



## Realization of Deixis Theory by Major Characters of Jumanji: The Next Level Movie

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**Abstract** This study investigates the types of deixis used by major characters in Jumanji: The Next Level movie script, based on Levinson's (1983) theory. Descriptive quantitative methods were used in this research. Data was collected using an observation checklist and analyzed using statistical formulae. Results showed that all deixis suggested by Levinson were used: Person deixis (66.2%), time deixis (3.76%), place deixis (8.20%), discourse deixis (15.84%), and social deixis (6.15%). it can be concluded that the major characters in the movie often use persona deixis and discourse deixis.

**Keywords:** Deixis; Jumanji; The next level; Major Character; Movie.

**Abstrak** Penelitian ini mengkaji jenis-jenis deiksis yang digunakan oleh tokoh-tokoh utama dalam naskah film Jumanji: The Next Level, berdasarkan teori Levinson (1983). Metode kuantitatif deskriptif kuantitatif deskriptif digunakan dalam penelitian ini. Data dikumpulkan dengan menggunakan daftar periksa observasi dan dianalisis dengan menggunakan rumus statistik. Hasil penelitian menunjukkan bahwa semua deiksis yang disarankan oleh Levinson digunakan, deiksis orang (66,2%), deiksis waktu (3,76%), deiksis tempat (8,20%), deiksis wacana (15,84%), dan deiksis sosial (6,15%). disimpulkan bahwa tokoh-tokoh utama dalam film tersebut sering menggunakan deiksis persona dan deiksis wacana.

**Kata Kunci:** Deiksis; Jumanji; Tingkat Selanjutnya; Karakter Utama, Film.

## **INTRODUCTION**

Deixis is a branch of linguistics that plays a crucial role in pragmatics, allowing speakers to convey meanings depending on the context. It is essential for understanding speech and can be found in daily communication, writing, and text. Deixis is categorized into five types: person deixis, time deixis, place deixis, discourse deixis, and social deixis.

Jumanji: The Next Level, an action fantasy comedy adventure movie, has been analyzed by Asmarita and Acep (2019), Saputri (2016), and Sitorus (2019). These studies have shown that there are three types of deixis: persona deixis, time deixis, and social deixis. Persona deixis is the most dominant type found in Ridwan Kamil's speech at the Asian-African Conference.

Saputri's research on the Black Swan film script revealed four types of deixis: personal deixis, spatial deixis, temporal deixis, and discourse deixis. Sitorus's study on song lyrics found three types of deixis: persona deixis used to designate objects, personal pronouns, possessive pronouns, place deixis used to designate locations, and temporal deixis expressed in time adverbs.

The researchers used Levinson's theory instead of Yule's theory, which explains five types of deixis. They also used checklists as research instruments, focusing on the type of object and research objectives. This study differs from previous studies that used human instruments and library instruments, as well as checklists. Researchers also focus only on the major character to limit the data and use Levinson's theory (1983) as the basis for analysis. Based on this background, the main problem was what types of deixis are used by the major characters in Jumanji: The Next Level movie script?

## **METHOD**

This study uses a descriptive qualitative method to analyze the main characters in the film Jumanji: The Next Level. The four main characters are Xander "Smolder" Bravestone, Professor Sheldon "Shelly" Oberon, Franklin "Moose" Finbar, and Ruby Roundhouse. The researchers used a checklist instrument to collect data, classify deixis, and analyze the main characters' utterances. The design was based on Levinson's (1983) theory, which categorizes

deixis into five types: person, time, place, discourse, and social. The researchers downloaded movie scripts, watched the movie, and identified deixis in the main characters' utterances. They coded five types of deixis based on Levinson's theory and analyzed the speech of the main characters. A co-researcher from Bengkulu University was asked to analyze the sample, ensuring the researchers and coresearcher had the same views on data analysis. The results of the researchers' research and the collaborative research were compared, with an agreement score obtained using Cohen's Kappa statistical analysis.

