AN ANALYSIS OF FIGURATIVE LANGUAGE IN THE MOVIE

BAD BOYS II

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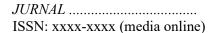
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ABSTRACT

This study aims to analyze the types of figurative language and the functions in the use of figurative language in the movie Bad Boys II. This study uses Perrine's theory to analyze the types and functions of figurative language in the Bad Boys II movie and uses a descriptive qualitative method with observation techniques based on Bogdan. The findings indicate that the movie employs several types of figurative language, such as hyperbole, metaphor, irony, understatement, symbolism, and metonymy. The functions of the figurative language are also found in Imaginative Pleasure, Emotional Intensity, and Means of Concentration. The characters use figurative language in various functions. Metaphor appears in multiple functions, including means of concentration and emotional intensity. Hyperbole also serves multiple functions, particularly imaginative pleasure and emotional intensity. Understatement is used to emphasize key ideas, contributing to means of concentration. Irony functions both as imaginative pleasure and emotional intensity. Meanwhile, metonymy and symbolism are primarily used to evoke emotional intensity.

Keywords: figurative language, Bad Boys II, hyperbole, emotional intensity

INTRODUCTION

Humans use language to communicate, so language and communication are essential to one another, as language allows people to interact more with others to communicate their thoughts or feelings. Language plays a significant role in daily communication, serving as the cornerstone of human interaction and understanding. When people possess the right words to employ, they can effectively communicate and comprehend one another, fostering meaningful connections and exchanges of ideas. In addition, people use language to communicate to connect in society and to understand the meanings of the speaker and the addressee. Many people use figurative language to express or accentuate meaning. Figurative language is a user's understanding of language that alters the meaning or pattern of conventional sentences to achieve a specific meaning or effect.

Johnson and Arp (2017) explain that figurative language uses figures of speech to convey deeper meanings beyond literal interpretation. Similarly, Abrams (2015) defines it as a deliberate deviation from standard word meanings to achieve specific effects. In essence, figurative language expresses ideas beyond strict or realistic word usage.

In films, figurative language plays a crucial role in conveying messages, emotions, and cultural stories. Through dialogue and narrative, it allows audiences to grasp characters' feelings more deeply than ordinary conversation, making interactions richer and more meaningful. Figurative expressions also add poetic realism, enhancing the film's visual storytelling and conveying complex themes such as sadness and hope for a better future.

This study analyzes the use of figurative language in Bad Boys II, an American action-comedy film known for its fast-paced plot and expressive dialogue. Action-comedy films often employ idioms, metaphors, and hyperboles to reflect cultural nuances and character traits, adding depth, humor, and emotion. As films function as cultural and communicative representations, examining figurative language offers valuable insights into how meaning is constructed through sound, visuals, and speech.

The purpose of this study is to categorize and interpret the types of figurative language found in the film Bad Boys II and explore their functions and meanings in various contexts within the movie. The results of this study are expected to contribute to linguistic research, particularly in the areas of stylistics and discourse analysis, by highlighting how figurative language operates in spoken dialogue in the movie. In addition, this research benefits not only academics in linguistics and literary studies but also movie enthusiasts and filmmakers who are interested in how language functions as an artistic and communicative tool in cinema.

LITERATURE REVIEW

Figurative language is a style of language used to convey meaning indirectly by comparing, exaggerating, or equating something to make the message more vivid, emotional, and imaginative. In linguistics and literary studies, figurative language is often used to embellish language and create dramatic effects. Perrine (1969) states that figurative language offers another way to add an extra dimension to language. The use of figurative language by speakers can convey hidden or unseen meanings to listeners. In addition, figurative language can explain an idea and make writing more vivid and rich (Perrine, 1969).

Aristotle (2012) views figurative language as a persuasive tool that appeals to both emotion and reason, while Perrine (1969) highlights its role—through metaphors, similes, and personification—in enriching literary experiences. For instance, the simile "the sun sets like a ball of fire" not only describes nature's beauty but also conveys emotional depth, showing how figurative language enhances the flow and complexity of literary expression.

