


An Analisis Semantic of Utterance in Animated Film “Raya and The Last Dragon”

Laura S. Maitimu^{1*}, Arini E Susanti²

^{1,2}Prodi Pendidikan Bahasa Inggris, STKIP Abdi Wacana Wamena, Jln. Sinakma – Habema, Wamena, Indonesia.

E-mail: laura33maitimu@gmail.com

* Corresponding Author

 <https://doi.org/10.31004/jerkin.v4i1.2061>

ARTICLE INFO

Article history

Received: 21 July 2025

Revised: 27 July 2025

Accepted: 02 August 2025

Kata Kunci:

Analysis, Utterance, Film Animasi, Raya And The Last Dragon.

Keywords:

Analysis, Utterance, Animated Film, Raya And The Last Dragon.



ABSTRACT

Analisis Semantik: Utterance dalam Film "Raya and The Last Dragon" adalah sebuah penelitian yang menjelaskan penggunaan utterance pada karakter utama dalam film tersebut. Penelitian ini menggunakan metode deskriptif kualitatif, di mana peneliti melakukan pengamatan langsung terhadap utterance yang terdapat dalam film. Film ini diproduksi oleh Walt Disney dan disutradarai oleh Carlos Lopez Estrada serta Don Hall. "Raya and The Last Dragon" mengisahkan konflik sosial yang disebabkan oleh prasangka, kebencian, keserakah, dan keinginan untuk berkuasa. Teknik pengumpulan data yang digunakan dalam penelitian ini adalah analisis dokumentasi, di mana peneliti meng-capture beberapa adegan yang menunjukkan penggunaan utterance. Hasil penelitian menunjukkan bahwa terdapat 117 utterance berdasarkan teori Heidi Lyn, yang terbagi ke dalam sembilan tipe utterance, yaitu recipient, affirmative, negative, instrument, comitative, agent, action, object, dan demonstrative. Dari kesembilan tipe tersebut, tipe recipient merupakan yang paling sering muncul.

Semantic Analysis: Utterance in the Film "Raya and The Last Dragon" is a study that explains the use of utterances in the main characters in the film. This study uses a qualitative descriptive method, where the researcher conducts direct observation of the utterances contained in the film. This film was produced by Walt Disney and directed by Carlos Lopez Estrada and Don Hall. "Raya and The Last Dragon" tells the story of a social conflict caused by prejudice, hatred, greed, and the desire for power. The data collection technique used in this study is documentation analysis, where the researcher captures several scenes that show the use of utterances. The results of the study show that there are 117 utterances based on Heidi Lyn's theory, which are divided into nine types of utterances, namely recipient, affirmative, negative, instrument, comitative, agent, action, object, and demonstrative. Of the nine types, the recipient type is the most frequently appearing.



This is an open access article under the CC-BY-SA license.

How to Cite: Laura S. Maitimu, et al (2025). An Analisis Semantic of Utterance in Animated Film “Raya and The Last Dragon”, 4(1). <https://doi.org/10.31004/jerkin.v4i1.2061>

INTRODUCTION

Generally, watching films is one of the common activities in daily human life. A film, also known as a movie, is a sequence of moving images. Collectively, films are referred to as cinema. Films are also an audio-visual medium that not only entertains but also has the power to evoke emotions, raise awareness, and reflect culture. In addition, there are various genres of film. According to Prastiyo (2024) *these include action, adventure, horror, comedy, drama, romance, thriller, science fiction, musical, animation, and historical films.*

Animation, also known as animated film, is a type of film that uses moving objects with vibrant colors to attract viewers of all ages. According to Sandi (2021) as cited in Ruslan (2016), *animation is the result of a process in which objects are visualized or created in a way that makes them appear alive. These objects are moved gradually, frame by frame, to give the illusion of lifelike motion.* Every animated film has a structure that typically includes elements such as the theme, setup, confrontation, resolution, plot, and visuals. The theme can be conveyed either explicitly or implicitly through characters, visuals, music, symbolism, and dialogue. These components work together to bring the animated film to life. In particular, the dialogue in an animated film helps convey meaning and emotion, complementing the visual storytelling.

Through dialogue, we can understand whether a character is feeling sad, happy, or frustrated—not just from the gestures depicted in the film. Without communication, a film would lack a clear message or meaning. Moreover, dialogue plays a crucial role in film, serving as one of its central elements. As Kazakeviciute (2019) cites Kozloff (2013). "To overlook the dialogue is to miss the heart of the film." Therefore, it is essential to conduct a detailed observation of the dialogue to fully grasp the plot; otherwise, we may miss the core of the story. As time moves forward and we enter the era of globalization, animated films can offer more than just emotional satisfaction or entertainment. By studying cinematic dialogue carefully, we can explore and analyze the discourse surrounding certain phenomena.

