Conversational Implicature in *Raya and The Last Dragon* Movie Directed by Don Hall and Carloz López Estrada

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Abstract

Linguistics is divided into two categories: macro linguistics and micro linguistics. Macro linguistics is divided into three categories: psycholinguistics, neurolinguistics, and ethnography. Micro linguistics is divided into several categories, including morphology, phonetics, phonology, syntax, semantics, sociolinguistics, and pragmatics. The goal of this study is to discover and analyze the many types of conversational implicature and maxim violations in Raya and The Last Dragon. Don Hall and Carloz López Estrada directed Raya and The Last Dragon, which was released in 2021. The descriptive qualitative method was employed to perform this research. The authors used Yule's theory (1996) to examine the different types of conversational implicature and the maxim of politeness. In cooperative principles, there are four maxims and two types of conversational implicature. The findings of this study show that: (1) In Raya and The Last Dragon, there are two types of conversational implicature; generic and particularized. Generalized conversational implicature is the most common type of conversational implicature seen in Raya and The Last Dragon. (2) There are six maxims as seen in Raya and The Last Dragon: maxim of wisdom, award, generacy, sympathy, consensus, and humility. The maxim of award is the most common maxim in Raya and The Last Dragon.

Keywords: Conversational Implicature, Maxim, Movie

INTRODUCTION

The use of language is the means of communication. Conversation can be used to obtain or convey information to others. People must ensure that their message is transmitted and comprehended correctly when talking with others. Linguistics is the study of language as a science. Linguistics is divided into two categories: macro linguistics and micro linguistics. Macro linguistics is divided into three categories: psycholinguistics, neurolinguistics, and ethnography. Micro linguistics is divided into several categories, including morphology, phonetics, phonology, syntax, semantics, sociolinguistics, and pragmatics.

The study of how individuals communicate is known as pragmatics. In pragmatics, students learn how to deduce the speaker's meaning from the speech. According to Wikipedia, "Pragmatic is concerned with the interpretation of language meaning in context" (Fromkin, Rodman, & Hyams, 2003). Implicitly, or hidden meaning, is likewise obliterated by pragmatics.

Implicature is the most common in speech or conversation. "What a speaker can infer, suggest, or indicate is different from what the speaker actually says," according to George Yule (2006) and Griffiths (2006). To learn more about implicature, the authors seek definitions from experts. According to Grice, there are two types of Implicature: Conventional Implicature and Conversational Implicature. Conventional implicatures are not based on the cooperative principle or the maxim; they do not have to be spoken, and their meaning is not influenced by social context (George Yule, 2006). The two types of implicature are conventional implicature and conversational implicature.

Conversational implicature happens when non-temporary common terms or common knowledge are used in a conversation. Conversational Implicitature, on the other hand, is a type of temporary implicature that happens during a conversation.

The goal of this research is to give readers a greater understanding of conversational implicature, as well as the numerous types of conversational implicature. Conversational implicature can be divided into two categories: generalized and particularized.

In communication, both the speaker and the listener must adhere to the Maxim norms of discourse. Maxims are four types of conversation rules: maxim of quality, maxim of quantity, maxim of relation, and maxim of method. Conversational implicature occurs when the speaker and the listener break a rule. If a maxim has been violated, it appears that normal dialogue has resulted in individuals being unaware of the breach.

When communicating, the intended message is not always delivered correctly. To describe how individuals cooperate when they communicate, Yule (1996) developed six maxims based on the idea of politeness: Wisdom, Award, Generacy, Sympathy, Consensus, and Humility. There are six maxims: Maxim of Wisdom, Maxim of Award, Maxim of Generacy, Maxim of Sympathy, Maxim of Consensus, and Maxim of Humility.

Conversational implicature is classified into two forms, according to Griffiths (2006): generalized conversational implicature and particularized conversational implicature.

The authors are interested in analyzing varieties of conversational implicature and conversational implicature produced by maxim violation, based on the aforementioned explanation. Raya and The Last Dragon, a film set to be released in 2021, is the subject of this investigation. The title of this study, according to the authors, is "Conversational Implicature in Raya and The Last Dragon Movie, directed by Don Hill and Carloz Lopez Estrada."

