

A PRAGMATIC ANALYSIS OF MAXIM FLOUTING IN *HUNGER GAMES* MOVIE

A THESIS

Presented as Partial Fulfillment of the Requirements for the Attainment of

Sarjana Sastra Degree in English Language and Literature



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A PRAGMATIC ANALYSIS OF MAXIM FLOUTING IN *HUNGER GAMES* MOVIE

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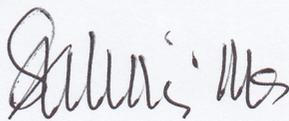
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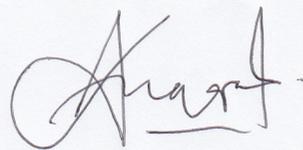
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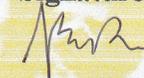
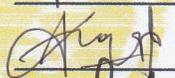
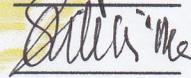
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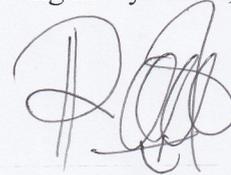
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Yang menyatakan,



Rizky Yulia Nursanti

DEDICATION

I dedicate this thesis to:

my parents and my great family.

MOTTOS

"I'll never give up, never give in

Never let a ray of doubt slip in

And if I fall, I'll never fail

I'll just get up and try again"

Brian McKnight - Win

"Why do we fall, sir? So we might learn to pick ourselves up."

Christopher Nolan - Batman Begins

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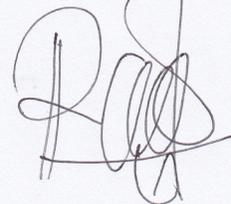
The researcher would present her greatest thanks to her Lord Allah SWT, the Almighty, for all the blessings so that she could finally finish this thesis. In writing this thesis, the researcher received much guidance, support, love, and prayers from many people. Therefore, she would like to give her gratitude to:

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7. all people that cannot be mentioned one by one, who have helped her to finish this thesis.

Finally, the researcher expects that this thesis would give contribution to the readers and other researchers. However, she realizes that this thesis is not perfect. Therefore, criticisms and suggestions from the readers are highly appreciated.

Yogyakarta, 19 June 2015

The researcher



Rizky Yulia Nursanti

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A PRAGMATIC ANALYSIS OF MAXIM FLOUTING IN *HUNGER GAMES* MOVIE

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ABSTRACT

This research aims to analyze the maxim flouting in the utterances made by the characters of *Hunger Games* movie. The objectives of this research are to identify the types of maxim flouting conveyed by the characters of *Hunger Games* movie and to describe the functions of maxim flouting conveyed by the characters of *Hunger Games* movie.

This research was qualitative-quantitative method, which means that this research used both qualitative and quantitative method. The data were collected from the utterances of all the characters containing maxim flouting in *Hunger Games* movie. Dialogues became the context of the data. Next, the sources of the data were *Hunger Games* movie and its transcript. The data collection was conducted by (1) downloading the sources, (2) watching the movie, (3) reading and note taking the transcript, (4) sorting the utterances of maxim flouting, and (5) arranging the obtainable data. The analysis was conducted by (1) the utterances collection, (2) the maxim flouting selection, (3) the types of maxim flouting categorization, (4) the function of maxim flouting identification, and (5) the conclusion deduction.

There are two results of this research. The first result is that all types of maxim are flouted by the characters of *Hunger Games* movie. In terms of dominance, the maxim of relation flouting is in the highest rank which means that the characters that the characters usually deliver utterances which are not relevant to the topic of conversation. On the other hand, the maxim of quantity flouting and the maxim of manner flouting are in the lowest rank which means that the characters rarely flout those maxims in their utterances. Then, the second result is that the maxim floutings found in this movie have four functions: representative, directive, commissive, and expressive. One function which is the declarative function cannot be found in this movie since this function only occurs when the speaker has to have a special institutional role to change the state of affairs in reality. In this case, the characters in this movie do not have this characterization. On the other hand, the most dominant function of the maxim flouting found in *Hunger Games* movie is the representative function which means that the characters commonly flout the maxim of conversation by asserting and reporting the listeners about the information in their conversation.

Keywords: pragmatics, maxim flouting, *Hunger Games*

CHAPTER I

INTRODUCTION

This section deals with the background of the study, the identification of the problem, the limitation of the problem, the formulation of the problem, objectives of the study, and the significance of the study. This chapter becomes the fundamental base for conducting the research.

A. The Background of the Study

People cannot communicate without language since it plays an important role in human communication. In this case, people use it to create a common understanding between the speaker and the listener in a communication. According to Chaer and Agustina (1995:19), it seems impossible for people to have an interaction without language in their daily life since language can express their feeling, willing, opinion, etc. Communication itself is an act of conveying messages to another by language. Language can be divided into spoken and the written language. Spoken language is the most common and easy way which can be in the form of utterances and speeches, while written language is commonly found in texts and signs.

Language can be used to enhance a good communication between a speaker and a listener to create a common understanding. Both the speaker and the listener have to speak cooperatively and mutually accepted by one another to make a good communication. Sometimes the speaker delivers the implicit

information which is not related to the context of communication. According to Mey (2001: 100), there are possible misunderstandings from the implicit information and sometimes it seems to be the rule rather than the exception. In this case, the listener has to know what the speaker means because there are possible misunderstandings in their conversation. In pragmatics, this implicit information is commonly called as implicature.

The term *implicature* was coined by the philosopher Paul Grice in his article entitled *Logic and Conversation* in 1975. Implicature can be defined as the component of the speaker meaning which is an aspect of what is meant in a speaker's utterance without being part of what is said or it can be said that implicature is the act of expressing messages indirectly through utterances. In fact, the speaker tries to convey his intended meaning to the listener. On the other hand, the listener, as the receiver, should understand what the speaker means. Therefore, it is important for both the speaker and the listener to know their own contribution and they should have the same knowledge or context, because misunderstanding will possibly happen in their communication. Good communication is needed to make the interaction between the speaker and the listener run well and effectively.

Grice (1975:45) proposes the cooperative principle with the associated maxims of conversation to describe how an effective communication in the conversation is achieved in the social situations. Grice (in Yule, 1996: 37) states that people have a good conversation if they fulfill the cooperative principle which is elaborated in four maxims: maxim of quantity, maxim of quality,

maxim of relation, and maxim of manner. Those maxims have their own contribution in a communication.

Sometimes, people flout the maxims of conversation in his utterances because of some reasons and yet people are still assuming that they are in a cooperative conversation. This flouting act is called as maxim flouting. The flouting of conversational maxim is the sign of indirect meaning or in other words; the maxim flouting is a key to the notion of implicature. This is a particularly salient way of getting an addressee to draw an inference and hence recover an implicature (Grundy, 2000: 78). Furthermore, people who deliver the maxim flouting in their utterance do not just merely convey their intended meaning by literal utterance since their utterance also has certain function such mocking, alarming, humiliating, asserting, promising, etc.

Mey (2001: 110) states that each utterance includes some particular functional uses of language. In pragmatics, it is commonly called as speech act. Speech act is an utterance that has performative function in language and communication. It is a way of expressing human's thought through words. There are numerous speech acts in people's utterance and Searle (1979: 11-14) classifies it into five groups: representative, directive, commissive, expressive, and declarative.

In this research, the researcher uses a famous movie entitled *Hunger Games* by Lions Gate Entertainment as the object of the data. *Hunger Games* is a 2012 science fiction movie about the struggle of Katniss Everdeen in the Hunger Games, a televised fight to the death in the place named Panem. The

reason of using a movie as the object of this study is because movie is a good object for analyzing linguistic phenomena since movie depicts the gesture, intonation, and expression of the characters better than in a novel. Movie provides the conversations of the actors and the actresses who make this study analyzed easily.

The researcher chooses *Hunger Games* as the object of the data since it reflects real-life communication and therefore it may contain maxim flouting. *Hunger Games* is a movie adaption of the best trilogy novel by Suzanne Collins with the same title. There are four movies of *Hunger Games*: *Hunger Games* (2012), *Hunger Games: Catching Fire* (2013), *Hunger Games: Mockingjay – Part 1* (2014), and *Hunger Games: Mockingjay – Part 2* (2015). The researcher only focuses on the first movie entitled *Hunger Games* in this study. The researcher found that language in this movie is the tool key to amuse the audience.

B. The Identification of the Problem

In accordance with the background of the study, the various problems of language can be found in *Hunger Games* movie and some pragmatic points of view can be generated from this movie.

The first problem is the new items of vocabulary found in *Hunger Games* movie. The setting of time in this movie is an indeterminate time more than one hundred years in the future while the setting of place is Panem, a country created after the governments of North America collapsed. Therefore, there are so many vocabularies which are unfamiliar for the audience and sometimes it is difficult

to understand the movie. However, the vocabulary plays a fundamental role in the understanding process and contributes greatly to the audience's comprehension.

The second problem is the grammar of the utterances conveyed by the characters of *Hunger Games* movie. Like most teen movies, the characters of this movie deliver utterances that are grammatically incorrect. Using the correct grammar is important to avoid misunderstanding in a communication. In this case, it is difficult for the audience to understand the characters' ideas clearly if they deliver utterances that are full of mistakes.

The third problem is the maxim flouting of communication conveyed by the characters. The characters flout the conversational maxim by producing some ambiguous utterances which contain hidden messages in their conversation. The audience is not only triggered to digest what is literally said but also what is implied in the dialogue. Moreover, the characters who deliver maxim flouting in their utterance do not just merely convey their intended meaning by literal utterance since their utterance also has certain function.

According to the explanation above, it is possible for the researcher to conduct the study in three ways. However in order to be more focused, the maxim flouting analysis was selected as the objective of this study.

C. The Limitation of the Problem

Based on the identification of the problem, the researcher limits the problem into the types of maxim flouting conveyed by the characters of *Hunger Games* movie and the functions of maxim flouting conveyed by the characters of

Hunger Games movie. In this case, the limitation is in terms of utterances conveyed by the character of *Hunger Games* movie which contain maxim flouting and it is used as the data of this study.

D. The Formulation of the Problem

Based on the limitation of the problems above, the researcher formulates the problems as follows.

1. What are the types of maxim flouting conveyed by the characters of *Hunger Games* movie?
2. What are the functions of maxim flouting conveyed by the characters of *Hunger Games* movie?

E. Objectives of the Study

In relation to the problems of the study, the objectives of this study are:

1. to identify the types of maxim flouting conveyed by the characters of *Hunger Games* movie, and
2. to describe the functions of maxim flouting conveyed by the characters of *Hunger Games* movie.

F. The Significance of the Study

There are two kinds of significance in this study: theoretical and practical. Theoretically, the aim of this study is to provide more information about the use of maxim flouting in linguistics.

Practically, this study is aimed to be useful for students of English Language and Literature Study Program as references in conducting researches

related to pragmatics, especially in maxim flouting. The result of this study is also beneficial for the readers who want to deal with the understanding of movie.

CHAPTER II

LITERATURE REVIEW

This chapter contains the theoretical background, the relevant studies, the conceptual framework, and the analytical construct of this study. In the theoretical background, the researcher reviews some topics which are related to the object of this study namely pragmatics, cooperative principle, maxim flouting, speech act, and *Hunger Games* movie.

A. The Theoretical Background

1. Pragmatics

The ground theory of this study is pragmatics. Pragmatics is one of the branches of linguistic which studies the contribution of context to meaning. The focus of pragmatic analysis is the meaning of word or utterance. According to Yule (1996: 4), pragmatics is the study of the relationship between the linguistic form and the speaker who delivers the utterances. It concentrates on the aspects of meaning that cannot be predicted only by the linguistic knowledge, but also the physical and social knowledge. Hence, the advantage of studying language via pragmatics is people can get the other's implicit meaning, assumption, goals, and kind of action.

Pragmatics has some fields in its study, i.e. deixis, reference, presupposition, implicature, cooperative principle, and speech act. Deixis is one of the pragmatic scopes which is the most basic things people do with the

utterance. It is the central subject in the theory of language. Deixis means 'pointing' via language that happens when people used a deictic expression to indicate something in their utterance. Deictic expression itself is the linguistic form used to accomplish the 'pointing', e.g. in person deixis ('me', 'you'), spatial deixis ('here', 'there'), and temporal deixis ('now', 'then') (Yule, 1996: 4).

Another study under pragmatics field is reference. Reference is the act of the speaker using the linguistic forms to identify something to the listener. In this case, the linguistic forms are commonly called as the referring expressions which can be the proper nouns (i.e. 'the White House', 'Washington'), noun phrases which are definite (i.e. 'the singer', 'the island') or indefinite (i.e. 'a man', 'a beautiful place'), and pronouns (i.e. 'his', 'it', 'them') (Yule, 1996: 17).

There is also presupposition in pragmatics. Presupposition is the implications that are often felt to be in the background relating to the utterances of conversation. It introduces information which is already available in the listener's representation and makes it like the pronouns of utterance. However, both the speaker and the listener have to know the context of conversation to make their conversation run well (Van der Sandt, 1989: 24).

The next scope in pragmatics is implicature. The term *implicature* was coined by the philosopher Paul Grice in his article entitled *Logic and Conversation* in 1975 which states the utterance can imply a statement which is not part of the utterance itself. Implicature is the act of expressing message indirectly through utterances. In this case, the speaker tries to convey their

intended meaning to the listener and the listener, as the receiver, should know what the speaker means. Grice (1975:45) proposes the cooperative principle with the associated maxims of conversation to explain how implicature arise during conversation. Cooperative principle is also the main scope of pragmatic study. It is a basic assumption in a conversation when each participant attempted to contribute appropriately in order to make a good communication.

The last scope of pragmatic is the speech act which is a way of expressing human thought through words. Speech act is an utterance delivered by the speaker that has a performative function in the language and the communication. Mey (2001: 110) states that each utterance includes some particular functional uses of language. Therefore, the utterances conveyed by the speaker always contain the various functions in order to inform the listener such as apologizing, promising, and warning.

In this study, the researcher uses the theory of cooperative principle and speech act to analyze the maxim flouting conveyed by the characters of *Hunger Games* movie.

2. Cooperative Principle

H. Paul Grice proposes the cooperative principle in his article entitled *Logic and Conversation* in 1975 which states “make your conversational contribution such as is required, at the stage at which it occurs, by the accepted purpose or direction of the talk exchange” (Grice, 1975: 45). It refers to the way people try to make their conversation work. Meanwhile, the speaker and the listener have to cooperate in order to make a good conversation.

Cooperative principle is a basic underlying assumption of people when they spoke to one another in order to construct a good communication. It is needed to make the communication run effectively by following the conversational maxims. There are four conversational maxims: maxim of quantity, maxim of quality, maxim of relation, and maxim of manner. These conversational maxims represent how people anticipate when they performed a conversation.

