

## Conversational Implicature on Voice Character Dialogue in Genshin Impact

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### Abstract

*This study aims to determine the functions of the conversational implicature which is the area of pragmatics; the function of the conversational implicature itself in the dialogue in Genshin Impact. Implicature is not only found in movies or fictional novels, yet it exists in several artworks including games. This study uses qualitative descriptive methods to analyse the types of meaning of implicature in pragmatics in the dialogue written in Genshin Impact. The data is taken from the Genshin Impact which is an action role-playing game by mining the conversations using manual data mining. The writer used Grice's theory of conversational implicature, which identifies the issue of utterance interpretation to which Paul Grice sought a solution and works through his ideas on the 'logic' of conversation. The data was collected after observation and analysis while playing the game Genshin Impact. The result shows that there are 5 data that has its own function in the sentence, the function is explained through 2 meanings, there are 11 utterances which is included 3 data in the particularized conversational implicature function, and 6 utterances include in 2 data of generalized conversational implicature. It could be concluded that the game has commonly particular conversational implicature function.*

### Keywords

Pragmatics; conversational implicature; voice character dialogue



## I. Introduction

Any language can be encoded into a second medium using audio, visual, or tactile stimuli, for example, graphic writing, braille, or whistling. The meaning of language is also can be found in some games as well, such as the story adventure game used in this study Genshin Impact. It uses a lot of language studies and has its own meaning; starts from the storyline, missions, and characters that are played. Of each character that is played has a different background, we can find out and learn their plot while we have the character that can be played. As players in Genshin Impact we can interact with several playable characters (Characters that we can play in the future). Talk, accompany, and assist those complete special missions and much more. When we talk to them, a dialogue conversation will appear, and from there the analysis of this study begins. We are going to have a fairly complex conversation with them, and our task here is to examine the meaning of their language using a pragmatic study, that is conversational implicature. The behaviourism approach pays more attention to observable response tendencies. Behavioural approach views an individual's personality as a collection of response tendencies related to various situations various stimuli. The behavioural approach does pay attention to personality strictures, but it has attention significant impact on personality development. The

development that occurs is through learning. This learning concept used in terms of a long-lasting change in behaviour as a final result (Nazwa, et al., 2022).

This study examines the types along with the function of Conversational Implicature itself in the game "Genshin Impact". The following questions will answer the objectives of this research; on what type of implicature used in voice character dialogue in Genshin Impact and what are the function of Conversational Implicature type found in voice character dialogue in Genshin Impact. Language politeness is influenced by internal and external factors. Internal factors include the language itself which can simply identify from the choice of words by the speaker. This factor refers to language itself; meanwhile, external factors are those that involve external factors such as the speaker's social situation. Speakers tend to consider the status of their interlocutor. Such status may include position or rank, gender, and the most common is age. Close relationships also give implications in conversation, such as family relationships and closeness (Nurjamily, 2015:2). Games are very influential in recent lives. Game users are not limited by age and not only adults can play it, teenagers and even children can become important part of the game. Game players don't only involve adults, then it can be concluded that video viewers about games too involve children. This is in accordance with the author's observations when observing the environment.

## II. Review of Literature

In Pragmatic, conversational implicature refers to an indirect or implicit speech act: what is meant by a speaker's utterance that is not part of what is explicitly said. The term is also known simply as Implicature, it is the antonym (opposite) of explicature, which is an explicitly communicated assumption. In this study, conversational implicature analysis is used in conversations that occur in a game called "Genshin Impact". When someone purposes to strengthen social relations with the interlocutor, it must be comprehended and showed awareness of the face in general; appreciate each other in communicating, taking into account the feelings of the interlocutor and avoiding face threatening action (Hendar, 2019). Most of the theory consists in an attempt to clarify the intuitive difference between what is expressed literally in a sentence and what is merely suggested or hinted at by an utterance of the same string of words. To distinguish the later from the former, linguists used the neologism implicate and implicature. The use of implicatures in communication events is driven by the fact that there are two communication goals that speakers want to achieve at the same time, specifically personal goals, that is obtaining something from the speech partner through the speech he conveys and social goals, that is trying to maintain good relations between the speaker and his speech partner so that communication continues smoothly good (Rusminto, 2009). Types of implicature are divided into two, Conversational Implicature which can only be understood if it is in the conversation zone and Conventional Implicature which does not have to be in a conversation. The function of each type of conversational implicature is different according to the analysis. General conversational implicatures do not have special background knowledge and speech contexts are required to make the necessary conclusions, whereas Particularized conversational implicatures often occur in very special contexts where we assume information that we know locally. What the speaker says can be understood use semantic knowledge in the form of the meaning of the words that spoken. Meanwhile, what meant that the speaker must use pragmatic skills (Saifudin, 2020). Conversational implicature is divided in two types:

