POSITIVE AND NEGATIVE IMPOLITENESS STRATEGIES USED BY CHARACTERS IN *ESCAPE ROOM* MOVIE (2019)

THESIS

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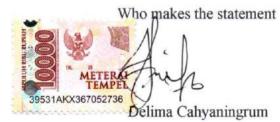
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ABSTRACT

Harijanto, D. C. P. (2023). *Positive and Negative Impoliteness Strategies Used by Characters in Escape Room Movie (2019).* English Literature Department, UIN Sunan Ampel Surabaya. Advisors: (I) Dr. H Mohammad Kurjum, M.Ag., (II) Tristy Kartika Fi'aunillah, M.A.

Keywords: impoliteness, functions of impoliteness, the movie

The thesis aims to discuss two types of impoliteness strategies - positive and negative impoliteness in the movie entitle *Escape Room* (2019). This study focuses on the utterances through words, phrases, clauses, and sentences used by all 15 characters in the *Escape Room* movie (2019). In addition, the researcher also looked into the function of impoliteness contained in the characters' conversations. This study has two issues: (1) What are the types and the functions of positive impoliteness used by characters in the *Escape Room* movie? (2) What are the types and the functions of negative impoliteness used by characters in the *Escape Room* movie?

The researcher used a descriptive-qualitative approach since the data were evaluated and reported using phrases and sentences. To gather data, the researcher used the transcript and the movie to ensure the validity of the character's utterances in *Escape Room*. First, the researcher underlined the data, which contains impoliteness strategies. Then the researcher identified the selected data that contained positive and negative impoliteness and their function from the utterances produced by the characters in *Escape Room* movie (2019), which were then classified based on theories from Culpeper.

The study's result revealed that positive impoliteness is more than negative impoliteness. From all the data searched and analyzed, there were 183 utterances, including positive and negative impoliteness. For positive impoliteness is 132 data and 51 data for negative impoliteness. In addition, each utterance containing positive and negative impoliteness conveyed by the characters has the function of impoliteness. These include affective impoliteness, coercive impoliteness, and entertaining impoliteness.

ABSTRAK

Harijanto, D. C. P. (2023). *Strategi Ketidaksopanan Positif dan Negatif yang Digunakan oleh Para Karakter dalam Film Escape Room (2019)*. Program Studi Sastra Inggris, UIN Sunan Ampel Surabaya. Pembimbing: (I) Dr H Mohammad Kurjum, M.Ag, (II) Tristy Kartika Fi'aunillah, M.A.

Kata Kunci: ketidaksopanan, fungsi ketidaksopanan, film

Tujuan tesis ini adalah untuk membahas dua jenis strategi ketidaksopanan - ketidaksopanan positif dan negatif dalam film berjudul *Escape Room* (2019). Penelitian ini berfokus pada ujaran yang berupa kata, frasa, klausa, dan kalimat yang digunakan oleh ke-15 karakter dalam film *Escape Room* (2019). Selain itu, peneliti juga mencari tahu fungsi ketidaksopanan yang terkandung dalam percakapan para karakter. Penelitian ini memiliki dua masalah: (1) Apa saja jenis dan fungsi ketidaksopanan positif yang digunakan oleh para karakter dalam film *Escape Room* (2019), dan (2) Apa saja jenis dan fungsi ketidaksopanan negatif yang digunakan oleh para karakter dalam film *Escape Room* (2019).

Peneliti menggunakan pendekatan deskriptif-kualitatif karena data dievaluasi dan dilaporkan dengan menggunakan frasa dan kalimat. Untuk mengumpulkan data, peneliti menggunakan transkrip dan film untuk memastikan keabsahan ucapan karakter dalam film *Escape Room*. Pertama, peneliti menggarisbawahi data yang mengandung strategi ketidaksopanan. Kemudian peneliti mengidentifikasi data terpilih yang mengandung ketidaksopanan positif dan negatif serta fungsinya dari ujaran yang dihasilkan oleh para karakter dalam film *Escape Room* (2019), yang kemudian diklasifikasikan berdasarkan teori dari Culpeper.

Hasil penelitian menunjukkan bahwa ketidaksopanan positif lebih banyak daripada ketidaksopanan negatif. Dari seluruh data yang dicari dan dianalisis, terdapat 183 ujaran, termasuk ketidaksopanan positif dan negatif. Untuk ketidaksopanan positif sebanyak 132 data dan 51 data untuk ketidaksopanan negatif. Selain itu, setiap ujaran yang mengandung ketidaksopanan positif dan negatif yang disampaikan oleh para karakter memiliki fungsi ketidaksopanan. Fungsi ketidaksopanan tersebut antara lain ketidaksopanan afektif, ketidaksopanan memaksa, dan ketidaksopanan menghibur.

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CHAPTER I

INTRODUCTION

This section introduces fundamental concepts of the research that includes the background of the study, the research problem, the significance of the study, the scope and limitations of the study, and definitions of key terms.

1.1 Background of the Study

The beginning of impoliteness can trace back to the development of social norms and expectations for interpersonal communication. As societies became more complex and interactions between individuals became more frequent, people began to develop conventions for polite behavior, such as using formal language or showing deference to those in positions of authority (Chomsky, 2000). However, they became more rigid, allowing individuals to violate or challenge them. In some cases, individuals may use impoliteness as a deliberate strategy to gain power or assert dominance in social interaction (Culpeper, 2011). In other instances, impoliteness may result from misunderstandings or differences in communication styles. Additionally, the consequences of impoliteness can range from minor discomfort or embarrassment to serious conflicts or damaged relationships. Understanding the causes and effects of impoliteness is crucial for individuals and organizations seeking to foster positive communication and maintain healthy relationships.

Furthermore, various language phenomena may occur during conversations with others, including impoliteness in speech. Impoliteness can be

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broadly defined as any behavior or interaction that violates social norms of politeness. According to Wacewicz et al. (2015), impoliteness is often characterized by negative attitudes towards particular behaviors in specific situations. Furthermore, individual or group identities are shaped by their interactions with others and are influenced by expectations, desires, and beliefs about social norms and organization. When individuals experience negative social interactions and their reputations are negatively affected by others, impoliteness may arise.

Research on impoliteness continues to be productive as it explores various strategies used in different contexts. Impoliteness in communication is aimed at attacking the face of the other person, which can lead to social friction and hostility towards others (Culpeper, 2005). Bousfield & Locher (2008) further characterize impoliteness as inappropriate behavior with a negative connotation. Such behavior can impact others, eliciting anger, disgust, and upset emotions. Negatively marked behavior is similar to inappropriate behavior and can offend the audience, leading to embarrassment (Mills, 2005). However, Sinkeviciute (2019) suggests that in addition to offending, some instances of impoliteness can also lead to ambiguous verbal behaviors. Overall, the importance of being aware of impoliteness, as inappropriate and negatively marked behavior can lead to violations and ambiguity in communication with others.

Several studies have been conducted to examine impoliteness strategies in various media, such as talk shows (Fitri, 2017; Putri et al., 2021), playwright (Salman, 2019), television shows (Hafisa & Hanidar, 2020; Ibrahim, 2021), and

movies (Fatima, 2018; Sari et al., 2019; Simanjuntak and Ambalegin, 2022), as well as in certain focuses of the impoliteness and the function of impoliteness by public figures in the comments on Instagram (Fadhilah, 2018; Siahaan, 2019; Harahap,2021).

Previous studies focus on the analysis of impoliteness, which makes the researcher more interested in using the same theory. The study conducted by Fitri (2017) and Putri et al. (2021) focused on analyzing the impoliteness used in the talk show. Although these studies analyzed impoliteness in the same medium, namely talk shows, the results of each study indicated the use of different dominant strategies. For example, Fitri (2017) found that the most frequently used strategy in lawyer talk shows is bald on record and negative impoliteness. Meanwhile, Putri et al. (2021) found four impoliteness strategies, the most dominant being negative impoliteness. Regarding the phenomenon, impoliteness in the language is found in informal and official talks. The language usage phenomenon at the Indonesia Lawyers Club talk show exemplifies impoliteness in a formal setting. Both studies show that in communication, everyone may convey opinions, arguments, and feelings. However, he or she should express an excellent attitude to communicating. Impoliteness is even shown through simple but meaningful expressions beyond their surface utterance.

The subjects for analyzing impoliteness strategies are diverse in the talk show and other media, such as playwrights (Salman, 2019) and television shows (Hafisa & Hanidar, 2020; Ibrahim, 2021). In the context of *Death of a Salesman*, Salman (2019) highlighted the uniqueness of impoliteness as it draws attention to

critical literary difficulties. The analysis of impolite speeches in the play revealed that the most prevalent strategy used was positive impoliteness, which involved using taboo words. Then, the second was the negative impoliteness invading the other's space, accounting for 21% of the total. Next, in a separate study by Hafisa and Hanidar (2020), the impoliteness strategies used by Trevor Noah in his stand-up comedy show were analyzed. The study covered all types of impoliteness, with 105 statements analyzed. The results showed 29 statements of positive impoliteness, 42 negative impoliteness, 22 sarcasm, 8 bald on record, and 4 withholding politeness. Notably, most of Trevor Noah's utterances were categorized as negative impoliteness. Last, Ibrahim (2018) conducted a study on the use of impoliteness in Egyptian television shows, particularly in the Abla Fahita show. The study found that the show frequently violated Egyptian impoliteness norms by entertaining impoliteness. The most common impoliteness strategies employed were positive and negative impoliteness. These findings are consistent with previous studies that have identified positive and negative impoliteness as prevalent forms in various contexts.

Previously, some researchers conducted studies on the type of impoliteness in the movies (Fatima, 2018; Sari et al., 2019; Simanjuntak & Ambalegin, 2022). Fatima (2018) looked at impoliteness strategies when attacking the interlocutor's face and used the Culpeper theory. Thus, the movie she used is Disney which contains fantasy, magic, and happy life. In contrast, Sari et al. (2019) examined the impoliteness strategies used by the characters in *Peter*

Rabbit, a fantasy adventure movie. At the same time, Simanjuntak & Ambalegin (2022) observed the impoliteness strategies employed in *Easy A*, a comedy movie.

There is not just a strategy of impoliteness. Impoliteness is a form of communication understood as inappropriate according to social norms. Impolite behavior serves various functions, such as establishing or shifting power relations and boundaries, criticizing or protesting, or subverting or violating social norms. Therefore, impoliteness is a complex phenomenon that can serve various functions depending on the speaker's social context and communication goals. Some functions of impoliteness include affective impoliteness, coercive impoliteness, and entertaining impoliteness.

Several studies (Fadhilah, 2018; Siahaan, 2019; Harahap, 2021) have conducted analyses of impoliteness and its functions. The study examined impoliteness in comments made by public figures on Instagram. Moreover, the study found a different dominant function of impoliteness. Fadhilah (2018) studied the Instagram accounts of Kim Jong Un, Donald Trump, and Hillary Clinton. The results showed that the most dominant function of impoliteness was coercive impoliteness. In contrast, Siahaan (2019) analyzed comments from Lady Gaga's haters on her Instagram. She identified all impoliteness strategies, with affective impoliteness being a primary function. Meanwhile, Harahap (2021) conducted the comments on Governor Andrew M. Cuomo's Instagram and found that entertaining speech was the most common function of impoliteness used by haters. These studies suggest that impoliteness strategies and their functions vary depending on the context and situation.

