

CHAPTER I

INTRODUCTION

1.1. Background of the Study

Humans and language are so important that we cannot separate them. We, as humans, always convey our ideas, feelings, and messages with language. Language shapes the mind and emotions, desires, and deeds, a tool used to influence and be influenced by Syamsuddin A.R (1986) As we know, language plays a crucial role in the human development of a person's personality. On the other hand, the definition of conversation, based on Pridham (2013) is any interaction between two or more people. It may involve eye-to-eye contact, which also could lead to private conversations, for example, at home exchange conversations with families, or more formal, ritualized talks like those held during Question Time in the Houses of Parliament or classrooms; telephone calls; and broadcast media like a chat show on television or a live radio call-in. Using the dialogue will result in the beginning of communication.

To avoid misunderstandings, the hearer should understand the speaker's purpose; communication will run smoothly. On the other hand, if there is a misunderstanding, it will be difficult to fix the impression or image of the speaker. However, there are ways of avoiding misunderstandings. Pragmatics is the field of language study referred to as linguistics. Based on Yule (1996), pragmatism deals with "The examination of the connections between linguistic structures and the individuals who employ them." In Addition, Yule (1996) emphasizes that

pragmatics focuses on how individuals utilize language to accomplish particular communication objectives and how the meaning of language is influenced by the surrounding context, social elements, and shared understanding. According to the explanation above, pragmatics lead to the politeness concepts.

As Nugroho et al., (2021) mentioned, Politeness is an essential tool for humans to develop and maintain interpersonal connections. Additionally, people relate to Politeness in society because it allows them to arrange and maintain social behavior and manners based on Kristyaningsih & Arifin, (2022) Furthermore, Holmes & Wilson, (2017) mentioned that language is used to negotiate and sustain beneficial relationships with others and how politeness methods vary across different cultural and socioeconomic circumstances.

In Addition, we should avoid actions that could threaten other people's faces in everyday conversation. Throughout the daily discussion, individuals should avoid activities that endanger the faces of others. As stated by Brown & Levinson (1987), "Face-threatening behaviors or "FTAs" are acts that go against the listener's need for respect and self-worth. People are said to employ politeness strategies to save and maintain one's face. In Addition, there are 4 types of politeness strategies identified by Brown & Levinson (1987). Examples include Bald on Record, Positive Politeness, Negative Politeness, and Off the Record Strategy.

Examining the various functions and types of politeness strategies is ideal for films and television shows on their script. As a result, this study only focused on the first season of a TV series named "The Last of Us," which got a TV series adaptation with the same name this year. This TV series was categorized as action,

adventure, and drama, featuring “Bella Ramsey” as “Ellie Williams” and “Pedro Pascal” as “Joel Miller”. “Joel,” a grizzled survivor, and “Ellie,” a small child who might hold the secret to finding a cure for the illness, are the show's stars. They must navigate dangerous terrain, avoid hostile survivors, and fight off the infected as they journey across the United States.

This study chose the two main characters as data sources because of politeness strategies found in the utterances of the main characters while they interact with the other characters. Furthermore, based on the main character's interaction with the others offers to explore the tension and their inclination to Politeness. So, in the harsh and dark world, these two main characters balance the necessity of direct communication with maintaining Politeness. Also, on the other hand, from their communication interaction with other characters, we could see more details of personal human beings from their utterances.

1.2. Problems of the Study

This study focused on two issues arising from the phenomenon mentioned above. The study objectives were thus formulated as follows:

1. What types of politeness strategies are used in the utterances between two main characters in the TV series “The Last of Us.”?
2. What are social factors influenced the politeness strategies in the utterances between the characters in the TV series “The Last of Us.”?

1.3. Objectives of the Study

In conducting this study, the study aims to help achieve its objectives. The aims of this study are as follows:

1. To find out what types of politeness strategies are used in the utterances between the characters in the TV series “The Last of Us.”
2. To analyze social factors that influenced the politeness strategies in the utterances between the characters in the TV series “The Last of Us.”