Perrine identifies nine types of figurative language, each with its own characteristics, which are used depending on how the speaker wants to convey his or her message. These types include personification, metaphor, overstatement, understatement, irony, paradox, metonymy, symbolism, and allegory. Personification is a form of figurative language that describes lifeless objects as if they were performing activities that humans commonly do, meaning that

personification is a figure of speech in which human attributes are given to an animal, an object, or a concept. A metaphor is a figure of speech in which an implied comparison is made between two fundamentally different things. Perrine explains that a metaphor is a form of figurative language in which the actual meaning is not stated directly, but is conveyed through an implied comparison. Overstatement or hyperbole is a way of speaking that embellishes expression by exaggeration, often by exploiting or developing an idea, meaning that hyperbole is a figure of speech in which exaggeration is used in the service of truth. Understatement is the use of verbs to deliberately downgrade or reduce the importance of a situation, understatement is often used to convey a situation by not showing its true intensity, creating an ironic effect, meaning that understatement is a figure of speech that consists of saying less than one means, or of saying what one means with less force than the occasion warrants. Irony refers to the use of spoken or written language to convey a meaning contrary to what is intended. Irony highlights situations where the reality is different from the impression being presented. Irony arises when sentences or words have contradictory or contrasting meanings. Paradox is a statement that seems to contradict expectations, often appearing contradictory, but contains a hidden truth. In other words, a paradox is a contradiction that seems contradictory but remains true in a certain way. Perrine states that metonymy is a renaming, where one word is used to refer to something else that is closely related. Meaning that metonymy is the use of something closely related to the thing actually meant. A symbol may be defined as something that means more than what it is. Sometimes, a symbol is difficult to distinguish, because a symbol means what it is and something more too. Allegory operates similarly to an extended metaphor, where the narrative or vivid description is intended to be an interesting or entertaining independent work. Perrine also explains that the meaning of allegory is often more orientated towards hiding meaning rather than expressing it directly.

Figurative language not only beautifies expression but also conveys deeper meaning, emphasizes emotion, and creates vivid imagery. It goes beyond standard word usage to provide a more creative and engaging communication experience. According to Perrine, its four main functions are to provide imaginative pleasure, enrich imagery, intensify emotions, and focus attention, all of which enhance the effectiveness of literary expression. Imaginative pleasures, such as the faculty of imagination may be defined as the mind's ability to jump suddenly from one thing to another. Perrine explains that the mind derives satisfaction from this unexpected leap, in seeing similarities between different things. Therefore, it is important in providing imaginative pleasure to the listener, as it can be used to satisfy and provide a source of satisfaction in the exercise of imagination. Additional Imagery is a type of imagery that provides additional details to help the reader or audience visualize a scene or situation more clearly. This imagery does not necessarily use figurative language but focuses on providing specific sensory information. Figurative language is a way to add emotional intensity to sentences that are just informative, as well as to express an attitude along with the information. Perrine also explain figurative language is used to express emotional intensity where the sentence highlights the emotional aspect rather than being merely informative. Perrine define the last purpose of figurative language is as a means of concentration, where it can express many things in a short circle. At the same time, it makes abstract ideas concrete, provides imaginative pleasure, and increases emotional intensity.

RESEARCH METHOD

This This research employs a descriptive qualitative approach. As Bogdan (2007) notes, qualitative research uses the natural setting as the data source with the researcher as the key instrument. The method is chosen because the data are not numerical but descriptive, representing aspects of semantics, particularly figurative language. Thus, this approach is appropriate for analyzing and describing the data collected.

The primary data source is the movie Bad Boys II (147 minutes), directed by Michael Bay and produced by Jerry Bruckheimer, released on July 18, 2003. The film follows Miami police officers Mike Lowrey and Marcus Burnett in their investigation of drug dealer Johnny Tapia. The data consist of words and sentences spoken by the characters in the movie script, obtained from Catchplay. Data collection began with observation, followed by specific steps outlined in the research process:

1. Watching and observing the movie to understand the way figurative language is implied by the characters, and to understand the plot of the movie as a research object.
2. Taking notes from scene to scene to gather data on types of figurative language found on the object of research by referring to the movie script as well as to the theory used in the research, namely, Perrine's.
3. Taking notes from scene to scene to gather data on functions of figurative language found on the object of research by referring to the movie script as well as to the theory used in the research, namely, Perrine's.
4. Classifying and highlighting the data that denote and address the research questions.