In today's world, not everyone knows the various impoliteness strategies that can be employed in communication. The widespread availability of mobile phones and access to all kinds of content can be beneficial and harmful. Unfortunately, the prevalence of impoliteness in communication can erode the culture of politeness that is essential for a harmonious community, especially for young people who are still developing their language skills. This study aims to increase awareness about impoliteness strategies and identify more appropriate language use. Many impoliteness strategies are present daily, but we may only sometimes realize them. Therefore, this research can educate individuals and improve their communication ability in real-life situations.

Previous studies have generally focused on impoliteness strategies in a broad sense. Therefore, the current research aims to comprehensively analyze positive and negative impoliteness strategies in a movie as the primary data source. In this study, the *Escape Room* movie was selected as the primary data source due to numerous instances of interesting impolite behavior in the characters' dialogues to conduct impoliteness. Despite the similarities in a previous studies using the movie as a data source, this movie has a different genre, specifically psychological thriller. Researchers will use the Culpeper theory 1996 to analyze positive and negative impoliteness strategies and their functions based on the Culpeper theory 2011.

Escape Room movie is a psychological thriller released in 2019 and directed by Adam Robitel. The movie follows six strangers invited to participate in an immersive escape room game with a chance to win a cash prize of $10,000.

As they begin solving the puzzles, they realize that the game is not as harmless as they thought. The players must use their skills and intelligence to survive the deadly traps and puzzles in the *Escape Room*. From the conditions in the movie, the conversations spoken by the characters can trigger impoliteness. Therefore, this research observed the utterances by all characters.

There are 15 characters in this movie. All characters in the movie are included in this study because all types of positive and negative impoliteness are found. The characters say impoliteness for being in a life-threatening situation. They get panicked, and it affects their utterances to contain impoliteness. Therefore, the topic is chosen because of the researcher's interest in exploring impoliteness strategies.

Additionally, no research has analyzed positive and negative impoliteness strategies in the context of the *Escape Room* movie. Then, *Escape Room* has a high rating and a box office success, grossing over $155 million worldwide. Also, this movie has a high rating, got some nominations, and won the USA International Festival of Audiovisual Programming awards with three nominated Best Voice Over TV Spot, Best Trailer Byte for a Feature Movie, and Best Horror Poster in 2019.

Based on the description above, the researcher aims to study the positive and negative impoliteness and its functions in *Escape Room* movie by applying Culpeper's (1996) theory to analyze positive and negative impoliteness and Culpeper's (2011) theory for the analysis of functions of impoliteness.

1.2 Problems of the Study

1. What are the types and the functions of positive impoliteness used by characters in the *Escape Room* movie?

2. What are the types and the functions of negative impoliteness used by characters in the *Escape Room* movie?

1.3 Significance of the Study

The researcher is expected that this study will benefit all readers and future researchers enthusiastic about examining positive and negative impoliteness. No previous studies have analyzed positive and negative impoliteness in a psychological thriller movie like *Escape Room*, making this research significant in providing a reference for future researchers interested in analyzing impoliteness in movies. Moreover, this research can contribute to the linguistic field, particularly pragmatics.

1.4 Scope and Limitation of the Study

This research is limited to examining impoliteness strategies as a theoretical field, specifically focusing on the two types of impoliteness strategies - positive and negative impoliteness. The study aims to identify and analyze the function of these strategies as expressed through words, phrases, clauses, and sentences used by all 15 characters in *the Escape Room* movie (2019). The decision to focus solely on these two types of impoliteness strategies was made to ensure that the research is more focused and to facilitate data collection.

1.5 Definition of Key Terms

a) Impoliteness

Impoliteness refers to communication strategies intended to challenge or attack another person's self-image, often resulting in social conflict and hostility.

b) Positive impoliteness strategies

Positive impoliteness strategies involve communication strategies undermining the recipient's desire for positive social recognition or approval.

c) Negative impoliteness strategies

Negative impoliteness strategies involve using communication strategies that undermine the recipient's desire for freedom from imposition.

d) The function of impoliteness

The function of impoliteness refers to how impolite language and behavior convey social meanings and achieve social goals.

e) *Escape Room*

Psychological thriller movie directed by Adam Robitel follows six strangers who receive mysterious invitations to participate in an escape room game in which they must solve a series of puzzles and riddles to escape a series of deadly traps.

CHAPTER II

REVIEW OF RELATED LITERATURE

In this chapter, the researcher explains the theory employed in analyzing the data. Additionally, the researcher draws on related studies to enhance the comprehension of the theory.

2.1 Impoliteness

Politeness is crucial in maintaining harmony during social interactions and demonstrating respect for others. Conversely, impoliteness is a prominent behavior that can lead to disharmony. The study of linguistics has shown a growing interest in impoliteness as it reveals various aspects of people's attitudes through language usage. Deliberately planned acts of impoliteness aim to attack the face of others, making it a significant area of linguistic analysis (Bousfield & Locher, 2008). Furthermore, Culpeper et al. (2003) assert that speakers who engage in impolite behavior intentionally choose offensive language to target others.

The significance of studying impoliteness is that it highlights the non-cooperative nature of communication, where speakers may choose to attack rather than support others in conversation. Furthermore, Bousfield & Locher (2008) stress that impoliteness involves deliberately using face-threatening acts (FTAs) within specific contexts.

While some researchers assert that the speaker's intention is the primary factor in impoliteness, others argue that both the speaker's intention and the

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listener's perception are crucial. Tracy, K & Tracy, S (1998) state that impoliteness refers to communicative acts perceived by members of a social community as intentionally offensive. Culpeper (2011) agrees that impoliteness arises when speakers intentionally communicate face attack and listeners perceive the behavior as deliberately face-attacking. Additionally, the literature suggests that impoliteness occurs when conversational partners have conflicting interests (Bousfield & Locher, 2008).

Therefore, impoliteness can occur when the listener discerns the speaker's intention to threaten their face. The language used is not conventionally accepted, indicating either marked rudeness proper, which may endanger the addressee's face. Even if it threatens the listener, using an uncommon word or phrase in a particular context is impolite.

Moreover, the impoliteness framework utilized in this study is based on Culpeper's perspectives (1996), which draws from Brown and Levinson's politeness model. Culpeper proposes a parallel framework for impoliteness as a complement to the politeness theory, as politeness is better understood concerning impoliteness Bousfield & Locher (2008).

2.2 Impoliteness Strategies

Culpeper (1996) suggests that the intention behind impoliteness is to harm someone's face, leading to social unrest and conflict. In contrast to Brown and Levinson's politeness model, Culpeper's impoliteness model is the opposite. Culpeper reverses Brown and Levinson's strategies to explain impoliteness by focusing on the intention to attack the listener's face instead of trying to protect it.

Culpeper defines impoliteness by inverting Brown and Levinson's four super-strategies (bald-on-record, positive politeness, negative politeness, and off-record). He includes bald-on-record impoliteness, positive impoliteness, negative impoliteness, sarcasm or mock politeness, and withhold politeness in his definition of impoliteness.

a) Bald on Record Impoliteness

According to Culpeper (1996), bald-on-record impoliteness refers to a speaker's use of straightforward, obvious, unambiguous, and concise language to directly attack the addressee's face in situations where the face is at stake. In other words, this form of impoliteness involves a speaker intentionally using straightforward language to cause damage to the addressee's face.

Furthermore, Simanjuntak & Ambalegin (2022) illustrate types of bald on record impoliteness taken from a passage in *Easy A*. An example of this strategy is shown in the following conversation between Ben (A) and Gus (B).

A: "You never used to ask me so many damn questions."
B: **"No, I'm just wondering. You have a job to do. Why don't you just do it and shut up."**

In this instance, B directly attacks A's face by instructing him to perform his duties and be quiet. B's negative remark to A could lead to A losing face. Moreover, it can be inferred that bald-on-record impoliteness is expressed through direct, explicit, and unequivocal statements.

b) Positive Impoliteness

According to Culpeper et al. (2003), positive impoliteness is a communication strategy aimed at causing damage to the addressee's positive

face. It involves using language or behavior that is intentionally disrespectful, confrontational, or aggressive toward the other person. Positive impoliteness aims to assert dominance, establish power, or gain an advantage over the other person by undermining their positive face needs and goals.

Examples of positive impoliteness include ignoring the other person, excluding them from an activity, acting disinterested, using inappropriate forms of address, using obscure or secretive language, seeking conflict, using taboo phrases, and making insulting remarks. Positive impoliteness can be used in various social contexts, such as personal relationships, workplace interactions, or public settings.

While positive impoliteness may seem hostile and aggressive, it can also serve a social function by establishing boundaries, asserting social status, and maintaining social order. Positive impoliteness can also be humor or playful banter between friends and acquaintances. However, when positive impoliteness is excessive or inappropriate, it can lead to conflict, resentment, and damaged relationships.

c) Negative Impoliteness

Culpeper et al. (2003) suggest that negative impoliteness strategies threaten the addressee's negative face, including their claim to territory, privacy, and the right not to be disturbed. These strategies involve criticism or attacks on the addressee's negative aspects.

Examples of negative impoliteness include interrupting someone and refusing to comply with their wishes. A loss of connection between speaker

and listener can result from negative impoliteness. However, it can also be a

valuable strategy to enforce boundaries in some social settings.

d) Sarcasm or Mock Politeness

According to Culpeper (1996), sarcasm is a face-threatening act that uses

politeness strategies insincerely. It is used to express the opposite of one's true

feelings. In other words, sarcasm or mock politeness involves insincere

politeness.

Bousfield & Locher (2008) provide an example of sarcasm in the excerpt

from *The Clampers*. In the example, a workman returns to his illegally parked

car to find that a clamper has clamped it. He sarcastically tells the clamper,

"Have a good day!" while meaning the opposite, as he is having a bad day.

This demonstrates how sarcasm is used to express a different meaning from the

words spoken.

e) Withholding Politeness

According to Culpeper (1996), one impoliteness strategy is withholding

politeness in situations where it is expected. By not showing expected courtesy,

the speaker avoids using polite behavior. This can also involve remaining silent

or refraining from taking any action. For instance, when someone receives a

gift and fails to express gratitude, it can be perceived as intentional

impoliteness.

2.2.1 Positive Impoliteness Strategies

According to Culpeper (1996), positive impoliteness is a strategy to

undermine the recipient's positive face, which is their desire to be accepted and

valued within society. This strategy is used to target individuals who seek recognition from others. He further explains that positive impoliteness is expressed through certain forms, such as:

1) **Ignore and snub the other-fail to acknowledge the other's presence**

Ignoring or snubbing someone is a typical example of positive impoliteness. This action sends the listener a message that they are unimportant or do not deserve the speaker's attention. Ignoring someone can take many forms, such as not returning a greeting, not acknowledging their presence, or avoiding eye contact. Neglecting to recognize another person's presence is another example of polite impoliteness. This behavior is often seen when someone tries to prove their superiority over another person. One may deliberately ignore them in a social setting to show that they are not interested in talking or affiliating with someone.

> Person A: "Hi, how are you doing today?"
> Person B: **(walks past Person A without acknowledging them)**
> Person A: (looks surprised and hurt)

2) **Exclude the other from an activity**

Exclusion is one such strategy under positive impoliteness. When a speaker excludes the other from an activity, it is a form of positive impoliteness as it threatens the face of the addressee by asserting the speaker's power or control over the situation. This strategy is often used to establish dominance or demonstrate superiority over the other person (Culpeper, 1996). For example :

> Person A: "Hey, are you guys going to the concert tonight?"
> Person B: "Yeah, we are, but we didn't think to invite you. It's not really your scene, is it?"
> Person A: "I actually love that band, and I was hoping to go too."