Films present stories—whether imagined or based on real-life experiences—that are conveyed through dialogue. In film dialogue, we often encounter words or expressions whose meanings may be difficult to understand. The sound or tone expressed by a speaker is often referred to as an utterance, though not every spoken expression qualifies as one. An utterance is a specific act of speech that occurs at a particular time and place, involving at least one speaker. It can be either grammatical or ungrammatical, and may carry meaning or be meaningless. Utterances often include pauses or moments of silence. Additionally, spoken utterances typically feature intonation or stress in their delivery. Intonation and accent together form prosody—the meaningful aspects of speech beyond the actual words spoken. Despite these complexities, researchers tend to focus primarily on utterances themselves.

Utterance is a subfield within linguistics. According to Olmen & Athanasopoulos (2018), semantics is the area of linguistics that focuses on the study of meaning. Lyn et al. (2011), referencing the categorization by Smith and Greenfield, identify several components commonly found in utterances. These include: agent, action, object, entity, demonstrative, attribute, goal, recipient, location, affirmative, negative, comitative, instrument, possession, possessor, and performative.

Based on this background, the researcher is interested in examining the number of utterances and the use of prosody for each character in the film *Raya and the Last Dragon*. Therefore, the researcher intends to conduct a thesis research entitled: "An Analysis semantic: Utterance and Prosody in Animated film of *Raya And The Last Dragon*".

METHOD

In this study, the researcher employs a qualitative descriptive method. Qualitative descriptive research aims to provide a detailed and comprehensive summary of observed events. The research is conducted over the course of one month, starting from August 5th to the end of August 2024. The subject of this research is the film *Raya and the Last Dragon*. The film was directed by Carlos López Estrada and Don Hall. It features Kelly Marie Tran as the voice of Raya and Awkwafina as the voice of Sisu. *Raya and the Last Dragon* was officially released on March 3, 2021 (Hall & Estrada, 2021).

Data Collecting Technique

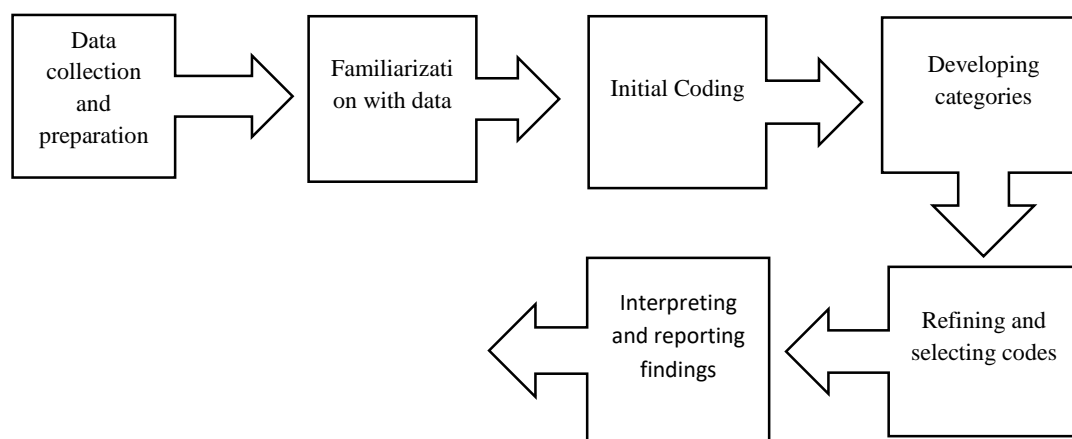
The instrument used in this study aims to collect utterances from the film *Raya and the Last Dragon*. To gather the data, the researcher employs both observation and documentation methods. Observation is used to identify the utterances within each dialogue, while documentation is used to record and preserve specific excerpts of the utterances from the dialogues.

Table 1. Data and instruments of analysis

Types of data	Instrument of data collection	Instrument of data analysis
Result of every utterance in film	Observation	Qualitative description
Chunks of the image according to the utterance	Documentation	Qualitative description

Research Procedure

This study uses data analysis adapted from Sirilakshmi et al. (2024). This data analysis is also called Content Analysis model.