## RESULT AND DISCUSSION

### Results

#### 1. Types of Deixis

The following data is the type of deixis contained in the movie script for the major character's Jumanji: The Next Level. This types of deixis found will be presented in the following table:

**Table 1 Types of Deixis in Jumanji: The Next Level Movie**

No	Types of Deixis	Frequency	Percentage (%)
1.	Personal Deixis	579	66.02
2.	Time Deixis	33	3.76
3.	Place Deixis	72	8.20
4.	Discourse Deixis	139	15.84
5.	Social Deixis	54	6.15
	Total	887	100

From Table 1 it can be explained that the researcher found five types of deixis based on the major characters in the movie script according to Levinson's theory (1983). The number of deixis found in the film script based on Levinson's theory (1983) is (877), the most prominent deixis is person deixis (66.02%), followed by discourse deixis (15.84%), place deixis (8.20%), social deixis (6.15%) and time deixis (3.76%). The further explanation of this deixis is as follows:

### 1.1 Person Deixis

Personal deixis, categorized into first, second, and third person, are utterances produced by speakers in speech events, as seen in Jumanji script's The Next Level.

#### Extract 1: First person deixis

The following data is a type of first person deixis found in the major character's movie script.

**Table 2 First Person Deixis**

No	First Person	Frequency
1.	I	151
2.	Me	37
3.	My	17
4.	Myself	1
5.	We	83
6.	Us	10
7.	Our	3

Table 2 identifies seven types of deixis in first person deixis: I, We, Me, My, Us, and Our and Myself. Examples of first person deixis are provided in a conversation.

<b>Ruby Roundhouse</b>	: "No! Am I...? Is it...? I can't Believe...Oh! Oh, it's her. I'm her. Spencer?"
<b>Dr. Bravestone</b>	: "Spencer?"
<b>Moose Finbar</b>	: "What in tarnation? Where am I?"
<b>Dr. Bravestone</b>	: "What The hell is this

In Jumanji: The Next Level movie, Martha, Dr. Bravestone, and Moose are main characters. Martha, in Ruby's body, is surprised to find herself in Ruby's avatar. Moose Finbar, in Milo Walker's avatar body, is surprised to find himself in the jungle. The singular pronoun "I" is used.

<b>Profesor Sheldon</b>	: "Hey! Checkt this out!"
<b>Ruby Roundhouse</b>	: "Okay. We have fun to find Spencer. To do that, I think <i>we</i> have to start playing game. I'm sure that's what he did. We find

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	him,
	finish the game, and <b>we</b> go home."
<b>Moose Finbar</b>	: "Ed, you okay?"
<b>Dr. Bravestone</b>	: "Would you look at <b>me</b> ? I'm back. I haven't

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This utterance was said by Professor Sheldon, Ruby, Moose and Dr. Bravestone, who are among of the main characters. The word "We" in line 510 spoken by Ruby refers to Professor Sheldon, Dr. Bravestone, Moose Finbar and herself, in that sentence Ruby wants to explain if they have to find Spencer then finish the game and then go home (out of the game world). The "me" in line 515 and line 524 refer to Dr. Bravestone being speaker himself, Eddie's grandpa likes his form on Dr. Bravestone thinks the face is the same as when he was younger

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<b>Ruby Roundhouse</b>	"I don't know! Okay? The Game, it didn't
	: <b>us</b> pick <b>our</b> avatars, so..."

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The conversation was spoken by Ruby, Professor Sheldon, Dr Bravestone and Moose Finbar, who are the main characters in the Jumanji: The Next Level movie. The word "us and our" in line 296 spoken by Ruby Roundhouse refers to Ruby, Professor Sheldon, Dr Bravestone and Moose Finbar. The words "us and our" in the conversation refer to plural pronouns.

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<b>Dr. Bravestone</b>	: "Son of a bitch."
<b>Moose Finbar</b>	: "But I count <b>myself</b> lucky, Eddie. I was

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In the film Jumanji: The Next Level, Dr Bravestone and Moose Finbar apologise for their past, expressing gratitude for their life together and their desire to create something great with Dr Bravestone, but Moose's illness and business closure prevent them from doing so.