FINDINGS AND DISCUSSION

In this research, 50 data found by the writer in Bad Boys II movie contain types of figurative language. The writer found five types of figurative language: Hyperbole, Metaphor, Irony, Understatement, Symbolism, and Metonymy. In addition, three types of functions of figurative language were found. The functions of figurative language are Emotional Intensity, Means of Concentration, and Imaginative Pleasure.

1. Types of Figurative Language

Out of 50 data, 22 data were for hyperbole, 18 data were for metaphor, 5 data were for irony, 2 data were for understatement, 2 data were for symbolism, and 1 data point was for metonymy.

a. Metaphor

Metaphor is a type of figurative language that shows comparison implicitly without the use of connecting words such as "like" or "as". One of the data points outlined below highlights the key findings of metaphor:

Figure 1. One of the Data of Metaphor

Minutes (00:18:56)
Theressa: So have you told him yet?
Marcus : Baby, soon, okay? Real soon.
Theressa: He needs to know you're transferring out. And you're not
going to be his partner anymore
*Marcus : Theressa**, timing is everything.***

This data is a metaphor. In this scene, Marcus does not tell his colleague, Mike, about his decision to move. Marcus feels that the time is not right to reveal this information. In his conversation, Marcus says, 'Timing is everything,' which is metaphorical because the word 'timing' does not only refer to time literally, but also symbolises the importance of choosing the right moment in various social and emotional situations. Therefore, the metaphor of the phrase 'Timing is everything' reinforces the idea that time does not only refer to the passage of time, but also to strategies in communicating and making decisions.

   b.   Hyperbole

Hyperbole is a type of figurative language that is used to convey an idea or feeling exaggerated. One of the data points outlined below highlights the key findings of metaphor:

Figure 2. One of the data of Hyperbole

Minutes (01:03:01)
Carlos : Roberto the camera's out in the general's office
*Roberto : **Everything in this house is broken***

This data illustrates hyperbole. In the scene, Johnny Tapia's bodyguards Carlos and Roberto inspect his house. When Carlos finds a broken CCTV, Roberto exclaims, "Everything in this

house is broken." The word "everything" is clearly an exaggeration, since not all items are damaged. His dramatic statement reflects frustration over the condition of the house.

   c. Understatement

A figure of speech known as understatement occurs when a speaker purposefully downplays the significance, gravity. The following is the explanation of the data found:

Figure 3. One of the data of Understatement

Minutes (00:10:58)
Other police   : Two lousy bags? whatever happened to the biggest
                shipment of ecstasy to ever come out of Amsterdam?
Mike   : let me worry about my snitch, all right?
Other police   : ***it's a lot of cop work for nothing***.
Mike   : take your ass home somewhere.

This data illustrates understatement. In the scene, two policemen say, "It's a lot of cop work for nothing" to Mike and Marcus. According to Perrine, understatement conveys something weaker than reality, often minimizing what is actually significant. Here, the policemen belittle the considerable effort Mike and Marcus invested, which only resulted in seizing two bags of drugs. The word "nothing" reflects their frustration and disappointment, showing that they expected greater outcomes but instead trivialized the work of Mike and Marcus.

   d. Irony

Irony is a literary device in which there is a difference between what is meant and what is spoken, or between what seems to be and what is, according to Perrine.

Figure 4. One of the data of Irony

Minutes (00:47:10)
Mike   : so we should probably. So we want to do the..
Marcus   : yeah sure

Mike : **me and my partner we're on the Miami PD tandem dance team**. *We got a routine. We won all the local talent shows. We thinking about going international. You want to show him some of the routine.*

Mike's line, "Me and my partner, we're on the Miami PD tandem dance team," is an example of irony. Perrine defines irony as a contradiction between what is said and reality. Here, Mike pretends he and Marcus are dancers, while in fact they are police officers investigating a case. The irony is used strategically to mislead someone and gain information without arousing suspicion, showing how irony can function manipulatively to achieve specific goals.

e. Metonymy

Perrine states that metonymy is a type of figurative language that uses the name or attributes of an object to replace the actual object or concept. The word used in metonymy also has a close relationship with the object in question.

Figure 5. The data of Metonymy

Minutes (01:08:13)
Carlos: Roberto thinks they were the gangbangers that tried to hijack the drop, boss
Johnny: how did this thing happen?
Roberto: I don't know, we called the rat people, and these guys showed up.
Johnny: **maybe you're the rat, huh**? *They tried to steal from me*
and you let them into my mother's house.
Roberto: Johnny. Hey, no I would never.