RESEARCH METHODOLOGY

The descriptive qualitative method is employed in this paper. This strategy is utilized to aid the writers in their analysis of the film. The data are derived from the Raya and The Last Dragon movie's conversations. There are a few steps to analyse the film. The authors must first locate an appropriate film to examine. Second, the writers must view the movie several times in order to gather the necessary information. Third, the authors hunt for the

theory that will be used to analyze the data. The writers next take note of any conversations that may have conversational implications, and finally, they analyze the discussion using the theory that they have discovered.

FINDING AND RESULTS

1. Types of Conversational Implicature

To investigate the various types of conversational implicature seen in Raya and The Last Dragon, the authors must first comprehend and study what each type of implicature entails. Generalized conversational implicature and particularized conversational implicature are the two types of conversational implicatures.

a. Generalized Conversational Implicature

Data 1

Raya : Chief Benja. Look, I know it's your job to try and stop me, but you wont't.

Benja : Don't mistake spirit for skill young one. I promise you will not set foot on the Dragon Gem's inner circle. Not even a toe.

Raya is walking towards the Gem when she notices a golden masked warrior standing between her and the Gem. To calculate the additional meaning communicated by Benja, "Don't mistake spirit for skill young one," it is possible that he did not have a task to try to stop everyone. Raya does not require any extra understanding to comprehend the sentence's meaning. From the foregoing description, it is clear that this dialogue falls within the category of Generalized Conversational Implicature.

Data 2

Benja : Don't worry. I'm gonna open with a joke.

Raya : Please, don't.

Benja : I'm kidding, I'm kidding

When Raya and Benja are staring at an armada of several clans, they have this chat. Raya instructs Benja to adopt a tight expression. He is not serious when he responds to Raya with enticing jokes. From the foregoing description, it is clear that this dialogue falls within the category of Generalized Conversational Implicature.

Data 3

Namaari : Okay… dressy or casual?

Raya   **:** Only a monster would choose to wear this outfit on the regular.

When the focus changes to Raya and Namaari, who are hanging out at the far edge of the room, this dialogue ensues. There's a lot of people here. No one is speaking. They come up with the notion of asking each other to choose one of two options. From the

foregoing description, it is clear that this dialogue falls within the category of Generalized Conversational Implicature.

Data 4

Raya : Sisu. You are… Sisu!

Sisu : And you're… people. What's your name?

Raya : Raya. I'm Raya.

Raya and Sisu ultimately make eye contact after Raya notices the floating water droplets, which leads to this exchange. For the first time, they meet and speak with one other. From the foregoing description, it is clear that this dialogue falls within the category of Generalized Conversational Implicature.

Data 5

Raya : What? What is it?

Sisu : We forgot to bring a gift for the Tail Chief.

Raya : I'm sorry, a gift?

Sisu : Yeah. A gift says "you can trust me, I can trust you."

When Raya and Sisu come around the dark corner, they have this dialogue. Sisu recalls forgetting to bring a present for the Tail Chief. From the foregoing description, it is clear that this dialogue falls within the category of Generalized Conversational Implicature.

Data 6

Sisu – Human: Oh wait… I don't have any money.

Boun   : You're an adult. You could just put it on credit.

When Sisu starts marching and then stops, they have this exchange. She is in a state of fear because she is cash-strapped. Boun then advises Sisu to place it on credit in order to be more practical and safe. From the foregoing description, it is clear that this dialogue falls within the category of Generalized Conversational Implicature.

Data 7

Sisu – Human : Raya!

Dang Hu   : Stop her!

Raya   : Sisu, I told you to stay on the boat!

Sisu – Human : Sorry!

When Mob Boss lowers the jewel and the Druun rushes towards Sisu, Raya and Tuk-tuk blast through the city gates and grab Sisu, this conversation occurs. Raya snatches the stone from Dang Hu's hands and hands it to Sisu as they pass by. From the

foregoing description, it is clear that this dialogue falls within the category of Generalized Conversational Implicature.

Data 8

Boun : Hey! Stop eating!

Raya : Sorry, Buddy. I got this.

This conversation takes place as Noi and the Ongis cram as much congee and sauces as they can into their mouths. Boun tries to prevent Raya from eating. Raya approaches Boun, Noi, and the Ongis, who are squabbling. From the foregoing description, it is clear that this dialogue falls within the category of Generalized Conversational Implicature.

Data 9

Raya : Do you think he would even recognize me? So much has changed.

Sisu : Of course he will.

Raya : You remind me of him.

Sisu : Oh yeah? Strong,good-looking, with impeccable hair.

Raya : Hopeful.