There are two possibilities of conducting the maxims of conversation. One is observing the maxims and the other is non-observing the maxims.

a. Observance of Maxims

Observance of maxim happens when the speaker successfully followed the maxims of conversation to achieve an effective communication. In this case, the speakers should give statements cooperatively according to the maxim of conversation as the contribution of a good communication. The followings are the examples of observance of maxims.

1) Maxim of Quantity

Maxim of quantity means that the speakers should give contribution as informative as what is required, but not more informative and not less informative than what is required. Finegan (2008: 93) states that the maxim of quantity forces the speaker to give information in the right proportion. This means that the speaker should know how much information the listener requires in a communication. For example:

Budi : “Andi, where is your teacher?”
 Andy : “In her office, at the next of that class.”

It can be seen that the information delivered by Andy is informative since he gives enough contribution towards Budi's question about the exact location of Andy's teacher.

2) Maxim of Quality

Maxim of quality means that the speaker should be truthful in the conversation in order to communicate cooperatively. Grice (1975: 44) states that when engaged in a conversation, the maxim of quality requires the speakers to not say what they believe to be false and to not say something for which they lack adequate evidence. For example:

Danu : "Where is Monas tower located?"
 Fani : "In Jakarta, Indonesia."

Fani's response in the above illustration fulfills the maxim of quality since it gives the true fact of Monas' location. In this case, Fani knows the exact location of Monas and answers Danu's question truthfully.

3) Maxim of Relation

Maxim of relation means that the speaker should be relevant to the context of conversation. The maxim of relation is fulfilled when the speaker gave the contribution which is relevant to the topic of conversation. Grundy (2000: 74) states that each participant's contribution should be relevant to the subject of conversation. This means that the speaker should deliver utterances that have a relation with the previous utterance and the context of conversation. For example:

Dony : “How about your exam, Will?”

Will : “Not too bad”

Will’s utterance fulfills the maxim of relation since his answer is relevant to Dony’s question. In this case, Dony asks Will about his exam and Will answers Dony’s question relevantly by giving opinion about his exam.

4) **Maxim of Manner**

Maxim of manner means that the speaker should give an utterance which is not ambiguous, obscure, and disorderly. In this case, the speakers should be reasonably direct when they gave an utterance to the listeners. Besides, the speakers also have to avoid the utterances to be ambiguous and vague (Yule, 1996: 37). For example:

Sarah : “What did you think of that movie?”

Bella : “I really like the action of each character. They can play their role as good as possible.”

Bella’s utterance is fulfilling the maxim of manner since she can answer Sarah’s question about the movie clearly.

b. **Non-observance of Maxims**

Non-observance of maxims is the opposite side of the observance of maxims. Non-observance of maxims happens when the speaker failed to observe a maxim. In this case, the speaker does not follow the maxims of conversation to achieve an effective communication. According to Cutting (2002: 37), there are four forms people fail to observe a maxim: maxim opt out, maxim violation,

maxim infringement, and maxim flouting. The explanation of the forms of non-observance of maxims is provided as the following:

1) Maxim Opt Out

A speaker opts out a maxim by indicating unwillingness to cooperate in the way that a maxim requires. It commonly happens when the speaker bothered to answer a question. For example:

John : "...um I lived in a country where people have to flee that
country."
Vea : "Where was that?"
John : "It is a country in Europe and I do not want to say any more."

John delivers maxim opt out when he does not answer Vea's utterance clearly. In this case, John explains about a country where people have to flee from that country which indicates that it is a bad country. However, John only wants to share his experience without mentioning the name of that country to Vea. It can be concluded that John bothers to answer the exact location of the country since he does not want to say any more about that bad country.

2) Maxim Violation

Maxim violation happens when the speaker refrained to apply the certain maxims in their conversation in order to cause misunderstandings on the listener's part or to achieve some other purposes. For example:

Father : "Did you study all day long?"
Rio : "Yes, I've been studying till now."
(In fact, Rio is playing all day long)

In the conversation above, Rio's statement violates the maxim of quality since he gives the incorrect information to his father. The fact is Rio has been playing all day long and did not study all day long. The reason of his maxim

violation is to avoid the unpleasant consequences such as a punishment from his father.

3) Maxim Infringement

Maxim infringement commonly happens when the speaker had an imperfect linguistic performance. In this case, the speaker cannot speak clearly in a conversation. It commonly occurs when the speaker had an imperfect command of the language while his performance is impaired in some ways, such as due to nervousness, drunkenness, and excitement. For example:

Sarah : “Heeeyyyyyy youuuu”
 Dean : “Oh my God whatsuup”
 Sarah : “Look-look-look the picture of my boyfriend. Look at his nose, so big like a watermelon.”
 Dean : “Yeah. I think I want to punch it. Whoa-oh-whoa! Are you, are you okay?”

In the dialogue above, both Sarah and Dean did not speak clearly since they are drunk. In this case, they deliver the maxim infringement from their impaired linguistic performance because of drunkenness.

4) Maxim Flouting

Sometimes people flout the maxims of conversation in their utterances because of some reasons and yet people are still assuming that they are in a cooperative communication. This flouting act is called as maxim flouting. Unlike the maxim violation which happens when the speakers refrain to apply the certain maxims in their conversation, the maxim flouting happens when the speakers fail to observe the conversational maxim in order to convey indirect utterance and lead the listener to find out the implicature of their utterance.

Brown and Yule (1983: 32) state that maxim flouting is the result when the speaker delivered an utterance in addition to the literal meaning which is the conversational implicature. In this case, the listener, as the receiver, should understand the hidden meaning of the speaker's utterance and infer further meaning of that utterance. There are four types of maxim flouting: maxim of quantity flouting, maxim of quality flouting, maxim of relation flouting, and maxim of manner flouting. Bellow is the explanation of those types of maxim flouting.

a) Maxim of Quantity Flouting

Based on the explanation above, maxim flouting is the act of "breaking" the role of maxim. The opposite role of maxim is the basic requirements in a maxim flouting. In maxim of quantity flouting, the speaker gives too much information or too little information in his utterance. For example:

Susi : "Dell, where is your brother?"
Della : "Somewhere in the street"

Della's statement above flouts the maxim of quantity since her information does not give a clear contribution and it is not as informative as what is required. Della's utterance obviously does not give enough information to Susi, but the reason probably that she does not know the exact location of her brother while she only knows the fact that her brother rarely stays in her house.

Another example of maxim of quantity flouting is also provided as below. It is an example of Debora's message on her answering machine that gives too much information to the listener.

“Believe it or not, Debora isn’t at home. Please leave a message after the beep. I must be out or I’d pick up the phone. Where could I be? Believe it or not, I’m not at home.”

In this case, Debora provides redundant information about her situation on her answering machine. She says “Believe it or not” to convince the listener or people who want to call her to believe her utterance about her existence. The reason of her overstatement is that she tries to explain the information and expects the listener will understand more about her situation which is not at home.

b) Maxim of Quality Flouting

Maxim of quality flouting occurs when the speaker said something which is not represented in what s/he actually thinks. In this case, the speaker does not give the true fact in his utterance by saying something that is believed to be false and saying that for which s/he lacks adequate evidence. The speaker commonly flouts the maxim of quality by using sarcasm, irony, and hyperbole to exaggerate his utterance. For example:

Fania: “Solo’s in West Java, isn’t it, mother?”
 Mother: “And Jakarta’s in East Java, I suppose.”

Mother’s statement flouts the maxim of quality because she gives the information which is not appropriate with the actual fact. However, she still tries to be cooperative in her conversation. Mother gives the incorrect statement to make Fania introspect that her statement is not correct.

Another example of maxim of quality flouting is also provided when the paramedic breaks the conversational maxim by saying what he believes to be true. The situation is when an ambulance picks up a collapsed drunkard on

Christmas. Soon the drunkard vomits all over the paramedic which makes the paramedic say, “Great, that’s really great! That’s made my Christmas!”. In this case, the paramedic says something that is not true since it is not great when the drunkard vomited over him. In terms of conveying hidden message, the paramedic tries to express his annoyance at having the drunkard vomit over him.

c) Maxim of Relation Flouting

Maxim of relation flouting occurs when the speaker delivered an utterance which is obviously irrelevant to the topic of conversation. The speaker commonly changes the topic of conversation to disconcert the interlocutors. This flouting commonly occurs when the speaker is not interested in the topic of conversation.

Dona: “My daughter can be such a doctor sometimes!”

Desi: “Lovely weather, isn’t it?”

Desi’s statement above flouts the maxim of relation since Desi does not give the relevant statement towards Dona’s previous utterance. It can be concluded that Desi is not interested in Dona’s utterance about her daughter who can be a doctor by changing the topic of their conversation.

Another example of relation maxim flouting is in the following exchange:

Mother: Any news about the TOEFL result?

Siska : Ice cream, anyone?

In the above dialogue, Siska flouts the maxim of relation by changing the topic of discussion about the TOEFL result. She is reluctant to discuss TOEFL result because of some reasons; for example her score is quite low. To postpone

discussing the topic, she switches the line of conversation to a ‘safe’ topic, such as an offer to serve the ice cream.

d) Maxim of Manner Flouting

Maxim of manner flouting involves the absence of clarity and the transparency of communicative intentions. For example:

Bob : “Let’s get the kids something.”
 Ve : “OK, but not C-A-N-D-Y.”

Ve’s statement above flouts the maxim of manner since she spells out the words rather than simply says the words to Bob. In this case, Bob could infer that there must be a special reason for her being so uncooperative.

A further example of manner maxim flouting is in the following conversation.

Mother : Are there any surprises that I can expect this semester?
 Deco : It’s really hard to tell from the first day of this semester, but I think this is a very interesting semester since I have some great friends and lecturers.

Deco’s statement above flouts the maxim of manner since he answers his mother’s question by giving a prolix utterance. His utterance meaning is not clear to make a certain point for answering mother’s question. He answers mother’s question doubtfully since he thinks that it is difficult to predict his result of this semester. However, Deco’s utterance implies that this semester will become an interesting semester because he has some great friends and lecturers who make this semester feel different from the previous semesters.

3. Speech Act

Utterances produced in the process of communication consist of some different functions. Mey (2001: 110) states that each utterance includes some particular functional uses of language. In pragmatics, it is commonly called as speech act. Speech act is a way of expressing human thought through words. It is an utterance of the speaker that has a certain function in language and communication, such as apologizing, warning, mocking, and promising.

There are numerous speech acts in people's utterances and Searle (1979: 11-14) classifies it into five groups: representative, directive, commissive, expressive, and declarative. The classification by Searle is helpful to determine the aim or the function of the utterances that are uttered by the speaker towards the listener since the utterances always have a purpose behind it.

a. Representative

Representative, or commonly called as assertive, is the speech act which commits a speaker to the truth or the fact of the expressed proposition, e.g. asserting, claiming, concluding, describing, and reporting. For example, when Vanda says 'The water is dirty', the representative function occurs because Vanda's utterance describes the truth of the water. Another example of representative function happens when Mario says 'The earth is flat' since he reports the listener about the fact of earth.

b. Directive

Directive is the speech act when the speaker expected the listener to do something as a response. Therefore, this type of speech act expresses what the speaker wants, e.g. requesting, commanding, suggesting, ordering, and begging. For example, when Dea says 'Could you lend me some money, please?', the directive function occurs because her utterance expresses what Dea wants. In this case, Dea requests the listener to lend her some money. Another example of directive function happens when Dirly says 'Don't touch that button!' since he expects the listener to not touch the button.

c. Commissive

Commissive is the speech act when the speakers committed themselves to some future action, e.g. promising, threatening, refusing, pledging, and guaranteeing. The commissive function operates a change in the world by creating an obligation as in the case of directive by the speaker. It can be performed by the speaker alone or by the speaker as a member of a group. For example, when Vino says 'I will not do that evil thing.', the commissive function occurs since he commits himself to not do the evil thing. In this case, he creates an obligation to himself. Another example of commissive function happens when the chairman of group says 'We will try to find the answer.' since he commits himself to find the answer.

d. Expressive

Expressive is the speech act that expresses the speaker's attitudes and emotions towards the proposition, e.g. congratulating, cursing, excusing, complaining, complimenting, apologizing, and thanking. In this case, the speaker expresses his psychological state about some affairs. It can be statements of pleasure, pain, joy, sorrow, like, and dislike. For example, when Diska says 'Congratulations, dear', the expressive function occurs since she expresses her expression by congratulating the listener. Another example of expressive function happens when Romy says 'I'm really sorry about that' since he expresses his sorrow to the listener.

e. Declarative

Declarative is the speech act that changes the state of affairs in reality with the proposition of the declaration, e.g. baptism, pronounces someone guilty, nominating a candidate, and marrying a person. However, the speaker has to have a special institutional role, in a specific context, to perform a declaration appropriately. For example, when the priest says 'I now pronounce you husband and wife', the declarative function occurs since he performs a declaration about marrying a person. Another example happens when the referee gives a red card and says 'You're out!' to the player. In this case, the referee's utterance is the declarative utterance since he declares something to the player.

B. *Hunger Games* Movie

Hunger Games is one of Hollywood movie adaption of the best trilogy novel of the same title by Suzanne Collins. The novel was published in 2008 while the movie adaption was released on 2012 by Lions Gate Entertainment. Both the movie and the novel use the first point of view by Katniss Everdeen, the protagonist of this story. Suzanne Collins, as the writer of this novel, also contributes as the co-written and the co-produced in *Hunger Games* movie. Both the movie and the novel won many awards in the entertainment industry. The movie was a massive box-office success for four consecutive weekends in North America and its DVD was the best-selling DVD of 2012. Besides that, the novel was named one of Publisher Weekly as the best book of the year in 2008 and has been translated into 26 languages. These facts indicate that *Hunger Games* contains the interesting story for the audience.

Hunger Games movie uses the popular and the rising artists of Hollywood to play on it. In the movie, the character of Katniss Everdeen, as the main character of this story, is played by Jennifer Lawrence. She could portray the character of Katniss well which makes she won some awards for the Best Actress. Furthermore, there are Josh Hutcherson and Liam Hemsworth who plays as the protagonist characters of male in this movie.



Figure 1. The *Hunger Games* Movie's Theatrical Release Poster

Hunger Games tells about the struggle of Katniss Everdeen in the Hunger Games, a televised fight to the death. Hunger Games is the program television which is held as the punishment for twelve districts related to their past rebellion. This game is an annual show in a future North America known as "Panem" with the victor who awarded the fame and the wealth. In this game, Katniss volunteered Prim, her sister, when Prim chosen as the female tribute of District 12 in the Hunger Games. However, the District's tributes of Hunger Games, which consist of male and female tributes, were selected randomly by the chaperone of each district.

Katniss is a 16-year-old girl from District 12 who volunteers to be the female tribute to take her sister's place. In District 12, she becomes the female tribute with Peeta Mellark, who is the male tribute of District 12. Along the way to the Capitol, they were escorted by Effie Trinket, as the chaperone of District 12, and Haymitch Abernathy, as the mentor of District 12's tributes. Haymitch, as their mentor, tells all about the game and explains the importance of gaining sponsors in order to get gifts of foods and supplies during the games from them.