> Person B: **"Oh, well, sorry about that. But we already made plans, so there's no room for anyone else."**

3) Disassociating from the others

Culpeper (1996) explains that the criteria for disassociation from others include rejecting social connections and avoiding sitting together. Bousfield & Locher (2008) provides an example of this type of behavior in a passage from *The Clampers*. In the excerpt, a Sergeant Major confronts a fellow recruit named Parry, who had been fighting with other recruits while under alcohol. The Sergeant Major expresses his disassociation from Parry by saying, *"I'm hoping the OC recommends you to be discharged from the army. I don't want you. Because you are a pathetic individual, do you understand?"*

4) Be disinterested, unconcerned, unsympathetic

Being careless, disinterested, or unsympathetic to the other person's circumstances or sentiments can be used to show positive impoliteness. Consider a scenario where someone confides in another person about a personal problem or experience. In that situation, the responder can show positive impoliteness by showing little interest in what the speaker is saying.

> Person A: "I'm really struggling with my workload at the moment. I have so many assignments due and I don't know how I'm going to get them all done."
> Person B: "Oh, really? Well, that's too bad. **I have my own work to worry about, so I don't really have time to listen to your problems."**

5) **Using inappropriate identity markers**

When a speaker addresses someone who is closely related by using formal

titles and surnames and someone who is not closely related by using casual

nicknames, they misuse identity markers.

Person A: "Hey, John, can you help me with something?"
Person B: **"Excuse me, but I prefer to be addressed as Dr. Smith in the**
workplace. Please address me by my formal title."

6) **Use obscure or secretive language**

When a speaker wishes to maintain control or power over the audience,

such as in professional settings or when dealing with subordinates, using obscure

or secretive language can be very successful. It may also be employed as a

purposeful method of social exclusion, making it impossible for some people to

comprehend or take part in the debate.

Person A: "Can you explain the process for how we will move forward
with this project?"
Person B: **"Well, we'll need to engage in some ideation and then**
conduct a series of sprints to develop a minimum viable
product. Once we've refined the MVP, we can move into
the scaling phase and work on optimizing the user
experience."
Person A: "I'm sorry, **I'm not sure I understand what you mean by**
'ideation' and 'sprints'. Can you explain a bit more?"

7) **Seek disagreement - select a sensitive topic**

In seeking disagreement, a speaker intentionally chooses a sensitive topic

or controversial opinion to provoke a negative response from the listener.

Person A: "I don't understand why people get so worked up about climate
change. It's not like it's going to affect us in our lifetime."
Person B: **"Are you serious? Climate change is one of the biggest**
threats facing our planet today. Ignoring it is not only
shortsighted, but it's also incredibly selfish."

Person A: "I just think there are more pressing issues we should be focusing on, like poverty and inequality."

8) Make the other feel uncomfortable

A kind of positive impoliteness called making someone feel uncomfortable means deliberately saying or doing something to make the other person feel uncomfortable, awkward, or embarrassed. This stategy can be used to show disapproval or contempt for another person and impose power or control over them.

Making inappropriate jokes or comments, invading someone's personal space, staring for long periods, making excessive or improper physical contact, or asking prying or intimate questions are some actions that can make someone feel uncomfortable. For example :

Person A: **"Hey, have you lost weight? You're looking really thin these days."**
Person B: "Uh, no, I haven't lost weight. Thanks for pointing out that I look sickly, though."
Person A: "Oh, I didn't mean it like that. I just thought you were on a diet or something."

9) Use taboo words

Using taboo words or profanity is a common strategy for positive impoliteness. This entails the use of derogatory or obscene words with the intention of shocking or angering the audience. Taboo words are sometimes used between friends or peers as comedy or banter. Using words like *"Oh shit!"* and *"Fuck!"* or criticizing or harassing someone with phrases like "That's bullshit!"

10) Call the other names – use derogatory nominations

Using derogatory names or nominations is a common strategy for positive impoliteness. This involves calling the other person names or using derogatory terms to insult, belittle, or degrade them. For example: *"Do you know what that monk said to me, that bastard?"*

2.2.2 Negative Impoliteness Strategies

Culpeper (1996) explains that negative impoliteness is a strategy used to attack the negative face wants of the recipient. He further identifies several realizations of negative impoliteness, including condescending, scorning, or ridiculing; associating the other with a negative aspect explicitly; frightening; and invading the other's space.

1) Condescending, scorning, or ridiculing

According to Culpeper (1996), condescending, scorning, and ridiculing are three realizations of negative impoliteness. Condescending is employed by someone who feels superior to others, while scorning is used by someone who lacks respect or regard for others. Ridiculing occurs when someone behaves rudely towards others in a way that makes them appear foolish.

An example of the realization of scorning is provided by Culpeper et al., (2003) taken from the extract of The Clampers, in the following dialogue:

> Person A: **"Do you want me to press the buzzer or will you please leave the room?"**
> Person B: "Well, that's being babyish, isn't it?"

2) Associating the other with a negative aspect explicitly

The use of 'I' and 'You' pronouns in a negative context towards someone is considered a form of explicit negative association, where the speaker links the addressee with a negative quality or behavior. This can offend or insult the person, threatening their facial needs for autonomy or approval. For example: *"You're always causing problems"* or *"You're the reason we're late."*

3) Frightening

Frightening is one of the realizations of negative impoliteness. This occurs when a speaker uses language or actions to cause fear or intimidate the recipient. The aim is to make the recipient feel threatened, insecure, or uneasy. Frightening can take many forms, such as making direct threats, using violent or aggressive language, or physically invading the recipient's personal space. For instance, phrases like *"I'll make sure you regret it"* or *"I said no, back off before I call the police."* can be frightening. Using raised voices or intense, angry facial expressions can also be intimidating.

4) Invading the other's space

Invading someone's personal space can be a form of negative impoliteness, as it violates their physical boundaries and can make them feel uncomfortable or threatened. One criterion for invading someone's space is asking about their privacy when the speaker and the addressee do not have a close relationship. An example of this can be seen in the following dialogue:

Person A: "I would like to order a lemon pie with one ice tea. Thank you."
Person B: **"Certainly, sir. May I ask where you live?"**

2. 3 The Function of Using Impoliteness

According to Culpeper (2011), the function of using impoliteness in communication is to threaten or challenge the face needs of the addressee, which are the positive and negative aspects of a person's public self-image or identity. The positive face represents the desire for social approval, recognition, and positive evaluation from others. In contrast, the negative face need refers to the desire for autonomy, freedom, and avoidance of imposition or obligation.

The function of impoliteness refers to how impolite language and behavior convey social meanings and achieve social goals. Despite its significance, there have been only a few attempts to identify the specific functions of impoliteness. One of the most recent efforts has been made by Culpeper in his book *"Impoliteness: Using Language to Cause Offense"* (2011), which outlines three main functions of impoliteness: affective, coercive, and entertaining.

2.3.1 Affective Impoliteness

The first function of impoliteness is affective impoliteness. It was described by Culpeper (2011) as a deliberate display of intense emotions, such as anger, directed toward the addressee. This impoliteness implies that the addressee is responsible for the speaker's negative emotional state, creating a negative atmosphere between them. This function can simply involve the unrestrained display of emotion in contexts where it is prohibited.

When a speaker uses affective impoliteness, it often leads to misunderstandings and even escalates into disputes with the interlocutor. Due to the tension and discomfort, it causes during the conversion process. It is difficult

for both parties to convey their views and feelings appropriately. This is a type of

impoliteness. For example :

> Person A: "Hey, did you finish the report I asked you to work on?"
> Person B: "No, I didn't. I had a lot of other things to do, and I didn't feel like working on it."
> Person A: **"That's not a good enough excuse. You had plenty of time to work on it, and now I'm going to have to scramble to get it done before the deadline."**

2.3.2 Coercive Impoliteness

According to Culpeper, coercive impoliteness aims to reorganize the value

relationship between the speaker and the listener to gain additional benefits or

reinforce current ones (Culpeper, 2011). These benefits could be either material,

such as using impoliteness to coerce someone into doing something, or symbolic,

such as an insulting remark designed to diminish someone else's value to elevate

one's own. Coercive impoliteness is more likely to occur when the speaker

occupies a higher and more dominant social position than the listener. In essence,

this impoliteness serves as a means of gaining power through language. For

example, an impolite strategy that falls under the category of coercive

impoliteness could be

> Person A: **"I can't believe you didn't finish the project on time. You're always so lazy and unreliable."**
> Person B: "I'm sorry, I had some personal issues to deal with that took up a lot of my time."
> Person A: **"Excuses. You're just not cut out for this job. If you can't handle the workload, maybe you should find something else to do."**

2.3.3 Entertaining Impoliteness

According to Culpeper, the final function of impoliteness is entertaining

impoliteness. This occurs when the speaker uses impoliteness to exploit the target

or potential target for entertainment (Culpeper, 2011). In other words, the speaker pokes fun at the listener and enjoys exploiting their emotions for amusement. This function of impoliteness always requires a victim in addition to genuine impoliteness. Although impoliteness often causes hurt or anger, it can also be entertaining. This is what sets impoliteness apart from other fields in pragmatics. In other studies, the focus is on the speaker and hearer dyad. At the same time, impoliteness can be directed equally at the target and overhearing audiences and can be used to entertain the listeners. The speaker is using sarcasm as an impoliteness strategy to entertain the audience. The speaker uses the impolite utterance, *"Look at this ugly alien who got lost on Earth,"* to amuse the listeners.

2.4 *Escape Room*

Escape Room is a 2019 American psychological thriller movie directed by Adam Robitel and written by Bragi F. Schut and Maria Melnik. The movie follows six strangers invited to participate in an immersive escape room experience to win a $10,000 prize. However, as they progress through the various rooms, they soon realize their challenges are deadly and must use their wits to survive.

There are 15 characters in the *Escape Room* movie. The six players who were invited to this game were Zoey (Taylor Russell), Ben (Logan Miller), Amanda (Deborah Ann Woll), Mike (Tyler Labine), Danny (Nik Dodani), and Jason (Jay Ellis). The other characters are Allison (Zoey's roommate), the professor, Charlie (Jason's staff), Gary (Ben's boss), the game producer Woo Tan Yu, Detective Li, the game master, Mr.Ray (Jason's client), and security. Each

character has a unique personality and backstory, which is gradually revealed as the movie progresses.

The escape rooms themselves are elaborate and inventive, with each one presenting a different challenge for the characters to overcome. The first room is a simulated winter wonderland, where the characters must solve puzzles to escape before they freeze to death. The second room is a tropical jungle, where of the characters must avoid deadly traps and solve puzzles to escape before the room floods with water. The players must make connections between themselves and their previous traumas to leave the third room, the medical ward.

As the protagonists are forced to confront their anxieties and work together to solve puzzles and escape the contaminated room, the movie has constant tension and suspense. Trauma, survivor's guilt, and the extent to which individuals will go to find money and survive are other issues that the movie focuses on.

CHAPTER III

RESEARCH METHOD

The chapter is divided into several sections, including research design, the subject of the study, data sources, research instruments, data collection techniques, and data analysis techniques.