### Extract 2: Second person deixis

The following data is type of second person deixis found in the main character's movie script.

**Table 3 Second person deixis**

No	Second Person	Frequency
1.	You	165
2.	Your	26
3.	Yourselves	1

Table 3 shows that three types of deixis are present in the second person: You is the most frequent word in second person deixis, then there is the word your, and the word all of yourselves. The examples of the second person deixis use (you, your, yourself, and you) can be seen in the following conversations:

<b>Moose Finbar</b>	: "Eddie?"
<b>Dr.Bravestone</b>	: "Who the hell are <b>you</b> ?"
<b>Moose Finbar</b>	: "I'm Milo Walker. Who are <b>you</b> ?"

This utterance was said by Moose Finbar and Dr. Bravestone, who is one of the main characters in Jumanji: The Next Level movie. The word "you" refers to the Moose Finbar and Dr Bravestone. Dr Bravestone, or Spencer's grandfather's avatar, had no idea who the stranger was in front of him.

<b>Ruby Roundhouse</b>	: "I'm not <b>your</b> nurse. Okay, listen. These tattoos on our arms, that is <b>your</b> life count. We each have there lives. <b>You</b> and Fridge
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This utterance was said by Dr. Bravestone and Ruby, who is one of the main characters in Jumanji: The Next Level movie. The word "you and your" refers to the Dr Bravestone. Ruby tells Dr. Bravestone that they only have three chances to live in the game world marked by three tattoos on their arms.

### **Extract 3: Third person deixis**

The following data is type of third person deixis found in the main character's movie script.

**Table 4 Third Person Deixis**

No	Third Person	Frequency
1.	He	34
2.	Him	6
3.	His	6
4.	She	8
5.	Her	8
6.	It	87
7.	They	16
8.	Them	7
9.	Their	3

It can be seen in table 4, there are nine types of deixis that are found in the third person deixis, namely: He, Him, His, She, Her, It, They, Them, and Their. An example of third person deixis use can be seen in the following conversation:

<b>Ruby Roundhouse</b>	: "No! Am I...? Is it...? I can't Believe...Oh! Oh, it's her. I'm her. Spencer?"
<b>Dr. Bravestone</b>	: "Spencer?"

This utterance was said by Ruby, who is one of the main characters in Jumanji: The Next Level movie. The word "it,it's and her" line 253 refers to the avatar Ruby. Martha wanted listeners to know that at that time she instantly transformed into Ruby's avatar the first time she entered the game world without selecting an avatar.

<b>Moose Finbar</b>	: "Well, another thing is, they can run up to 45 miles per hour, which makes <b>them</b> the world's fastest two legged animal. Did you know that? Fascinating. What a magnificent creature."
<b>Ruby Roundhouse</b>	: "We should get out of here."
<b>Profesor Sheldon</b>	: "" What else do you know?""
<b>Moose Finbar</b>	: "" Well here"s another interesting fact. <b>They</b> have three stomachs. How about that?"

This conversation was said by Profesor Sheldon and Moose and Ruby, who is one of the main characters in Jumanji: The Next Level

movie. The word "they " line 549 and line 557 refers to the ostrich. Moose conveys one of the facts: The ostrich has three stomachs on its body.

<b>Moose Finbar</b>	: "...they attacck. Oh, my! Eddie! Eddie! Oh!
	Where Eddie? Is <b>he</b> dead?"
<b>Ruby Roundhouse</b>	: "Yes.
<b>Profesor Sheldon</b>	No. Yes, <b>he</b> died, but <b>he</b> 's fine."

This conversation was said by Moose Finbar and Profesor Sheldon, who is one of the main characters in Jumanji: The Next Level movie. The word "he" line 569 and line 571 refers to the Dr. Bravestone. In this moment Professor Sheldon wants to explain to the Moose that Dr. Bravestone is fine he's not dead but Dr. Bravestone lost one chance to live out of three.