1.4. Limitation of the Study

This study focuses solely on politeness strategies used in the utterances by the two main characters and how they interact with the other characters in the TV series entitled “The Last of Us.” It focused on the first season only. It also aims to explore the reasons behind using these politeness strategies in the series. The theory Brown & Levinson (1987) advanced is also used in this study about politeness strategies. Utilizing Holmes & Wilson's (2017) theory as a supporting framework, it assesses the possible influence on politeness strategies used by the main characters when interacting with other characters in the first season of “The Last of Us” television series.

1.5. Significance of the Study

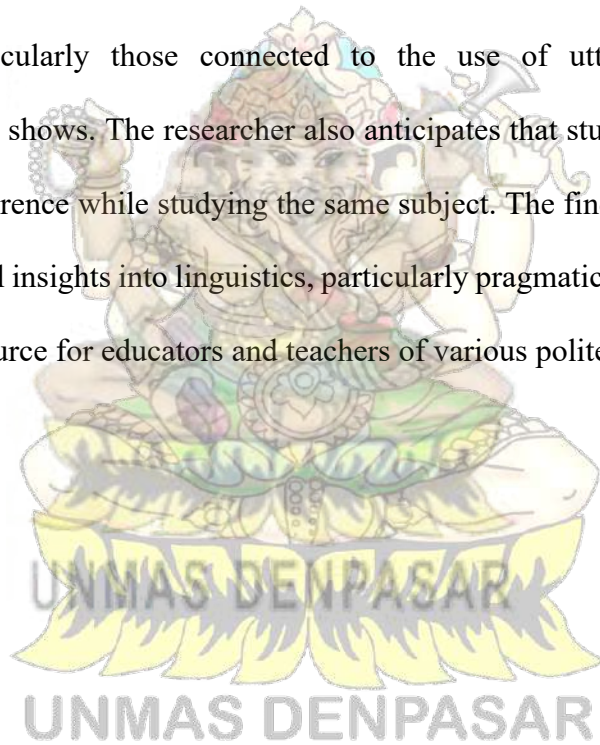
As a final project is expected to have some significance, this study should use the TV series as follows:

1.5.1 Theoretical Significance

The researcher hopes this study can help students or others with the same problem, especially pragmatics. The researcher wishes that readers will be able to understand the content and aims of this study so that those interested in knowing or learning more about politeness strategy can benefit from it.

1.5.2 Practical Significance

The study proposes to use the findings of this study to address relevant challenges, particularly those connected to the use of utterance politeness techniques in TV shows. The researcher also anticipates that students will use this research as a reference while studying the same subject. The findings of this study provide insightful insights into linguistics, particularly pragmatics, and can serve as an excellent resource for educators and teachers of various politeness strategies.



CHAPTER II

REVIEW OF RELATED LITERATURE, CONCEPTS, AND THEORIES

This chapter presents a review of related topics, which consists of three articles and two theses. The concepts of the study are Politeness strategies, Utterance, Main Character, the TV series “The Last of Us,” and Face Threatening Acts. This chapter also tells a theory that Brown & Levinson (1987) used in this study about Politeness strategies and a support theory by Holmes & Wilson (2017) regarding Social Factors.

2.1. Review of Related Literature

In this study, the writer found five related pieces of literature that might help examine the existing literature. It aims to identify key concepts, theories, and research findings relevant to the study and to identify any gaps or inconsistencies in the current understanding of the topic. Hence, three articles and two theses could help understand the study.