3.1 Research Design

For this study, the researcher utilized a descriptive qualitative approach. The qualitative approach involved descriptions and analysis within specific contexts and populations (Wray & Bloomer, 2006). It focused on identifying structures and patterns (Litosseliti, 2010) and was reinforced by the view of Weiss (1994) that quotations and case descriptions were particularly supportive of qualitative research. Hence, the present research was specifically descriptive. The study utilized a descriptive qualitative approach to categorize and analyze the positive and negative impoliteness and the functions employed by characters in the *Escape Room* movie.

3.2 Data Collection

This section elaborates on the data collection methods utilized in the current research. It comprises details on the research data, data source, and subject of the study, as well as the research instrument and data collection techniques employed.

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3.2.1 Research Data

This study's data comprised words, phrases, and sentences spoken by characters featured in the *Escape Room* movie. 15 characters in the movie were utilized as the primary source of data because this provided a rich source of material for analyzing positive and negative impoliteness and their respective functions.

3.2.2 Data Source and Subject of the Study

The primary data source for this research was the movie *Escape Room*, viewed by the researcher from the laptop and downloaded online via https://149.56.198.206/escape-room-2019/. Additionally, the researcher obtained movie transcripts from https://transcripts.thedealr.net/script.php/escape-room-2019-OhEE. The researcher sought to extract data from the movie that comprised words, phrases, and sentences conveying instances of positive and negative impoliteness and the functions from the dialogues of characters featured in the movie, which spanned 95 minutes.

Escape Room movie is a psychological thriller released in 2019 and directed by Adam Robitel. The movie centers on six strangers asked to participate in an immersive escape room game based on a $10,000 cash prize. They discover that the game is not as innocent as imagined when they start solving puzzles. Players must utilize their wits and talents to survive the deadly traps and unknowns in the escape room.

3.2.3 Research Instrument

The research instrument of this study was the researcher herself. As the primary instrument, she collected, identified, analyzed, and reported the research results. However, this research was conducted using personal devices such as a phone, laptop, and office software.

3.2.4 Data Collection Techniques

Data collection is a crucial aspect of research, and various techniques can be considered appropriate. In this study, the techniques utilized were downloading the movie and the transcript, watching the movie and conducting a close reading, and collecting the data. The research focused on gathering data on both positive and negative impoliteness and the functions produced by characters in the movie. To achieve this, the researcher followed several steps to collect the data, as outlined below:

- Downloading the movie and the transcript

    The researcher downloaded the *Escape Room* movie from https://149.56.198.206/escape-room-2019/ using a laptop. The researcher also downloaded the transcript of this movie to make it easier for the researcher to understand and determine the types of positive and negative impoliteness and the functions produced by characters in the *Escape Room* movie.

- Watching the movie and close reading

    The researcher watched the *Escape Room* movie and checked if the transcript fits the dialogue of the *Escape Room* movie.

- Collecting the data

    The researcher underlined the data, which contain impoliteness strategies. After that, the researcher underlines data containing positive and negative impoliteness.

3.3 Data Analysis

The process of data analysis involved several steps, including identifying the data, classifying it, describing the classified data, and drawing a conclusion.

a) **Identifying data**

The researcher identified the selected data that contained positive and negative impoliteness and their function by underlining the data. In this process, the researcher analyzed 15 characters' conversations in the *Escape Room* movie. During the data analysis process, the researcher focused on the types of positive and negative impoliteness and their functions.

b) **Classifying data**

Once the researcher had identified positive and negative impoliteness. The researcher assigned codes to the classified data in the second data analysis step to facilitate further analysis. The code to data contains types and functions for positive and negative impoliteness in the *Escape Room* movie transcript. Therefore, the codes consisted of a combination of letters and numbers. Tables containing the codes used for the collected data are presented below.

Table 3.1 Types of Positive Impoliteness in *Escape Room* Movie (2019)

No	Types of Positive Impoliteness	Code	Total
1	Ignoring and snubbing the other	P1	
2	Excluding the other from an activity	P2	
3	Disassociating from the others	P3	
4	Being disinterested, unconcerned, unsympathetic	P4	
5	Using inappropriate identity markers	P5	
6	Use obscure or secretive language	P6	
7	Seeking disagreement - select a sensitive topic	P7	
8	Make the other feel uncomfortable	P8	
9	Using taboo words	P9	
10	Calling the other names – use derogatory nominations	P10	

Table 3.2 Types of Negative Impoliteness in *Escape Room* Movie (2019)

No	Types of Negative Impoliteness	Code	Total
1	Condescending, scorning or ridiculing	N1	
2	Associating the other with a negative aspect explicitly	N2	
3	Frightening	N3	
4	Invading the other's space	N4	

Table 3.3 Types of Functions of Impoliteness in *Escape Room* Movie (2019)

No	Types of Functions of Impoliteness	Code	Total
1	Affective impoliteness	F1	
2	Coercive impoliteness	F2	
3	Entertaining impoliteness	F3	

c) **Describing of the classified data**

After obtaining the results of data analysis, the writer described the

categorized data to address the research problems outlined in the first research

question, which related to the types and functions of positive impoliteness, as

well as second research question, which focuses on negative impoliteness and its functions that showed by characters in the *Escape Room* movie.

d) Drawing Conclusion

The concluding of this study is the final step. After analyzing, describing, and explaining all of the data in this research, the researcher concluded their findings on positive and negative impoliteness and its functions in the *Escape Room* movie (2019).

CHAPTER IV

FINDINGS AND DISCUSSION

In this chapter, the researcher shows the findings and discussion. In the *Escape Room* movie, the researcher identifies and describes the types of positive and negative impoliteness in the Culpeper theory (1996) and the functions of impoliteness in the Culpeper theory (2011) to analyze the data.

4.1 Findings

In this subchapter, the researcher shows the result of the research. The researcher responded to two research questions about the types and functions of positive impoliteness. The second research question is about the types and functions of negative impoliteness in the *Escape Room* movie (2019).

From all the data that were searched and analyzed, there were 183 utterances, including positive and negative impoliteness. The most widely used is positive impoliteness, with a total number of 132 utterances. Each of the utterances conveyed by the characters has the function of impoliteness. These include affective impoliteness, there are 101 utterances; coercive impoliteness, there are 31 utterances; and entertaining impoliteness, there is 1 utterance.

Moreover, negative impoliteness was 51 utterances. Each of the utterances conveyed by the characters has the function of impoliteness. These include affective impoliteness, there are 31 utterances; coercive impoliteness, there are 16 utterances; and entertaining impoliteness, there are 4 utterances.

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4.1.1 Types and the Functions of Positive Impoliteness in *Escape Room* Movie (2019)

The first research question in this study concerns the types and functions of positive impoliteness. In analyzing the types of positive impoliteness, the researcher uses the Culpeper theory, which divides positive impoliteness into ten types. While the functions of impoliteness which divides into three types, affective, coercive, and entertain impoliteness.

The researcher collects the utterances spoken by characters in the *Escape Room* movie to show the results of this research. The researcher found 132 utterances containing types of positive impoliteness used by characters in the *Escape Room* movie and each of the utterances conveyed by the characters has the function of impoliteness.

4.1.1.1 Types of Positive Impoliteness

Table 4.1 Types of Positive Impoliteness Found in *Escape Room* Movie (2019)

No	Types of Positive Impoliteness	Code	Total
1	Ignoring and snubbing the other	P1	9
2	Excluding the other from an activity	P2	6
3	Disassociating from the others	P3	6
4	Being disinterested, unconcerned, unsympathetic	P4	13
5	Using inappropriate identity markers	P5	3
6	Use obscure or secretive language	P6	3
7	Seeking disagreement - select a sensitive topic	P7	5

8	Make the other feel uncomfortable	P8	11
9	Using taboo words	P9	62
10	Calling the other names – use derogatory nominations	P10	14

In this study, the first analysis that the researcher conducted was the types of positive impoliteness by characters in the *Escape Room* movie (2019). There are 15 characters in the *Escape Room* movie; there are all humans. In this section, the researcher still showed positive impoliteness only. There are 10 types of positive impoliteness in the *Escape Room* movie frequency. Each type is ignored 9 times, excluded the other from activity 6 times, disassociating 6 times, being disinterested 13 times, using inappropriate identity markers 3 times, obscure language 3 times, seeking disagreement 5 times, make uncomfortable 11 times, use taboo words 62 times, and call the other names 14 times. As a result, each of the data is analyzed and described as follows:

4.1.1.1.1 Ignoring and snubbing the other-fail to acknowledge the other's presence

Ignoring and snubbing are positive impoliteness found in the *Escape Room* movie. People can be ignored in many ways, including not returning their calls or texts, ignoring them in social settings, or acting as if they do not exist. Insulting can also take many forms, such as ignoring pleasantries, avoiding eye contact, or being cold to someone. Ignoring or snubbing someone can express a variety of things. Someone can also be a way of showing disrespect or contempt for them.

This can be a power play, where one person tries to assert dominance over another. In the *Escape Room* movie, positive impoliteness is in the form of ignoring and snubbing below;

Datum 1

Lecturer: "Does anyone know what the quantum Zeno effect is?"
Zoey: [CLEARS THROAT, RAISE HANDS]
Lecturer: **(just see and continue explaining)**
[BELL RINGING]
Lecturer: "All right, that's all the time we have."

The conversation above occurs between Zoey and her lecturer. Zoey is a brilliant student but does not get along well with the people around her. When the class starts, the teacher asks the students questions. None of the students answered. Finally, Zoey tried to raise her hand to answer the question. But Zoey's lecturer ignored Zoey and ended the class. From the lecturer's treatment, it can be seen that he has the position to do anything. As a lecturer, he thought ignoring students who wanted to answer was acceptable. This shows that the lecturer is attacking Zoey's image, where Zoey has a positive face, which means that she wants her existence to be recognized by her surroundings. However, the lecturer ignored her. This situation shows that the lecturer does not recognize Zoey's existence.

Datum 2

Charlie: "Happy Thanksgiving."
Jason: **(he walks away)**

The quote shows Jason as a snob. Jason is a boss who owns a large company. When Charlie, his employee, came into his room to give him a

document. At the same time, that day is Thanksgiving, when they usually celebrate and congratulate the blessings of fellow human beings—after the critical conversation between the boss and the employee, Charlie congratulated him. But Jason immediately left him alone in the room and did not return the greeting. Actions performed by Jason also have a power play. As a boss, He thinks there is nothing wrong with receiving congratulations first from employees. Here it shows that he does not care about people who say sincerely but instead are abandoned.

The connection between the dialogue and ignoring and snubbing the other is that Jason fails to acknowledge Charlie's presence and his kind gesture of wishing him a happy Thanksgiving. By walking away without responding, Jason disregards Charlie's attempt to connect with him and show him appreciation. This action can be interpreted as insulting or ignoring someone as it shows a lack of care and consideration towards the other person. Jason rejects Charlie's attempts to interact with him peacefully, further emphasizing their power balance. Overall, the dialogue portrays the negative consequences of ignoring and snubbing others, especially in professional settings, where such behavior can create a hostile work environment and damage working relationships.