## 1.2 Time Deixis

Time deixis is the coding of time points in speech events, with proximal 'now' indicating current events and distal 'then' referring to past and future. These spatially referenced forms are slower learned than deictic expressions and rely on participants' interpretations. Examples are found in Jumanji: The Next Level.

**Table 5 Time Deixis**

No	Time Deixis	Frequency
1.	Last Time	5
2.	Now	22
3.	Six Months	1
4.	Soon	1
5.	Later	4
6.	Next Time	1

The study reveals that "now" is the most frequent utterance in time deixis, with 22 frequencies, followed by "six months, soon, and next time" with one frequency each, followed by "last time" with 5 frequencies and "later" with 4 frequencies.



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**Dr. Bravestone** : "Hm... My hip feels pretty good now. Oh,  
My Joints feel like butter."

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This expression was said by Dr. Pravestone, The word "now" is a kind of time deixis. The word "now" in line 326 is the description of the same situation from the past to the present. The word "now" here means for now, Dr Bravestone feels very good.

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**Ruby Roundhouse** : "Linguistics?"  
**Profesor Sheldon** : "I didn't have that last time."

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This expression was said by Ruby, The word "last time" in line 683 is describes a situation that has happened or been through before or something that happened in the past. The Moose Finbar avatar in the previous game had no linguistic advantage.

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**Dr. Bravertone** : "Right. Like, later."  
**Profesor Sheldon** : "Later."

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This expression was said by Profesor Sheldon and Dr. Bravestone and Profesor Sheldon, The word "later" in line 1278 and line 1279 is a description of a situation that will happen, or will happen at some point in the future, but the exact time is unknown.

### 1.3 Place Deixis

Place deixis focuses on the locations of speech events and relates to distance. Place deixis can be characterized by place pointers like 'here and there'.

**Table 6 Place Deixis**

No	Place Deixis	Frequency
1.	Here	45
2.	There	15
3.	On	2

4.	In	15
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The study reveals that the most frequent utterances in place deixis are "here" with 45 frequency, followed by "on" with 2 frequency, "there" with 15 frequency, and 72 occurrences, with examples provided.

304	Dr. Bravestone	: "so then what's going on <b>here</b> "
305	Ruby Roundhouse	: "Okay, this is gonna sound very, uh, strange
306		but we are <b>in</b> a video game called Jumanji
307		and we are in bodies of video game
308		characters, heh. And we've been <b>here</b> before,

The word "here" in line 304 and 308 is a place deixis, referring to Dr. Bravestone's jungle location. In line 306, "in" refers to the video game Jumanji, where the location of Ruby, Dr. Braveston, Professor Sheldon, and Moose Finbar is now.

337	Profesor Sheldon	: "Get away from <b>there!</b> "
338	Moose Finbar	: "I'm sorry, what'd you say now?"

This expression was said by Profesor Sheldon, The word "there" in line 337 is refers to near water or around water. The word "there" expresses the place or location of the Moose. Professor Sheldon wants to convey that Moose should stay away from the water because it is dangerous.

#### 1.4 Discourse Deixis

Discourse or text deixis is the expression of a reference that is not displayed in the text. On the other hand, the reference is attached to the last, next or current discourse position. The deixis terms used here are the pointers 'this' and 'that'. „This“ can be used to refer to the next part of the discourse and „that“ to the previous part, and is an example of place deixis used by the main characters in the Jumanji: The Next Level movie.

**Table 7. Discourse Deixis**

No	Discourse Dexis	Frequency
1.	This	52
2.	That	94
3.	These	6

4.	Those	2
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Levinson's theory (1983) categorizes four words into discourse deixis: "that," "this," "these," and "those." The most frequent utterance is "that" with 94 frequencies, followed by "those" with 2 frequencies and "this" with 52 frequencies and six frequencies.

256	Dr. Bravestone	: "What the hell is <b>this</b> ?"
257	Ruby Roundhouse	: "Oh, my God."
258	Moose Finbar	: "Eddie?"

This utterance line 256 was said by Dr. Bravestone as a main character. The word "this" in line 256 is a discourse deixis that refers to Dr Bravestone' location which is the jungle because he doesn't know what happened but suddenly he is in the jungle.