When the flower is placed in the little pool of rain water that has accumulated in Benja's stone hands, they have a dialogue. Raya puts her hands on Benja's hands and asks her question. From the foregoing description, it is clear that this dialogue falls within the category of Generalized Conversational Implicature.

Data 10

Raya : Okay. We'll go with your plan.

Sisu : What? My plan? You're gonna go with my plan?

Raya : Yeah.

When Raya agreed to go through with Sisu's plan, they had this talk. Sisu was taken aback and was not expecting them to follow through with her plan. From the foregoing description, it is clear that this dialogue falls within the category of Generalized Conversational Implicature.

Data 11

Namaari : Mother, you won't believe what I saw.

Virana   : You saw a dragon.

This dialogue takes place when Namaari tells her mother that she has seen something so incredible that she is terrified. Her mother is aware of the situation and attempts to remain calm. She is terrified to learn about it. From the foregoing description, it is

clear that this dialogue falls within the category of Generalized Conversational Implicature.

Data 12

Tong : There's too much spice.

Boun : Uh, no, there's too much bamboo.

Tong : What do you know? You have the tastebuds of a tall baby.

Boun : Well , you dress like a tall baby.

This chat takes place in the boat, which is moored in a small river cove. Raya is drawn to Tong and Boun's argument over a simmering pot. From the foregoing description, it is clear that this dialogue falls within the category of Generalized Conversational Implicature.

b. Particularized Conversational Implicature

Data 13

Benja : Really? Tell me what you know about the other lands?

Raya : First ; Tail. A sweltering desert with sneaky mercenaries who fight dirty. Second; Talon. A floating market famous for fast deals and fighters with faster hands. Third; Spine. A frigid, bamboo forest guarded by exceptionally large warriors and their giant axes. Fourth; Fang, our fiercest enemy. A nation protected by angry assassins… and their even angrier cats.

Raya continues to say "First: Tail......" till the finish of the sentence in the dialogue. Benja will need to know the basic struggle about the other lands as a keyword to comprehend the additional meaning, and he will find various points about the other lands. Benja will therefore require specialized understanding in order to comprehend it. As a result, it falls within the category of Particularized Conversational Implicature.

Data 14

Raya   : That's ridiculous. It doesn't do that.

Benja : They assume it does just like we assume things about them. (Offers a bowl of soup) Raya, there's a reason why each land is named after a part of the dragon. We were once unified harmoniously as one. Kumandra.

Raya   : That's ancient history, *ba*.

When Raya and Benja are in the kitchen, they have a talk. She was taken aback and had plenty of time to block Benja's statement. Benja learns of the incident and informs Raya right away. Raya used the phrase "ancient history" to relate the occurrence to Benja, implying that Raya was aware of Benja's explanation. The discussion is included in Particularized Conversational Implicature, according to the explanation.

Data 15

Sisu   : I'm really strong swimmer!

Raya : Wait! Wait, you touched this gem piece and it gave you powers. You know what this means, right?

Sisu   : I no longer need a nightlight?

Raya : What? No, you're still connected to the gem's magic. And that means you can still use it to save the world. If we get all the other gem pieces.

When Raya and Sisu have a talk, something happens. Every dragon has its own special powers, and Sisu is a fantastic swimmer. Sisu is unaware that she still has the ability to save the planet. The discussion is included in Particularized Conversational Implicature, according to the explanation.

Data 16

Raya   **:** Sisu, I saw people lose their minds over a dragon gem. Can you imagine what they'd do over an actual dragon? Look, we need you to make this all work.

Raya (Cont'd): Until we have all the gems, you have to stay human. Please.

Sisu   **:** Wow. You're really got some trust issues.

Raya asks Sisu to think what they'd do if they were in charge of a real dragon. This is not a simple or straightforward case. Sisu must respond with a good and clever imagining. The discussion is included in Particularized Conversational Implicature, according to the explanation.

Data 17

Raya **:** You're smart kid.

Boun **:** What are druun anyways?

Raya : A plague born from human discord, they've always been here-waiting for a moment of weakness to attack. They're like the opposite of dragons, instead of bringing water and life to the world, they're like everything in its wake until there's nothing left except ash and stone.

When Raya notices Boun's statements, they spark a conversation. He may be talkative, but he is still a kid. Boun was informed about druun by her. The discussion is included in Particularized Conversational Implicature, according to the explanation.

Data 18

Dang Hu   **:** Now, you're going to tell me where I can find those other dragon gem pieces. Or….