4.1.1.1.2 Excluding the other from an activity

Excluding someone from an activity means intentionally leaving them out of a planned or ongoing action, event, or social gathering. This can be hurtful and negatively affect the excluded person's mental health and self-esteem. It's important to communicate openly and honestly about any issues or conflicts causing the exclusion and consider the potential impact on all parties involved. If

the exclusion is unavoidable, it should be done respectfully and compassionately to minimize any negative effects on the excluded person. The researcher discovered various exclusionary behaviors exhibited by characters in the *Escape Room* movie. The quote is as follows:

Datum 3

Jason: "Hei, Danny, check that ice."
Danny: "What? Me? But…
Jason: **"Just do it now or you die."**

From the given dialogue, Jason urges Danny to return to a particular location or activity. The urgency in their tone and language suggests that Danny has left or been excluded from the activity for some reason, and there are consequences for not returning quickly. The harsh tone in the statement *"Just do it now or you die"* could indicate an attempt by the speaker to exaggerate the importance of Danny's return. Remembering that this kind of language can be dangerous and should not be used carelessly. The subject of leaving someone out of the activity can have a detrimental effect on the person's self-esteem and lead to feelings of alienation or loneliness.

Datum 4

[PHONE RINGING] EVERYBODY LOOKS JASON
Jason: **"Fine. Yeah. I'll get it. Move."**

This occurs between Mike, Jason, and 4 other characters. When the phone rang, Mike answered the call. However, his friends do not believe in Mike. They prefer Jason, who is someone wise and trustworthy, to pick up the phone. From the given dialogue, it appears that Mike is receiving a phone call, and other

persons are asking him to move so Jason can answer the phone. The language

used is somewhat forceful and could be interpreted as excluding or pushing

someone aside to take control of the situation. Regarding exclusion from an

activity, the language suggests that one person is taking control of the situation

and asking others to move aside.

4.1.1.1.3 Disassociating from the others

Disassociating from others is the act of deliberately separating oneself

from a person or group, often due to problems or differences of opinion on a

personal level. To do this, people may distance themselves emotionally or

physically from the group.

Distancing oneself from others can be a coping strategy to deal with stress

or disagreement, but it can also lead to feelings of loneliness and isolation. Any

issues that give rise to disassociation should be discussed freely and honestly, and

the possible impact on all parties should be considered. After summarizing, the

researcher identified various types of dissociative behaviors exhibited by

characters in the *Escape Room* movie. The quote is as follows:

Datum 5

Ben: **"I'm trying to move out of my mom's. I don't fit in with their family."**
Gary: "Look, I feel for you, kid. I really do."

Ben, a worker in the machine shop, wanted progress. Later, he explained

the problem to his boss. According to the conversation, Ben seemed to be

expressing their desire to leave their mother's house and their sense of alienation

from their family. It could be that the person finds it difficult to maintain a close

relationship with family members due to personal differences or disputes with them.

This conversation describes a person deciding to distance themselves from their family due to a sense of not belonging or connection with them. Disassociation can occur in many different ways, and in this situation, it may involve the person feeling emotionally and physically detached from their family members.

Datum 6

Allison: "Are you sure you don't want to come to my family's for Thanksgiving?"
Zoey: **"Thank you, but, you know, big family dinners aren't really my thing."**
Allison: "Okay"

This conversation occurs between Allison, Zoey's roommate. Allison wants to celebrate Thanks giving day with her family and invites Zoey so she can have fun. But, Zoey is declining an invitation to a family dinner or gathering, citing that it's not their thing.

This conversation could perhaps be seen as an illustration of someone deciding to distance themselves from a particular social environment in terms of distancing themselves from others. While declining a dinner invitation may not necessarily be a sign of disassociation, it can be interpreted as distancing oneself from a social event or group of people. This may be due to individual preferences or social norms, or values variations. From Allison's response, it's important to respect individuals' choices and preferences regarding social situations and to avoid pressuring or shaming them for not participating.

4.1.1.1.4 Being disinterested, unconcerned, unsympathetic

Lack of interest, concern, or affection for something or someone is referred to as disinterested, uncaring, and unsympathetic. It may result from individual differences, beliefs, or values and may be intentional or unintentional. One should not express any emotional investment or participation in the event or the person in question when indifferent, careless, or disinterested. Being disinterested, uncaring, and unsympathetic does not mean being cruel or malicious; rather, it simply indicates that one feels nothing. After compiling the data analysis, the researcher identified the categories of disinterest that the characters employed in the *Escape Room.*

Datum 7

Jason: What don't you people understand? We don't have minutes to waste. **Amanda is dead. We aren't.**

In this conversation, Jason confronts the other characters, who may not take the situation seriously, with a sense of urgency. He tries to emphasize that they must move quickly to ensure their survival and that time is of the essence.

This conversation can be seen as an illustration of someone who is not uncaring, unsympathetic, or uninterested in others but is distracted by their lack of understanding or knowledge of the seriousness of the situation. However, Jason's utterances were utterly inappropriate. Amanda had just saved them, but Jason did not say thank you, or he thought that Amanda's death was expected, and Jason only thought about his current situation where he had to stay safe.

Datum 8

Jason: "Do you know what happens when you get hypothermia? You get disoriented and confused and **I don't care how smart you are or how many books you read**, you won't remember how you got here, much less how to get out."

According to the dialog, Jason, one of the characters, is worried about the others and warns them about the risk of getting hypothermia. Despite their brilliance, he also appears frustrated and uninterested in the capacity of the others to understand the gravity of the issue.

This exchange can be an example of someone who first cares for others but becomes unkind towards them due to their lack of understanding and awareness regarding disinterest, indifference, and unsympathetic. Jason may be frustrated because he feels the other person is not taking the issue seriously enough or cannot understand the danger they are in.

4.1.1.1.5 Using inappropriate identity markers

Inappropriate use of identity markers occurs when a speaker uses formal titles and surnames when addressing someone with whom they have a close relationship and informal nicknames when addressing someone with whom they have a distant relationship. After summarizing the data, the researcher categorized the inappropriate identity markers used by the characters in the *Escape Room* movie. Here is an example:

Datum 9

Jason: "How about the investment, Ray?
Mr. Ray: "Uh-huh. Please call me Mr. Ray, Mr. Jason. I am your important client."

The speaker in this dialogue, Mr. Ray, is correcting how Jason has addressed him. Jason has likely used an inappropriate identity marker when referring to Mr. Ray, such as calling him by his first name, which could be disrespectful or unprofessional. By asking Jason to call him *"Mr. Ray,"* Mr. Ray sets a more formal tone for their interaction and establishes his expectation of professionalism. Additionally, Mr. Ray emphasizes his importance as a client, which could indicate that he expects high service and attention from Jason.

Using appropriate identity markers is essential in professional settings as it shows respect and acknowledges many workplace hierarchies and power dynamics. Using inappropriate identity markers can be disrespectful or unprofessional and potentially harm business relationships.

Datum 10

Ben: **"Great idea, Gary. Oh, Mr Gary because he is my boss**. This is the biggest waste to open this box."

In this dialogue, the speaker acknowledges Gary's suggestion and corrects themselves for using an inappropriate identity marker when addressing Gary. By adding "Mr" before Gary's name, the speaker believes Gary's authority and indicates they recognize his position as their boss.

4.1.1.1.6 Obscure or secretive language

A type of communication known as obscure or secret language seeks to make it difficult for others to understand what is being said. It often uses specialist vocabulary, jargon, or coded language. These terms are often used in closed societies or subcultures to maintain secrecy and encourage exclusivity among members. Obscure or secretive language can also manipulate or deceive others by conveying hidden meanings or messages. In some cases, it may also be used as a form of protection or self-preservation by individuals or groups who feel threatened. After compiling the data analysis, the researcher identified the categories of characters employed in the *Escape Room*. Here the examples:

Datum 11

Jason: "I've got something. Uh. Okay. What do we have?"
Mike: **"A fist, one finger, and two fingers."**
Jason: "It could be zero, one, two, right? Right? Like a code.
Ben: "No, no, no. It spells... **E-K-G. Yeah, it's sign language."**

In this dialogue, the game uses obscure or secretive language to communicate with the player. The initial description of "a fist, one finger, and two fingers" could be interpreted in various ways, and Jason, Mike, and Ben discuss the possibility of it being a code. However, Ben recognizes that the hand gestures spell out the letters E, K, and G in sign language. In this example, the use of obscure or secretive language is not intended to exclude or deceive anyone but rather to convey a message in a way that may not be immediately apparent to outsiders or those unfamiliar with sign language.

Datum 12

Zoey: "They claim irreducibility of three univariate Polynomials with integer coefficients and if that is true, then Euler's concept of a perfect box can't exist."
Allison: "You know, sometimes I wonder if you just make up words because you know I won't Google them."

In this dialogue, Zoey uses technical or specialized language to describe a mathematical concept related to the irreducibility of polynomials and its relationship to Euler's idea of a perfect box. This language could be considered obscure or secretive to someone unfamiliar with mathematical terminology or concepts.

Allison's response suggests that she is unfamiliar with Zoey's language and may feel excluded or frustrated by her inability to understand it. She implies that Zoey purposely uses complex vocabulary to intimidate her rather than communicate clearly.

4.1.1.1.7 Seeking disagreement - select a sensitive topic

Seeking disagreement on a sensitive topic refers to intentionally engaging in a discussion or debate with someone about an emotionally controversial issue to challenge differing perspectives. It can be a challenging and potentially dangerous activity as it can cause disagreement between people, especially if the subject is sensitive or impacts their identity or values. Such debates should be approached respectfully, with an open mind, and without presumptions or generalizations about the participants' viewpoints. After summarizing the data, the

researchers categorized seeking disagreement used by the characters in the *Escape Room* movie. Here is an example:

Datum 13

Ben: **"Who cares, man? We're going to die here anyway."**
Jason: **"I'm not going to die."**

In this conversation, Ben and Jason argue or disagree about how to survive in their current state, which is the condition of individuals poisoned in the room. They are possible in the condition they are in could be potentially sensitive, such as a dangerous or life-threatening situation. Jason and Ben have been poisoned, which has hallucinated their visions. They saw to each other that their bodies had melted. Under these circumstances and the lack of clues in the room, Ben gave up. But on the other hand, Jason is still trying to find clues that will get him out of this room.

Datum 14

Ben: **"But you kill people for fun. There's nothing good left on TV?"**
Game master: **"This is a way to make money. After all, aren't you guys here who want to try this game?"**
Ben: "You are insane."

In this dialogue, Ben accuses the game master of being a murderer and suggests they enjoy killing people for fun. This sensitive and potentially inflammatory topic involves accusations of criminal behavior and moral wrongdoing. Ben's statement may be an exaggeration or a misinterpretation of the other person's interests or preferences. The other person must clarify their positions and defend themselves. However, the game master said, *"This is a way*

to make money. After all, aren't you guys here who want to try this game?" This

statement shocked Ben. How killing people could be fun. It was crazy for him.

4.1.1.1.8 Make the other feel uncomfortable

Making someone feel uncomfortable refers to deliberately using actions or

words that make another person feel awkward or uneasy. It may be a destructive

or deceptive strategy to dominate or exert authority over others. It may be

unintentional and arise from indifference to the other person's feelings. The

researcher discovered making someone feel uncomfortable behaviors exhibited by

characters in the *Escape Room* movie. The quote is as follows:

Datum 15

Lecturer: "I read your paper on the quantum Zeno effect. **You want to share
what you know, but only in the safety of your own dorm room?"**
Zoey: "I'll try and speak up more."
Lecturer: "Your life will control the outcome, but life isn't a science experiment."