Picture 1. Research procedure

The procedures of this research are explained as follows:

1. **Data Collection and Preparation**
In this stage, the researcher collected data by using the animated film *Raya and the Last Dragon* as the primary source.
2. **Familiarization with the Data**
The researcher watched *Raya and the Last Dragon* multiple times to become thoroughly familiar with the content and gain a deeper understanding of the film.
3. **Initial Coding**
While watching the film, the researcher segmented the audiovisual data into utterances, focusing exclusively on these utterances for analysis.
4. **Developing Categories**
At this point, the researcher classified which segments of the data qualified as utterances.
5. **Refining and Selecting Codes**
The researcher refined the categories and selected those most aligned with the findings of Lyn et al. (2011) regarding utterances.
6. **Reporting Findings**
This final stage involved re-examining the data to ensure the findings were comprehensive and relevant.

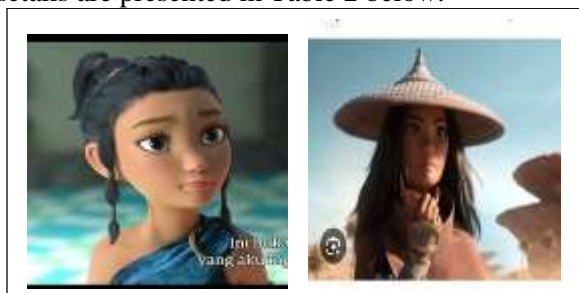
Furthermore, to classify the types of utterances in *Raya and The Last Dragon*, the researchers adopted the categories proposed by Lyn et al. (2011), which include recipient, affirmative, negative, comitative, instrument, object, action, descriptive, and agent.

RESULTS AND DISCUSSION

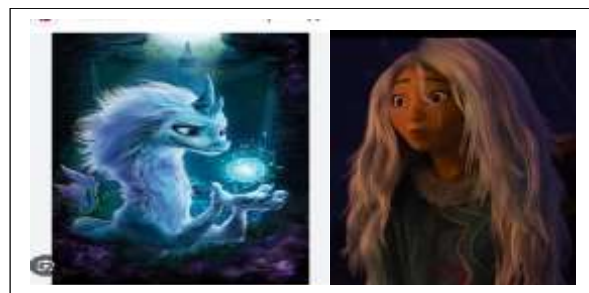
The film *Raya and the Last Dragon* was directed by Carlos López Estrada and Don Hall, and produced by Walt Disney (Hall & Estrada, 2021). The main characters include Raya, Sisu (the dragon), and Namaari, while the supporting characters are Benja (Raya’s father), Boun, Tong, Little Noi, and Tuk-Tuk. The film is set in a stunning fantasy world richly inspired by Southeast Asian culture. It tells

the story of Raya’s quest to find the last dragon in order to unite Kumandra, a land divided into five parts due to the selfishness and desire for power among the tribes.

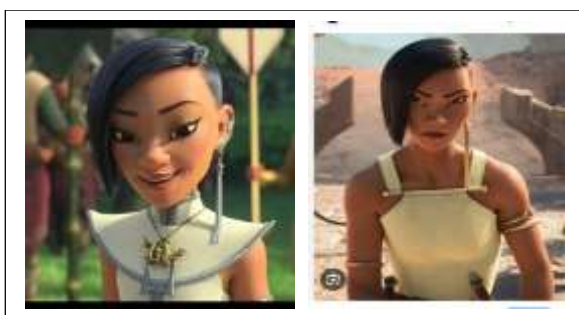
The utterances of the main characters in the film *Raya and the Last Dragon* are captured across several scenes, illustrating the types and features of utterances used by the three main characters. These details are presented in Table 2 below.



Picture 2. Raya from little and adult
















Picture 3. Sisu in form of Dragon and Human




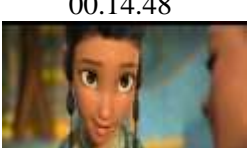

















Picture 4. Namaari from Little and adult






Tabel 2. The Utterances of Raya, the first main character.

No.	Scenes in Picture	Utterance	Type of Utterance	Example from film
01.	 00.04.07	“Huh...”	Recipient	Raya said that when she was about to enter the place where the dragon gem was kept, but before that she was faced with traps outside the entrance. She felt doubtful.
02.	 00.05.29	“Wow...”	Recipient	Raya said that when she can open the door and enter where the dragon gems are stored. She feels surprise when she can look the dragon gems.
03.	 00.07.11	“Wow”	Recipient	Raya said that when she looks the spirit of Sisu, and she feel surprised.
04.	 00.08.30	“Oh yeah...”	Affirmative	Raya said that to her father to confirm that she was indeed eager to fight the enemy. She felt brave and spirit.