However, in the scene of tribute's interview, Peeta publicly expresses his love for Katniss which makes the District 12's tributes become the sponsors' favor. On the other hand, other tributes become jealous and want to kill them because of it.

In the game, Katniss tries to survive in the game without hurting the other tributes. On the other hand, Seneca Crane, as the head of game makers, wants a good show in this game. Therefore, he directs the game makers of the Hunger Games to force Katniss back towards the busy career. Cato, the head of busy career, is very eager to kill Katniss, but in the end of the game, he died of Katniss' arrow. However, the victor of this game is an unusual victor since there are two victors of the 74th Hunger Games: Katniss Everdeen and Peeta Mellark. Because of that result, President Snow, as the President of Panem, condemns Seneca Crane to his death for being manipulated by Katniss and Peeta. In this story, President Snow is the enemy of Katniss since he thinks Katniss as a threat for the Capitol. This fact is reasonable because Katniss has proven to the people of Panem that she could undermine the rules of Hunger Games. Therefore, she potentially becomes a symbol of resistance against the Capitol which makes President Snow regard her as a threat (Anders, 2010). At the end of this movie, Peeta and Katniss are still act as the lovers although Katniss has other feelings with Gale, her best friend in District 12.

C. The Relevant Studies

Before the researcher continued this study, she has collected some data and information which are related to this discussion. There were some analyses

discussing the maxim flouting previously. First, the analysis by Siti Nur Khasanah Fatmawati, a student of English Language and Literature of Yogyakarta State University, in 2015 entitled “A Pragmatic Analysis of Maxim Flouting Performed by Solomon Northup in *12 Years A Slave* Movie”. In this study, she analyzes how the main character flouts the maxim of conversation. She investigates the types, the strategies, and the reasons of maxim flouting conveyed by the main character. These objectives were interpreted by using three different theories related to maxim flouting: theory of Grice, Grundy, and Leech.

This study reveals that Solomon Northup, as the main character of this movie, performs all types of maxim flouting. In terms of strategies, Solomon applies five strategies of maxim flouting: tautology, overstatement, understatement, metaphor, and irony. One strategy which is not used by him is the rhetorical question. Furthermore, in term of reasons, there are four reasons that lead Solomon to flout the maxims of conversation; competitive, collaborative, convivial, and conflictive reason.

The second research is the research entitled “A Pragmatic Analysis of Maxim Flouting Performed by The Main Character in *Philomena* Movie” by Ahmad Dzaky Hasan in 2015. The objectives of his analysis are to identify the types and to describe the strategies of maxim flouting performed by the main character in *Philomena* movie. The researcher only uses the theory of cooperative principle by Grice to analyze the maxim flouting in his research.

This research reveals that the main character flouts all types of maxim of conversation while the most dominant type is the maxim flouting of relation. In the strategies term, there are seven strategies which were used by the main character to flouts the maxim of conversation: giving too little information, delivering hyperbole, delivering metaphor, delivering irony, being irrelevant, and being obscure.

Those two previous research analyze the maxim flouting are similar to this research. What makes this research different from those researches is the explanation of the function of maxim flouting in this research itself.

D. The Conceptual Framework

People cannot communicate without language since it plays an important role in the human communication. There are several linguistic branches and pragmatics is one of that branches that deals with the use of language.

Pragmatics has some fields in its study, i.e. deixis, reference, presupposition, implicature, cooperative principle, and speech act. Meanwhile, the researcher only applies Grice's cooperative principle and Searle's speech act theories to analyze this research. Cooperative principle imposes certain restrictions of interlocutor to adjust their speech in correspondence with the maxims of conversation. The principle consists of four conversational maxims: maxim of quantity, maxim of quality, maxim of relevance, and maxim of manner.

There are two possibilities of conducting the maxims of conversation. One is doing an observance of maxims and the other is doing a non-observance of

maxims. Observance of maxim happens when the speaker followed the maxims of conversation while non-observance of maxim happens when the speaker does not follow the maxim of conversation or fail to observe the maxims, whether deliberately or accidentally. There are four forms people fail to observe the maxim of conversation: maxim opting out, maxim violating, maxim infringing, and maxim flouting. In this study, the researcher only focuses on the maxim flouting analysis.

Maxim flouting is the act when the speaker flouted the maxim of conversation. There are four types of maxim flouting: maxim of quantity flouting, maxim of quality flouting, maxim of relation flouting, and maxim of manner flouting. This study identifies the types of maxim flouting as the first problem. Maxim of quantity flouting happens when the speaker gave too much or too little information in his utterance. Besides, in the maxim of quality flouting, the speaker does not give the true fact in his utterance. In this case, the speaker commonly uses sarcasm, irony, and hyperbole to exaggerate his utterance. The next type of maxim flouting is the maxim of relation flouting which occurs when the speaker delivered the utterance which is obviously irrelevant to the topic of conversation. The last type of maxim flouting is the maxim of manner flouting which involves the absence of clarity and the transparency of communicative intentions.

The researcher also applies theory proposed by Searle to analyze the function of maxim flouting as the second problem. There are numerous speech

acts in the people's utterances and Searle (1979: 11-14) classifies it into five groups: representative, directive, commissive, expressive, and declarative.

Representative, or commonly called as assertive, is the speech act that commits a speaker to the truth of the expressed proposition. The next speech act is directive which happens when the speaker expected the listener to do something as a response. Another speech act is commissive which occurs when the speaker committed themselves to some future action. Expressive is another speech act that expresses the speaker's attitude and emotion towards the proposition. The last speech act is declarative which occurs when the speaker changed the state of affairs in reality with the proposition of the declaration. Finally, the analytical construct is drawn to outline the theories as well as the objectives of this research.

E. The Analytical Construct

To obtain the research objectives, the research follows an analytical construct, which is shown in Figure 2.

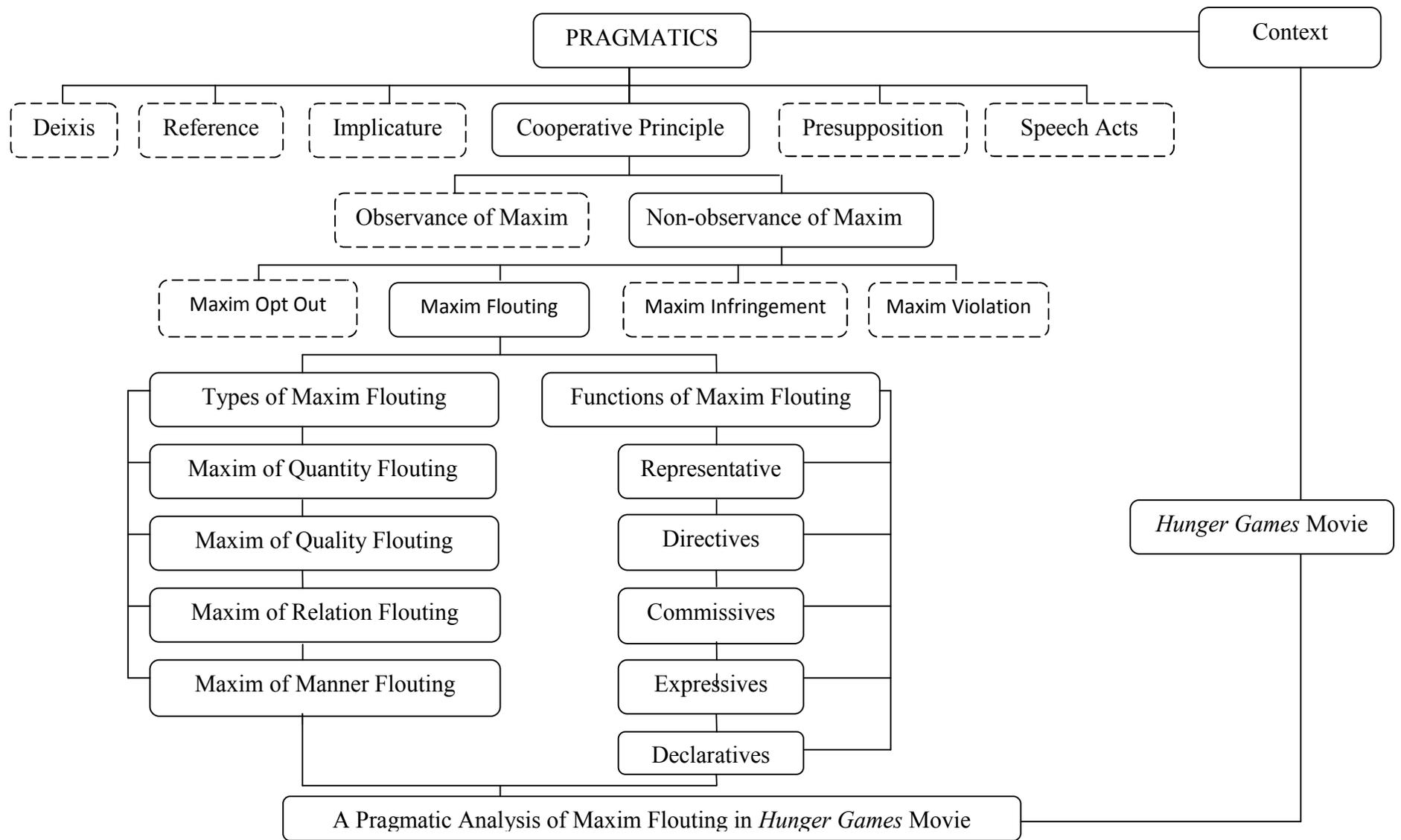


Figure 2. The Analytical Construct

CHAPTER III

RESEARCH METHOD

In this chapter, the researcher presents the research method used in this study. It includes the type of research; the form, the context, and the sources of data; the research instruments; the data collection; the data analysis; and the trustworthiness of the data.

A. The Type of Research

This research is concerned to the maxim flouting occurred in the dialogue of *Hunger Games* movie. It was aimed to identify the types of maxim flouting conveyed by the characters of *Hunger Games* movie and to describe the functions of maxim flouting conveyed by the characters of *Hunger Games* movie. The researcher used the theory of cooperative principle by Grice (1975: 45) to identify the types of maxim flouting and the theory of speech act classification which is proposed by Searle (1979: 11-14) to describe the functions of maxim flouting.

The researcher used the qualitative-quantitative method to analyze the maxim flouting in *Hunger Games* movie. Qualitative method played more important roles in this research since it explains narrative or textual description of the phenomena under study. Creswell (1998: 21) states that in the qualitative method, the researcher plays as the primary instrument of the data collection that compiles words, analyzes inductively, and observes the utterance delivered by the

speakers. In this case, the researcher collected the data related to the utterances and the context of the dialogue in *Hunger Games* movie.

This research also used the quantitative method to present the occurrence of maxim flouting in *Hunger Games* movie. According to Vanderstoep and Johnston (2009: 7), the quantitative method explains the phenomena under study numerically. In this case, it is used to support the explanation and the description of maxim flouting in this research.

B. The Form, Context, and Source of Data

The data that the researcher analyzed are in the form of utterances conveyed by the characters in *Hunger Games* movie which indicate the maxim flouting of conversation. The context of the data is dialogue, while *Hunger Games* movie and the script of *Hunger Games* are the sources of data. It is not difficult to find the sources since *Hunger Games* is a famous movie that won some prestigious awards. The data were taken from *Hunger Games* script written by Billy Ray.

C. The Research Instruments

The research instrument is what the researcher used to collect the information in the qualitative-quantitative field study or observation. In this research, the primary instrument of collecting the data was the researcher herself. There are certain processes to get the data such as planning the research, collecting the data, selecting the data, categorizing the data, analyzing the data, making interpretation, making conclusion, and reporting the results.

The other instrument of this research was the data sheet which is used to illustrate the data. The model of the data sheet was as follows.

Table 1. The Data Sheet of Maxim Flouting Found in *Hunger Games* Movie

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R	M	R	D i	C	E	D e	
01/Qt/C	Katniss: I got to go. Prim : Where? Katniss: I just got to go, but I'll be back. I love you.	√						√			<p>The conversation happens when Katniss tried to calm Prim who had a nightmare in their home. On the dialogue, Katniss asks Prim's permission for going to somewhere. In fact, Katniss wants to hunt animals in the woods, but she never wants people know the truth of this habit, except her best friend namely Gale. In this case, Katniss' statement flouts the maxim of quantity since her answer does not give clear contribution and does not informative as is required. Her utterance obviously not gives enough information for Prim about her destination, but she convinces Prim that she will be back soon.</p> <p>The function of Katniss' utterance is commissive since she makes a promise for Prim to believe that she will be back soon.</p>

Note:

Qt	: Maxim of Quantity	R	: Representative
Ql	: Maxim of Quality	Di	: Directive
R	: Maxim of Relation	C	: Commissive
M	: Maxim of Manner	E	: Expressive
		De	: Declarative

D. The Data Collection

In the data collection, there were some ways of collecting data in order to complete this study:

1. downloading the movie entitled *Hunger Games* and its transcript by Billy Ray to check whether the transcript matches with the movie or not when watched the movie,
2. watching *Hunger Games* movie to check the accuracy of English transcript with the movie,
3. reading and note taking the English transcript of *Hunger Games* frequently,
4. sorting the utterances of the characters that contain maxim flouting as the objective of this study, and
5. arranging the obtainable data into the data sheet systematically.

E. The Data Analysis

In analyzing the data, the researcher used some procedures as follows.

1. The researcher collected the utterances conveyed by the characters in *Hunger Games* movie.

2. She selected utterances that contain the maxim flouting. Therefore, she omitted the utterances which do not contain the maxim flouting since it does not give contribution and result to the maxim flouting analysis.
3. She categorized the utterances of maxim flouting into the types of maxim flouting based on the characteristics indicated as the first problem.
4. She identified the functions of the maxim flouting found as the second problem.
5. Finally, the researcher deducted the conclusion. In this section, she gathered the results of analysis which are the types and the functions of maxim flouting conveyed by the characters in *Hunger Games* movie.

F. The Trustworthiness of the Data

According to Lincoln and Guba (1985: 290), the aim of trustworthiness in the qualitative approach is to support the argument that the research findings are able to be trusted. The writer uses the method of triangulation. Triangulation is a method of confirming the findings to obtain a better picture of reality, enrich the theoretical concept, and verify many of the study's elements.

In this study, the investigator triangulation is used to confirm the findings of the study. The researcher applied peer correction to recheck the result of the study in the purpose of achieving the accuracy of her findings. This triangulation is aimed to reduce the potential bias that may result from a single investigator working alone.

In this study, the researcher had a routine consultation with her two thesis supervisors. They were Drs. Suhaini M. Saleh, M.A. as the first supervisor and

Niken Anggraeni, S.S., M.A. as the second supervisor. Meanwhile, the researcher also conducted the triangulation of data with her friends of the same study program who also analyze the maxim flouting in their analysis. They were Aprilia Nurina Putri, Lut Husaini W.H. and Nita Herawati.