Dang Hu (Cont'd): I'll have to leave you outside with that… thing. Take your pick.

Sisu-Human   **:** But I trusted you.

Dang Hu   **:** Big mistake.

Dang Hu and her two huge boyguards are standing by the doors when this dialogue takes place. She asks Sisu to tell her about the other dragon gem pieces and where she can locate them. It is difficult and not everyone is aware of it. The discussion is included in Particularized Conversational Implicature, according to the explanation.

Data 19

Raya : Hey. What do you plan on doing with us?

Tong : Oh, it's going to be bad. Horrifying. It'll take me two weeks to clean up.

Raya : You have no idea?

Tong : Yes I do! I'm formulating this gruesome plan in my head of ….. It makes me sick just thinking about it. You just wait. Until then … why don't you just hang around? Good one, huh? Hehe.

When Raya inquires about Tong's plans for them, the following exchange ensues. And Tong accomplishes this by devising a heinous plan, which will take time to complete and convey to Raya. The discussion is included in Particularized Conversational Implicature, according to the explanation.

Data 20

Sisu : This is where it all happened.

Raya : Yeah, I know. I was there.

Sisu : No, this is where it all happened 500 years ago.

When Raya and Sisu are in the gem chamber's interior, they have this chat. It has crumpled, allowing large shafts of light to shine through. It's where it all happened 500 years ago, Sisu says Raya. No one knows about a big and mysterious history. The discussion is included in Particularized Conversational Implicature, according to the explanation.

2. Maxim on the Principle of Politeness

The authors will analyze the maxim on the principle of politeness that occurred in Raya and The Last Dragon Movie, which utilised Yule's notion of Cooperative Principles and Maxim. Manoarfa stated that there are six maxims: the maxim of wisdom, the maxim of award, the maxim of generosity, the maxim of sympathy, the maxim of consensus, and the maxim of humility. For an analysis of the four maxims, the writers must have a thorough understanding of the four maxims' explanation. As a result, the authors will discuss the data and analysis in the following paragraphs:

a. Maxim of Wisdom

Data 21

Sisu – Human : I can't believe it. That old lady was really going to hurt me.

Raya   : Well, I'm sorry, Sisu, that's what that world is now. You can't trust anyone.

The conversation occurs when Raya and Sisu walk over to the table. Sisu tells Raya that she cannot believe that old lady was really going to hurt her. Raya says "Sorry" for apology's word in the principle of politeness means that the participants in the dialog should adhere to the principle of always reducing the benefits of other parties in speaking activities. From the explanation it can be concluded that the conversation is included in Maxim of Wisdom on the principle of politeness.

When Raya and Sisu approach the table, they start talking. Sisu tells Raya that she cannot think the old lady intended to harm her. In the principle of politeness, Raya says "Sorry" for the apology's term, which signifies that the participants in the dialog should always reduce the benefits of other parties in speaking activities. According to the explanation, the exchange is included in Wisdom's Maxim on the principle of civility.

b. Maxim of Award

Data 22

Raya : Whoa, you're glowing.

Sisu   : Oh, thank you. I use aloe and river slime to maintain my—

Raya : No, no—look.

Sisu   : This was my little sister Amba's magic. I got the glow.

This conversation begins when Sisu picks up the gem shard and begins glowing right away. Raya is enthralled by Sisu's shine and expresses her admiration by remarking, "Whoa, you're glowing." Sisu examines herself in the mirror and informs Raya that she uses aloe and river slime. Sisu's little sister, Amba's magic, is also responsible for Sisu's radiance. The talk is included in the Maxim of Award on the concept of courtesy, according to the explanation.

Data 23

Raya : May I?

Boun : Whoa. That's good!

Raya : It's just a little something my *ba* showed me.

When Raya approaches, she pulls some palm sugar from her punch and pours it into a bowl of soup for them. She knows and can do it since she learned it from her mother.

And Bounty expresses his gratitude to Raya by saying, "Whoa. That's good!" According to the preceding interpretation, the conversation is included in the Maxim of Award on the concept of courtesy. The award is based on the notion of courtesy.

Data 24

Sisu – Human : Aw, she loves my face.

Raya   : Watch out she doesn't steal your teeth. Here, lemme help you.

Sisu – Human : Oh, that's so sweet… okay, too much sweetness, too much sweetness!

                    It's too much!