The first thesis, written by Sari (2023), entitled “The Use of Politeness Strategies in Enola Holmes Movie: A Pragmatic Analysis,” intends to investigate the use of politeness strategies and the sociological factors affecting the speaker’s decision to use them in the Enola Holmes film. The study uses a descriptive qualitative research methodology for data analysis based on the theory of Politeness developed by Brown & Levinson (1987) and sociological elements seen in the Enola Holmes film. The results reveal a total of 82 instances of politeness strategies

in the Enola Holmes movie, including 32 instances of bald-on-record, 25 instances of positive Politeness, 10 instances of negative Politeness, 14 instances of off-record, and 1 instance of the say nothing/no FTA strategy. Additionally, three sociological factors, namely social distance (D), relative power (P), and the absolute ranking of imposition (R), are identified as influencing the characters' selection of politeness strategies in the Enola Holmes movie. There are some similarities and differences found between her study and this study. These studies used the same theory, Brown & Levinson (1987). Meanwhile, Sari's study focused on sociological factors, whereas this study focused on analyzing the reasons for applying politeness strategies. The other difference is that the data source used in Suci's study was a movie entitled "Enola Holmes" as the data source; meanwhile, this study used the utterances by the main characters in the TV series titled "The Last of Us."

The second thesis was written by Laksmiati (2020), entitled "Analysis of Politeness Used in TripAdvisor Review of Prime Plaza Suite Sanur Bali." The study aims to identify the type of politeness strategies used in the TripAdvisor review of Prime Plaza Suite Sanur Bali and to analyze the influencing factors. The study proposed the theory of Brown & Levinson (1987) about politeness strategies and a support theory used by Holmes & Wilson (2017) about influencing social factors. The result of this study reveals that all the reviews analyzed showcased the utilization of four main politeness strategies. These strategies, as reflected in the reviews, include the Bald On record strategy (15%), Positive Politeness Strategy (75%), Negative Politeness Strategy (5%), and Off-record Strategy (5%). Among these strategies, the Positive Politeness Strategy emerged as the dominant approach,

the most frequently employed strategy by guests when providing feedback in their reviews. In each review, all the components that influence politeness strategies were considered. These components include the participant in the interaction, the setting or context of the interaction, the social factors involved in the interaction, the topic being discussed, and the function or purpose of the interaction. The reviews examined how these factors influenced the choice and application of politeness strategies in the analyzed interactions. There are similarities and difference between these two studies. Both studies utilize the same theories Brown & Levinson (1987) proposed regarding politeness strategies and Holmes & Wilson (2017) regarding social factors. However, Laksmiati's study employs TripAdvisor reviews as the primary data source. In contrast, this study focuses on the utterances of the main character in the TV series "The Last of Us."

The third study is an article entitled "Politeness Strategy Analysis Expressive Utterances Found in "Land before Time XIV" Movie." by Pebriyani et al., (2022). It is intended to determine the strategy of Politeness used in the characters' expressions in the movie "The Land Before Time XIV." It is intended to determine the strategy of Politeness used in the characters' expressions in the movie "The Land Before Time XIV." Two theories were used for this study: Brown & Levinson's (1987) on politeness strategy and Searle's (1969) on expression function. In this study, all types of politeness strategies are used in the words spoken by the characters. Moreover, all characters express some function in their speech that shows regret, gratitude, appreciation, commendation, praise, complaint and criticism. Compared to this study, there are similarities and difference. These two

studies applied the same theory of politeness strategy that Brown & Levinson (1987) had previously put forward. Meanwhile, Perbriyani used Searle (1969) to talk about expressive functions for the difference in the second theory. In contrast, this study used Holmes & Wilson (2017) as a support theory to find the social factors for analyzing the reasons why the main characters in the utterances. The other difference is that Perbriyani et al.'s study used a movie as a data source; meanwhile, this study used a TV series entitled "The Last of Us."