CHAPTER IV

FINDINGS AND DISCUSSION

This chapter presents the research findings and discussion. In this chapter, the analysis of the data is in line with the formulated research problems. In findings, there are the result of the types of maxim flouting and the functions of maxim flouting conveyed by the characters of *Hunger Games* movie. However, the percentage of the maxim flouting phenomena occurring is also presented with the brief explanation of the result. Then, the discussion part will discuss the findings more deeply by using some example of the analyzed data.

A. Findings

This sub heading illustrates the findings which are derived from the research problems in which the first problem concerns the types of maxim flouting based on Grice's theory of cooperative principle (1975) and the second problem concerns the functions of utterances based on Searle's theory of speech act (1979). The findings are presented bellow.

1. Types of Maxim Flouting Found in *Hunger Games* Movie

The maxim flouting phenomena happen in society and *Hunger Games* movie is the depiction of maxim flouting since the characters flout the maxim of conversation in the scenes of movie. In accordance with this, the first objective of this study is to identify the types of maxim flouting conveyed by the characters of *Hunger Games* movie. The four types of maxim proposed by Grice

occur in this movie. The findings of the types of maxim flouting in *Hunger Games* movie are presented in the following table.

Table 2. The Types of Maxim Flouting Found in *Hunger Games* Movie

No.	Types of Maxim Flouting	Characters who Flout the Maxim	Frequency	Percentage
1.	Quantity	Katniss, Cato, Peeta, Rue	6	14.6 %
2.	Quality	Katniss, Haymitch, Marvel, President Snow, and Seneca.	8	19.6 %
3.	Relation	Katniss, Kisskeeper, Prim, Haymitch, Seneca, Peeta, Caesar.	21	51.2 %
4.	Manner	Haymitch, Seneca, Katniss and Peeta.	6	14.6 %
Total			41	100 %

There are four types of maxim flouting found in *Hunger Games* movie. They are the flouting of quantity maxim, the flouting of quality maxim, the flouting of relation maxim, and the flouting of manner maxim. This result means that the characters of *Hunger Games* movie have used every chance to flout the maxims of conversation. Table 2 above shows the characters who flout the maxim, the frequency of maxim flouting, and the percentage of maxim flouting found in *Hunger Games* movie. The total number of maxim flouting found in this movie is 41.

The first type of maxim flouting found in *Hunger Games* movie is the maxim of quantity flouting. In this case, the speakers are uninformative since they give too little information or too much information in their utterances. The reason

is that the speaker tries to explain the information by giving too much information and expecting the listener will understand more about the topic. Another reason is that the speaker wants the listener to know the answer without brief explanation by giving too little information in his utterance. The maxim of quantity flouting only occurs 6 times out of 41 data (14.6 %), which is the least frequently maxim flouting found in *Hunger Games* movie. This means that the characters rarely use this maxim flouting in their conversation. The characters who flout the maxim of quantity are Katniss, Caesar, Peeta, and Rue. Those characters do not give the required information for the purpose of the exchange, whether they give too much or too little information in their utterance.

The second type of maxim flouting found in *Hunger Games* movie is the maxim of quality flouting. This type of maxim flouting occurs when the characters said things that what they believe to be false and for which they lack of adequate evidence. In this case, the characters commonly flout the maxim of communication by using irony, sarcasm, and hyperbole to convey their intended meaning. The reason of irony, sarcasm, and hyperbole is to make the listener aware of the speaker's utterance. It occurs 8 times out of 41 data (19.6 %). Katniss, Haymitch, Marvel, President Snow, and Seneca are the characters who flout this maxim in *Hunger Games* movie. They use this maxim flouting to make the listeners realize about their statement which is not correct and imply the hidden meaning behind its flouting.

The third type of maxim flouting is the maxim of relation flouting. The characters of *Hunger Games* flout the maxim of relation because they want to

change the topic of conversation. The speaker simply ignores the topic and starts the new topic which s/he wanted. The reason is that the speaker is not interested in the topic of conversation, but s/he tries to be cooperative by responding the previous utterance with another topic of conversation. The characters who flout the maxim of relation are Katniss, Kisskeeper, Prim, Haymitch, Seneca, Peeta, and Caesar. The occurrence of this maxim flouting in *Hunger Games* movie occurs 21 times out of 41 data (51.2 %), which is the highest number among the entire maxim flouting found in this movie. This means that the characters usually deliver utterances which are not relevant to the topic of conversation. In this case, the characters simply ignore the topic of conversation and start the new topic which they wanted.

The fourth type of maxim flouting found in *Hunger Games* movie is the maxim of manner flouting. The speaker flouts the maxim of manner when s/he gave the vagueness utterance. In this case, the speaker's utterance also contains ambiguity which makes his utterance difficult to understand for the listener. The characters who flout the maxim of manner are Haymitch, Seneca, Katniss, and Peeta. Same as the maxim of quantity flouting, this maxim flouting only occurs 6 times out of 41 data (14.6 %) which make it as the least frequently maxim flouting found in *Hunger Games* movie. This means that the characters rarely use this maxim flouting in their utterance. In this movie, this maxim flouting is commonly used in a condition when the characters delivered the obscurity of expression which makes their utterance is not direct and clear to make a certain point to the listener.

Katniss, as the main character of *Hunger Games* movie, flouts all the maxim of conversation. This is a reasonable fact since she is the protagonist of this movie which makes she has a lot of scene in this movie. Meanwhile, other characters also deliver maxim flouting in this movie. They flout the maxim of conversation in various types in this movie.

2. The Functions of Maxim Flouting Found in *Hunger Games* Movie

Utterance consists of some different function and people use it in order to perform action via utterances. In accordance with the second objective of this study, there are some functions of maxim flouting found in *Hunger Games* movie. The findings of the functions of maxim flouting found in *Hunger Games* are presented in the following table.

Table 3. The Functions of Maxim Flouting Found in *Hunger Games* Movie

No.	Functions of Maxim Flouting	Characters who Flout the Maxim	Frequency	Percentage
1.	Representative	Katniss, Haymitch, Seneca, Marvel, President Snow, Cato, Caesar, Peeta, and Rue.	25	61 %
2.	Directive	Katniss, Kisskeeper, Prim, Haymitch, and Seneca.	9	22 %
3.	Commissive	Katniss	1	2.4 %
4.	Expressive	Katniss, Haymitch, and Peeta.	6	14.6 %
5.	Declarative	-	0	0 %
Total			41	100 %

There are four functions of maxim flouting found in *Hunger Games* movie. They are representative, directive, commissive, and expressive. Table 3 above shows the characters who flout the maxim, the frequency of functions of maxim flouting, and the percentage of functions of maxim flouting found in *Hunger Games* movie.

The first function of maxim flouting is representative which occurs 25 times out of 41 data (61 %), which is the highest number among all of the functions of maxim flouting found in *Hunger Games* movie. This means that the maxim flouting conveyed by the characters usually give explanation to the listener as the response for the previous utterance. Furthermore, its function happens when the speaker gave the truth or fact of the expressed proposition. In this movie, the character asserts and reports the listener about the information when they flouted the maxim of conversation. The characters who flout the maxim of conversation which has the function of representative are Katniss, Haymitch, Seneca, Marvel, President Snow, Cato, Caesar, Peeta, and Rue.

The second function of maxim flouting is directive which happens 9 times out of the 41 data (22 %). The function of directive happens when the speaker expected the listener to do something. In this case, the speaker expresses what s/he wants by requesting, commanding, and ordering the listener. The characters who flout the maxim of conversation which has the function of directive are Katniss, Kisskeeper, Prim, Haymitch, and Seneca. Those characters flout the maxim of conversation by expecting the listener to do something as a response.

The third function of maxim flouting is commissive which only happens once by Katniss. The function of commissive happens when the speakers committed themselves to some future action, such promising, refusing, and pledging. In this movie, the commissive function operates a change in the world by creating an obligation as in the case of directive by the character.

Then, the fourth function of maxim flouting found in *Hunger Games* movie is expressive. The function of expressive happens when the speaker expressed his attitudes and emotions in his utterance. In this case, the speaker expresses his emotion by congratulating, complaining, and thanking. The characters who flout the maxim of conversation which has the function of expressive are Katniss, Haymitch, and Peeta. It happens 6 times out of 41 data (14.6 %). In this movie, the characters flout the maxim of conversation by expressing their feelings to the other characters.

Meanwhile, there is no maxim flouting which has the declarative function in *Hunger Games* movie. The function of declarative happens when the speaker changed the world via utterances while it cannot be found in this movie. This means that the characters of *Hunger Games* movie never flout the maxim of conversation by changing the world via words. This is a reasonable fact since the declarative function only occurs when the speaker had to have a special institutional role to change the state of affairs in reality with the proposition of the declaration, such baptizing, pronouncing someone guilty, and marrying person. In this case, the characters of this movie do not have this characterization since there are no scenes about the declaration of something in this movie.

In general, it is found in *Hunger Games* movie that the two objectives of this research are related to each other. The most dominant type of maxim flouting in this movie is the maxim of relation flouting. In this case, the speaker delivers utterance which is not related to the previous utterance. The speaker changes the topic of conversation since s/he is not interested in the topic of conversation. In doing this, the speaker commonly states the truth of the expressed proposition. Therefore, the most dominant type of maxim flouting is commonly has a function of representative since the speaker asserts the truth or fact in his utterance.

B. Discussion

This part presents a deep and clear discussion of the findings in this study. In addition, it provides examples for each discussion to strengthen the interpretation of the phenomenon.

Based on the objectives of this research, there are two parts of discussion concerning the maxim flouting in *Hunger Games* movie. Those are the types and the functions of maxim flouting found in *Hunger Games* movie. The first discussion gives an in-depth explanation of the types of maxim flouting found in *Hunger Games* movie as follows.

1. The Types of Maxim Flouting Found in *Hunger Games* Movie

Maxim flouting phenomena happens in society since people commonly deliver it in their conversation. In this case, the speaker flouts the maxim of conversation, but they are still in a cooperative communication. *Hunger Games* movie is the example of this phenomenon since movie is the reflection of real life. In this sub-chapter, the researcher discusses the maxim flouting into four parts

namely the maxim of quantity flouting, the maxim of quality flouting, the maxim of relation flouting, and the maxim of manner flouting. The most dominant maxim flouting found in this movie is the maxim of relation flouting and the least dominant maxim flouting found in this movie are the maxim of quantity flouting and the maxim of manner flouting.

a. Maxim of Quantity Flouting

Maxim of quantity flouting is one of the types of maxim flouting found in *Hunger Games* movie. Maxim of quantity flouting happens when the speaker gave too much or too little information in a conversation. It occurs 6 times (14.6 %) in *Hunger Games* movie which makes it as the least dominant maxim flouting found in this movie. This means that the characters rarely use this maxim to break the maxim of conversation.

The first example of the flouting maxim of quantity is taken from the following dialog. The conversation happens in Katniss' home when Katniss tried to calm Prim who had a nightmare.

Katniss	: I got to go.
Prim	: Where?
Katniss	: I just got to go, but I'll be back. I love you.

(Datum 01/Qt/C)

In the dialogue, Katniss asks Prim's permission for going to somewhere. In fact, Katniss wants to hunt the animals in the woods, but she never wants people to know the truth of this habit, except her best friend namely Gale.

In this case, Katniss answers Prim's question by flouting the maxim of quantity since her answer does not give the clear and informative contribution as what is required. 'I just got to go' is an answer that refers 'That's a secret, you

don't have to know' that Katniss implies to Prim. Her utterance obviously does not give enough information for Prim about her destination, but she convinces Prim that she will be back soon.

The second example of the maxim of quantity flouting found in *Hunger Games* movie is presented bellow. The conversation happens in the balcony of District 12's Tribute apartment when Katniss and Peeta cannot sleep since they keep thinking about the games in the next morning.

Katniss : How did they change you?
 Peeta : **I don't know. I'm turning to something I'm not. I just don't want to be another piece in their game, you know?**

(Datum 31/Qt/Rp)

In the dialogue, Peeta explains Katniss that he does not want the Capitol changes him in the Hunger Games. In this case, he does not want the Capitol changes him in the context of his personality. However, the tributes of the Hunger Games have to kill each other in the arena of the games to become a victor while Peeta does not agree with its rule. He wants to become the victor, but he does not want to kill the other tributes.

In this case, Katniss asks Peeta to explain the intention of his statement about the Capitol which changes him. Peeta explains it by flouting the maxim of quantity. He answers Katniss' question by giving more information than what is required. He seems not quite sure about his answer but he tries to explain the reason by giving too much information to make Katniss understand his opinion.

The last example of the maxim of quantity flouting found in *Hunger Games* happens when Katniss and Rue enjoyed their lunch in the woods of the Hunger Games' arena.

Katniss : So what happened when I was out?

Rue : **The girl from 1 and the boy from 10.** (*Eating*).

(Datum 33/Qt/Rp)

In this scene, Rue takes care of Katniss when she fainted for several days because of the trackerjackers, the poisonous bee. In the dialogue, Katniss asks Rue about the condition of the games when she fainted and Rue responds her question by flouting the maxim of quantity. The answer of Rue is too little information since she does not give enough information as what is required. The utterance 'The girl from 1 and the boy from 10' does not give an appropriate contribution to Katniss's previous utterance. Rue should answer Katniss' question by giving contribution as informative as what is required about the condition of the games. Nonetheless, Rue's utterance implies that the girl from 1 and the boy from 10 were dead when Katniss fainted.

b. Maxim of Quality Flouting

Maxim of quality happens when the speaker does not give a true fact in his utterance. The speaker commonly uses sarcasm, hyperbole, and irony to exaggerate his utterance. This type of maxim flouting occurs 8 times in *Hunger Games* movie.

An example of the maxim of quality flouting happens when Peeta and Haymitch had a conversation in the kitchen of District 12's train.

Haymitch : You'd freeze to death first.
 Peeta : Because I didn't light a fire.
 Haymitch : **Now that's a good way to get killed.**

(Datum 13/QI/Rp)

In this scene, Peeta and Haymitch talk about Haymitch's experience when he played the Hunger Games and became the victor of this game. In the dialogue, Peeta thinks that lighting a fire is the way to save him from the freezing weather in the games' arena, but Haymitch considers his opinion as the good way to get killed. However, lighting a fire can be a signal for the other tributes about his existence and makes him as the target of homicide.

In this case, Haymitch conveys the maxim of quality flouting since he gives sarcasm on his utterance to make Peeta realize that his opinion about lighting a fire in the Hunger Games' arena is incorrect. Haymitch delivers the quality maxim flouting by saying something exaggeratedly about the fact which is not true. In fact, there are many causes to get killed in the arena of the Hunger Games, such dehydrating, starving, and freezing. Haymitch may say the truth by saying 'You cannot light a fire since it can be a signal for the other tributes'. However, Peeta asks Haymitch about how to survive in the games, not to get killed in the Hunger Games.

Another example of the maxim of quality flouting happens in the President Snow's garden when Seneca informed President Snow about Katniss' high score in the practice test.