In this dialogue, the lecturer appears to be using an aggressive tone toward

Zoey to make her uncomfortable. The lecturer's comment implies that Zoey is

hesitant or insecure about sharing her knowledge on a topic and suggests that she

is only willing to do so in the safety of her dorm room. By making this statement,

the lecturer may push Zoey out of her comfort zone and encourage her to be more

assertive or confident in her academic pursuits. However, the tones and language

used may be perceived as aggressive and could cause Zoey to feel uncomfortable.

Datum 16

Mike: "My heart rate's sky high. Want me to do some burpees, jumping jacks?
What do you want me to do?"
Jason: **"We've got these."** (show the ECG machine)

Mike: **"What are you, insane?"**

In this dialogue, Mike expresses that his heart rate is very high, suggesting he feels anxious or stressed. He offered to engage in some physical activity, such as jumping jacks or burpees, to help him feel better.

Jason's response to the display of the ECG device, commonly used to monitor the heart's electrical activity and could be a symptom of a severe medical illness, made Mike uneasy. Mike's response of *"What are you, insane?"* suggests that he is taken aback by Jason's suggestion and feels offended or insulted that Jason would even consider using an ECG machine in this context. Overall, the exchange creates a tense and uncomfortable situation.

4.1.1.1.9 Using taboo words

Using taboo words refers to using language that is considered socially unacceptable, offensive, vulgar, or inappropriate in specific contexts or cultures. Taboo words can express strong emotions, create emphasis, or show solidarity with a particular group or community. After compiling the data analysis, the researchers identified the categories of taboo words employed in the *Escape Room*. Here are the examples:

Datum 17

Ben: "Well, that's not good. The room hotter."
Danny: **"What the fuck?"**

Danny's use of the expletive *"fuck"* can be seen as inappropriate or offensive in certain contexts. By using a taboo word, Danny breaks a social norm

or convention, which can perceive as disrespectful or rude. In this case, using the word *"fuck"* may not be appropriate in a professional or formal setting.

Datum 18

Ben: "**Oh, shit. Oh, shit**, that looks real."
Danny: "They're give us a scare for death huh."

In this dialogue, Ben uses the taboo word *"shit"* twice to express his surprise and concern about something he sees. The term *"shit"* is considered vulgar and inappropriate in most formal or professional settings and may be perceived as offensive or disrespectful to some people. Danny's response of *"They're give us a scare for death huh"* suggests that he is not bothered by using the word *"shit"* or is using it himself to express his agreement with Ben's statement. However, it's important to note that taboo words can be subjective, and some people may be more sensitive to them than others.

4.1.1.1.10 Calling the other names – use derogatory

The use of words or expressions intended to demean, degrade, or denigrate a person or group is referred to as calling someone names or using insulting language. This rhetoric, often used to express anger, dissatisfaction, or prejudice, can be unpleasant and damaging. After compiling the data analysis, the researcher identified the categories of calling the other names employed in the *Escape Room*. Here are the examples:

Datum 19

Amanda: **"Hey, you, asshole, gamer boy, there."**
Danny: "Huh"
Amanda: "What do we do? (scream) tell us."

In this dialogue, Amanda uses derogatory language to address Danny by calling him *"asshole"* and *"gamer boy."* Using derogatory language is inappropriate and disrespectful towards Danny and can be considered offensive and hurtful. Danny's *"Huh"* response suggests that he may be taken aback by Amanda's tone and choice of words. Using derogatory language can create a hostile or uncomfortable environment and damage relationships.

Datum 20

Mike: "What presidents have a seven-letter last name?"
Zoey: "Madison, Jackson. Lincoln, Johnson, Harding."
Jason: "Whoa. Slow down there, **Rain Man**. That's offensive."

In this dialogue, Jason uses the term *"Rain Man"* as a derogatory reference to Zoey's quick response to Mike's question. The implication is that Zoey's intelligence is somehow abnormal or unusual and that her ability to come up with answers quickly is not to be respected but instead belittled. The use of derogatory language, in this case, is inappropriate and disrespectful towards Zoey and can be considered offensive and hurtful.

4.1.1.2 The Functions of Impoliteness

Table 4.2 The Functions of Positive Impoliteness in *Escape Room* Movie (2019)

No	Types of Functions of Impoliteness	Code	Total
1	Affective impoliteness	F1	101
2	Coercive impoliteness	F2	31
3	Entertaining impoliteness	F3	1

In the explanation above, the researcher conducted the types of positive impoliteness by characters in the *Escape Room* movie (2019). Same as before, the results of this research answered the first research question. What are the types and functions of positive impoliteness used by characters in the *Escape Room* movie? But in this section, the researcher showed the functions of positive impoliteness. There are 3 types of functions of impoliteness in the *Escape Room* movie frequency. Each type is affective 101 times, coercive 31 times, and entertaining 1 time. As a result, each of the data is analyzed and described as follows:

4.1.1.2.1 Affective Impoliteness

Affective impoliteness refers to language use that is intentionally rude, hostile, or offensive towards others, often to express negative emotions such as anger, frustration, or resentment. It is often used in conflict or power imbalance situations and can negatively affect relationships and social interactions.

Datum 21

Zoey: (turn on the code, the room gets hot)
Ben: "Can you shut it off? **Shit**. Okay."
Amanda: **"Don't touch anything else, okay?"**

The dialogue between Ben, Zoey, and Amanda can be interpreted as affective impoliteness. In this dialogue, Ben expresses frustration and annoyance by saying *"Shit"* after Zoey turns on the code that makes the room hot. Amanda's response, *"Don't touch anything else, okay?"* is delivered sharply, indicating that she is annoyed with Zoey's trying to solve the code.

Amanda's response could be impolite because it conveys negative emotions towards Zoey. Her tone and choice of words could be interpreted as dismissive or impatient. Similarly, Ben's use of *"Shit"* shows affective impoliteness because it conveys his frustration and annoyance.

In addition to the dialogue above, other data indicates affective impoliteness, where a person orders another person to do something by force and using an angry tone. For more details, in the dialogue below.

Datum 22

Jason: "Mike, we need a higher rate. **You've got to go.**"
Mike: **"What? I'm not your guinea pig, man."**
Jason: **"You do it. You try it. Look. Ben is fine, man. Come on."**

The dialogue between Jason and Mike could be interpreted as an instance of affective impoliteness, specifically in the form of manipulation. Jason's statement*, "We need a higher rate. "You've got to go"* can be seen as a direct request and impolite in certain social circumstances. Jason's use of the words "You've got to go" can also be interpreted as intimidating, which can be considered an affective impoliteness.

Mike's statement, *"What? I'm not your guinea pig, man,"* can be seen as an expression of frustration and resentment towards Jason's demand, which can also be considered a form of affective impoliteness. Mike is expressing his negative emotions towards Jason's request, and he is doing so in a way that violates norms of politeness and respect. Furthermore, Jason's response*, "You do it. You try it. Look. Ben is fine, man. Come on,"* can also be interpreted as affective impoliteness, specifically in manipulation. By saying, *"You try it,"* and *"Ben is*

fine," Jason attempts to persuade Mike to comply with his demand through

coercion and manipulation, which can be seen as impolite and disrespectful.

4.1.1.2.2 Coercive Impoliteness

Coercive impoliteness refers to language use intended to coerce or

intimidate others, often through demands. It is often used in conflict or power

imbalance situations and can negatively affect relationships and social

interactions. Coercive impoliteness can be a form of verbal aggression and can

lead to fear, anger, and resentment in those targeted.

Datum 23

Zoey: "Amanda wasn't weak, okay? She sacrificed herself for us!"
Jason: **"Okay, well, then let's not waste that sacrifice by getting yourself killed."**

The dialogue between Zoey and Jason could be interpreted as coercive

impoliteness. Jason's statement, *"let's not waste that sacrifice by getting yourself*

killed," can be seen as an attempt to coerce or intimidate Zoey into changing her

behavior by using Amanda's sacrifice as a justification. Jason's suggestion that

Zoey would be wasting Amanda's sacrifice if she put herself in danger by adding,

"let's not waste that sacrifice," can be interpreted as manipulative and forceful.

Jason's use of the term *"getting yourself killed"* might also be interpreted

as a threat, which is a common characteristic in coercive impoliteness. Jason uses

this term in an effort to inspire dread in Zoey and get her to think twice about her

conduct, which might be considered rude and disrespectful.

Datum 24

Ben: **"So, I won. That means I get to go home, right?"**
Game Master: "Ben... at the end of the Kentucky Derby...do you think
the horse gets a prize?" **(He is tying Ben's neck with a rope)**

The dialogue between Ben and the Game Master contains an instance of
extreme coercive impoliteness. The Game Master's response to Ben's question,
"So, I won. That means I get to go home, right?" is an extreme overreaction that
involves physically attacking Ben. This violent response is a clear example of
coercive impoliteness, using threats or intimidation to control others.

Ben was strangled by the Game Master using a rope, an act of physical
violence that is not only abusive but also prohibited and unethical. Any social
situations should not tolerate this level of violence, which can have serious
adverse effects, including physical injury and psychological damage. The Game
Master's response demonstrates how coercive impoliteness can lead to harmful
behavior.

4.1.1.2.3 Entertaining Impoliteness

Entertaining impoliteness refers to language use intended to be humorous
but violates social norms of politeness. It involves saying or doing something
intentionally impolite, often to elicit laughter or amusement. However,
entertaining impoliteness can also be offensive or hurtful to some people.

Datum 25

Mike: "I had a family dog growing up named Amanda. She was a cute, little husky-collie. Yeah, she was cool and then she died. You know, dogs die."
(all laugh)

The dialogue between Mike and others can be interpreted as entertaining impoliteness. Entertaining impoliteness involves using humor or sarcasm to break social norms of politeness or to convey a message in a lighthearted or humorous manner. In this dialogue, Mike jokes about a dog dying, typically seen as a sad and sensitive topic. Because, here, there is a woman named Amanda too. However, his delivery of the joke, coupled with the laughter from others, indicates that the group finds humor in the situation.

Using humor to address sensitive topics can be seen as entertaining impoliteness, as it breaks social norms of politeness by addressing issues that are typically considered impolite. However, the group's laughter suggests they enjoy the situation's humor.

4.1.2 Types and the Functions of Negative Impoliteness in *Escape Room* Movie (2019)

The second data set examined in this research is the types and the functions of negative impoliteness used by the characters in the *Escape Room* movie (2019). The researcher collects all of the characters' utterances in this movie to reach the result. But, in this part, the researcher first showed the kind of negative impoliteness. There are 4 types in the *Escape Room* movie, they are condescending, associating the other with a negative aspect explicitly, frightening,

and invading the other's space. Finally, the researcher found 51 utterances containing types of negative impoliteness used by characters in the *Escape Room* movie and each of the utterances conveyed by the characters has the function of impoliteness.

4.1.2.1 Types of Negative Impoliteness

Table 4.3 Types of Negative Impoliteness Found in *Escape Room* Movie (2019)

No	Types of Negative Impoliteness	Code	Total
1	Condescending, scorning or ridiculing	N1	18
2	Associating the other with a negative aspect explicitly	N2	7
3	Frightening	N3	25
4	Invading the other's space	N4	1

As seen on the table above, the researcher revealed four types negative impoliteness used by characters in *Escape Room* movie. The researcher reported that characters produced negative impoliteness in 51 utterances. Those are 18 condescending, scorning or ridiculing, 7 associating the other with a negative aspect explicitly, 25 frightening, and 1 invading the other's space. More in-depth analysis is provided in the sub chapter below.