The fourth is an article entitled "An Analysis of Politeness Strategies Used by Kit Connor in the Heart Stopper Series" by Puspitorini & Hamdani, (2023) This study aims to explain the different functions and types of politeness strategies used by Kit Connor. Discourse analysis was used in this study along with Brown & Levinson's idea of politeness techniques. 37 statements make use of Kit Connor's politeness strategy's outcome. She employed the baldness strategy 18.9% or 7 times, positive Politeness 54% or 20 times, negative politeness 24.4% or 9 times, and informal usage 24.4% or 1 time. 2.7% used. The "offer and promise" component of the positive politeness strategy is Kit Connor's preferred politeness strategy. The strategy is used 18.9%, or 7 times out of 100. He regularly uses diplomatic strategies to sustain and develop wholesome relationships with others. There are some similarities and difference found between these studies. Both of these studies focused on character's utterances and used a theory proposed by Brown & Levinson (1987) about politeness strategies. Meanwhile, the difference between Puspitorini and Hamdani (2023) only used one theory. In contrast, this study used Holmes &

Wilson (2017) about social factors as a support theory for finding and analyzing why the main characters are in the utterances.

The fifth is an article entitled “Negative Politeness Strategies in “Big Hero 6” Movie by Makasiahe & Suryani (2020). This article describes the study of negative politeness strategies found in movies. Moreover, this study aims to determine the types of negative politeness strategies. The researcher discovered 20 instances of negative politeness strategies in the data. These strategies were categorized as follows: the use of indirect language occurred once, the use of questions or hedging was observed in 7 instances, the utilization of minimizing imposition was found in 4 cases, apologizing was noted in 3 instances, showing deference was seen in 1 case, and the use of plural pronouns was identified in 4 instances. There are similarity and differences found in this study. Both studies proposed the same theory by Brown & Levinson (1987) to find the types of negative Politeness in the movie “Big Hero 6”. Furthermore, the difference between the two studies is that Makasiahe & Suryani only focused on negative Politeness; meanwhile, this study focused on politeness strategies and also focused on the utterances of the main character on the TV series The Last of Us”.

2.2. Concepts

Based on the explanations given in this topic, which is about the analysis of politeness strategies used by the main character in the television series season one of “The Last of Us.” These are politeness strategies, the main character, “The Last of Us” television series, and Craig Main. The main idea of the concepts assists in

describing the study's limitations to provide understandable information on some ideas related to this topic.

2.2.1. Politeness Strategies

Based on an explanation by Nordquist (2020) In specific social circumstances, politeness strategies are speaking behaviors that convey concern for others while minimizing damage to self-esteem ("face"). Face interpretation means that sometimes people try to show themselves in a way that society considers reasonable. They want to look good in their profession or religion and might even want others to see them, similarly, based on Goffman (2017)

2.2.2. Utterance

According to the Merriam-Webster dictionary, "utterance is an oral or written statement: a stated or published expression." Additionally, the meaning of utterances based on Bakhtin (1986) elucidates that an utterance represents the fundamental unit of speech and communication. Each utterance inherently conforms to a recognizable structure of a speech genre and is intended for a particular audience.

2.2.3. Main Character

Based on Nurgiyantoro (2018), "The main character is the one whose story is prioritized in the story." Meanwhile, according to Wahyuningtyas et al., (2011), "The main character is the central figure whose storytelling takes precedence in the

given prose. They are the most frequently and comprehensively portrayed, encompassing their actions and event involvement.”

2.2.4. TV show series “The Last of Us.”

A TV show or simply a TV series is a group of media works produced especially for watching on television. It is aired through various channels, including cable networks, satellite broadcasts, and over-the-air broadcasts. TV shows include both content made by motion picture studios for broadcasting as well as content created by television broadcasters. TV programs are now frequently referred to as such and are frequently accessible on well-known streaming services that have gained much popularity. In Addition, according to TV Tropes, a popular online database of storytelling devices, “A TV series is a scene of weekly programs, each typically with its own plot and character arcs, but frequently containing some commonality, usually in terms of the main characters. The program usually runs for a set period (e.g., a few months to many years). It consists of many episodes.” in this study, the data source used the first season of a TV series named “The Last of Us,” a television adaptation of the same title, an acclaimed video game franchise, and was developed by the HBO streaming service. The television series revolves around a narrative set in a post-apocalyptic world, where survivors navigate perilous landscapes and confront many challenges. It aims to explore themes of survival, morality, and the bonds formed between the characters.