460	Nigel	: "You must recover the jewel from Jurgen
461		the Brutal and show it to the sun. He's
462		making his way north across the desert now."
463	Moose Finbar	: " Jurgen the Brutal. Is <b>that</b> Barbara's boy?"

This conversation line 463 was said by Moose Finbar. The discourse deixis word in the above utterance is "that". The word "that" in the line 463 is used to refer to the previous part so Moose says the word "that" to refer to Jurgen the Brutal. He asks Nigel because he wants the listener to know if Barbara's boy was Jurgen the Brutal.

### 1.5 Social Deixis

Social deixis refers to speech in social situations, coding social differences based on audience roles. There are two types: relational and absolute. Relational deixis expresses personal relationships between speakers and listeners, while absolute deixis reflects social status differences between speakers and addressees.

**Table 8 Social Deixis**

No	Types of Social Deixis	Deixis	Frequency
1.	Relational	Grandpa	13
		Grandson	1
		Our Friend	1

		My Friend	3
		My Nephew	1
		My Grandson	2
		Ex-girlfriend	1
		My Ex	1
		Your Best Friend	1
		Sir	1
		Your Grandpa	1
		Mother	1
		Sister	1
		Boyfriend	1
		Buddy	1
2.	Absolute	My God	12
		Lord	4
		God	2
		Mr	2

Examples of the use of social deixis (my god, lord, god, grandpa, grandson, mr, our friend, my friend, my nephew, my grandson, ex-girlfriend, my ex, your best friend, sir, your grandpa, mother, sister, boyfriend, and buddy) can be seen in the following conversation:

257	Ruby Roundhouse	: "Oh, <b>my God</b> ."
258	Moose Finbar	: "Eddie?"
259	Dr. Bravestone	: "Who the hell are you?"

There is social deixis here. The word "my God" in the line 257 is refers to the supreme god of Ruby's beliefs, because Ruby is shocked by the behaviour of Dr Bravestone and Moose Finbar's avatars, who are Eddie's grandfather and his friend Milo.

290	Ruby Roundhouse	: "No, that is <b>Grandpa</b> Eddie. And that, heh...
291		is Milo."

The word "Grandpa" expresses the social status of a person in Dr Bravestone's body. The word "Grandpa" in the line 290 states that he is an old man and is called a Grandfather.

336	Ruby Roundhouse	: "Mr. Walker, don't get too close to the water!"
337	Profesor Sheldon	: "Get away from there!"

The word "Mr" in the line 336 is refers to Milo Walker's real name, the word "Mr" is used for both married and unmarried men. Ruby didn't want Moose to go near the water because there were dangerous hippos.

### **Discussion**

This study aims to determine the kinds of deixis of the major characters in the movie script "Jumanji: The Next Level" based on the theory proposed by Levinson (1983). The findings show that of the five different types of deixis, the deixis that are often used in the Jumanji: The Next Level movie script are person deixis, discourse deixis, place deixis, social deixis and time deixis. The dialogue that occurs in the film script is played by the main actor, according to Febriana (2022), the main characters of the Jumanji: Next Level movie is Dr. Bravestone, Professor Sheldon, Moose Finbar, and Ruby Roundhouse. The first category is person deixis. Person deixis is used to refer to someone or something in the utterance. Yule (1996) states that person deixis is any expression that are used to refer to people in speech events. There are three types of person deixis, namely first-person deixis, second person deixis and third person deixis. All of these types are used to refer to people and to oneself, because their function is to replace the self. Person deixis is the most dominant deixis used by the major characters. This may be because a lot of the dialogue spoken by the major characters in this movie uses pronouns to refer to other characters or to himself/herself.

Another reason why person deixis is the most dominant may be because the story of the movie Jumanji: The Next Level is about the experiences of the major characters who goes on an adventure in a fantasy world. There are many scenes where the major characters talk about himself/herself or utter words that refer to himself/herself. This is evidenced by the amount of first-person deixis, which is more than double the amount of other types of person deixis, and much more than time deixis, place deixis, discourse deixis and social deixis. This is the reason why person deixis is most often used by the main character.

