



FLOUTING MAXIM ANALYSIS PERFORMED BY THE CHARACTERS IN *ESCAPE ROOM* MOVIE

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ABSTRACT

This study aims to find out the types of flouting maxims and to know what the most dominant types of flouting maxims performed by the characters in the Escape Room movie is. The researcher used the theory that proposed by Grice in his book Logic in Conversation (1975) to analyze the types of flouting maxims in the Escape Room movie. The method that used in this research is descriptive qualitative research. Through the findings of the analysis, there were 24 data found. Those are: Flouting Maxim of Quantity 8 data (33%), Flouting Maxim of Quality and Flouting Maxim of Relevance rarely appeared with same frequently 6 data (25%) and Flouting Maxim of Manner 4 data (17%). From those forms, Flouting Maxim of Quantity has the highest occurrences used among others.

INTRODUCTION

Pragmatic is the subfield of linguistic that concerns with the study of meaning between the speakers and hearers in communication. As explained by Leech (1983:6) pragmatics is the study of meanings in relation to speech situation. It is importance to study pragmatic in analyzed everyday conversations. As stated by Levinson (1983: 21) concerning pragmatic is the



study of the relations between language and context that are basic to an account of language understanding. Human communicated with others by using language. Language plays important and crucial roles that used by people to share something through communication. It becomes important aspect since language often use to convey and share the information, express feeling, sharing fact and idea toward the other in communication. However, to achieve a good and successful communication both of speaker and the listener needs to be cooperative and to consider the meaning what they want to share to avoid misunderstanding. Moreover, both of the speakers and the listeners should understand the context of situation when the conversation happened. Thus the study of pragmatic also deals with the context. Context is defined as important aspect that help the participant know the instated meaning of the utterances. There is one principle that help the speaker know about the intention or speaker means in conversation, it called Cooperative Principle. Grice (1975:37) stated that people have a successful conversation if they fulfil the Cooperative Principle that is elaborated in four sub-principle or maxims.

Meanwhile, the fact is not all conversation goes well or run smoothly because some people became uncooperative, sometimes they tell lie, being irrelevant, not informative while delivering the information and they often break the rules of maxim by flouting them. In addition, some people how flouts the maxim have certain purposed. According to Cutting (2000:37) state that flouting maxims happened when the speakers appear not to follow the maxims but expect hearer to appreciate the meaning implied. In the other cases, the speakers flouted the conversational maxim because of certain reason, they try to avoid the unpleasant situation, giving some hidden meaning in their utterances, and say something in other indirectly. The phenomena of flouting maxim is interesting to be discussed since the topic have been discussed in by many previous researches and the flouting maxim can help the speaker analyzing the hidden meaning behind the conversation. Therefore, the phenomena of flouting maxim not only happened in the real life but also it can used by the actors in the movie.

Movie is a media that reflects the social life of human. A movie is one of some kind entertainment that belongs to visual communication which is use movie pictures and sounds to tell the story. According to Klaler (1999:57) movie has idiosyncratic modes of presentation, such as camera angle, editing, montage, slow and fast motion often parallel futures of literary texts or can be explained within textual framework. People like watching movie because there are lots of advantages that they can get like; educational value, moral value, the acting of the actor or actress, and about the literary elements. There are many kind of genre movie, one of them is Thriller. And *Escape Room* movie can be a good object to analyze the case of flouting



maxim. In movie, the characters speak each other and we can find many utterances that performed by the main character and it can define into flouting maxim,

RESEARCH METHOD

The data of analysis were taken from the utterances of the characters in *Escape Room* movie. *Escape Room* movie is 2019 American psychological film that directed by Adam Robitel. The research was used descriptive qualitative research to analyzing the phenomena clearly. The data were collected through observation method, which have several technique as follows: watching the movie, used note-taking technique to documenting the data, and selecting the utterances which contain flouting maxim. The researcher used the theory of Cooperative Principle that proposed by Grice (1975) in their book entitled *Logic and Conversation* as the basic of the research as well as the way to analysis type of flouting maxim. And the supporting theory from Halliday and Hasan (1989) to analyze the context of situation. In presenting the finding, the data was presented in formal and informal method.

RESULT AND DISCUSSION

The finding show, this study found 24 data that contains 4 types of Flouting Maxim in the utterances of characters in *Escape Room* movie. The data was presented in the following table:

Table 1 The Types of Flouting Maxim in *Escape Room* movie

NO	Type of Flouting Maxim	Frequency	Percentage
1	Flouting Maxim of Quantity	8	33%
2	Flouting Maxim of Quality	6	25%
3	Flouting Maxim of Relevance	6	25%
4	Flouting Maxim of Manner	4	17%
	Total (N)	24	100%

Based on table 1, all the type of flouting maxim occurred in *Escape Room* movie. They are flouting maxim of quantity, flouting maxim of quality, flouting maxim of relevance, and flouting maxim of manner. The total number of flouting maxim that performed by the characters in *Escape Room* movie is 24 data.