2.2.5. Face Threatening Act (FTA's)

Face-threatening conduct is any act that threatens another person's reputation or self-esteem. According to the explanation provided by Brown & Levinson (1987:65), these actions or behaviors may be inconsistent with a person's need for both positive and negative faces. In Addition, Brown & Levinson (1987) introduced the concept of positive faces to represent an interest in approval, societal inclusion and a positive self-image that includes a desire to be liked and appreciated by others. On the contrary, this negative face reflects a desire for personal autonomy and freedom from imposition, emphasizing the need to be in a private space to not interfere with one another's activities without being influenced by external pressures.

2.3. Theories

Several theories was used in this study. Most of these theories would have been derived from Brown & Levinson (1987) work on Politeness strategies, which aimed to identify various politeness strategies in the first season of "The Last of Us" TV series, while the second problem also used the same theory proposed by Brown & Levinson (1987), and supporting the theory by Holmes & Wilson (2017) on utilizing politeness strategies in the character's utterances could have been attributed to the need to analyze the underlying reasons.

2.3.1 Politeness Strategies

Based on Brown & Levinson's (1987) theory, Politeness strategies is a set of communicative techniques and behaviors used by individuals to interact with

others to maintain harmony between them. These strategies help individuals cope with potential threats to their identity and other people's "face," which is the concept of Self-esteem and Social Identity. Because of that, Brown & Levinson's (1987) Politeness theory has two types: Negative face and Positive face. Following Brown & Levinson's (1987) theory of positive face, the desire for oneself to be thought of favorably by others and treated with respect if one wishes to be liked and appreciated by them is indicated. It is comparable to being considered impressive and experiencing a sense of self-satisfaction. Conversely, Negative face means the desire of a person to uphold their rights, including their freedom of speech and expression, based on an explanation by Brown & Levinson (1987). Furthermore, when face-threatening cannot be avoidable, Brown & Levinson (1987) suggest using four primary tactics to reduce the threat to the listener's face: Bald On-record, Negative Politeness, Positive Politeness and Off-record (indirect).

2.3.1.1 Bald On-record strategies

Bald On-record refers to open communication without trying to allay fears or spare the recipient's face, according to Brown & Levinson (1987). It prioritizes efficiency and clarity over manners.

1. Maximum Efficiency

This procedure, sometimes referred to as speakers and hearers face to redress, is not unnecessary. If there were a problem, the urgency would be lessened if a solution were found.

Example: "*Your pants are on fire!*" (Brown & Levinson, 1987:96)

2. Sympathetic Advice or Give a Warning

By using straightforward commands to the hearer without focusing on the threat, S communicates in FTA that he or she does care about H.

Example: *“Your headlights are on!”* (Brown & Levinson, 1987:98)

3. Task-Oriented

This tactic typically occurs when speakers give direct instructions to the listeners to accomplish what they want.

Example: *“That’s wrong; the gap should be bigger.”* (Brown & Levinson, 1987:97)

4. S and H’s power differences (S is higher)

This strategy is employed when S and H have levels of strength, but S is more vital than H and need not change their expression to appease H’s face.

Example: *“Bring me the wine, Jeeves.”* (Brown & Levinson, 1987:97)

5. Granting Permission that H has Requested

Granting the speaker H’s request for permission to do something.

Example: *“Yes, you may go.”* (Brown & Levinson, 1987:98)

2.3.1.2. Negative Politeness

Negative Politeness, or Negative face, is a polite way of talking to people who try not to bother or inconvenience them by using gentle words, being indirect, or saying sorry before making requests to show respect and avoid making them uncomfortable. The general meaning of “Negative Politeness” is based on Brown & Levinson (1987). The negative politeness strategies aim at

the negative face of the listener and are designed to avoid any imposition on the listener. We use a negative politeness strategy to avoid feeling awkward or embarrassed when we think our speech will affect the listener somehow. To conclude, Negative Politeness means a polite way of talking to people who try not to bother or inconvenience them. In order to be respectful and keep them from getting irritated, they must use soft words, indirect or apologizing, before making a request.