Furthermore, discourse deixis is the second dominant deixis used by the major characters in the script of *Jumanji: The Next Level*. The researchers found the words *This*, *That*, *These* and *Those* for discourse deixis used by the major characters to refer to the proximity of the speaker and the distance of the speaker from the interlocutor. This is supported by Levinson (1983) that the deixis used in discourse deixis is *this* and *that*, where the use of *'this'* may be used to refer to the next part of the discourse and the use of *'that'* may be used for the previous part.

Discourse deixis is one of the most frequently found deixis due to the theme or title of the film taken by the researcher, which tells a story about appropriate adventure, comedy and a little action, so many scenes of the main character use discourse deixis to refer to the speaker's closeness and the speaker's distance from the person they are talking to. This is proved by Marjelina's (2021) research entitled "*An Analysis of Deixis in 'Beauty And The Beast' Movie Script*", where social deixis is the dominant deixis in this research. Putra et al. (2020) with the title "*An Analysis of Social Deixis In The Madness Of King George Movie*" where in this research a lot of social deixis was found, especially relational social deixis.

In both studies the most common deixis found was social deixis, this is because in the above studies both had titles with royal themes, so social deixis would be found a lot. Then in Vianita's (2021) research "*An Analysis of Deixis By Main Character In Alice In Wonderland Movie Script*" the theme of the film was about fantasy based on animated films. In this study the most common deixis found was spatial deixis. Social deixis is also present in the data. Social deixis can describe the social identity of participants in a social structure. Social deixis is basically used by speakers to show respect to other people. In Putra et al.'s (2020) research, the researchers used a movie with a royal theme, so a lot of social deixis was found.

Meanwhile, according to Intan (2021), there are several social relationships that are arranged grammatically, such as totemic relationships, kinship relationships, gender, clan membership, and so on. Then Levinson (1983) classified social deixis into two categories, namely relational social deixis and absolute social deixis. In the script of the movie *Jumanji: The Next Level*, the major characters use a lot of relational social deixis rather than absolute social

deixis, this is because the theme of the movie is action, fun, and tells about adventure, so the major characters use a lot of relational social deixis, which describes the social identity between the actors. Looking at the results, place deixis and time deixis are the deixis least used by the major characters in the movie script. This may be because the major characters rarely use place deixis and time deixis to indicate place and time. Viewers or readers can see the setting (place and time) for themselves. Especially in movies, sometimes the place and time do not need to be mentioned, the audience can see or know the situation or context in the film. Another reason is that place deixis and time deixis (adverbs of place and adverbs of time) are optional in sentences, they can be added or not. The results found in this study show some different results and some similarities with previous research.

The researcher found that persona deixis is the most dominant deixis in the movie script *Jumanji: The Next Level*, using Levinson's (1987) theory. This result is similar to Nurjanah's (2018) and Fatima's (2019) research, but differs in their focus. The most commonly used deixis is person deixis, followed by discourse deixis, place deixis, social deixis, and time deixis.

The search for film themes that researcher use to analyse deixis influences what kind of deixis they want to look for and find. The deixis expression represents the connection between the text and its corresponding meaning, which cannot be disconnected and must be communicated contextually. Furthermore, deixis analysis shows how important it is to connect the original meaning of a word with the meaning context of its pronunciation in order to understand the meaning expressed by the speaker.

## **CONCLUSION**

The researcher identifies five types of deixis: person deixis, time deixis, place deixis, discourse deixis, and social deixis, all used by major characters in the movie script *Jumanji: The Next Level*. Personal deixis is the most dominant, with 66.02% of occurrences, followed by discourse deixis at 15.85%. These types are most frequently used due to the fantasy world and action-comedy nature of the story. Understanding deixis can

help students understand speech messages and prevent misunderstandings. The study aims to help students understand deixis in movies and encourage future research in English language teaching and learning.

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