1. Special conversational implicatures
2. General conversational implicatures.

The first implicature is implicature in its meaning highly dependent on certain features from context. While the second implicature or conversational implicatures isn't it depending on the context but rather on spoken proposition (Levinson, 1991).

Pragmatics is a branch of linguistics that studies the relationship between the context outside the language and the meaning of speech through interpretation of the situation of the speaker. Pragmatics is the study of how language is used in context and the assumptions we make to understand each other (Papafragou, A. & J. Musolino, 2003). In the area of linguistics, pragmatics leads to the one part of the study of the meaning of decisions. The principle of pragmatics includes the synthesis between study, intent and speech. While the aspects involved in pragmatics are elements of language, language speakers and language estimators. Pragmatics examines contextual meaning or situational meaning based on the setting of the place, the time setting of the participants, the purpose of the topic and the communication media. There are also many pragmatic studies, one of which this article will use a pragmatic study that is conversational implicature. Uniting games with implicature studies is a fairly critical and complicated follow-up study. Therefore, this study will conclude as briefly as possible, selected from several results that have been obtained and obtain 2 suitable data to be studied. This is because language is independent of modalities. As a general concept, "language" can refer to the cognitive ability to be able to learn and use complex communication systems, or to describe the set of rules that make up that system or the set of utterances that can result from those rules. All languages rely on the process of semiosis to associate signs with certain meanings. To get the incoming language, there must also be an appropriate sentence. "Sentences are like a crime scene without witnesses: nobody saw what happened, but the words that were left behind give you everything that you need to solve the mystery of meaning" (Lieberman, 2016).

There are two types of implicatures used in this study: Implicature Conversational and Implicature Conventional. What separates the two is the way they are understood. Conversational implicature can only be understood if it is in the conversation zone. Meanwhile, Conventional Implicature does not have to be in conversation. Implicature itself, account for what a speaker can imply, suggest or mean as distinct for what the speaker literally say (Grice, 2004). Implicature is something the speaker suggest or implies with an utterance, even though it is not literally expressed. Implicature also, is inferred assumption which cannot be directly derived from overt linguistic form by completion or enrichment. The existence of various types of implicatures shows how complicated and complex an utterance is. To understand conversational implicatures, experience and knowledge of speech act situations are needed. In other words, implicatures can be easily understood if the speakers have shared experiences and knowledge in the conversations they do. Conversational implicature is the intention contained in an utterance or utterance, but it is less or not stated directly. This term was suggested to four maxims or the cooperative principle that must be obeyed by the participants of the speech in an effort to expedite the communication process. Those maxims are: Quality, Quantity, Manner and Relevance. Conversational implicatures appear in an act of conversation. Therefore, it is temporary (occurs during an act of conversation), and non-conventional (something that is implied does not have a direct relationship with the spoken speech) (Levinson, 1991).

Grice distinguishes again dichotomously conversational implicatures, (1) Particularized Conversational Implicatures (PCI), and (2) General Conversational Implicatures (GCI). Particularized Conversational Implicatures are implicatures whose occurrence requires a special context.

The General Conversational Implicatures are implicatures whose presence in the game play refers to the notion of intellectual agility (intellectual playability). The word game can be interpreted as an arena decisions and actions of the game. There are targets to be achieved the player. Intellectual agility is, to a certain extent, a measure the extent to which the game is interesting to play to the fullest. An online game is an interesting game and makes people addicted where many people like people smoke. Everything can be bad for children, schools, families and the environment conversation does not require a special context (Mutia, 2010).

Factors that drive students become addicted to playing online games, namely peer factors, the types of online games played, the factor of the amount of free time they have, the factor of the lack of supervision from parents, the factor of the gamers' economic condition own policy and game centre manager.