05.	 00.09.33	“Ok...”	Affirmative	Raya said that when she and her father to the kitchen and she said “ok” to confirmation is she ready to fight their enemies.
06.	 00.10.00	“What...?”	Performative	Raya said that to her father when her father said to invite their enemies.
07.	 00.11.19	“Please, don’t...!”	Negative	Raya said that to her father when her father said to open with jokes. Raya feel unbelieve with her father.
08.	 00.12.39	“Hai...”	Comitative	Raya said that when she introduces herself to Namaari. She feels happy because get the new friend.
09.	 00.12.41	“Hah...”	Recipient	Raya said that when she feels surprised because she looks the symbol of Sisu at the Namaari’s necklace.
10.	 00.12.46	“Ah...sorry... yeah...”	Recipient	Raya said that when he felt surprised and told Namaari about herself being a nerd about Sisu.
11.	 00.12.54	“Come on...”	Comitative	With gesture invite Namaari, Raya said that to Namaari to follow her into her house.
12.	 00.13.04	“Really...?”	Recipient	Raya said that when Namaari says her mother tell the story about Sisu. She felt unbelieve with Namaari.
13.	 00.13.15	“Right...?”	Instrument	Raya said that when Namaari says she choice the sword between sword or hand. Raya felt happy because Namaari shows her ability to use sword.

14	 00.14.05	“Hah...”	Recipient	Raya said that when she surprised because Namaari shows the roll map of Sisuu. She felt shocked and surprised.
15	 00.14.36	“Yeah...”	Affirmative	Raya said that when after hear about they are can be united and she felt hopefully. She said “yeah...” while she looks her father.
16	 00.14.48	“Wow...”	Recipient	She said that when Namaari give her necklace to Raya. She felt surprised and happy.
17	 00.14.50	“Really...?”	Instrument	Raya said that when she receives the Namaari necklace. She felt happy because Namaari give her necklace.
18	 00.15.01	“Hei...”	Comitative	Raya said that when she invites Namaari follow her, they are going to the dragon gem place.
19	 00.18.23	“No..”	Negative	Raya said that when the people from the other tribe will take the gem pieces. She felt worry.
20	 00.18.31	“Ba...Come on...”	Comitative	Raya said that to her father to going outside together. She felt worry about her father condition.
21	 00.18.48	“Ba...Get up, Come on...”	Comitative	Raya said that to her father because her father’s leg hurt from an arrow and he couldn’t walk anymore. She felt worried and afraid.
22	 00.18.52	“Get up...”	Action	Raya said that to her father when her father cannot stand to walk. She felt worried and afraid.

23	 00.18.52	“No..”	Negative	Raya said that when she didn’t want to leave her father alone, she hoped to be safe together. She felt worried.
24	 00.21.32	“No..”	Negative	Raya said that when her father threw her into the river so she would be safe from Druun, because Druun hates water. She felt sad about breaking up with her father.
25	 00.21.32	“Huufth...”	Instrument	Raya said that when she opens the rool of map. Where she arrived at the river, in the land of tails, which was the last river he came to. She hoped that her efforts would be successful in finding Sisu.
26	 00.21.37	“Wow...”	Recipient	Raya said that when Tuk- tuk saw a small animal that distracted him, it shocked her and she almost fell because she lost her balance.
27	 00.23.29	“Heem...”	Instrument	Raya said that when she will to started the ritual to summon Sisu. She grasps the symbol of sisu. She was very hopeful after 6 years of searching.
28	 00.24.34	“Ok...”	Affirmative	Raya said that when she pulled the symbol of Sisu to begin ritual of summoning Sisu, she felt very hopeful for her efforts.
29	 00.25.19	“Hah...”	Recipient	Raya said that when she saw the water bubbles rising into the air. She felt shocked and confused.
30	 00.25.44	“Aahhh...”	Recipient	Raya said that when she was hit by Sisu’s tail and fell, she was shocked and felt pain from falling.
31	 00.27.44	“Wow...”	Recipient	Raya said that when she saw sisu glowing after touch the dragon gem pieces. Raya felt surprised and shocked.
32	 00.27.51	“No..Look!”	Negative	Raya said that when sisu think she is glowing because she uses the aloe vera and river slime. Raya felt doesn’t agree because she glowing after holding the gem pieces.