The most dominant types of flouting maxim that performed by the characters was Flouting Maxim of Quantity that applied 8 data with percentage 33%. It can be shown that the characters in this movie did not give the required information, they gives less or too much information that needed. It show the way of the characters which have different personalities and background tried to build the teamwork to solved the clue of each room, therefore their contribution a lot of addition information. All types of flouting maxim are discussed detail in the following section.

1) Flouting Maxim of Quantity

Flouting maxim of quantity occurs when the speaker fails to fulfil the maxim of quantity. It means the contribution of the speaker is not informative as is required. The speaker seems to give too little or too much information than it needed. In addition, Levinson says if tautologies do not carry any information literary. (Levinson, 1983, p. 111). Then, here are two examples of utterances containing flouting maxim of quantity.

Data 1

Jason : "Hey, don't do that."

Danny : "It's just a sound effect. The ice isn't cracking. **They are watching to make sure nothing bad happens to us. I mean, can you imagine the lawsuits if one of us actually got hurt?"**

(*Escape Room* movie, 38.47)

In *Escape Room* movie the conversation above happened when all the participants was successful escape after being locked at Cabin Room. And then, they arrived at a room that build up like a frozen lake in a snowy clearing where the ground was water that has frozen over. Danny who was an escape room enthusiast felt happy with that frozen lake, he walked around and tested the frozen floors. He jumped on the frozen floor. And Jason remind Danny to calm down because of his action cause the sound like cracking ice.

Based on the conversation, the utterance that utter by Danny contains Flouting Maxim of Quantity. Danny seems to give too much information that is required. Danny here flouts maxim quantity because he gives a long answer which seems unnecessary. Hence, by providing too much information, he wants to tell Jason that place is fine and the cracking sound that he made just a sound effect and he asked Jason to not worried about that.

Data 2

Ben : "You've got to let this shit go."

Zoey : "I can't just pretend that they never existed. **Everyone else who was sent those invitations died... and whoever sent them is still out there. Don't you want answers? We can find them. They rigged the game so that we would lose and we won. We beat them at their own game. I didn't have a lot to go on, but... the logo... it's an impossible object. It's an Escher staircase that turns in on itself. It's totally unique. The numbers are in a pattern on the staircase. 23, 22 in a repeated sequence of right angles. They're coordinates... for an unlisted industrial building in the middle of Manhattan. They're hiding in plain sight.**"

(*Escape Room* movie, 1.32.22)

The conversation above were between Ben and Zoey. That moment happened 6 month later, after they survived from the deadly escape room, Ben and Zoey met again and having lunch together. Zoey gave Ben a binder that full with article information. The information on that binder was about the news and articles of the deaths of Amanda, Mike, Jason, and Danny that cover up their true place and cause of death.

The conversation above belongs to flouting maxim of quantity. Zoey flouted the flouting maxim of quantity by giving too much information that it required. Firstly, Ben asked Zoey to stop searching the information about the Minos Company and forgot it. In answer Ben question, Zoey became informative by giving a long report to persuaded Ben to find out who is behind those dangerous games. Therefore, Zoey tries to convey his intended meaning through flouting maxim quantity.

2) Flouting Maxim of Quality

The flouting maxim of Quality happens when the speaker say something which is lack of adequate evidence. The speakers tells lie which is means they want to deny something that is believe to be false. Grice (1975) adds if figure of speech like irony, metaphor, meiosis, and hyperbole can flout the maxim quality. The researcher found 6 data of flouting maxim of quantity that performed by the characters in *Escape Room* movie. Two of them is analyzed below:

Data 3

Danny : "Guys, we need to focus and find the clues."

Mike : "It's like 150 degrees in here."



(*Escape Room* movie, 27.35)

The conversation above occurs in the waiting room. One by one the traps turned up the heat and the fans blew the hot air that made the room getting hotter. All participants panicked tried to escape the room, Danny remind all people to focus found the clue.

In conversation above, Mike flouts maxim of quality. It seems when Mike told lie and untrue about the heats of the room. The fact the temperature in that room only 40 degrees. In addition, he also has a lack of evidence to clarify the truth of his statement. His statement belongs to figurative language, as hyperbole. He tries to exaggerate his statement in other to make the statement worse than the reality.