This data illustrates metonymy. Perrine explains that metonymy uses a word closely related to a concept to represent it. Here, the word "rat" replaces "traitor" or "informant," a common English slang for someone betraying their group. Johnny, angry at Roberto, suspects him of being a "rat" who leaks information to outsiders. The term not only conveys treason but also intensifies the scene with its strong negative connotations of contempt and distrust.

f. Symbolism

Perrine states that symbolism in figurative language and literature connects something abstract (deeper meaning) with something concrete (real meaning). In other words, symbols represent deeper concepts, ideas, or feelings. Items, colors, characters, or even certain situations can function as symbols because they have meanings different from their literal meanings.

Figure 6. One of the data of Symbolism

Minutes (00:48:52)
Blonde Dreadlocked man   : who that? Who in my house?
Mike   : I'm the devil, who's asking?
*Blonde Dreadlocked man   **: the devil is not welcome here**!*
Marcus   : you for to call yourself the devil in his house? Shit!
Blonde Dreadlocked man   : you're in my house!

This data represents symbolism. After Mike calls himself "the devil," the Blonde Dreadlocked Man replies, "The devil is not welcome here!" In this context, "devil" symbolizes evil, threat, or a negative force, implying that an enemy is not wanted in his home. According to Perrine, symbolism occurs when a word or concept represents a broader meaning. Here, using "devil" heightens tension and portrays Mike not as a mere intruder, but as a figure of danger or evil.

2. The Function of Figurative Language

The writer found 3 functions of figurative language were found, namely: 4 data on Imaginative Pleasure, 37 data on Emotional Intensity, and 9 data on Means of Concentration.

a. Imaginative Pleasure

The pleasure that results from the reader or viewer's ability to imagine the fictional world offered in the work is called imaginative pleasure, according to Perrine. In this movie, imaginative pleasure is seen through the use of figurative language such as the following:

a) Metaphor

Figure 7. One of the data of Imaginative Pleasure

Minutes (00:18:43)
Theressa   : Mike is so sweet
*Marcus   : **so sweet he make your teeth rot**.*

> *Theressa*   : *so have you told him yet?*
> *Marcus*   : *baby, soon, okay? Real soon.*

Marcus's line functions as Imaginative Pleasure, aiming to give aesthetic satisfaction through creative language that evokes vivid images. In the hyperbole "so sweet he makes your teeth rot," Marcus does not mean literal tooth decay but humorously exaggerates to reject Theressa's claim that Mike is "cute." His dramatic and witty remark lightens the mood, makes the conversation livelier, and humorously conveys his disagreement, showing how imaginative language can both entertain and express critique.

    b. Means of Concentration

According to Perrine, the means of concentration is a function that aims to focus the attention of readers or viewers on important parts of a literary work or film. This function helps strengthen certain effects or meanings, so that readers not only enjoy the story, but also capture the message conveyed more sharply. In this movie, the means of concentration can be seen through the use of figurative language, such as the following:

    b) Understatement

Figure 8. One of the data of Means of Concentration

> *Minutes (00:14:48)*
> *Mike*   : *ignoring him, doc. He's blowing this whole thing out of proportion*
> *Marcus*   : *my ass is what's out or proportion mike, okey? I got a big chunk missing.*
> *Doctor*   : ***it's actually a small chunk.***
> *Mike*   : *you know, man, this undue tension you bringing into this relationship ain't gonna be healthy for us in the long run. Marcus: maybe there ain't gonna be long run*
>
> *investigator*   : *Well. Umm well. That happens to be highly illegal*

This statement functions as a Means of Concentration, as described by Perrine which is a way to convey ideas more briefly, clearly, and to the point. In this data, the doctor does not explain the medical details about Marcus' wound, but only mentions "*Small Chunk*" to emphasize or clarify that the wound experienced by Marcus is not as big as Marcus mentioned. the statement that the doctor conveyed was also to correct Marcus' statement without having to explain it in detail or prolong the discussion. By using this understatement, the doctor can

quickly balance the situation and defuse Marcus's overreaction more simply and effectively. "it's actually a small chunk" means that Marcus' injury is not as bad as he claims. Therefore, the main function of this understatement is Means of Concentration, as the doctor conveys the information concisely, directly, and effectively to contrast Marcus's overreaction without needing to explain in detail.