33	 00.30.36	“Ehm...nothing”	Negative	Raya said that when she saw Sisu can through obstacles quickly, she was amazed.
34	 00.32.05	“Ok...”	Affirmative	Raya said that to Sisu to hold on her, because they are will jump to the head of tail place.
35	 00.32.51	“Huh...”	Instrument	Raya said that when she succussed to take the gem pieces from the head of tail. She felt happy.
36	 00.33.15	“Yeah...well”	Affirmative	Raya said that when she saw Sisu can the change of shapes after touch the dragon gem pieces. She felt amazed and happy.
37	 00.34.13	“Yap...”	Affirmative	Raya said that when Namaari thinks Raya looking for Sisu. Raya confirms that she is really looking for Sisu.
38	 00.34.39	“Run...”	Action	Raya said that to Sisu when they had to escape from Namaari and her troops. She felt panicked because Namaari would catch them.
39	 00.35.16	“Jump...”	Action	Raya said that to Sisu when they passed an obstacle and Raya told Sisu to jump together. Raya felt panicked because she was being chased by Namaari and her group.
40	 00.35.59	“Hello...”	Instrument	Raya said that when they arrived at the Boun ship and she as if said hello and asked if there was anyone on this ship?
41	 00.36.53	“Emh...”	Instrument	Raya said that when the Boun started to move the ship, but the ship was going very slowly. Raya felt hesitant because she was in a hurry.
42	 00.39.40	“Yeah...thanks”	Affirmative	Raya said that when she refused food from the boun because she thought the boun would poison them. She felt doubtful and distrustful of the boun.









43	 00.43.29	“Yeah...”	Affirmative	Raya said that when sisu said the people of talon were smart because they built a place to live that was safe from Druun. Raya said “yeah...” as confirmation that she also agreed with sisu’s opinion.
44	 0044.47	“Wow...”	Recipient	Raya said that when she saw the baby crying alone. She felt surprised.
45	 00.44.52	“Aahh...”	Recipient	Raya said that when she confused between continuing the journey or helping the baby who was crying alone. She was surprised and confused.
46	 00.44.53	“Ok...”	Affirmative	Raya said that when she decided to help the baby first before continuing to look for Deng Hai. She said “Ok...” as confirmation that she had made the right decision.
47	 00.44.57	“Hei...”	Comitative	Raya said that when she greeted the baby and picked her up. She felt confused as to why the baby was there alone.
48	 00.50.35	“Ok...”	Affirmative	Raya said that when they were able to escape from Deng Hai and succussed in taking.
49	 00.50.53	“Oh. Toy...”	Instrument	Raya said that when they arrived at the Boun ship and saw the baby with Ongais eating too much. She felt unbelieve what she saw.
50	 00.51.06	“Yeah.”	Affirmative	Raya said that when Sisu said she didn’t believe she had been deceived, because the baby she saw was cute but it turned out to be deceptive. Raya said “yeah...” as confirmation that what Sisu said was true.
51	 00.53.25	“Wow”	Recipient	Raya said that when the Tuk- tuk vomited and almost hit him. She felt shocked and surprised.
52	 00.53.33	“Hei...”	Comitative	Raya said that when she inviting baby and Ongais to play hide and seek so they don’t make a mess again.

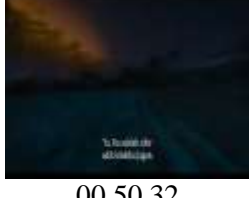
53	 00.53.55	“Yap...”	Affirmative	Raya said that when Sisu said that being human was difficult. Raya said “yap...” which meant confirming that she agreed with Sisu’s opinion.
54	 00.54.18	“Yeah...of course”	Affirmative	Raya said that when Sisu said Raya lost trust in other people. Raya said “Yeah... Of course,” because she confirmed that she admitted she was right as Sisu said.
55	 00.56.01	“Hah...”	Recipient	Raya said that when Tong suddenly opened the door and entered, it shocked Raya and Sisu. Raya felt shocked and panicked because he had been caught.
56	 00.57.20	“Hei...”	Comitative	Raya said that when Tong laughed and Raya asked Tong what they wanted. Raya felt confused and worried because they have been caught.
57	 00.58.26	“Ok...”	Affirmative	Raya said that after listening to the explanation that Tong alone and his people all lost against the Druun. Raya confirmed that she understood and believed what Tong said.
58	 00.59.14	“Huh...Ok”	Affirmative	Raya said that when she came out to face Namaari and her bodyguard. She said that to herself and insisted that she should not be killed. She felt hopefully could fight Namaari.
59	 00.59.41	“Yeah...”	Affirmative	Raya said that to Namaari when fighting. It was as confirmation that Namaari couldn’t do it alone, Raya said that Namaari was nothing without her troops.
60	 01.01.01	“No..”	Negative	Raya said that when she fell, she was kicked by Namaari. Raya said not to take the dragon gem pieces now but later.
61	 01.01.39	“ Yap..”	Affirmative	Raya said that when Sisu changed form from human to dragon and Raya’s friends felt shocked and amazed and couldn’t believe what they saw.