### III. Research Method

This study uses qualitative descriptive methods to analyze the types of meaning of implicature in pragmatics in the dialogue written in Genshin Impact. Descriptive research is a research method that shows the characteristics of the population or phenomenon being studied. Until finally this research method mainly focused on explaining the object of research and answering what events or phenomena occurred. This method is different from other methods which tend to focus more on the discussion (Simatupang, 2019).

The data was collected after observation and analysis while playing the game Genshin Impact. According to Sugiyono, qualitative research methods are research used to investigate, describe, explain, find the quality or privilege of social influences that cannot be explained, measured or described through a quantitative approach. This study collects a lot of data from: (1) Research proposals, theses and journals, (2) Dialogue in Genshin Impact, (3) Reading guidelines for qualitative and quantitative types of research, (4) Studying the types of linguistics in language through the internet, (5) Identifying the meaning and examples of pragmatics in the book "Introduction to Pragmatic", (6) Analyzing Implicature in pragmatics and its types, (7) Analyzing several journal results from "Main English Journal Literacy", (8) Reading, collect and study data from the book "An Introduction to English Semantics and Pragmatic" by Patrick Griffiths.

### IV. Result and Discussion

From 5 data found, the researcher found 17 utterances that are included in the Conversational Implicature, namely the Generalized Conversational Implicature and Particularized Conversational Implicature. In this research, there are 11 Utterances which is included 3 Data in the Particularized Conversational Implicature function, and 6 utterances include in 2 Data of Generalized Conversational Implicature.

#### 4.1 Particularized Conversational Impliaiture

##### Data 1

Xiao	: “Did something happen?”
Lumine	: “ <u>Do you like it here?</u> ”
Xiao	: “... <u>There are no ominous things here.</u> It’s a quiet place. But.”
Lumine	: “But?”
Xiao	: “ <u>It’s to comfortable.</u> ”

(Context)

*Lumine took Xiao to her house and asked about the comfort he felt in that place, Xiao replied that the place was too comfortable and it is a quiet place.*

The conversation between Lumine and Xiao is a Particularized Conversational Implicature because Xiao's utterance cannot answer the question that Lumine gives. There is a background that influences Xiao's utterance. Lumine didn't even know if Xiao felt comfortable or not, because Xiao only replied locally that he was comfortable. Xiao's utterance above cannot be understood by both the speaker and the listener. This is implied by what is conveyed in the message. Xiao's words here violate Maxim Quantity because Xiao adds to his statement that the place is a quiet place and there is no danger there *"There are no ominous things here. It's a quiet place."* which he should only answer "Yes, I like it here, it's comfortable." Or "No, I don't like in here. It's too comfortable".

## Data 2

Su Er'niang is singing at a Chinese-themed restaurant. Seen a lot of visitors there who eat and listen to her singing. Suddenly someone shouted while eating Zhongyun Chop Suey's dish.

LinLing : "Why is it so salty?"

Su Er'niang : "Don't eat if you don't like it!"

(Context)

*Su Er'niang is the owner of a restaurant which she named Restaurant Zhongyun. Apart from being an owner, she also likes to sing in her restaurant. But suddenly, someone shouted that the food she was eating was so salty. Startled, Su Er'niang automatically stopped her singing and replied in an angry tone to the screaming customer. If you don't like it, don't eat it. Apart from the food, Su Er'niang didn't really know that the customer who was screaming just wanted to stop Su Er'niang's singing.*

The words from LinLing above are Generalized Conversational Implicature. LinLing provided background knowledge of the speech containing the question. Su Er'niang replied to her question in an annoyed tone, without her knowing the knowledge of Lin Ling's questioning. LinLing's words above violate the principle of cooperation, namely Maxim of Relevance. Which should have been that if Lin Ling wanted to stop Su Er'niang's singing she would just have to ask, but she cut that sentence down to a sarcastic question. Which was where Su Er'niang thought that the food was really salty, whereas in the background of Lin Ling's questioning she just wanted to stop Su Er'niang's singing.

## Data 3

Anastasia : "If you are unable to promptly deal with the Stormterror threat, then leave the defense of Mondstadt to the Fatui. We can put an end to Mondstadt's dragon issues. All we need to do is bring that monster to the—"

Jean : "Monster?"

