada said there was content condition. They are supposed to get back after Leon get the sample. Since the story before this one is Leon helping Ada get the sample. It means Leon really intended to help Ada, and that is a content condition. However, because Annette gave for who

knows the truth information, Leon having a doubt in Ada. The impact in here is abuse, Ada know that she is supposes to not to lie to Leon, but for clearing her mission, she decided not to tell Leon that she is a mercenary. Leon also knows that he needs to give the sample to Ada because he promises to, but in here Leon prefer to questioning Ada whether she is really an FBI or not. Because of the abuse impact, they are ended having a conflict where Ada and Leon take their gun out to be ready to shoot. It means the condition changed and it leads into different scene where the condition supposed to be. Thus, if the condition changed or not fulfilled, the path will be different from what the speaker want to. This way, the condition become more like essential condition where the condition become unexpected, but for essential there are always more than one condition that leads into different path. However, in this case should be only had one condition, but it turned into different path.

CONCLUSION AND RECOMMENDATION

In the *Resident Evil 2* Remake Game Movie, there are five types of felicity condition: general condition, content condition, preparatory condition, sincerity condition, and essential condition. The researchers discovered that the sincerity condition has the most frequency data is because of its warning utterance. Warning utterance completely normal in survival horror genre in *Resident Evil 2* Remake. Not only general condition, the top three condition which is general and content condition also become the most condition because the reason is same. It means, a genre of the data, in this case game movie can become an influence for which felicity will be spoken a lot by the characters.

The research that has a character as limitation must be pay attention on the conversation. Because in game movie the data will be text, the researchers must look at the character as well, whether the character that sets as limitation is there or not. Because if the limitation is not there, the data can be invalid. To respond the speaker, the responder can use a gesture as well, it means the researchers also need to pay attention to what the character currently doing. A gesture as a respond means to know what will be happening next, agreement or not, and anything else. This research is far from complete, there is also one different main story which use Claire as the playable character. Other researchers who want to analyzing felicity analysis about *Resident Evil 2* Remake can also use its story as a data either it will be used for felicity analysis or any other pragmatic field.

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