62	 01.05.37	“Ah...no”	Negative	Raya said that when after hearing Boun’s plan and she didn’t agree/ reject it, Raya felt that Boun’s plan was bad and he refused to use it.
63	 01.06.05	“Yeah...”	Affirmative	Raya said that when after hearing Sisu’s plan, but she prefers Boun’s plan to Sisu’s. Raya said “yeah...” to confirms that she agrees with Boun’s plan.
64	 01.06.35	“Wow...”	Recipient	Raya said that when she saw the rain that suddenly fell. She felt confused.
65	 01.07.21	“Yeah...”	Affirmative	Raya said that when Sisu said everything happened and started from there. Raya said “yeah...” to confirm that what Sisu said was true.
66.	 01.11.00	“Ok...”	Affirmative	Raya said that when she had decided to use Sisu’s plan, Raya said “Ok..” to confirm that she agreed with Sisu’s plan.
67.	 01.17.49	“Yeah...”	Affirmative	Raya said that when sisu ask are you serious will use my plan? Raya said “yeah...” to confirm that she agreed with sisu’s plan.
68.	 01.17.38	“No..”	Negative	Raya said that when Sisu was hit by Namaari’s arrow. Raya said “no..” as a rejection because he didn’t want that to happen.
69.	 01.17.49	“No..”	Negative	Raya said that when Sisu fell into the water, Raya was very disappointed and angry with Namaari.





Tabel 2. Utterance of Sisu (Dragon)

No	Scene in Picture	Utterance	Type of Utterance	Definition
01.	 00.25.46	“ Hello..”	Comitative	Sisu said that when she wakes up from the long sleeping. She looked to see if there was anyone else there. She felt doubtful.
02.	 0025.48	“ Hello..”	Comitative	Sisu said that when she heard the people’s voice. She felt doubtful.
03.	 00.25.50	“ ahhh..”	Object	Sisu said that when she saw someone falling nearby. She felt shocked.
04.	 00.26.44	“ Oh..ya”	Affirmative	Sisu said that when Raya said she would tell Sisu something. Sisu said “.ya” as confirmation that she wants to hear what Raya wanted to say.
05.	 00.27.38	“ yeah..”	Affirmative	Sisu said that to Raya when explaining to Raya that she was not the one who made the dragon gem. Sisu said “ yeah..” as confirmation that she admitted that she was not the one who made the dragon gem.
06.	 00.27.53	“ Hah..”	Recipient	Sisu said that when she saw herself is glowing. She felt shocked.
07.	 00.27.58	“ ya..”	Affirmative	Sisu said that when Raya said it was dragon magic. Sisu said “ ya..” as confirmation that what Raya said was true, that it was indeed dragon magic and every dragon has unique magic.
08.	 00.29.51	“ Wow..”	Recipient	Sisu said that when they arrived in Tale. She felt surprised with her clothes.





09.	 00.31.05	“Haahh..”	Recipient	Sisu said that when she entered the tail head’s place and felt that someone had forgotten, that is, they forgot to bring a gift for the tail head. She was shocked because she had just remembered it.
10.	 00.31.11	“ya..”	Affirmative	Sisu said that when Raya ask about a gift for Tail head. Sisu said “ya..” as a confirmation about Raya says is true.
11	 00.32.42	“Hah..”	Recipient	Sisu said that when she saw that there was a trap connected to the tail head’s skull. She felt shocked.
12	 00.32.57	“Haahh..”	Recipient	Sisu said that when she changed from the dragon to people. She felt shocked and happy.
13	 00.34.20	“Hai..”	Comitative	Sisu said that when she introduce herself to Namaari. She felt happy.
14	 00.35.33	“Wow..”	Recipient	Sisu said that when she saw Namaari and her cats chase them quickly. She felt surprised and didn’t expect it.
15	 00.35.38	“Ahmm...”	Instrument	Sisu said that when Raya asked what cats have in common with Druun. This question made sisu think and be confused. They are use tuk- tuk to transportation
16	 00.36.11	“Yes. Please”	Affirmative	Sisu said that when Boun offered him a menu for food on his ship. Sisu said “Yes. Please”, confirming that she wanted to order food.