Seneca : She (Katniss) earned it (high score).
 Snow : **She (Katniss) shot an arrow at your head.**
 Seneca : Well, that was an apple. (*Smiling*).

(Datum 24/QI/Rp)

On the previous scene, Katniss shot an apple of the game makers' dish to get the game makers' notice when she practiced her skill in the practice test of the Hunger Games. President Snow, as the President of Panem, thinks that Katniss will be the depiction of rebellion for the people of Panem since she does not have a fear of the Hunger Games and the people of Panem.

In this scene, President Snow wants to confirm Seneca about the score of Katniss which is the highest score among the other tributes. President Snow, who considers Katniss as the threat of Capitol, breaks the maxim of communication when he confirmed Katniss' bad attitude for shooting the apple of the game makers' dish. He flouts the maxim of quality by delivering hyperbole in his utterance to express his fear of Katniss. His utterance of 'She shot an arrow at your head' is not true since Katniss does not shot an arrow at Seneca's head.

The last example of the quality maxim flouting happens in the woods of the Hunger Games' arena when Peeta and Katniss found the Foxface who was dead because of the nightlock, the poisonous berries.

Peeta : What're you doing?

Katniss : **Maybe Cato likes berries too?**

(Datum 40/QI/Rp)

In this scene, Katniss collects the nightlock berries from the Foxface's hand and keeps the berries in her jacket. Peeta confuses about her behavior and asks Katniss about it. Meanwhile, Katniss answers Peeta's question by flouting the maxim of communication. She flouts the maxim of quality since she delivers a rhetorical question which is the unanswerable question. Her utterance breaks the maxim of conversation since her utterance is incorrect and lack of the adequate

evidence about Cato. Katniss' utterance states the possibility of Cato to like the nightlock berries. In fact, Cato will never like the nightlock berries since it is a poisonous berry that makes a human die in a minute. Nonetheless, Katniss' utterance implies that she has a plan with the nightlock in the future.

c. Maxim of Relation Flouting

Maxim of relation flouting occurs when the speaker delivered an utterance which is obviously irrelevant to the topic of the conversation. In this case, the speaker quickly changes the topic of the conversation to disconcert the interlocutors. The maxim of relation flouting occurs 21 times in *Hunger Games* movie which makes this type of maxim flouting as the most dominant type in *Hunger Games* movie. This means that the characters of this movie usually change the topic of conversation in his utterance.

An example of the maxim of relation flouting occurs in District 12's market when Katniss asked the Kisskeeper about the price of the Mockingjay pin.

Kisskeeper : That's a... Mocking Jay.
 Katniss : How much?
 Kisskeeper : **You keep it. It's yours.** (*Smiling*).
 Katniss : Thank you. (*Smiling*).

(Datum 07/RI/Di)

The conversation above happens when Katniss sold her result of hunting in the woods to the Kisskeeper. In this scene, Katniss is interested in the Mockingjay pin and asks the Kisskeeper about its price. However, the Kisskeeper wants to give that pin to Katniss freely. Therefore, she ignores Katniss' question about the price of the Mockingjay pin by flouting the maxim of relation in her utterance. She answers Katniss' question by changing the topic of the conversation about the

price of the Mockingjay pin. In other words, she states ‘You keep it. It’s yours.’ to convince Katniss that she wants Katniss to keep the pin without paying it.

Another example of the maxim of relation flouting happens in the kitchen of the District 12’s train when Katniss asked Haymitch about his experience of the Hunger Games. However, Haymitch was the victor of the previous games and it makes him as the mentor for the next tributes of the District 12. As the mentor, he has an obligation to explain his experience of the Hunger Games to the tributes. In this case, Katniss wants to know Haymitch’s experience when he found a shelter in the Hunger Games’ arena.

Katniss : How do you find shelter?
 Haymitch : **Pass the jam.**

(Datum 15/R1/Di)

The character of Katniss Everdeen is an unfriendly person for the new people she met. Haymitch and Peeta are the stranger for Katniss and it makes Katniss disregard them. In the dialogue, Katniss wants to know about how Haymitch found the shelter when he became the District 12’s male tribute and won the previous games. However, Haymitch is a drunkard who has no care of people around him, especially the unfriendly person like Katniss. Therefore, he ignores Katniss’ question by flouting the maxim of relation since he wants to eat his breakfast without her disturbance.

Haymitch flouts the maxim of relation by giving Katniss an irrelevant response. He answers Katniss’ question by ordering her to pass the jam. In this case, Haymitch’s answer is irrelevant to the topic of conversation since the correct response for Katniss’ question is about his ways to find a shelter in the games

arena. Nonetheless, Haymitch's response implies that he wants to eat without disturbance from Katniss.

The last example of the flouting maxim of relation happens in the woods of the Hunger Games' arena when Katniss and Rue had a lunch in the following dialogue.

Rue : Is all about true? (*Smiling*).

Katniss: What?

Rue : You and him (Peeta). (*Smiling*)

Katniss: (*Smiling*) **So where are Cato and the others** (tributes)?

(Datum 34/RI/Di)

In the dialogue, Rue asks Katniss about her relationship with Peeta since Peeta has confessed his feelings to Katniss on the Caesar's show. In fact, Peeta has a crush on Katniss since they were on the senior high school of District 12. However, Katniss does not have the same feelings for Peeta, but she tries to save Peeta's feelings since Peeta is her partner of the District 12's tribute.

In this case, Katniss' utterance belongs to the maxim of relation flouting since she quickly changes the topic of conversation about her relationship with Peeta. Responding to Rue's utterance, Katniss should answer Rue's question about her relationship with Peeta. In fact, she responds Rue's question by asking Rue about the busy career than explaining her relationship with Peeta. It can be concluded that Katniss is not interested in Rue's question and tries to change the topic of conversation by asking about Cato and the other tributes.

d. Maxim of Manner Flouting

Maxim of manner flouting involves the absence of clarity and the transparency of communicative intentions. It happens when the speaker gave the

obscurity of expression and ambiguity in his utterance. It occurs 6 times in *Hunger Games* movie which make it as the least dominant maxim flouting found in this movie as same as the maxim of quantity flouting.

The first example of the maxim of manner flouting happens when Katniss and Peeta met Haymitch, who is the mentor of the District 12's tributes. The mentor of the tribute is the person who became the victor in the previous Hunger Games. The mentor has an obligation to explain the tributes about the tips to survive in the Hunger Games.

Peeta : So, uh...so when do we start (the mentoring)?
 Haymitch : Whoah. **Why so eager? Most of you are in such a hurry.**

(Datum 11/M/Rp)

In the above dialogue, Peeta asks Haymitch about the mentoring session. However, Haymitch fails to fulfill the maxim of conversation to respond Peeta's question by flouting the maxim of manner.

In this case, Haymitch's utterance is not direct and clear to make a certain point for answering Peeta's question. He delivers his expression of Peeta's eagerness without answering Peeta's question directly. Nonetheless, Haymitch's utterance implies that he wants Peeta to enjoy the trip without hurrying him for the games since it is the first day they met.

The second example of the maxim of manner flouting happens in the Caesar's show when Caesar interviewed Seneca, as the head of the Hunger Games' game maker, about the games.

Caesar : Are there any surprises that we can expect this year?

Seneca : **It's really hard to tell from a Reaping, but I think this is a very interesting mix.**

(Datum 18/M/Rp)

In the above dialogue, Caesar asks Seneca about the possibility of surprises in the Hunger Games. Seneca answers Caesar's question by flouting the maxim of manner since he gives the prolix utterance. In this case, his utterance is unclearly to make a point about the possibility of surprises in Hunger Games.

Seneca answers Caesar's question doubtfully since he thinks that it is difficult to predict the possibility of surprises in the Hunger Games. However, Seneca's utterance implies that the game will become an interesting game since there is a first volunteer tribute from the District 12, who is Katniss Everdeen, which makes the game different from the previous games.

The last example of the maxim of manner flouting happens in the kitchen of District 12's tribute apartment when Katniss asked Haymitch about Peeta who wants to be trained alone without her.

Haymitch : He (Peeta) says he wants to be trained on his own from now on.

Katniss : What?

Haymitch : **It's kind of thing does happen at this point if there's only one winner. Right?**

(Datum 25/M/Rp)

Peeta, as the male tribute of District 12, wants to be trained alone without Katniss. Peeta realizes that Katniss will become the victor of the games since she earned the biggest score of the practice test. Meanwhile, there is only one victor in the games and he has to work hard to win the games. It makes him keep away

from Katniss to save his feelings since he does not have a self confidence to win the games.

In this case, Haymitch, as the mentor of Katniss and Peeta in the Hunger Games, has a trouble to explain the reason of Peeta who wants to be trained alone to Katniss. This case makes Haymitch fail to fulfill the maxim of communication in his utterance. Haymitch flouts the maxim of manner when he gave the prolix utterance. He answers Katniss' question unclearly to make a point about Peeta who wants to be trained alone without Katniss. This is a reasonable act since he tries to explain the reason carefully to save Katniss' feelings.

Those are some the analyzed data to present the types of maxim flouting found in *Hunger Games* movie. The completed data are presented in the appendixes of this research.

2. The Functions of Maxim Flouting Found in *Hunger Games* Movie

The second objective of this research is about the functions of the maxim flouting found in the *Hunger Games* movie. Maxim flouting conveyed by the characters in *Hunger Games* movie have the different functions in their utterances and this sub-chapter discusses the functions of maxim flouting found in *Hunger Games* movie. The researcher discusses the functions of maxim flouting into five parts namely representative, directive, commissive, expressive, and declarative. The most dominant function of the maxim flouting in *Hunger Games* movie is representative and the least dominant function of the maxim flouting is declarative since this function cannot be found in this movie.

a. Representative

The first function of the maxim flouting found in *Hunger Games* movie is representative. Representative is the function when the speaker gave the truth or the fact of the expressed proposition. In this case, the speaker asserts and reports the listener about the information of the conversation. This function occurs 25 times out of 41 data, which is the highest number among all of the functions of maxim flouting found in *Hunger Games* movie. This means that the maxim flouting conveyed by the characters in *Hunger Games* movie usually give an explanation to the listener in the conversation.

An example of the representative function of maxim flouting in *Hunger Games* movie occurs in the Caesar's show of the Hunger Games' tributes when Caesar interviewed Cato, the male tribute from District 2.

Caesar : So you're a fighter?

Cato : **I'm prepared, vicious, and I'm ready to go.**

(Datum 27/Qt/Rp)

In the dialogue, Caesar asks Cato about his personality while Cato answers his question by giving the fact about him which is prepared, vicious, and ready for the games. The function of Cato's utterance is representative since he states his self confidence in the Hunger Games.

Dealing with the maxim flouting, Cato answers Caesar's question by flouting the maxim of quantity since he delivers too much information than what is required. However, the characteristic of Cato is an arrogant person. Therefore, it is reasonable for Cato to deliver overstatement about his self confidence to be the winner in the Hunger Games.

Another example of the representative function in the maxim flouting occurs in the dialogue when Katniss took care of Peeta who is sick because of the Cato's sword. The setting of this conversation is the cave of the Hunger Games' arena.

Katniss : Do you fed once?
 Peeta : **I think about that all the time. How I tossed you that bread.**
 Katniss : Peeta.. (*Sigh*).

(Datum 37/Rl/Rp)

The above dialogue happens when Katniss tried to feed Peeta with the soup from the Sponsor. Peeta, who has a crush on Katniss, feels so pleased when Katniss took care of him. Therefore, he tries to explain his feelings when he first met Katniss in the District 12 to make Katniss know about his feelings for her. The function of Peeta's utterance is representative since he informs Katniss about his feelings to her.

Dealing with the maxim flouting, Peeta flouts the maxim of relation since he answers Katniss' question irrelevantly when Katniss asked him to eat the soup. Peeta delivers an irrelevant utterance by telling the past event when he first met Katniss instead of answering Katniss' question correctly.

The last example of the representative function of the maxim flouting happens when Katniss and Peeta looked for the foods in the woods of the Hunger Games' arena.

Katniss : (*running and calling*) Peeta? Peeta? Peeta?
 Peeta : Are you okay? (*Worrying*).
 Katniss : **I hear the cannon. That's nightlock Peeta! You will be dead in a minute.** (*Crying*).

(Datum 39/Rl/Rp)

The setting of the above conversation is the woods of the Hunger Games' arena in the morning. In this scene, Katniss and Peeta split up to look for the foods when suddenly there was a sound of the cannon which indicates the sign of the death tribute. They were afraid that the death tribute is one of them. In fact, that cannon indicates the death of the Foxface who stole the nightlock gathered by Peeta. In the dialogue, Peeta asks Katniss' condition when they finally met because of the cannon, but Katniss answers Peeta's question by explaining the nightlock to Peeta. In this case, the function of Katniss' utterance is representative since she describes the nightlock to Peeta.

Dealing with the maxim flouting, Katniss flouts the maxim of relation in her utterance since she answers Peeta's question irrelevantly. In this case, Peeta asks Katniss' condition while Katniss answers it irrelevantly by explaining the nightlock to Peeta.

b. Directive

The second function of the maxim flouting found in *Hunger Games* movie is directive. The function of directive happens when the speakers expected the listeners to do something for them. This function happens 9 times out of 41 data.

The first example of the directive function happens in the kitchen of District 12's train.

Katniss : What's a good way to get killed?
 Haymitch : Oh! Joy. (*Smiling*). **Why don't you join us?**

(Datum 14/RI/Di)

The conversation happens when Katniss came to the kitchen and tried to join the conversation between Haymitch and Peeta about how to survive in the Hunger Games' arena. Haymitch tries to welcome Katniss without answering Katniss' question. He welcomes Katniss by requesting her to join their conversation. In this case, the function of Haymitch utterance is a directive function since he expects Katniss to join the conversation.

Dealing with the maxim flouting, Haymitch's utterance flouts the maxim of relation since he ignores Katniss' question and changes the topic of conversation to welcome Katniss for joining the conversation.

Then, the second example of the directive function is taken from a conversation between Katniss and Haymitch in the kitchen of District 12's train.

Katniss : How do you find shelter?
 Haymitch : **Give me a chance to wake up sweetheart. This mentoring is very tax and stuff. Can you pass the marmalade?**

(Datum 16/Rl/Di)

The conversation above happens when Katniss, Peeta, Haymitch, and Effie had a breakfast in the kitchen of District 12's train. In the dialogue, Katniss wants to know about how Haymitch found the shelter in the Hunger Games' arena when he became the victor in the previous game. However, Haymitch answers Katniss' question reluctantly since he wants to eat without disturbance. He responds Katniss' question by ordering Katniss to give him time to wake up. In this case, the function of Haymitch's utterance is directive since he expects Katniss to give him time to wake up and orders Katniss to pass the marmalade.

Dealing with the maxim flouting, Haymitch fails to fulfill the maxim of communication by flouting the maxim of relation when he answered Katniss' question irrelevantly. He changes the topic of the conversation which means he is not interested in Katniss' question.