Data 4

Jason : "Nothing. What will you tell the cops?"
Amanda : "I don't know, maybe that **they locked us in a giant oven and tried to cook us.**"

(*Escape Room* movie 33.38)

The dialogue happened in second room, which was a Cabin Room, they locked and should solved the puzzle to exit the room. Amanda felt tired with the incident of the fans that blew a hot air in waiting room. That room triggered Amanda's trauma. Amanda hysteric and panicked, she took Danny's phone and tried to called police.

From the utterance above, Amanda failed to fulfil the maxim of quality. This flouting maxim of quantity happened when one did not provide true information. Amanda gives false information by saying lies. In the utterances, she states that the Game Master locked them at giant oven and tried to cook them. In this case, Amanda uses hyperbole to exaggerate her statement in other to make the statement worse that the reality. The room is not truly a giant oven that tried cook them, in fact they are playing escape room games in a big building which has several room.

3) Flouting Maxim of Relevance

The speaker flouts the flouting maxim of relevance when they become irrelevant, they did not given a response within the topic that being discussed and mislead the listener because sometime they have reason behind it. The speaker makes the conversation not runs smoothly in other to hide something or say something to other indirectly. The researcher found 6 data of flouting maxim of relevance performed by the characters in *Escape Room* movie. Here, 2 of data were explained.



Data 5

- Police : "We haven't found any evidence of the things you've described."
Zoey : **"That. Look. This was the duct. There was a painting that came down."**

(*Escape Room* movie, 1.29.17)

The conversation above occurs in the building that held the deadly games. Zoey as the victim of the dangerous games tried to explain the chronologies to the police. The dialogue above between the detective and Zoey. Police did an investigation regards the incident that happened with Ben and Zoey, and they could not found anything that became evidence of the incidents.

In this conversation, Zoey was being irrelevant. She changed the topic that being discussed, in other to explain the chronologies. She remember all the details about the duct or the vent that she used while escape the room, but she did not prove it. However, since she responded has been obvious, Zoey flouted maxim of relevance to convince that the room was real.

Data 6

- Amanda : "Oh, shit, that looks real."
Danny : "They're just trying to give us a scare as part of the immersive experience."
Amanda : **"What the hell, are they paying you?"**

(*Escape Room* movie, 24.36)

The conversation above happened between Danny and Amanda. They already started the game with handle door that representing oven dial as the sign. Amanda amazed with the incredible escape room that designed very well and look so real. Danny tried to explain the room and the traps was effect that used to scared the participants and he believed that games was save games with 10,000 dollar as the gift.

The conversation belongs to flouting maxim of relevance since Amanda does not want to talk about Danny's argument about the games master of escape only give scare part as immersive experience, it means he believe the room was a save games. Amanda obviously changed the topic discussion, and yelling at Danny. Amanda does not relevantly answer Danny's argument therefore Amanda's utterances categorized as flouting the maxim of relevance. She might say that she being upset with Danny's behavior that always support the master of escape room.

4) Flouting Maxim of Manner

The speaker flouts the maxim of manner when their utterances contains ambiguous and obscure statement. While conveying the information, they may say something not briefly and orderly as request. They apply this term to hide something or they do not want talk about the topic. The researcher found 4 data of the flouting maxim of manner. The following data through the example flouting of the maxim of manner in *Escape Room* movie:

Data 7

Jason : Mike, we need a higher rate. You've got to go.

Mike : What? I'm not your **guinea pig**, man.

(*Escape Room* movie, 01.11.54)

The conversation happened at fourth room of *Escape Room*. The conversation above happened while Jason forced Mike to use the defibrillator to get higher heart rate. Mike refused the idea from Jason by using flouting maxim of manner.

The utterance above belongs to flouting maxim of manner due to the utterance contains ambiguous information. The phrase *guinea pig* can be categorized into ambiguous phrase because it made the Jason confused. Actually, Mike has implied the meaning on that statement, he refused the idea from Jason and he did not want to become experimental subject that used defibrillator.

CONCLUSION

This study has analyzed the types of flouting maxim that researcher found in the *Escape Room* movie and also identify the most dominant types that performed by the characters in that movie. In the data analysis the researcher found, there are 24 data that classified into types of flouting maxim that found in *Escape Room* movie. Those are: flouting maxim of quantity, flouting maxim of quality, flouting maxim of relevance, and flouting maxim of manner. From the data above, it could conclude that the most dominant type of flouting maxim of that frequently used by the characters is flouting maxim of quantity. It takes 8 from 24 data and holds 33% for all the percentage. On the other hands, the flouting maxim of manner has the lowest frequency of use among others.

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