17	 00.38.11	“Aahh...”	Instrument	Sisu said that when she emerged from the water after hearing Raya calling her. She felt happy because swimming was her skill.
18	 00.38.55	“Hei.”	Instrument	Sisu said that when she from the water and rise to the boat, and said to Raya that they would back Raya’s father. She felt hopefully.
19	 00.40.00	“Water...”	Demonstrative	Sisu said that when she ate spicy porridge. She felt spicy and needed water. She is panicked.
20	 00.42.23	“Wow...”	Recipient	Sisu said that when they arrived at the Talon and sisu saw that the Talon’s people is smart to making a safe residence from Druun. She felt astonished and surprised.
21	 00.45.46	“Hah...”	Recipient	Sisu said that when Boun said to Sisu, she can credit, she felt happy and think what Boun said is an amazing concept.
22	 00.49.45	“Hah...”	Recipient	Sisu said that when she felt shocked when she saw Druun. She felt shocked and panicked, because she didn’t expect to see Druun.
23	 00.50.15	“No... no... no..”	Negative	Sisu said that when the Druun chased her and she ran towards the door. She felt panicked.
24	 00.50.32	“Yeahh.”	Affirmative	Sisu said that when they were running away from Deng Hai and Druun, and suddenly there was fog. Sisu said “ yeah..” as confirmation that the fog was one of her brother’s dragon magic.

25	 00.51.03	“Haah...”	Recipient	Sisu said that after saying she couldn’t believe she had been tricked by the old woman. She felt regretful.
26	 00.51.12	“Hai...”	Comitative	Sisu said that when she introduces herself to baby. She felt happy.
27	 00.55.35	“No..”	Negative	Sisu said that when they arrived in front of the spine gate, she said “No..” which meant she didn’t agree with Raya opinion.
28	 00.56.48	“Oh. Toi”	Recipient	Sisu said that when they were tied and Tong purposely scared them. She felt afraid.
29	 00.57.15	“Aahh...”	Recipient	Sisu said that when Tong shouted and it made Sisu startled and said “aahh...”. She felt shocked.
30	 00.57.56	“Ahaha...alri ght”	Affirmative	Sisu said that when Boun and friends come to helped Raya and Sisu. She felt happy.
31	 01.06.07	“What...?”	Recipient	Sisu said that when Raya said she chose to use Boun’s plan rather than Sisu’s plan. She couldn’t believe it.
32	 01.06.37	“Come on...”	Action	Sisu said that to invite Raya to the somewhere.

33	 01.07.24	“No..”	Negative	Sisu said that when Raya said she was also there when everything happened. But Sisu said “no”, which means she didn’t agree with what Raya said.
34	 01.10.25	“Oh...yeah?”	Affirmative	Sisu said that when Raya said she like her father. Sisu said “oh...yeah” as confirmation she like Raya’s father (hopefully)
35	 01.11.02	“What...?”	Recipient	Sisu said that when Raya said she use the Sisu’s plan. Sisu said “what...?” because she felt unbelieve Raya will use her plan.
36	 01.06.59	“Hei...”	Comitative	Sisu said that to Raya when Namaari will shoot them and Sisu will negotiate with Namaari. She felt hopeful.

Tabel 3. Utterance of Namaari

No.	Scene in Picture	Utterance	Type of Utterance	Definition
01.	 00.12.50	“Ahhya...”	Affirmative	Namaari said that when Raya said she is the fans of Sisu, but Namaari said “ahh ya..” to emphasize that is not only Raya who admires Sisu but herself too, because she is the one of wearing a necklace with the Sisu symbol.
02	 00.13.54	“Yahh..”	Affirmative	Namaari said that when Raya said they were fans of Sisu. Namaari said “yahh...” as confirmation that she was truly a fan of Sisu.
03	 00.14.08	“No..”	Negative	Namaari when she was about to roll map and Namaari said “No..” when Raya said Namaari should keep it but Namaari refuse and she didn’t keep it but instead showed Raya.
04	 00.15.26	“Hah...”	Recipient	Namaari said that when she saw the dragon gem. She felt surprised