The third example of the directive function happens when Seneca, as the head of the game makers, had a conversation with Lucia, one of the game makers of the Hunger Games.

Lucia : She's (Katniss) heading towards the left flank. She almost there.
Seneca : **Lucia, get a cannon ready?**

(Datum 32/R1/Di)

The setting of the conversation above is the room of the Hunger Games' operator. This room is the place where the game makers operate the game arena. In the dialogue, Lucia explains Seneca about Katniss who approaches the busy career. In fact, Seneca wants a good show of Katniss. Therefore, he and all the game makers make Katniss closer with the busy career with the intention of making Katniss die on the busy career. Seneca, as the head of the game maker, confirms Lucia to prepare the cannon when the busy career finally found Katniss to announce Katniss' death. In this case, the function of Seneca's utterance is directive since he commands Lucia to prepare the cannon for Katniss' death.

Dealing with the maxim flouting, Seneca flouts the maxim of relation since he delivers utterance which is irrelevant to the previous utterance. He ignores Lucia's explanation about Katniss by commanding Lucia to prepare the cannon.

c. Commissive

The third function of the maxim flouting found in *Hunger Games* movie is commissive. Commissive is the function when the speaker committed themselves to some future action, such promising, refusing, and guaranteeing. There is only one datum of maxim flouting which has the commissive function in the *Hunger Games* movie. The function of commissive occurs in the home of Katniss and Prim in District 12.

Katniss: I got to go.

Prim : Where?

Katniss: **I just got to go, but I'll be back.**

(Datum 01/Qt/C)

The conversation happens when Katniss tried to calm Prim who had a nightmare in their home. In the dialogue, Katniss asks Prim's permission for going to somewhere. In fact, Katniss wants to hunt animals in the woods, but she never wants people to know the truth of this habit, except her best friend namely Gale. Katniss answers Prim's question by giving too little information which indicates that she does not want to explain more information about her destination to Prim, but she convinces Prim that she will be back soon. In this case, the function of Katniss' utterance is commissive since she makes a promise for Prim to believe that she will be back soon.

However, Katniss' statement fails to fulfill the maxim of conversation when she answered Prim's question. She flouts the maxim of quantity since her answer does not give a clear contribution and does not informative as what is

required. Her utterance obviously not gives enough information for Prim about her destination, but she convinces Prim that she will be back soon.

It can be concluded that the characters of *Hunger Games* movie rarely flout the maxim of conversation by giving commitment to the listener since there is only one datum of maxim flouting which has a function of commissive in this movie.

d. Expressive

The fourth function of maxim flouting found in *Hunger Games* movie is expressive. The function of expressive happens when the speakers expressed their attitudes and emotion towards the listeners. This expression can be the statements of pleasure, pain, likes, and dislikes. This function happens 6 times out of 41 data in this movie.

An example of the expressive function occurs in the train of District 12 when Peeta tried to persuade Haymitch for explaining the Hunger Games in the mentoring session.

Peeta	: Okay, I think that's enough. (<i>Trying to take the glass from Haymitch's hand</i>).
Haymitch	: (<i>Suddenly kick Peeta's body by foot</i>). You made me spill my drink over my new pants.

(Datum 12/RI/E)

The conversation above occurs when Peeta asked Haymitch about the mentoring session. Peeta tries to persuade Haymitch, as District 12's mentor, for explaining the Hunger Games since Haymitch won that game once. However, Haymitch is not interested in the mentoring session. It makes Peeta lose his

patience and tries to stop Haymitch who cannot stop drinking the beers. Meanwhile, it makes Haymitch angry. Therefore, Haymitch ignores Peeta's utterance by delivering the maxim of relation flouting in his utterance. In this case, Haymitch's utterance is irrelevant to Peeta's previous utterance while he gives complaint about Peeta's behavior for trying to stop him. The function of Haymitch's utterance is an expressive function since he complains Peeta for spilling water on his new pants.

The next example of the expressive function happens when Effie confirmed Haymitch about Katniss' bad manner in the practice test of the Hunger Games.

Effie : Well, finally! I hope you notice, we have a serious situation. (*Angrily*).
 Haymitch : **Nice shooting, sweetheart!** (*Smiling to Katniss*). Wha... what did they (the game makers)? What did they do when you shot the apple?

(Datum 22/R1/E)

The setting of the conversation above is the living room of the District 12's apartment when all the team of District 12's tribute gathered for discussing the practice test's result of the Hunger Games. In fact, Katniss shots an apple perfectly when she felt angry since the game makers did not notice her skill of shooting in the practice test. In this scene, Effie was angry to Katniss for her bad manner in the practice test and wants Haymitch to scold Katniss. In fact, Haymitch was proud to Katniss since she makes the game makers know and remember her. In this case, the function of Haymitch's utterance is an expressive function since he congrats Katniss for her behavior in the practice test of the Hunger Games.

Dealing with the maxim flouting, Haymitch fails to fulfill the maxim of communication. He flouts the maxim of relation when he ignored Effie's complaint towards Katniss' attitude and changes the topic of conversation by praising Katniss.

Finally, the last example of the expressive function occurs in the Caesar's show of the Hunger Games' tributes when Caesar interviewed Peeta from District 12.

Caesar : Peeta, welcome. How are finding the Capitol? Don't say with a map. (*Laughing*).

Peeta : **Uh, it's (Capitol) uh...different. It's very different.**
(Datum 28/R1/E)

The conversation above happens when Caesar welcomed Peeta in his show by asking Peeta's way to find the Capitol. In this scene, Peeta answers Caesar's question by expressing his feelings about Capitol which is different from his district. The function of his utterance is the expressive function since he expresses his feelings to Caesar.

However, Peeta's utterance breaks the maxim of communication for responding Caesar's previous utterance. He flouts the maxim of relation since he answers Caesar's question irrelevantly. In this case, Caesar asks Peeta about how Peeta found the Capitol, but Peeta ignores his question by delivering his feelings. It can be concluded that Peeta is not interested in Caesar's question by changing the topic of conversation. He expresses his feelings of the Capitol since he knows that Caesar's question is only a joke to refresh his show.

Katniss, as the main character of *Hunger Games* movie, flouts all the maxim of conversation. This is a reasonable fact since she is the protagonist of this movie which makes she has a lot of scene in this movie. She flouts 15 times out of 41 data which is the highest number among the entire character in this movie. In this case, she flouts 3 times in maxim of quantity, 4 times in maxim of quality, 7 times in maxim of relation, and one time in maxim of manner. It can be concluded that Katniss commonly flouts the maxim of relation in her conversation. She has a tendency to become irrelevant since she good at relating irrelevant things, for example when Rue asked her about her relationship with Peeta, she answers Rue's question by changing the topic of conversation because she is not interested in Rue's question about her relationship with Peeta.

Dealing with the function of maxim flouting, Katniss delivers 11 utterances which have the representative function, 2 utterances which have the directive function, one utterance which has the directive function, and one utterance which has the expressive function. It can be concluded that Katniss commonly flouts the conversational maxim by explaining the truth of the expressed proposition.

Meanwhile, other characters also deliver maxim flouting in this movie. They flout the maxim of conversation in various ways. For example, Haymitch flouts 10 times out of 41 data which is the highest number among other male characters. He flouts once in maxim of quality, 6 times in maxim of relation, and 3 times in maxim of manner. It can be concluded that Haymitch commonly flouts the maxim of relation in his conversation. However, Haymitch is a drunkard who

commonly changes the topic of conversation since he could not focus in one topic. On the other hand, the most dominant function of his utterance is the representative function and the directive function which means that he changes the topic of conversation by explaining the truth of the expressed proposition and ordering something to the listener.

People who deliver maxim flouting in their utterance do not just merely convey their intended meaning by literal utterance since their utterance also has certain function. In general, it is found in *Hunger Games* movie that the two objectives of this research are related to each other. The most dominant type of maxim flouting in this movie is the maxim of relation flouting. In this case, the speaker delivers utterances which are not related to the previous utterance. The speaker changes the topic of conversation since s/he is not interested in the topic of conversation. In doing this, the speaker commonly states the truth of the expressed proposition. Therefore, the most dominant type of maxim flouting commonly has a function of representative since the speaker asserts the truth or fact in his utterance.

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

This chapter is aimed to state the results of analysis of the research which include the conclusions and the suggestions. The conclusions contain the conclusions of the previous chapter, namely the findings and the discussion while the suggestions consist of suggestions given to the readers of this research and the other researchers.

A. Conclusions

Based on the findings and the discussion in the previous chapter, some conclusions related to the maxim flouting found in *Hunger Games* movie can be drawn below.

In relation to the first objective, which is to identify the types of maxim flouting found in *Hunger Games* movie, it can be stated that all types of maxim are flouted by the characters in this movie. There are 6 utterances flouting the maxim of quantity, 8 utterances flouting the maxim of quality, 21 utterances flouting the maxim of relation, and 6 utterances flouting the maxim of manner. The total of the utterances of the dialogue in *Hunger Games* movie which flout the maxim of communication is 41. Meanwhile, the maxim of relation is the most dominant maxim flouting uttered by the characters in this movie. This means that the characters usually deliver utterances which are not relevant to the topic of conversation. In this case, the characters simply ignore the topic of conversation

and start the new topic which they wanted. The reason is that they are not interested in the topic of the conversation, but they still try to be cooperative by responding the previous utterance with another topic of conversation. On the other hand, the least dominant types of maxim flouting in *Hunger Games* movie are the maxim of quantity flouting and the maxim of manner flouting, which means that the characters rarely flout those maxims of conversation in their utterances.

In relation to the second objective, which is to describe the functions of the maxim flouting conveyed by the characters in *Hunger Games* movie, it can be stated that the maxim flouting found in this movie have four functions: representative, directive, commissive, and expressive. However, one function which is the declarative function cannot be found in this movie. It is due to the fact that this function only occurs when the speaker had to have a special institutional role to change the state of affairs in reality while the characters in this movie do not have this characterization since there are no scenes about the declaration of something in this movie. On the other hand, the most dominant function of maxim flouting in this movie is the representative function. This function happens when the speaker gave the truth or fact of the expressed proposition. In this movie, the characters commonly flout the maxim of conversation by asserting and reporting the listener about the information in their conversation.

Katniss, as the main character in *Hunger Games* movie, flouts all the maxim of conversation since she is the protagonist of this movie which makes she has a lot of scene in this movie. Meanwhile, the other characters also deliver the

maxim flouting in their conversation. They flout the maxim of conversation in the various types and the function is to give explanation to the listener, to expect the listener to do something, to commit them to some future action, and to express their emotion.

B. Suggestions

After concluding the research, the researcher gives some suggestions as follows.

To readers of this research, the researcher expects this research to be able to enrich the reader's knowledge about the concept of maxim flouting because maxim flouting commonly happens in a social interaction since people do not always fulfill the conversational maxim in their utterance. Therefore, understanding maxim flouting can deepen the understanding of language use in real life communication.

To other researchers, this research uses the data of all characters rather than focusing on the main character, which makes it less focus on the data analysis. This is due to the fact that there are not enough data of the maxim flouting conveyed by the main character in *Hunger Games* movie. Therefore, it is suggested that other researchers analyze more deeply on the main character of this movie with another topic of discussion since this research only focused on the maxim flouting. The researcher also expects the next researchers to analyze this movie by focusing on other topics of particular linguistic branches, such as the jargon analysis. It is due to the fact that *Hunger Games* movie has the special phrases which are only used in this movie. Therefore, it is suggested that other

researchers analyze this movie by focusing on other topics of the discussion of linguistics.

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Appendix A. The Data Sheet of Maxim Flouting Found in *Hunger Games* Movie

Note:

Ql : Maxim of Quality	M : Maxim of Manner	Rp : Representatives	C : Commissives
Qt : Maxim of Quantity	Rl : Maxim of Relation	Di : Directives	E : Expressives
			De : Declaratives

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
01/Qt/C	Katniss: I got to go. Prim : Where? Katniss: I just got to go, but I'll be back.	√						√			<p>The conversation happens when Katniss tried to calm Prim who had a nightmare in their home. In the dialogue, Katniss asks Prim's permission for going to somewhere. In fact, Katniss wants to hunt animals in the woods, but she never wants people to know the truth of this habit, except her best friend namely Gale. In this case, Katniss' statement flouts the maxim of quantity since her answer does not give a clear contribution and does not informative as what is required. Her utterance obviously does not give enough information for Prim about her destination, but she convinces Prim that she will be back soon.</p> <p>The function of Katniss' utterance is commissive since she makes a promise for Prim to</p>

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
											believe that she will be back soon.
02/Rl/E	Gale : What're you going to do with that (deer) when you kill it? Katniss: Damn you, Gale. It's not funny.			√					√		<p>The setting of this scene is the woods of District 12 in the morning. This conversation happens when Katniss tried to hunt a deer and suddenly Gale greeted her. Katniss, who was surprised for Gale's greeting, flouts the maxim of relation since she gives an utterance which is not related to Gale's utterance. In this case, Gale gives a surprising question when Katniss tried to focus on deer hunting. However, Gale's behavior makes Katniss angry since she failed to hunt the deer because of him. It can be concluded that Katniss is not interested in Gale's question since she focuses to hunt the deer.</p> <p>The function of Katniss' utterance is expressive since she curses Gale for disturbing her.</p>
03/Qt/Di	Gale : You root for your favorite (tribute), you cry when they (tribute) get killed. It's sick. Katniss: Gale.	√						√			<p>The dialogue happens when Gale and Katniss have a conversation about the Hunger Games in the woods of District 12. They talk about their hatred of the Hunger Games. In this scene, Gale expresses his hatred feelings of the Hunger Games but Katniss thinks that Gale has to stop his anger since it will not change the situation.</p> <p>Katniss' statement refers to the maxim flouting of quantity since she does not give an</p>

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
											<p>appropriate contribution to Gale's previous utterance. Instead of just saying 'Gale', Katniss should respond Gale's hatred about the Hunger Games. However, Katniss indeed has something to say to respond Gale's hatred but she chooses to just simply call Gale's name to stop his hatred.</p> <p>The function of Katniss' utterance is directive since she commands Gale by calling his name to stop his anger for the Hunger Games.</p>
04/Rl/Rp	<p>Gale : We could do it (escape), you know? Take off. Live in the woods. What we do anyway?</p> <p>Katniss: They'd (Peacekeeper) catch us. (<i>Smiling</i>).</p>			√		√					<p>The dialogue happens when Gale asked Katniss about his plan to escape from District 12 and live happily in the woods. However, Katniss disagrees with Gale's plan. Katniss flouts the maxim of relation when she does not give the relevant answer for Gale's question. In this case, Gale expects their happy life in the woods. He always talks about "we" who indicates Gale and Katniss, but Katniss responds Gale's question by using the word "they" who indicates the Peacekeeper who has a power in the Capitol. It can be concluded that Katniss disagrees with Gale's escape plan and expectation about their future life because she thinks it will not happen since the Peacekeeper will find them though they hide in the woods.</p> <p>The function of Katniss' utterance is</p>