Anastasia : "Yes, what's your point?"

Jean : "Ah... I'd expect a more professional attitude from your diplomats."

(Context)

*Anastasia is a member of the Fatui clan who offers to help defeat the threat to society in Mondstadt, the threat is Stormterror caused by a raging Dragon. But*

*Jean didn't like it when he heard the word "Monster" from the Fatui Clan. So she hoped that Anastasia had a good attitude, by not calling the dragon that made the riot a "monster". Because for the residents of Mondstadt the dragon was a protector for them before, before the people knew that he was on a rampage for whatever reason.*

From Jean's statement above, it is a Particularized Conversational Implicature. Because Jean's words have their own background, where Anastasia does not know what background knowledge is from Jean's words. "I'd expect a more professional attitude from your diplomats." The words above are difficult for Anastasia to know whether the point of the statement she gave was good or not at all.

#### 4.2 Particularized Conversational Implicature

##### Data 4

The Great Serpent never forgot his past as one of the defeated, or his oath to never again allow his people to be forsaken. So he asked the shrine maiden:

"Blessed daughter of mine, why do the people of the deep sea weep? Have I not defeated the Dragonheirs of the Depths and given you the light of day?"

The wise shrine maiden replied:

"Famine"

(Context)

*The Great Serpent is a patriot figure who has saved many people in the region. But not the happiness that is implied on the faces of the people there. But sadness in a row. Seeing the faces of the people, The Great Serpent asked one of the shrine maidens, why her sacrifice did not lead to sunny days. Then the shrine maiden answered "Famine" which means hunger for all the people there.*

The Shrine Maiden's words above are Generalized Conversational Implicature, because without knowing the background of the words of "Famine" The Great Serpent can mean that the chaos he caused due to war and resistance caused the people there to starve. The words spoken from The Great Serpent had no background knowledge of the Shrine Maiden's statement. A statement that explains that in fact they, the people, there are starving.

##### Data 5

Paimon : "Well, now that we've won. Let's go and see Beidou. She'll probably have something to say to us."

Beidou : "Hahaha, I knew I wouldn't regret introducing you as the favorite! So what do you think, Kazuha? She totally dominated that guy, and did it with style, too."

Kazuha : "Impressive. But I also observed our favorite exercise some restraint, as if to protect the opponent from serious harm."

Beidou : "Well, I've fought my fair share of battles, both big and small. And I say, after the show she out on just now, she's more than convinced me of her ability."

(Context)



*Paimon and her fellow guildmates have managed to win a fighting show. Beido and Kazuha were one of the committees that judged their fight. On the one hand, Beido likes the winning show from Paimon and her theme. On the one hand, Beido likes the winning show from Paimon and his friends. But the other committee, Kazuha, judged that their fight almost didn't follow their old tradition. Because here Kazuha saw that Paimon and her friend were trying to restrain themselves so that their opponent wouldn't be seriously injured.*

The words from Kazuha above are Generalized Conversational Implicature, because without knowing Paimon's background and Beido can judge the knowledge that Kazuha said, that is he is not very interested in the abilities that Paimon gives. Since Paimon and her companions didn't bring out their full potential, instead they held back so that their opponent wouldn't be seriously injured. Here Kazuha violated the principle of cooperation that is Maxim of Relevance, if he didn't like Paimon and her company's abilities, he shouldn't have said "Impressive"

## V. Conclusion

In this research, the type of Conversational Implicature divided into two types: Generalized Conversational Implicature and Particularized Conversational Implicature. From 5 data found, the researcher found 17 utterances that are included in the Conversational Implicature, there are 11 Utterances which is included in 3 Data in the Particularized Conversational Implicature, and 6 utterances include in 2 Data of Generalized Conversational Implicature. The function of each type of conversational implicature is different according to the analysis. General conversational implicatures do not have special background knowledge and speech contexts are required to make the necessary conclusions, whereas Particularized conversational implicatures often occur in very special contexts where we assume information that we know locally. This study analyzes that Particularized Conversational Implicature is used more than Generalized Conversational Implicature: 11 utterances are included in 3 Particularized Conversational Implicature data and 6 utterances are included in 2 Generalized Conversational Implicature data.

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