4.1.2.1.1 Condescending, scorning, or ridiculing

Condescending behavior is when someone talks or behaves towards another person in a way that suggests they are superior or more knowledgeable. It

often involves talking down to the other person. Scorning or ridiculing is making fun of someone or something mockingly. It can be hurtful and disrespectful and usually consists in making jokes or sarcastic comments at the other person's expense. After summarizing the data, the researcher categorized condescending, scorning, or ridiculing used by the characters in the *Escape Room* movie. Here is an example:

Datum 26

Mike: "Finally, something I'm good at".
Jason: **"You mean you can stand over a hole and hold a stick?"**

The dialogue could be interpreted as condescending, scorning, or ridiculing because Jason's response appears to belittle Mike's accomplishment. By saying, *"You mean you can stand over a hole and hold a stick?"* Jason seems to be implying that Mike's skill is not significant or impressive, which can be seen as condescending or belittling. The tone of Jason's statement is also important to consider, as it could further emphasize his disdain for Mike's achievement.

Datum 27

Ben: "There could be a clue at the bottom."
Amanda: **"Oh, really? Why don't you go dive in and check?"**

Amanda's response in the dialogue belittles Ben's suggestion, which includes interpreted as condescending, scorning, or ridiculing. Amanda implied that Ben's idea was not practical or worthwhile by saying, "*Oh, really? Why don't you go dive in and check?*" The tone of Amanda's statement also emphasized her

disdain for Ben's suggestion, making her response mocking or dismissive and, therefore, considered scorning or ridiculing.

4.1.2.1.2 Associating the other with a negative aspect explicitly

Associating the other with a negative aspect explicitly refers to a communication behavior in which an individual directly links or attributes negative characteristics or behaviors to another person. These actions aim to judge or criticize others, minimize their value, or mitigate their contributions. This form of communication can foster an adversarial climate in personal or professional interactions and is often perceived as bullying or harassment.

Datum 28

Jason: "We are running out of time here. You've got to calm down"
Zoey: **"Stop telling me to calm down, okay? You're not listening to me!"**

The dialogue above is interpreted as associating the other with a negative aspect explicitly because Zoey accuses Jason of not listening to her and telling her to calm down repeatedly. By saying, *"Stop telling me to calm down, okay? You're not listening to me!"* Zoey is explicitly associating Jason's behavior of telling her to calm down with not listening to her. This can be seen as a negative aspect because Zoey implies that Jason is not understanding or take her concerns seriously. Using the word *"okay"* also adds a tone of frustration or irritation, which can further emphasize the negative association. Overall, the dialogue suggests that Zoey is frustrated with Jason's behavior and sees it as a negative aspect of their interaction.

Datum 29

Danny: "Shit, we're out of water. **This is all your fault, you know.**"
Ben: "What?"
Danny: "You're the reason that Amanda drank all of our clues."

The dialogue between Danny and Ben explicitly illustrates the concept of associating the other with a negative aspect. This type of association involves making a direct connection between someone's behavior and a negative outcome.

In this case, Danny is upset because they are out of the water and explicitly blames Ben for this. Danny's statement, *"This is all your fault, you know,"* directly associates Ben with the negative outcome of not having enough water. Furthermore, Danny accuses Ben of being the reason Amanda drank all of their clues. This is another example of associating someone with a negative outcome, as Danny implies that Ben's behavior led to Amanda's actions and the loss of their clues. This type of association can damage relationships because it places blame on one person and implies they are solely responsible for the negative outcome. It can create tension, conflict, and resentment, which is challenging to overcome.

4.1.2.1.3 Frightening

A person who intentionally or unintentionally instills fear or intimidation in others is said to frighten them. Different manifestations of this behavior include verbal threats, physical violence, loud noises, and other frightening behaviors.

Datum 30

Jason: "That thing's not going to hold all three of you. Mike, climb off."
Mike: "And go where?"

Jason: "Use that rack on your right."
Mike: "I can't"
Jason: "Mike, look at me. **Get off the goddamn shelf before you get everybody killed."**

Jason's communication behavior towards Mike is intimidating and creates a sense of fear or potential harm. Using a commanding tone and swearing, Jason attempts to frighten Mike into taking action and getting off the shelf, which he perceives as dangerous. Jason's behavior can be perceived as aggressive and threatening, which can cause emotional distress and anxiety in Mike. The use of language and tone can impact the listener's emotional state. In this case, it can create a negative and unsafe environment, especially Mike feels threatened or intimidated.

Datum 31

Zoey: We're sole survivors. And now they want to see who will be the luckiest among the lucky. Do you guys not understand? **They chose us to die to see who's the last person standing.**

Zoey's communication behavior creates a sense of fear and potentially intimidates the other people in the conversation. By revealing the sinister intention of their situation, Zoey is attempting to frighten and alarm the others, which can cause emotional distress and anxiety. Zoey's words perceive as a verbal threat, which can lead to a sense of danger and vulnerability in others.

4.1.2.1.4 Invading the other's space

Invading the other's space refers to disregarding another person's personal boundaries or physical space. This can include physical proximity, touching, or taking someone's property without permission.

Datum 32

Amanda: "Give me your phone. I'm calling the cops."
Danny: "Think about it for a second, okay?"

Amanda's behavior is perceived as invasive and aggressive. By demanding

Danny's phone and threatening to call the police, Amanda attempts to take control

of the situation and potentially invade Danny's personal space or property. The act

of demanding someone's phone can be seen as invasive, especially when they are

strangers. Amanda's behavior causes Danny to feel like she is violating his

personal space and boundaries, creating a sense of discomfort and unease.

4.1.2.2 The Functions of Impoliteness

Table 4.4 The Functions of Negative Impoliteness in *Escape Room* Movie (2019)

No	Types of Functions of Impoliteness	Code	Total
1	Affective impoliteness	F1	31
2	Coercive impoliteness	F2	16
3	Entertaining impoliteness	F3	4

In the explanation above, the researcher conducted the types of negative

impoliteness by characters in the *Escape Room* movie (2019). Same as before, the

results of this research answered the second research question. What are the types

and functions of negative impoliteness used by characters in the *Escape Room*

movie? But in this section, the researcher showed the functions of negative

impoliteness. There are 3 types of functions of impoliteness in the *Escape Room*

movie frequency. Each type is affective 31 times, coercive 16 times, and

entertaining 4 times. As a result, each of the data is analyzed and described as follows:

4.1.2.2.1 Affective Impoliteness

It is called affective impoliteness when one communicates negatively toward others, such as through anger, impatience, or annoyance. This includes speaking negatively about others through sarcasm, criticism, or other means. This can include using sarcasm, criticism, or other negative expressions to belittle or insult the other person. It is often used in conflict or power imbalance situations and can negatively affect relationships and social interactions.

Datum 33

Danny: **"You're not going to solve anything by sitting on your ass."**
Mike: "I'm not sitting on my ass. I'm on my hands and knees."

Danny and Mike's conversation can be seen as an example of emotional rudeness. Danny's statement, *"You're not going to solve anything by sitting on your ass,"* can be interpreted as rude because it criticizes Mike's actions directly and is spoken in a direct and hostile manner. In some social settings, Danny's use of the expression *"sitting on your ass"* could be considered obscene or inappropriate.

"I'm not sitting on my ass. I'm on my hands and knees." which might be perceived as a disrespectful emotional reaction or a mocking or defensive response. Using sarcasm, Mike expresses his frustration and resentment towards Danny's comment. Overall, this dialogue illustrates how affective impoliteness

can arise in interpersonal interactions, especially when there is a conflict between the parties involved.

Datum 34

Jason: "Talk about immersive."
Amanda: "**Immersive? What the hell is wrong with you? That was real!**"

The concept of affective impoliteness shows in Amanda's emotional response to Jason's comment. "What the hell is wrong with you?" was the appropriate response—Jason's lack of concern for the danger they faced frustrated and angered Amanda. Jason may not fully understand the seriousness of the issue and may be more interested in the experience's entertainment value, making his statement seem insensitive and disrespectful. This type of affective rudeness, where one's actions or speech cause others to experience a negative emotional response, can cause tension and conflict within the group, interpreted as a lack of empathy or consideration toward others.

4.1.2.2.2 Coercive Impoliteness

When one communicates with another individual through coercive impoliteness, they may be disrespectful, aggressive, or engage in other bad behavior. This may entail using threats, insults, or other coercive actions to frighten or control others.

Datum 35

Detective: "Are you feeling well enough to come with me? **Miss Davis.**"
Zoey: "Wait, this was the waiting room. Okay? And then it turned into a giant oven."
Detective: "**We haven't found any evidence of the things you've described.**"

The concept of coercive impoliteness shows in the detective's response to Zoey's statement. By denying the validity of Zoey's experience *"We haven't found any evidence of the things you've described"*, the detective is trying to coerce Zoey into conforming to his reality. This could be seen as impolite, dismissing Zoey's feelings and experiences. Additionally, the detective's formal title, *"Miss Davis,"* reinforces the power dynamic between the two individuals and suggests that the detective expects Zoey to comply with his requests. This is a form of coercive impoliteness.

Datum 36

Jason: "**Ben, take your shirt off. What? Why me? Because it's the next clue, that's why. Come on, it's just an ECG machine.**"
Ben: "No, no. Nothing is just anything in this hellhole."

Jason demanded that Ben take his shirt off and participate in the activity. By insisting that Ben do so and implying that he is holding up the group's progress by not doing so, Jason is essentially using coercion to force Ben to comply with his request. This could be seen as impolite or even rude, as it disregards Ben's feelings and personal boundaries. Additionally, Jason's dismissive comment about the ECG machine being "just" an ECG machine could be seen as a form of impoliteness, as it suggests that Ben's concerns about the activity are silly. The dismissive behavior exhibited by Jason could contribute to creating a coercive environment where individuals feel pressured to engage in activities that make them uncomfortable or put them at risk.

4.1.2.2.3 Entertaining Impoliteness

When someone unpleasantly communicates with others, they may use comedy, jokes, or sarcasm. This includes making fun of, mocking, or ridiculing others. Although entertaining impoliteness is often done in a humorous or funny way, others may still find it annoying or insulting.

Datum 37

Jason: "Well, it seems like Mr. Ackerman has graduated from sending single malts to boxes that don't open."
Charlie: **"Yeah. Rich people are weird."**
(Jason and Charlie laugh)

The dialogue between Jason and Charlie shows an instance of entertaining impoliteness. By generalizing a group of individuals based on their socioeconomic status in their comment, *"Rich people are weird,"* they are breaking the rules of socially acceptable politeness. However, their use of humor and laughter in return implies that they are not being intentionally rude or mean but instead just trying to make each other laugh.

Using entertaining impoliteness can be a way to bond with others through shared humor and laughter, as Jason and Charlie appear to be doing in this dialogue. Overall, this dialogue illustrates how entertaining impoliteness can use to create a shared sense of humor or bonding between individuals but can also be potentially offensive or hurtful to others.

Datum 38

Allison: **" Hey, this is for you. It's from your professor. You guys aren't doing it, are you?"**
Amanda: "Of course, no."
Allison: **[laugh]**

The comment *" You guys aren't doing it, are you?"* could consider impolite. Allison thought that the gift given by the professor who taught Zoey had a special relationship. By thinking so, she had insulted Zoey, even though they were roommates, but it was not nice. Moreover, in a campus environment, it is clear that there should not be a romantic relationship between lecturers and students. The fact that Allison laughs after her words of temptation suggest that she is okay to continue the conversation entertainingly. In other words, she may be entertaining the impoliteness by laughing it off..