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
											representative since she asserts Gale about the consequence of his escape plan to the woods.
05/Rl/Rp	Gale : We'll go that way. (<i>Point the woods</i>). Katniss : I have Prim. You have your brothers.			√		√					<p>This conversation happens when Katniss and Gale talked about the Hunger Games. In this scene, Gale invites Katniss to escape from their district to the woods, but Katniss responds his utterance by delivering the information about their family. Katniss' utterance indicates that she disagrees with Gale's plan and thinks that his plan is a dangerous plan for their family.</p> <p>Katniss delivers the maxim of relation flouting since her utterance is not related to Gale's previous utterance. In this case, the function of Katniss' utterance is representative since she informs Gale about their family to make him aware that his plan is dangerous for their family.</p>
06/Ql/Rp	Gale : They (family) can come too. Katniss : Prim in the woods? Gale : Maybe not.		√				√				<p>The conversation happens when Gale and Katniss argued about Gale's escape plan to the woods. Katniss disagrees with Gale's plan because she thinks that it is a dangerous plan for their family. Katniss flouts maxim of quality by using irony when Gale persuaded her to join his plan. In this case, she uses Prim as the object of irony since Prim is a coward girl. Her utterance simply conveys about the fact that Prim never can live in the woods. Therefore, it is impossible for her to</p>

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
											<p>join Gale's escape plan since she will never leave Prim.</p> <p>The function of Katniss utterance is representative because she informs Gale by giving the rhetorical question about the impossibility of Prim to live in the woods.</p>
07/Rl/Di	<p>Kisskeeper : That's a... Mocking Jay.</p> <p>Katniss : How much?</p> <p>Kisskeeper : You keep it. It's yours. (smiling).</p> <p>Katniss : Thank you. (smiling).</p>			√			√				<p>The setting of this scene is the market of District 12. The conversation happens when Katniss sold her result of hunting in the woods to the Kisskeeper. She is interested in the Mockingjay pin and asks the Kisskeeper about its price. However, the Kisskeeper wants to give that pin freely, so she ignores Katniss' question by commanding Katniss to keep the pin. In this case, the Kisskeeper's contribution flouts the maxim of relation since she gives an irrelevant answer for Katniss' question.</p> <p>The function of the Kisskeeper's utterance is directive since she expects Katniss to keep the Mockingjay pin without paying it.</p>
08/Rl/Di	<p>Katniss : Listen, Prim. Gale will bring you game. He stuck cheese from your coat.</p> <p>Prim : Just try to win.</p>			√			√				<p>The setting of this dialogue is the room of District 12's female tribute when Prim and her mom visited Katniss who become the female tribute in the Hunger Games. Katniss volunteers Prim as the District 12's female tribute when Prim</p>

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
	Maybe you can. (crying).										selected in the Reaping of tributes. In this scene, Katniss tells Prim about Gale who will accompany her when Katniss on the arena of the Hunger Games. However, Prim ignores Katniss' information by giving advice for her to try to win the games. In this case, Prim flouts the maxim of relation since she gives the irrelevant response to Katniss' previous utterance. The function of Prim's utterance is directive since she advises Katniss to try to win the Hunger Games.
09/Rl/Rp	Gale : They (the people of Capitol) just want a good show. If they don't have a bow, then you make one. Okay? You know how to hunt. Katniss: They're (tributes) not animals.			√		√					The conversation happens in the room of District 12's female tribute when Gale gave an advice for surviving in the Hunger Games to Katniss. Gale explains Katniss about the procedure and the way to win the Hunger Games. In fact, the only way to win the Hunger Games is Katniss has to kill the other tributes, but she does not agree with it. In fact, Katniss only hunts the animals, not a human. In this case, Katniss delivers the maxim of relation flouting since she responds Gale's advice irrelevantly by informing Gale that the tributes are not the animals. The function of Katniss utterance is representative since she asserts Gale that the tributes are not the animals. Therefore, she does

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
											not want become the victor of the Hunger Games by killing the other tributes like when she killed the animals. In this case, Katniss delivers the truth of the expressed proposition in her utterance.
10/Rl/Rp	Peeta : So, uh...so when do we start (the mentoring)? Haymitch : Whoah. Why so eager? Most of you are in such a hurry.			√		√					<p>The conversation happens when Peeta, Katniss, and Haymitch met at the first time in the train of District 12. In the dialogue, Peeta asks Haymitch, as the mentor of the District 12's tributes, to start the mentoring session. In the mentoring session, the mentor, or the victor of the previous Hunger Games, will explain the games and the tips to be the victor of the Hunger Games. However, Haymitch is not interested in starting the mentoring session. He delivers the maxim of relation flouting to answer Peeta's question. He changes the topic of conversation by stating Peeta's eagerness than answering Peeta's question about the mentoring session.</p> <p>The function of Haymitch's utterance is representative since he states Peeta's eagerness about the mentoring session.</p>
11/M/Rp	Peeta : So, uh...so when do we start? Haymitch: Whoah. Why so eager? Most of you are in such a				√	√					<p>The conversation happens in the train of District 12 when Peeta asked Haymitch about the mentoring session. In this case, Haymitch fails to fulfill the maxim of conversation. Haymitch, as the mentor of the District 12's tributes, flouts the</p>

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
	hurry.										<p>maxim of manner to respond Peeta's question about the mentoring session. Haymitch delivers utterance which is not direct and clear to make a certain point for answering Peeta's question. Nonetheless, Haymitch's utterance implies that Haymitch wants Peeta to enjoy the trip without hurrying him for the mentoring session.</p> <p>The function of Haymitch's utterance is representative since he states Peeta's eagerness for the mentoring session.</p>
12/Rl/E	<p>Peeta : Okay, I think that's enough. (<i>trying to take the glass from Haymitch's hand</i>).</p> <p>Haymitch: (<i>suddenly kick Peeta's body by foot</i>). You made me spill my drink over my new pants.</p>			√					√	<p>The setting is the train of District 12 when Peeta tried to persuade Haymitch for starting the mentoring session since Haymitch is the mentor of District 12's tributes. However, Haymitch is not interested in talking for the games. This Haymitch's behavior makes Peeta lose his patience and try to stop Haymitch who does not stop drinking the beer. However, it makes Haymitch angry, then he ignores Peeta's utterance by delivering the maxim of relation flouting in his utterance. In this case, Haymitch's utterance is irrelevant to Peeta's previous utterance while he gives a complaint about Peeta's behavior for spilling water on his new pants.</p> <p>The function of Haymitch's utterance is expressive since he complains about Peeta's</p>	

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
13/Ql/Rp	<p>Haymitch: You'd freeze to death first.</p> <p>Peeta : Because I didn't light a fire.</p> <p>Haymitch : Now that's a good way to get killed.</p>		√			√					<p>behavior for spilling water on his new pants.</p> <p>The setting of conversation is the kitchen of District 12's train when Effie, Peeta, and Haymitch ate and talked about Haymitch's experience in the Hunger Games. In the dialogue, Peeta thinks that lighting a fire is the way to save himself in the freeze of the Hunger Games, but Haymitch considers that Peeta's opinion as the good way to get killed since lighting a fire can be a signal for the other tributes as the target of homicide. Haymitch conveys the maxim of quality flouting since he gives sarcasm on his utterance to make Peeta introspect that Peeta's opinion is not correct. However, Haymitch delivers utterance which is not correct since lighting a fire is not the good way to get killed.</p> <p>The function of Haymitch's utterance is representative since he criticizes Peeta's idea about how to survive in the Hunger Games.</p>
14/Rl/Di	<p>Katniss : What's a good way to get killed?</p> <p>Haymitch: Oh! Joy. (Smiling). Why don't you join us?</p>			√		√					<p>The conversation happens in the kitchen of District 12's train when Katniss tried to join the conversation between Haymitch and Peeta about how to survive in the Hunger Games. In this case, Haymitch tries to welcome Katniss without answering Katniss' question. However, he flouts the maxim of relation since he ignores Katniss'</p>

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
											<p>question and changes the topic to welcome Katniss for joining the conversation.</p> <p>The function of Haymitch's utterance is directive since he requests Katniss to join his conversation.</p>
15/Rl/Di	<p>Katniss : How do you find shelter?</p> <p>Haymitch : Pass the jam.</p>			√			√				<p>The conversation occurs in the kitchen of District 12's train when Katniss, Peeta, Effie, and Haymitch talked about Haymitch's experience in the Hunger Games. In the dialogue, Katniss asks Haymitch about his tips to find a shelter in the arena of the Hunger Games. However, the character of Katniss is an unfriendly person for the new people she met. Haymitch and Peeta are the strangers for her which makes she disregard them. On the other hand, Haymitch is a drunkard who has no care of people around him, especially the unfriendly person like Katniss. Therefore, he ignores Katniss' question by flouting the maxim of relation since he wants to eat his breakfast without her disturbance. In this case, he flouts the maxim of relation by ordering Katniss to pass the jam.</p> <p>The function of Haymitch's utterance is directive since he orders Katniss to pass the jam.</p>
16/Rl/Di	<p>Katniss : How do you find shelter?</p>			√			√				<p>The setting of conversation is the kitchen of District 12's train. This conversation occurs when</p>

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
	Haymitch: Give me a chance to wake up sweetheart. This mentoring is very tax and stuff. Can you pass the marmalade?										<p>Effie, Peeta, Katniss, and Haymitch had a conversation about Haymitch's experience in the Hunger Games. In the dialogue, Katniss wants to know about how Haymitch finds a shelter. However, Haymitch was reluctant to answer Katniss' question since he wants to eat without disturbance. In this case, Haymitch flouts the maxim of relation when he answered Katniss' question irrelevantly. He changes the topic of conversation that means he is not interested in Katniss' question.</p> <p>The function of Haymitch's utterance is directive since he expects Katniss to give him time to wake up and orders Katniss to pass the marmalade.</p>
17/M/Di	<p>Katniss : How do you find shelter?</p> <p>Haymitch: Give me a chance to wake up sweetheart. This mentoring is very tax and stuff. Can you pass the marmalade?</p>				√		√				<p>The conversation occurs in the kitchen of District 12's train when the tributes of District 12 asked Haymitch, the mentor of District 12's tribute, about his experience in the Hunger Games. In the dialogue, Haymitch flouts the maxim of manner when he responded Katniss' question unclearly. His utterance can be difficult to understand for the listener since it is unnecessary prolixity. Nonetheless, Haymitch's utterance implies that he is not interested in answering Katniss' question about his experience since he</p>

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
											wants to eat without disturbance. The function of Haymitch's utterance is directive because he expects Katniss to give him time to wake up and orders Katniss to pass the marmalade.
18/M/Rp	Caesar: Are there any surprises that we can expect this year? Seneca: It's really hard to tell from a Reaping, but I think this is a very interesting mix.				√	√					The setting of the conversation is the Caesar's show when Caesar asked Seneca, as the head of game maker, about the possibility of surprises in the Hunger Games. In this case, Seneca answers Caesar's question by flouting the maxim of manner since his utterance is unnecessary prolixity. Seneca's utterance meaning is not clear to make a certain point for answering Caesar's question. He answers Caesar's question doubtfully since he thinks that it is difficult to predict it. However, Seneca's utterance implies that the game will become an interesting game because there is a first volunteer tribute in the game, who is Katniss Everdeen, which makes the game different from the previous game. The function of Seneca's utterance is representative since he predicts the possibility of surprises in the games to Caesar.
19/Rl/Rp	Caesar: Are there any surprises (in the game) that we can expect this year?			√		√					The conversation happens in the Caesar's show when Caesar asked Seneca about the possibility of surprises in the Hunger Games. In

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
	Seneca: It's really hard to tell from a Reaping, but I think this is a very interesting mix.										the dialogue, Seneca answers Caesar's question by flouting the maxim of relation. In this case, Seneca gives his opinion about the game by delivering "I think this is a very interesting mix" which is not the correct answer for Caesar's previous utterance. The correct answer for Caesar's question should be the statement "Yes, there are" or "Not, there are not". Nonetheless, the Seneca's utterance implies that there are possibilities of surprises in the game since the game has the first volunteer tribute which makes the game different from the previous games. The function of Seneca's utterance is representative since he informs the possibility of surprises in the games to Caesar.
20/Ql/Rp	Cato : Where's my knife? Marvel: Where did you put it?		√			√					The setting of conversation is the practice room of the Hunger Games. In this room, all the tributes are allowed to practice their skill of murder. In the dialogue, Cato lost his knife and he was sure that Marvel hid it. However, the character of Cato is an arrogant person who always thinks that he is the perfect tribute among the entire tributes and the other tributes have to be afraid of him. In this scene, he accuses Marvel angrily without giving the evidence about Marvel who hid the knife. Marvel, who does not know

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
											<p>about Cato's knife, answers Cato's question by flouting the maxim of quality. He delivers the rhetorical question which is the unanswerable question. His utterance breaks the maxim of conversation when he believed that Cato knows where his knife is. In fact, Cato asks Marvel which indicates that Cato does not know about his knife.</p> <p>The function of Marvel's utterance is representatives since his utterance asserts Cato that he does not know about Cato's knife.</p>
21/Qt/Rp	<p>Haymitch: Busy career. You know what that is? Katniss : From District 1 and 2.</p>	√				√					<p>The conversation happens when Haymitch asked Katniss and Peeta about their knowledge of the busy career in the kitchen of District 12's apartment. In this case, Katniss flouts maxim of quantity when she delivered too little information for Haymitch. Katniss simply answers "From District 1 and 2" than answers the complete information about the busy career. Nonetheless, Katniss' utterance implies that she knows about the busy career which consists of the tributes from Ditriect 1 and 2.</p> <p>The function of Katniss' utterance is representative because she informs Haymitch about the busy career.</p>
22/Rl/E	<p>Effie : Well, finally! I hope you notice, we</p>			√					√		<p>The setting of conversation is the living room of the District 12's apartment when all the team of</p>

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
	<p>have a serious situation. (<i>angrily</i>).</p> <p>Haymitch: Nice shooting, sweetheart! (<i>Smiling to Katniss</i>). Wha... what did they (the game maker)? What did they do when you shot the apple?</p>										<p>District 12's tribute gathered for discussing the result of the Hunger Games' practice test. In fact, Katniss shoots the apple of the game maker' dish when she felt angry since the game makers did not notice her skill of shooting. In this scene, Effie was angry to Katniss for her bad manner in the practice test and wants Haymitch to scold her. In fact, Haymitch was proud to Katniss because she can make the game maker know and remember her. Haymitch flouts the maxim of relation when he ignored Effie's complaint towards Katniss' attitude and changed the topic of conversation by praising Katniss.</p> <p>The function of Haymitch's utterance is expressive since he congratulates Katniss for her behavior in the practice test of Hunger Games.</p>
23/Rl/Rp	<p>Peeta : Congratulations.</p> <p>Katniss: I thought they hated me.</p>			√		√					<p>The setting is the living room of the District 12's apartment when all the team of District 12's tribute gathered for watching the valuation of practice test. Katniss, who shoots the apple in the practice test, earns the perfect score which makes all the team congratulate her. In fact, she disbelieves her perfect result since she does a bad attitude in the practice test. In the dialogue, Katniss delivers the maxim of relation flouting when she ignored the congratulatory from Peeta</p>