When Noi lesps on Sisu's face, the dialogue begins. Sisu is becoming enthralled and ecstatic. Raya also informs Sisu that Noi does not take Sisu's teeth and that she would like to assist Sisu. Sisu was charmed by Raya's demeanor, and she sweetly complimented it by adding, "Oh, that's so sweet... well, too much sweetness!" It's too much!" According to the preceding interpretation, the conversation is included in the Maxim of Award on the concept of courtesy.

c. Maxim of Generacy

Data 25

Raya : Can't you just make another one?

Sisu   : No, I can't just make another one.

Raya : But you're the dragon.

Sisu   : I'm gonna be real with you, alright? I'm not like the best dragon. You know?

Raya : But you saved the world

When Raya asks Sisu a question, she expects Sisu to respect her and hope that she can create another one, but Sisu claims she won't be able to. The conversation is included in the Maxim of Generacy on the concept of politeness, based on the above explanation.

d. Maxim of Sympathy

Data 26

Sisu – Human : Gotcha. Now we're just gonna have to turn up the charm. Let's go get

                    him a gift!

Raya   : Sisu, I think maybe it's safer for you to stay here on the boat.

Sisu – Human : What?

Raya   : Without you we can't put the gem back together.

Sisu – Human : But I want to help.

Raya   : I know and you will. By staying safe.

Sisu wants to help Raya, so they have a talk. She is excited, but Raya is concerned about her. Raya feels sorry for Sisu and asks him to stay on the boat for a safer condition. The conversation is included in the Maxim of Sympathy on the basis of civility, based on the following explanation.

e. Maxim of Consensus

Data 27

Sisu – Human : Those folks were like crazy mad. I just wanted to bring some gifts to the Talon Chief, Dang Hai.

Dang Hu   : Is that who you're looking for dear? I know exactly where he is.

Sisu – Human : You do?

Dang Hu   : Mm-hmm. I'll take you there.

Sisu and Dang Hu have a talk in the Talon gates at night. Dang Hu and Sisu stroll through the market on their way to the city's outskirts. By stating "You do?" to Dang Hu in this dialogue, Sisu aims to create compatibility or agreement. The conversation is included in the Maxim of Consensus on the concept of courtesy, based on the aforementioned explanation.

f. Maxim of Humility

Data 28

Raya   : I see you got my gift.

Namaari : I never thought I'd see this again.

Raya   : Well, I tried to take good care of it.

Namaari had the chat while standing alone, holding the dragon pendant in her hands. Raya appears alone as she emerges from the woods. Raya is required to be humble by lowering her own praise. The conversation is included in the Maxim of Consensus on the concept of courtesy, based on the aforementioned explanation.

3. Finding of the Most Maxim Which Available In the Movie

Following the investigation, the writers discovered eight dialogues that contain maxims from Raya and The Last Dragon. There are six maxims in the dialogue, as is well known. They are the maxims of wisdom, recognition, generosity, sympathy, consensus, and humility. The maxim of wisdom has one data that is available. The award maxim has three data points available. The maxim of generacy has one data that is available. The sympathy maxim has one data that is available. The consensus maxim has one data that is available. The maxim of humility has one datum that is available. Based on the

statistics, the authors conclude that the most prevalent maxim in Raya and The Last Dragon is the maxim of award.

CONCLUSION

The purpose of this study is to see which types of conversational implicature and maxims are violated in Raya and The Last Dragon. When a conversational maxim is broken, the implicature is called conversational implicature. The two types of conversational implicature, according to Yule, are generic conversational implicature and particularized conversational implicature. Generalized conversational implicature occurs without regard to context and does not necessitate special knowledge in order to calculate additional meaning, whereas particularized conversational implicature occurs in a specific context and necessitates special knowledge in order to calculate additional meaning. After looking at all of the different types of conversational implicature in Raya and The Last Dragon, the writers come to the conclusion that generalized conversational implicature is the most common. According. The writers then dissected the six maxims based on the notion of civility as shown in Raya and The Last Dragon. According to Yule (1996), there are six maxims that govern conversation: Maxim of Wisdom, Maxim of Award, Maxim of Generacy, Maxim of Sympathy, Maxim of Consensus, and Maxim of Humility, all of which are based on the notion of politeness. The writers of the film discovered thirteen facts that contradicted the principle. One data point for maxim of knowledge, three data points for maxim of Award, one data point for maxim of generacy, one data point for maxim sympathy, one data point for maxim consensus, and one data point for maxim of humility. The maxim of award is the most available in Raya and The Last Dragon movie, according to data findings.

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