4.2 Discussions

The researcher summarizes the findings in this section. All of the characters in the *Escape Room* movie (2019) uttered utterances referring to positive and negative impoliteness, which are used as research data. Culpeper (1996) defines positive impoliteness as a communicative act that is intentionally direct, confrontational, or offensive to gain power or show superiority over another person to attack the positive addressee's face. Negative impoliteness, on the other hand, is a communicative act that attacks the negative addressee face of another person to achieve a goal or convey a message. The researcher also classified the positive and negative impoliteness based on their functions in the *Escape Room* movie (2019).

In this study, the first question has been answered by the researcher. It deals with the positive impoliteness and the functions used by the characters in the *Escape Room* movie (2019). This research focused on 15 all character utterances

in the *Escape Room*. The characters in the movie are included in this study

because all types of positive impoliteness are found. Therefore, 15 characters said

impoliteness for being in a life-threatening situation. They get panicked, and it

affects their utterances to contain positive impoliteness. Furthermore, the

researcher analyzes the data using Culpeper's theory. The researcher took the data

from the transcript *Escape Room* movie. The researcher found that all characters

produced a total of 132 utterances of positive impoliteness. The ten types of

positive impoliteness are all found, which are ignoring, excluding the other from

activity, disassociating, being disinterested, using inappropriate identity markers,

using obscure language, seeking disagreement, making others uncomfortable,

using taboo words, and calling others names.

The use of taboo words, defined as swear words, vulgar words, or other

types of language often considered offensive or inappropriate in specific contexts,

is the most defining characteristic of speech in a movie. Characters in a movie

may deliberately use forbidden language to communicate intense feelings, assert

dominance, or establish a specific mood. It may also represent the language used

by a particular social group or cultural setting. Therefore, from 132 utterances that

contain positive impoliteness, each of the utterances conveyed by the characters

has the function of impoliteness. These include affective impoliteness, there are

101 utterances; coercive impoliteness, there are 31 utterances; and entertaining

impoliteness, there is 1 utterance.

In addition, the researcher has answered the second research question that

is the negative impoliteness and the functions used by characters in the *Escape*

Room movie (2019). The researcher found 51 utterances of negative impoliteness, which is the most dominant frightening. The language used in the movie is characterized by high-frequency expressions meant to scare or confuse the audience, indicating that the language is deliberately designed to do so. The use of tense music, tense language, or bad visual and audio effects are examples of how this is done. A filmmaker's deliberate use of frightening language may be an attempt to establish a specific tone or atmosphere or increase a scene's emotional impact. Also, the protagonists in this movie are in danger as they attempt to complete a game that puts their lives at risk, moreover, from 51 utterances that contain negative impoliteness. Each of the utterances conveyed by the characters has the function of impoliteness. These include affective impoliteness, there are 31 utterances; coercive impoliteness, there are 16 utterances; and entertaining impoliteness, there are 4 utterances.

In comparison, the results of the positive and negative impoliteness are different. In this movie, the researcher found that positive impoliteness is more than negative impoliteness. It means that the speaker is trying to assert their dominance or superiority over the other person but is not necessarily trying to be openly hostile or confrontational. This type of language use can convey a sense of assertiveness or dominance over the other person while still maintaining some level of social class. It might involve interrupting the other person, using aggressive body language or tone of voice, or insults.

It's important to note that the prevalence of positive impoliteness over negative impoliteness in a movie character's speech can reveal a lot about their

personality and motivations. For example, the character consistently uses positive impoliteness in their interactions with others, it could suggest that they are confident, assertive, and perhaps even a bit narcissistic. On the other hand, it may indicate that characters are more antagonistic in dealing with others if they tend to use negative impoliteness more often. Overall, the frequency of impoliteness in a movie character's speech can provide important details about that person's character, goals, and interpersonal relationships.

Based on the findings above, the researcher found all types of positive impoliteness uttered in the *Escape Room* movie. Taboo words become the dominant types of positive impoliteness used in The *Escape Room* movie. There were several swear words, dirty expressions, and other terms that would normally be considered offensive or inappropriate in certain situations in the language used in the movie. The study also found alarming forms of bad manners of all kinds. The vocabulary used in the movie is distinguished by the large number of words that are meant to frighten the audience. For the functions of impoliteness. For both types, the most dominant is affective impoliteness. It shows that there are often conflicts between the characters in this movie, which makes the atmosphere negative. It will also affect their tone when speaking, such as using a high pitch or shouting at someone and words that show that they are angry with another character. It is in line with the study conducted by Salman (2019). In the context of *Death of a Salesman*, he highlighted the uniqueness of impoliteness as it draws attention to critical literary difficulties. The analysis of impolite speeches in the

play revealed that the most prevalent strategy used was positive impoliteness, which involved using taboo words.

The second feature that appeared in previous studies on the type of impoliteness in the movies (Fatima, 2018; Sari et al., 2019; Simanjuntak & Ambalegin, 2022). Fatima (2018) looked at impoliteness strategies when attacking the interlocutor's face and used the Culpeper theory. Thus, the movie she used is Disney which contains fantasy, magic, and happy life. In contrast, Sari et al. (2019) examined the impoliteness strategies used by the characters in Peter Rabbit, a fantasy adventure movie. At the same time, Simanjuntak and Ambalegin (2022) observed the impoliteness strategies employed in Easy A, a comedy movie. The most dominant in three previous studies is bald on record. This is due to the differences in the subject and the genre of the movie. This paper showed that of the characters in the *Escape Room* movie, the most dominant is positive and negative impoliteness, where they all issued an attack of impoliteness because in an urgent situation, namely the game that made them lose their lives.

Furthermore, the research found all types of functions of impoliteness in characters in the *Escape Room* movie. This agrees with studies concluded by Fadhilah (2018), Siahaan (2019), and Harahap (2021) show that affective impoliteness is the most used. Siahaan (2019) analyzed comments from Lady Gaga's haters on her Instagram. She identified all impoliteness strategies, with affective impoliteness being a primary function. Moreover, that comment came from a hatter who did not like Lady Gaga. Of course, if they hate someone, they will utter inappropriate words, contain anger, and hurt that person's feelings.

Meanwhile, the characters in *Escape Room* movie use affective impoliteness

because of their selfishness, where they have to save themselves from getting out

of the game, and the situation where they are stubborn to each other, which causes

differences of opinion in completing the game. This indicates that affective

impoliteness refers to communication behaviors intended to cause emotional harm

to the recipient, often involving negative affective states such as anger, frustration,

or annoyance. The characteristics of affective impoliteness show emotionally

charged language, disrespectful tone, and lack of consideration for others.

From this discussion or comparison, the researcher showed that the current

research differs from previous studies examining positive and negative

impoliteness. The researcher currently uses characters' utterances from the *Escape*

Room movie as the data source. This condition makes the current research

different from previous research, and the genre of the movie used by current

researchers differs from previous researchers. Therefore the results of this study

develop research on types of positive and negative impoliteness and their

functions in 15 character utterances in the *Escape Room* movie.

CHAPTER V

CONCLUSION AND SUGGESTION

In this section, the researcher presents both the conclusion and suggestion. The conclusion provides a summary of the entire research study, while the suggestion offers advice for future researchers.

5.1 Conclusion

In this last chapter, the researcher discusses the results of the discussion and analysis in the previous chapter, which are positive and negative impoliteness and its functions used by the characters in the *Escape Room* movie (2019) based on Culpeper's theory. The researcher found 183 data for positive and negative impoliteness. For positive impoliteness is 132 data and 51 data for negative impoliteness. In addition, each of the utterances containing positive and negative impoliteness conveyed by the characters has the function of impoliteness. These include affective impoliteness, coercive impoliteness, and entertaining impoliteness. Then, the analysis was conducted to determine the types and functions of positive and negative impoliteness used by the characters in the *Escape Room* movie (2019).

The types of positive impoliteness and the functions used by characters in the *Escape Room* (2019). Positive impoliteness is a concept that refers to a type of language use that is considered impolite to attack the positive addressee face. It is characterized by the use of language that asserts dominance or superiority over the

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other person while still maintaining some level of social. Based on the finding, the researchers found all types of positive impoliteness and the functions used by characters in *Escape Room* (2019). The types of positive impoliteness in the *Escape Room* are ignoring nine times, excluding the other from activity six times, disassociating six times, being disinterested thirteen times, using inappropriate identity markers three times, obscure language three times, seeking disagreement five times, making uncomfortable eleven times, use taboo words sixty-two times, and call the other names fourteen times. The most frequent positive impoliteness used by the characters in *Escape Room* is taboo words. The total number of data types of positive impoliteness is one hundred and thirty-two utterances. While for the functions of positive impoliteness, all of the types are found in the characters of the *Escape Room* movie (2019), which are affective impoliteness one hundred one times, coercive impoliteness thirty-one times, and entertaining impoliteness one time.

The next finding in this current research is the types of negative impoliteness and its functions. Negative impoliteness refers to communication behaviors that often involve indirectness, rudeness, or disregard to attack the negative addressee's face. It involves behavior that causes emotional harm. Based on the finding, the researchers found all types of negative impoliteness and the functions used by characters in *Escape Room* (2019).

The types of negative impoliteness in the *Escape Room* are condescending, scorning or ridiculing eighteen times, associating the other with a negative aspect explicitly seven times, frightening twenty-five times, and invading

the other's space one time. The most frequent negative impoliteness used by the characters in *Escape Room* is frightening. The total number of data types of negative impoliteness is fifty-one utterances, and each of the utterances conveyed has the function of impoliteness that used by the characters in the *Escape Room* movie (2019), which are affective impoliteness thirty-one times, coercive impoliteness sixteen times, and entertain impoliteness four times.

Moreover, the story in the *Escape Room* movie contains tension where someone must survive not to die. In such an atmosphere, selfishness and impolite language arise in everyone. So, all the characters who use impoliteness in their conversations reveal aggression and frustration traits. It makes highlight the negative consequences of impolite language in high-pressure situations.

Since today, movies are a powerful medium for storytelling that reflects the norms and values in society. Moreover, movies are mass communication media that many people watch. Movies significantly influence viewers by shaping their perceptions, behaviors, and attitudes. Studying impoliteness in movies allows researchers to investigate how impolite behaviors and attitudes affect viewer perception. Sometimes some people imitate the character's conversation, whether good or bad. Then by knowing the impoliteness, it is hoped that they can use better words from the movie and apply them in real-life conversation.

5.2 Suggestion

This research uses the movie as the data to analyze positive and negative impoliteness and the functions used by characters in the *Escape Room* movie. The researcher hopes that further research can use other data subjects, for example,

vlogs on youtube or debate speech or English literature student interaction in speaking aggressive tone of voice to make a point in class. In addition, the researcher suggests that future researchers can combine theoretical impoliteness with a focus on other types of impoliteness strategies, such as bald on record, sarcasm, and withholding politeness. Additionally, future researchers can focus on positive and negative impoliteness, but for the functions, just focus on one of three types: affective, coercive, and entertaining. The researcher also hopes this research can make other researchers interested in positive and negative impoliteness and its functions as their previous research.

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