1. Indirect request

This strategy encompasses indirect speech acts, where the speaker aims to accomplish their goals through subtle requests without imposing on the listener.

Example: *"Can you please pass the salt?"* (Brown & Levinson 1987:133)

2. Hedges or Question

It maintains the way to make limited presumptions about the H by not receiving a straightforward response from the hearer

Example: *"I'm pretty sure I've read that book before."* (Brown & Levinson 1987:145)

3. Be Pessimistic

This approach provides a remedy for H's negative face by subtly casting doubt on whether the conditions for the appropriateness of S's utterances can be met.

Example: *"Could you jump over that five-foot fence?"* (Brown & Levinson, 1987:173)

4. Minimize the imposition

This strategy for defusing Face-Threatening Acts (FTA) involves minimizing the impositions.

Example: *"I just dropped by for a minute to as if you..."* (Brown & Levinson, 1987:177)

5. Give Deference

This strategy caters to H's desire to be treated as a supervisor by demonstrating deference.

Example: *"We look forward very much to eating with you."* (Brown & Levinson, 1987:181)

6. Apologize

This strategy is utilized when the speaker acknowledges the intrusion upon the hearer's negative face and redresses the impingement by making amends.

Example: *"I'm sure you must be very busy, but..."* (Brown & Levinson, 1987:188)

7. Impersonate S and H

To indicate S's desire to refrain from imposing on H, it is possible to express the Face-Threatening Act (FTA) as though it originates from someone other than S. This method involves abstaining from using pronouns such as 'I' and 'you.'

Example: *"I ask you to do this for me."* (Brown & Levinson, 1987:190)

8. State the FTA as a General Rule

One way to show that S does not want to burden H but is acting due to external factors is to frame the situation as an example of a general social rule or obligation.

Example: *"You will please refrain from flushing toilets on the train."*

(Brown & Levinson, 1987:206)

9. Nominalize

This approach of nominalize deals with the degree of formality. This strategy of nominalize deals with nominalize deals with the degree of formality. To make this strategy work, a speaker can replace or consolidate the subject, preamble, object and even complement to provide more formal wording.

Example: *"I am pleased to be able to inform you..."* (Brown & Levinson, 1987:208)

2.3.1.3. Positive Politeness

According to Brown & Levinson (1987), Positive Politeness, or Positive face, is an individual's need to be liked, respected, and valued by others. It involves maintaining a positive self-image and presenting oneself positively to society. Positive Politeness is used when the audience is familiar with one another and is usually used to make an addressee happy about his interests or possessions. In short, Positive Politeness is a strategy to make others feel valued, respected, and included in the conversation or interaction. Furthermore,

emphasizing friendliness and Politeness, these strategies make the listener feel good about themselves and avoid conflict or insult.

1. Notices, attend to H (his interest, wants, needs, goods)

This strategy appeals to the speaker to pay attention to the situations of the listener.

Example: *“You must be hungry, it’s a long time since breakfast. How about some lunch?”* (Brown & Levinson, 1987:103)

2. Exaggerate (interest, approval, sympathy with H)

This strategy is usually used when exaggerating intonation, stress, and other prosody prospect.

Example: *“What a fantastic garden you have!”* (Brown & Levinson, 1987:104)

3. Intensify interest to H

In this strategy, the speaker communicates with the listener to share his or her desire to enhance the speaker’s contribution and interest in the conversation.

Example: *“You always do the dishes! I’ll do them time.”* (Brown & Levinson, 1897:107)

4. Use in-group identity markers

This strategy includes addressing groups, such as jargon or slang, and language in a group dialect.