c. Emotional Intensity

According to Perrine, emotional intensity is the strength of emotions produced by a literary work or movie on its readers or viewers. These emotions can be anger, sadness, happiness, fear, or other forms of feelings that arise in response to events or characters in the story. Strong emotions make the audience more personally and emotionally involved in the viewing experience. In this movie, the function of emotional intensity is seen through the use of figurative language such as the following:

c) Hyperbole

Figure 9. One of the data og Emotional Intensity

Minutes (01:30:19)
Marcus   : He under there?
Mike   : Yeah, we lost the coffin,
*Marcus   : And you barbecued our only lead, mike. **This has got to be the worst most emotional cop week of my life.***
Mike   : yeah, it's been a little rough

Marcus said, "*This has got to be the worst most emotional cop week of my life.*" This shows how frustrated and tired he is of the situation, therefore, this data has a function of emotional intensity. In this scene, Marcus has just experienced some stressful events, one of which was losing his only lead due to Mike's mistake. He said that week was the worst and most emotional week of his entire police career to show how bad it was. Although logically he may have experienced other events that were also difficult, he uses this hyperbole to say that this week was the most difficult week for him. This expression shows the level of frustration and exhaustion Marcus is experiencing as a result of the constantly volatile circumstances, mainly due to Mike's actions not living up to his expectations. In Marcus's speech, hyperbole is used more in the Emotional Intensity category as it is used to show how stressed and emotional he is due to the various bad events he has experienced.
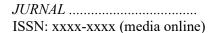
This research discusses what types of figurative language are in the movie Bad Boys II in 2003, besides that this research also discusses what functions of figurative that appear in the data that has been found. Of the 50 data that have been found, Hyperbole is one of the most common types of figurative language found in the dialogue of this film. 26 data contain Hyperbole. In addition, the same with functions, only 3 functions are found in the data containing figurative language, namely Imaginative Pleasure, Emotional Intensity, and Means of Concentration. From 5 data, 37 data contain Emotional Intensity. In this movie, many Hyperboles are found because the characters in this movie express their feelings dramatically. When Mike and Marcus are angry, the sentences they say are also too exaggerated. Not only that, Johnny's anger and resentment are also expressed dramatically in this movie, creating a sense of hyperbole. Hyperbole in this movie not only attracts attention, but also emphasizes the characters' emotional expressions, enhancing the sense of events. Many characters in the movie show exaggerated and stressful emotional expressions, such as anger, regret, disappointment, and revenge. This study also found that, besides the dominance of hyperbole, the most frequently occurring function of figurative language in Bad Boys II is emotional intensity.

CONCLUSION

Many people unintentionally say things using figurative language, either because they don't want to have a literal meaning or because they want to embellish the language spoken. According to this study, figurative language greatly enhances meaning and allows speakers to express their ideas and feelings more clearly. The study found that hyperbole is the most widely used type of figurative language in the movie Bad Boys II. Many characters use it to make situations more interesting, draw attention, emphasize their emotions, and make their statements stronger overall. The study also found that emotional intensity is the most frequently used function of figurative language in this movie. Characters often show feelings of anger, regret, frustration, disappointment, and even revenge. These developed emotional expressions enhance the portrayal of their personalities and increase the dramatic and compelling quality of the movie.

The characters can convey their emotions more effectively by using hyperbolic language, which makes their dialogue more memorable and interesting for the audience. In addition, the movie uses a lot of sarcastic and abusive language, especially when the characters express strong emotions. This study enhances our understanding of how figurative language functions in cinematic discourse and emphasizes the importance of emotional intensity to enhance storytelling and character portrayal.

This research has been completed with various findings that can be the basis for further research. For future researchers who are very interested in studying linguistics, it is recommended to analyze idioms, the use of sarcasm, or abusive language in dialogue because considering the number of conversations in this film that show this theory. In addition, future researchers can analyze figurative language substitutes in other Bad Boys film sequels if they like films with this genre, such as Bad Boys for Life, and also Bad Boys: Ride or Die.

Not only limited to this film, researchers can also study figurative language in various other film genres, especially romantic and comedy films, because such genre films often utilize figurative language to build the nuances of the story. Figurative language is not only seen in movies but also in other objects such as poetry, novels, social media commentaries, podcasts, and song lyrics. By exploring various forms of media, research can provide a broader understanding of the use of figurative language in various contexts

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