05	 00.34.34	“Ahh...”	Recipient	Namaari said that when she and her men were hit by a sand trap. They felt shocked.
06	 00.59.20	“Burn them out!”	Agent	Namaari said that when she ordered her men to burn Raya and her friends.
07	 01.00.16	“Nah..”	Instrument	Namaari said that when she throws away the sword and will fight Raya again.
08	 01.21.20	“Ahh...”	Object	Namaari said that when she fell under a Raya’s kick.
09	 01.24.10	“What...?”	Recipient	Namaari said that when Raya said that they had to believe and unite the dragon gems. She felt unbelieved.
10	 01.28.02	“Haahh...”	Recipient	Namaari said that when she changed from stone to people again. She felt shocked and happy.
11	 01.19.30	“Ahh...”	Instrument	Namaari said that when she fought with Raya use to sword. She felt angry.
12	 01.19.32	“Hiyah...”	Instrument	Namaari said that when she fought with Raya using a sword and their swords clashed. She felt angry.

The findings

Tabel 3. Total Utterances of Main Characters

No.	Types of Utterance	Raya	Sisu	Namaari	Total
1.	Recipient	18	14	4	36
2.	Affirmative	22	8	2	32
3.	Negative	10	3	1	14
4.	Comitative	8	5	0	13
5.	Instrument	8	3	3	14
6.	Object	0	1	1	2
7.	Action	3	1	0	4
8.	Descriptive	0	1	0	1
9.	Agent	0	0	1	1
Total		69	36	12	117

Based on the table above, there are nine types of utterances categorized according to Lyn et al. (2011), involving three characters: Raya, Sisu, and Namaari. Raya, the first main character, has 69 utterances; Sisu, the second, has 36 utterances; and Namaari, the third, has 12 utterances. Therefore, the total number of utterances for the three main characters in the film *Raya and the Last Dragon* is 117.

The types of utterances identified include recipient, affirmative, negative, comitative, instrument, demonstrative, object, action, and agent. Among these, the recipient type appears most frequently, while the agent and demonstrative types occur the least.

The first main character, Raya, has the highest number of utterances, largely due to her prominent role at the beginning of the film. The second main character, Sisu, has more utterances than Namaari because she appears alongside Raya, transitioning from her dragon form to human form. Meanwhile, the third character, Namaari, has relatively few utterances.

CONCLUSION

For future research, it is recommended that the analysis of utterances be extended beyond audiovisual media, such as films, to include printed media, speeches, and visual materials. This broader approach can enhance knowledge, particularly in the fields of semantics and linguistics.

THANK-YOU NOTE

The researchers relaying thank you for those who were participating in this research and preparing this article.

REFERENCE

- Hall, D., & Estrada, C. L. (2021). *Raya and the Last Dragon* (p. 1). Walt Disney Studios Motion Pictures. https://en.wikipedia.org/wiki/Raya_and_the_Last_Dragon
- Kazakeviciute, E. (2019). Editorial: Dialogue and Communication in Film. *JOMEC Journal*, 0(13), 1. <https://doi.org/10.18573/jomec.182>
- Kozloff, S. (2013). *Overhearing Film Dialogue Sarah Kozloff*. <https://www.ucpress.edu/books/overhearing-film-dialogue/paper>
- Lyn, H., Greenfield, P. M., & Savage-Rumbaugh, E. S. (2011). Semiotic combinations in Pan: A comparison of communication in a chimpanzee and two bonobos. *First Language*, 31(3), 300–325. <https://doi.org/10.1177/0142723710391872>
- Olmen, D. Van, & Athanasopoulos, P. (2018). Semantics. In book: English Language. In *Palgrave* (Issue January). <https://doi.org/10.1057/978-1-137-57185-4>
- Prastiyo, R. T. (2024). *11 Jenis Genre Film dengan Penjelasan dan Contohnya, Ada Berapa Macam?* <https://www.detik.com/jateng/budaya/d-7456560/11-jenis-genre-film-dengan-penjelasan-dan-contohnya-ada-berapa-macam>
- Sandi, S. (2021). Pemanfaatan Film Animasi Sebagai Media Pembelajaran Anak Berbasis Flashmx. *Jurnal Komunikasi*, 12(2), 144–151. <https://doi.org/10.31294/jkom.v12i2.11239>

Sirilakshmi, Y., T., A., Gogoi, B. P., Bhuyan, N., & Bunkar, R. (2024). Content Analysis in Qualitative Research: Importance and Application. *Exploring Narratives: A Guide to Qualitative Research Methods*, November, 82–97.
https://www.researchgate.net/publication/385973745_CONTENT_ANALYSIS_IN_QUALITATIVE_RESEARCH_IMPORTANCE_AND_APPLICATION