Example: *“Help me with this bag here, will you pal?”* (Brown & Levinson, 1987:108)

5. Seek agreement

According to Brown & Levinson (1987:112), the effort to find areas of agreement with the listener is another trait of claiming common ground with them.

Example: *"I had a flat tyre on the way home."* (Brown & Levinson, 1987:113)

6. Avoid disagreement

By avoiding conflict, the speaker can maintain a positive relationship with the listener using this strategy.

Example: A: *"You hate your Mom and Dad."*
B: *"Oh, sometimes"* (Brown & Levinson, 1987:114)

7. Presuppose/raise/assert common ground

This strategy is used when the speaker softens demands, such as small talk and gossip, fits into this strategy. Brown & Levinson (1987:117) state that a speaker can thus emphasize their overall interest in the listener and signal that their presence is not solely to address face-threatening acts (FTA).

Example: *"I had a really hard time learning to drive, didn't I."* (Brown & Levinson, 1987:119)

8. Joke

In this strategy, a joke is often employed as an exploitation strategy of Politeness. The speaker uses this technique to put the listener at ease.

Example: *"Ok, if I tackle those cookies now?"* (Brown & Levinson, 1987:124)

9. Assert or presuppose S's of and concern for H's wants

This strategy involves asserting or implying knowledge of the listener's wishes and concerns to align one's desires with theirs.

Example: *"I know you can't bear parties, but this one will really be good – do come!"* (Brown & Levinson, 1987:125)

10. Offer, promise

Based on Brown & Levinson (1987:125), speakers may extend cooperation to listeners through alternative means to reduce the threat of certain face-threatening acts (FTAs).

Example: *"I'll drop by sometime next week."* (Brown & Levinson, 1987:125)

11. Be optimistic

In this strategy, the speaker assumes that the listeners are willing to help them (or both parties) and will assist in achieving their objectives because collaborating is mutually beneficial.

Example: *"I'll just help myself to make cookie then – thanks."* (Brown & Levinson, 1987:126)

12. Include both S and H in the activity

The term "let's," which is frequently used to represent "we," is used in this strategy. As a result, the speaker may suggest "you" or "me" in these situations, encouraging an assumption of cooperation with the listener and ultimately improving the management of face-threatening acts (FTAs).

Example: *"Let's get on with dinner, eh?"* (Brown & Levinson, 1987:127)

13. Give (or ask for) reasons

This strategy involves speakers providing a rationale for their actions and explaining both what they want to do and why they want to do it.

Example: *“Why don’t we go to the seashore!”* (Brown & Levinson, 1987:128)

14. Assume or assert reciprocity

In this strategy, the speaker adopts a particular approach to prevent the listener from feeling offended or uncomfortable, mainly when it involves the possibility of the listener feeling obligated to the speaker. This tactic is commonly used during discussions or negotiations with the listener.

Example: *“I did X for you last week, so you do Y for me this weekend.”* (Brown & Levinson, 1987:129)

15. Present H with gifts (goods, empathy, compassion, and collaboration)

In the final strategy, the speaker can satisfy the listener’s positive face by giving them attention and making them feel appreciated and admired.

Example: *“I want you to come run ad sales at Sports America.”* (Servitia, 2019)

2.3.1.4. Off-record strategies

Off-record Politeness or indirect politeness tactics, according to Brown & Levinson (1987), enable the hearer to maintain face and avoid infringing on their demands for a negative face while communicating the speaker’s intents or desires. By utilizing ambiguous language, the speaker relies on the listener’s

ability to understand and respond appropriately while allowing them to refuse or decline the request without being confronted.

1. Give Hints

This strategy is a subtle suggestion that implies what the speaker wants without directly stating it.

Example: *"It's cold in here."* (Brown & Levinson, 1987:215)

2. Using Metaphor

This strategy is a language that can convey a message indirectly.