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
											and the others. The function of Katniss' utterance is representative since she recites her opinion to all the team of District 12.
24/Ql/Rp	Seneca: She (Katniss) earned it (high score). Snow : She (Katniss) shot an arrow at your head. Seneca: Well, that was an apple. (<i>Smiling</i>).		√			√					The setting is the President Snow's garden in the afternoon. The conversation happens when Seneca informed President Snow about Katniss' high score in the practice test. President Snow, who considers Katniss as the threat of Capitol, breaks the maxim of communication when he responded Seneca's utterance. He flouts the maxim of quality by delivering hyperbole in his utterance to express his fears of Katniss. In his utterance, President Snow delivers the information about Katniss who shot an arrow at Seneca's head. In fact, his utterance is not true since Katniss shot an apple, not Seneca's head. The function of President Snow's utterance is representative since he asserts Katniss' behavior to the game makers in the practice test of the Hunger Games.
25/M/Rp	Haymitch: He (Peeta) says he wants to be trained on his own from now on. Katniss : What?				√	√					The setting is the kitchen of District 12's apartment when the team of District 12 had a dinner. In the dialogue, Katniss asks Haymitch about Peeta who does not join the dinner. Haymitch flouts the maxim of manner when he

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
	Haymitch: It's kind of thing does happen at this point if there's only one winner. Right?										gave the unnecessary prolixity in his utterance to answer Katniss's question. He explains the answer unclearly to make a point about Peeta who wants to be trained alone without Katniss. It is reasonable since Haymitch tries to explain the reason of Peeta carefully to save Katniss' feelings. The function of Haymitch's utterance is representative since he informs Katniss about Peeta's desirability of the training session.
26/M/Rp	Cinna : Why do you made me like you? Katniss: That's different. I wasn't trying.				√	√					The setting is the grooming room of the Caesar's show. In this scene, Katniss feels nervous for the Caesar's show. Cinna, as Katniss' stylist, praises Katniss for her amazing look, but Katniss responds Cinna's question by breaks the maxim of communication. Katniss flouts the maxim of manner since her answer is lack of transparency. Her utterance meaning is not clear to make a certain point for answering Cinna question. The function of Katniss' utterance is representative since she informs Cinna about how she makes people like her.
27/Qt/Rp	Caesar : So you're a fighter? Cato : I'm prepared, vicious, and I'm ready to go.	√				√					The setting of conversation is the Caesar's show about the tributes of the Hunger Games. In this show, Caesar interviews all the tributes about their personality in the Hunger Games. In the

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
											<p>dialogue, Caesar asks Cato, who is the tribute from District 2 and the head of busy career, about his personality. In this case, Cato answers Caesar's question by flouting the maxim of communication. He flouts the maxim of quantity when he delivered too much information than what is required. The characteristic of Cato is an arrogant person. Therefore, it is reasonable for him to deliver overstatement about his self confidence to be the victor of the Hunger Games.</p> <p>The function of Cato's utterance is representative since he asserts his self confidence in the Hunger Games to answer Caesar's question.</p>
28/Rl/E	<p>Caesar: Peeta, welcome. How are you finding the Capitol? Don't say with a map. (<i>Laughing</i>).</p> <p>Peeta: Uh, it's (Capitol) uh...different. It's very different.</p>			√					√	<p>The setting is the Caesar's show of the Hunger Games' Tributes. The conversation happens when Caesar welcomed Peeta in his show by asking Peeta's way to find the Capitol. In this scene, Peeta flouts the maxim of relation since he answers Caesar's question irrelevantly. It can be concluded that Peeta is not interested in Caesar's question by changing the topic of conversation. He responds Caesar's question by expressing his feelings of the Capitol since he knows that Caesar's question is only a joke to refresh the show.</p> <p>The function of Peeta's utterance is</p>	

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
											expressive since he expresses his feelings of the Capitol which is different from his home in District 12.
29/M/E	<p>Caesar: Peeta, welcome. How are finding the Capitol? Don't say with a map. (<i>Laughing</i>).</p> <p>Peeta: Uh, it's (Capitol) uh...different. It's very different.</p>				√					√	<p>The conversation happens in the Caesar's show of the Hunger Games' Tributes when Caesar welcomed Peeta in his show by asking Peeta's way to find the Capitol. In the dialogue, Peeta flouts the maxim of manner when he delivered the vagueness answer. He does not give a clear and direct answer which makes his utterance difficult to understand for the listener.</p> <p>The function of Peeta's utterance is expressive since he expresses his feelings of the Capitol which is different from his home in District 12.</p>
30/Rl/Rp	<p>Peeta: You definitely smell better than I do.</p> <p>Caesar: Well I live here (the Capitol) longer. (<i>Laughing</i>).</p>			√		√					<p>The setting is the Caesar's show of the Hunger Games' Tributes when Caesar interviewed Peeta from District 12. In this scene, Peeta asserts that Caesar's smell is better than him while Caesar responds it by breaking the maxim of communication. Caesar flouts the maxim of relation when he gave the irrelevant utterance to respond Peeta's previous utterance about the smell of them. Caesar responds it by describing his life which is not related to the previous utterance. Caesar answers "Well I live here longer" which</p>

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
											<p>indicates that his smell is better than Peeta's smell since he lived in the Capitol longer than Peeta.</p> <p>The function of Caesar's utterance is representative since he asserts Peeta about his life in the Capitol.</p>
31/Qt/Rp	<p>Katniss: How did they change you?</p> <p>Peeta : I don't know. I'm turning to something I'm not. I just don't want to be another piece in their game, you know?</p>	√				√					<p>The setting is the balcony of District 12's apartment at night before the games. Both Katniss and Peeta cannot sleep since they keep thinking about the Hunger Games in the next morning. In the dialogue, Peeta explains Katniss that he does not want the Capitol change him in the Hunger Games. Katniss asks Peeta to explain the intention of his statement and Peeta explains it by flouting the maxim of quantity. In this case, Peeta's contribution is more informative than what is required.</p> <p>The function of Peeta's utterance is representative since he informs Katniss about her opinion towards the Hunger Games.</p>
32/Rl/Di	<p>Lucia : She's (Katniss) heading towards the left flank. She almost there.</p> <p>Seneca: Lucia, get a cannon ready?</p>			√			√				<p>The setting of conversation is the room of the Hunger Games' game makers. This room is the place where the game makers operate the games. In the dialogue, Lucia explains Seneca about Katniss who approaches the busy career. Seneca responds Lucia's utterance by flouting the maxim of relation since he delivers utterance which is</p>

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
											<p>irrelevant to the topic of conversation. In fact, Seneca wants a good show of Katniss, so he and all the game makers make Katniss closer to the busy career with the intention of making Katniss die on the busy career. Seneca, as the head of game maker, confirms Lucia to prepare the cannon to announce Katniss' death when the busy career finally found Katniss.</p> <p>The function of Seneca's utterance is directive since he commands Lucia to prepare the cannon for Katniss' death.</p>
33/Qt/Rp	<p>Katniss: So what happened when I was out?</p> <p>Rue : The girl from 1 and the boy from 10. (<i>eating</i>).</p>	√				√					<p>The setting is the woods of the Hunger Games in the morning. In this scene, Rue takes care of Katniss when she fainted for several days because of the trackerjackers, the poisonous bee. In the dialogue, Katniss asks Rue about the condition of the games when Katniss fainted and Rue responds her question by flouting the maxim of quantity. Rue's answer is too little information since she does not give enough information as what is required for Katniss. Nonetheless, Rue's utterance implies that the girl from 1 and the boy from 10 were dead when Katniss fainted.</p> <p>The function of Rue's utterance is representative since she gives information for Katniss about the situation of the Hunger Games</p>

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
											when Katniss fainted.
34/Rl/Di	Rue : Is all (Relationship) about true? (<i>smiling</i>). Katniss: What? Rue : You and him (Peeta). (<i>smiling</i>) Katniss: (<i>smiling</i>) So where are Cato and the others (tributes)?			√			√				The setting is the woods of the Hunger Games when Rue and Katniss had a lunch. In the dialogue, Rue asks Katniss about her relationship with Peeta since Peeta has confessed his feelings to Katniss on the Caesar's show. In this case, Katniss flouts the maxim of relation since she quickly changes the topic of conversation about her relationship with Peeta. It can be concluded that Katniss is not interested in Rue's question while she changes the topic of conversation by asking Rue about Cato and the other tributes. The function of Katniss' utterance is directive since she requests Rue to tell her about the information of Cato and the other tributes.
35/ql/Rp	Rue : Did you blow up the food? (<i>Sighing</i>). Katniss: Every bit of it. (<i>Crying</i>). Rue : Good. (<i>Smiling</i>).		√			√					The setting is the woods of the Hunger Games when Rue was in an agony of Marvel's spear. In the previous scene, Katniss and Rue have a plan to destroy the supplies of the busy career. Katniss did the plan successfully while Rue was speared by Marvel. In the dialogue, Rue asks Katniss whether she destroyed the busy career's supplies and Katniss responds it by delivering hyperbole to make Rue feel satisfied and ignore her pain of death. The utterance of Katniss breaks the maxim of quality since her utterance lacks of

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
											<p>evidence. In fact, Katniss does not destroy every bit of the busy career's supplies.</p> <p>The function of Katniss' utterance is representative since she informs Rue about her success for destroying the busy career's supplies.</p>
36/Ql/Rp	<p>Snow : So you were like an underdog.</p> <p>Seneca: Everyone likes an underdog. (<i>Smiling</i>).</p> <p>Snow : I don't.</p>		√			√					<p>The setting is the President Snow's garden in the afternoon when President Snow asked Seneca about the games. In the dialogue, President Snow convinces Seneca about the Hunger Games which becomes like an underdog while President Snow hates it. On the other hand, Seneca wants to make a good show of the relationship between Katniss and Peeta since the audience likes the drama of them. Seneca flouts the maxim of quality when he delivered the hyperbole for answering President Snow's question. Seneca's utterance lacks of adequate evidence since not everyone likes an underdog; President Snow for example.</p> <p>The function of Seneca's respondent is representative since he reports President Snow about the audience who likes an underdog.</p>
37/Rl/Rp	<p>Katniss: Do you fed once?</p> <p>Peeta : I think about that all the time. How I tossed you that bread.</p>			√		√					<p>The setting is the cave when Katniss took care of Peeta who was sick because of Cato's sword. This conversation happens when Katniss tried to feed Peeta with the soup. Peeta, who has a crush on Katniss, feels so pleased when Katniss</p>

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
	Katniss: Peeta.. (<i>Sigh</i>).										took care of him. He flouts the maxim of relation when Katniss asked him to eat the soup. Peeta delivers the irrelevant utterance by telling the past event when he first met Katniss than answering Katniss question correctly. The function of Peeta's utterance is representative since he informs Katniss about his feelings to Katniss.
38/Ql/Rp	Peeta : What happened to you? (<i>Worrying</i>). Katniss: No, I'm not.		√			√					The setting is the cave when Katniss got the medicine for Peeta in the Curnocopia, the center of the Hunger Games. In the dialogue, Peeta asks Katniss who got the cuts on his forehead. Katniss answers Peeta's question by flouting the maxim of quality since her answer is incorrect. She delivers the irony on her answer by saying "No, I'm not" that refers Katniss is okay. In fact, Katniss got hurt since Clove from District 2 threw a knife on her forehead. Katniss knows that Peeta worries about her condition, but she wants Peeta to ignore her condition by delivering "No" that means she is okay to calm Peeta's worries. The function of Katniss' utterance is representative since she asserts Peeta that she is okay.
39/Rl/Rp	Katniss: (<i>running and calling</i>) Peeta? Peeta?			√		√					The setting is the woods of the Hunger Games in the morning. In this scene, Katniss and

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
	<p>Peeta? Peeta : Are you okay? (<i>Worrying</i>).</p> <p>Katniss: I hear the cannon. That's nightlock Peeta! You will dead in a minute. (<i>Crying</i>).</p>										<p>Peeta split up to search the foods when suddenly there is a sound of the cannon which indicates the sign of the death tribute. They were afraid that the death tribute is one of them. In fact, that cannon indicates the death of Foxface who stole the nightlock gathered by Peeta. In the dialogue, Peeta asks Katniss' condition when they finally met, but Katniss answers Peeta's question by explaining about the nightlock to Peeta. In this case, Katniss flouts the maxim of relation since she answers Peeta's question irrelevantly.</p> <p>The function of Katniss' utterance is representative since she describes the nightlock to Peeta.</p>
40/Ql/Rp	<p>Peeta : What're you doing? Katniss: Maybe Cato likes berries (the nightlock) too?</p>		√			√					<p>The setting is the woods when Peeta and Katniss found Foxface who was dead because of the nightlock, the poisonous berries. In this scene, Katniss collects the nightlock from the Foxface's hand and keeps it in her jacket. Peeta asks Katniss about her behavior for collecting the nightlock while Katniss answers his question by breaking the maxim of communication. She flouts the maxim of quality since she delivers the rhetorical question which is the unanswerable question. It breaks the maxim when her utterance is incorrect about Cato. In fact, Cato will never like the</p>

Code	Dialogues	Types of Maxim Flouting				Functions of Maxim Flouting					Explanation
		Q t	Q l	R l	M	R p	D i	C	E	D e	
											<p>nightlock since it is a poisonous berry that makes a human die in a minute.</p> <p>The function of Katniss' utterance is representative since she predicts the possibility of the nightlock berries in their future.</p>
41/Rl/E	<p>Caesar : How did you feel? When you found him by the river?</p> <p>Katniss: I felt like the happiest person in the world. I couldn't imagine life without him.</p> <p>Caesar : And what about you, Peeta?</p> <p>Peeta : Damn, she just saved my life.</p>			√					√		<p>The setting is the Caesar's show when Caesar interviewed the victors of the Hunger Games, who are Peeta and Katniss. In the dialogue, Caesar asks the feelings of Katniss and Peeta when they saved each other in the Hunger Games' arena. Katniss answers Caesar's question relevantly while Peeta not. Peeta conveys the maxim of relation flouting since his answer is not related to Caesar's question. Peeta does not answer relevantly by expressing gratitude to Katniss than answering Caesar's question about his feelings when he met Katniss in the Hunger Games.</p> <p>The function of Peeta's utterance is expressive since he thanks Katniss for saving his life when he was sick in the Hunger Games.</p>
TOTAL		6	8	21	6	25	9	1	6	0	
PERCENTAGE		14.6 %	19.6 %	51.2 %	14.6 %	61 %	22 %	2.4 %	14.6 %	0 %	

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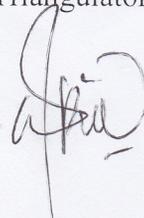
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