Example: *"Harry's a real fish."* (Brown & Levinson, 1987:222)

3. Be Incomplete, Use Ellipsis

Elliptical statements are made acceptable in different conversational contexts when responding to inquiries.

Example: *"Well, I didn't see you..."* (Brown & Levinson, 1987:226)

4. Implication

Implication involves implying a request or message indirectly without explicitly stating it.

Example: *"Are you going to market tomorrow?... There's a market tomorrow, I suppose."* (Brown & Levinson, 1987:216)

5. Presuppositions

Presupposition involves making a statement that assumes something, and the listener is expected to respond based on that assumption.

Example: *"I washed the car again today."* (Brown & Levinson, 1987:217)

6. Use rhetorical questions.

Asking a question when making a statement or request is mean.

Example: “*How many times do I have to tell you...*” (Brown & Levinson, 1987:223)

2.3.2 The elements that impact the utilization of Politeness Strategies

Politeness strategies affect several factors. In conclusion with Brown & Levinson (1987:71), there are two factors leading to politeness strategies: payoffs and sociological factors. Additionally, Brown & Levinson (1987:71) stated that selecting strategies provides certain payoffs or advantages.

2.3.2.1 Payoffs

By choosing the politeness strategies, the speaker would think about payoffs or the advantages when employing politeness strategies. Based on Brown & Levinson (1987) mention the list of payoffs when individuals try to apply politeness strategies.

1. Payoffs by doing bald-on record

In this approach, both the speaker and the listener collaborate to clarify the speaker's valid intended message. Ultimately, this mutual effort helps eliminate the ambiguity or risk of misinterpretation. Furthermore, it allows the speaker to avoid the potential negative perception of manipulation, thus minimizing any perceived threat in their statements, as suggested by Brown & Levinson (1987:71).

2. Payoffs by doing a negative politeness strategy

The speaker can direct attention and show deference to the addressee as a way to offset the potential impact of a face-threatening act (FTA). This approach helps reduce the specific burden placed on the listener, allowing them to interpret the speaker's statement in their own way. This way, the speaker can accommodate the listener's desire for autonomy in understanding the speaker's utterance. Consequently, this approach helps the speaker avoid creating an obligation for future reciprocation, maintain a certain level of social distance, and avoid becoming overly familiar with the addressee, as explained by Brown & Levinson (1987:72).

3. Payoffs by doing a positive politeness strategy

The speaker can reduce the potential threat to another person's self-esteem by emphasizing their commonalities with the addressee. Positive Politeness enables the speaker to cater to the addressee's desire for recognition and achievement of their goals while satisfying the speaker's need for positive regard and understanding, as stated by Brown & Levinson (1987:72).

4. Payoffs by doing off-record strategy

The speaker grants to avert the responsibility for the potentially damaging interpretation. The speaker, correctly, can avert the potential FTAs by forgiving hearers to interpret the intended meaning of the utterance. As per Brown & Levinson (1987:71), consider the following example of employing a statement as an indirect strategy to prevent the potential risks of giving a direct order.

2.3.2.2 Social Factors

Several factors, including the social context and level of formality, would influence the range of one's utterances. It is because how one speaks is categorized as language variation, which is influenced by various social factors. Holmes & Wilson (2017) stated that social factors that express Politeness are based on age, gender, kinship, and social status.

1. Age

Age strongly influences Politeness since younger people must use respectful language when talking to older individuals. It significantly affects word choice and linguistic expression Holmes & Wilson (2017:184)

2. Gender

It plays a critical role in Politeness, leading to distinct communication styles between women, between men, and between women and men. This is evident in their word choices and conversational topics Holmes & Wilson (2017:170)

3. Kinship

“Kinship” refers to a familial bond based on blood relations or the relationship between the speaker and the listener, which entails mutual respect and obligation. Holmes & Wilson (2017:235)

4. Social Status

Social status is influenced by variables such as one's occupation, such as with individuals who have varying levels of social status, income, and education Holmes & Wilson (2017:151).