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### **A Descriptive Analysis of Swear Words Used in *30 minutes or less* Movie**

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#### **Abstract**

*This study aims to analyze the use of swear words by Nick, the main character in 30 Minutes or Less Movie. The research questions addressed include the types of swear words used by Nick and the dominant types used. This research employed descriptive qualitative and quantitative approaches to provide a comprehensive picture of the use of swear words in the movie. The content analysis method was used to identify and categorize the types of swear words used by Nick. Qualitative data was analyzed using Miles and Huberman's theory, which included stages of data reduction, data display, and conclusion drawing. Additionally, a quantitative approach was employed to calculate the frequency of swear words to determine the dominant types. The results of the study show that Nick uses a total of 64 swear words in the movie. The type of vulgarity dominates with a frequency of 59 occurrences (92.19%), followed by obscenity with three occurrences (4.69%), then both epithet and profanity with one occurrence each (1.56%). These swear words frequently occur in contexts of high tension or stress to express frustration. In conclusion, Nick's swear word plays a significant role in character building and enriching the narrative in 30 Minutes or Less Movie. The implication is that the use of such language not only adds depth to Nick's character but also enhances the overall authenticity and relatability of the film's portrayal of stressful situations.*

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## **INTRODUCTION**

Language serves as a fundamental tool for human interaction, enabling individuals to express thoughts, emotions, and intentions essential for social cohesion (Dobrovolsky & O'Grady, 1992). Its dynamic nature encompasses both spoken and written forms, each bearing distinct nuances and implications in communication contexts (Culpeper, 1996; Beers Fägersten, 2007). Within this framework, the use of language extends beyond mere communication to include cultural norms and social etiquettes, where certain words, such as swear words, hold particular significance (Trudgill, 1974). Swear words, often laden with intensity and emotion, play varied roles in discourse, ranging from reinforcing statements to expressing camaraderie in informal settings (Ljung, 2011).

Despite their pervasive use in social interactions, swear words remain contentious due to their perceived negativity and social taboo in many cultures (Dutton, 2007). Their context often reflects emotions such as anger or frustration, contrasting sharply with formal language norms (Andersson & Trudgill, 1992). However, beyond their perceived negativity, swear words can also serve as emotional outlets, providing a means for individuals to express intense feelings (Crystal, 2003). This duality underscores their complex role in language and communication dynamics. Moreover, the prevalence of swear words in popular media, notably in movies, has further shaped societal perceptions and behaviors (Jay, 2000). Films often depict swear words as integral to character portrayals and narrative authenticity, influencing audience reactions and societal language norms (Maudy, 2023). As such, understanding the use of swear words in media, like in *30 Minutes or Less Movie*, becomes pivotal in examining their broader impact on language evolution and cultural acceptance. This study explores the types and contexts of swear words used by the main character in *30 Minutes or Less Movie*, aiming to shed light on their implications for character development and audience perceptions within the framework of contemporary media discourse.

Taboo and swear words are linguistic phenomena that evoke strong social, cultural, and emotional responses across different societies. Taboo words, rooted in cultural prohibitions, encompass a spectrum of expressions avoided for their perceived harm or offense. Hughes (2006) notes their prevalence in specific contexts, contrasting with everyday speech. Swear words, on the other hand, are known for their explicit and often offensive nature, invoking intense emotions and reactions. This theoretical review explores the functions, types, and societal implications of these language constructs, shedding light on their role in communication and social dynamics.

Character and action are pivotal elements in both literature and film, influencing narratives and engaging audiences worldwide. Character, encompassing traits, values, and motivations, serves as a cornerstone in psychological, literary, and ethical studies. In literature, characters embody human complexities and interpersonal dynamics, reflecting evolving values and emotional journeys (Smith, 2018). Conversely, in psychology, character denotes consistent behavioral patterns shaped by life experiences and environmental interactions (Brown, 2016). Moreover, character assumes a moral dimension, influencing ethical decisions and societal norms (Johnson, 2019).

Action movies, on the other hand, epitomize the fusion of spectacle and narrative. Defined by intense physical feats and high-stakes conflicts, these films captivate audiences with adrenaline-pumping sequences and larger-than-life heroes (Smith, 2017). The genre not only entertains but also shapes cultural perceptions of masculinity, violence, and societal norms (Brown, 2019). Technological advancements have amplified the genre's visual impact, enabling grander cinematic spectacles that resonate globally (Damon, 2021).

The use of swear words in movie has evolved into a contentious and captivating aspect of storytelling. Within movies, swear words serve as vehicles for abusive language, mockery, and obscenity, influencing audience perceptions, narrative atmosphere, and thematic depth. This literature review delves into the multifaceted roles of swear words in movies, drawing insights from international research. Various studies have analyzed swear word usage across different films, employing frameworks like Pinker's typology (2007) to categorize them into descriptive, idiomatic, cathartic, abusive, and emphatic forms (Bram & Putra, 2019).

Additionally, research has explored the societal and psychological motives behind swearing, revealing its prevalence as a tool for social identification and emotional expression (Wulandari & Firmawan, 2019; Kristiano & Ardi, 2018; Diniarta et al., 2023). Understanding these dynamics not only enriches academic discourse but also sheds light on how movies reflect and shape cultural norms. This review sets the stage for deeper exploration into the intricate relationship between swear words, film narratives, and societal impact.

Central to the study of swear words in movies is the theoretical framework proposed by Battistella (2005), which categorizes swear words into four distinct types. These categories provide a structured approach to understanding the diverse roles and impacts of swearing in cinematic narratives. Battistella's typology begins with epithets, derogatory terms aimed at demeaning individuals or groups based on various attributes such as race, gender, or appearance. These epithets often reflect societal prejudices and stereotypes, shaping character dynamics and audience perceptions within films. Secondly, profanity encompasses language that is taboo or offensive, often with religious undertones, used to express intense emotions or reactions without necessarily targeting religious beliefs directly. Phrases like 'Go to hell' exemplify how profanity can evoke strong emotional responses within cinematic contexts. Vulgarity, the third category, includes colloquial and straightforward language that disparages or degrades its subject, commonly used in informal or confrontational settings. Words like 'shit' or 'asshole' exemplify this category, revealing the speaker's emotional state or the atmosphere of a scene. Lastly, obscenity involves explicit references to bodily functions, sexual anatomy, or activities, intended to provoke strong emotional reactions or convey intense disdain. Such language pushes boundaries and reflects societal taboos, contributing to the narrative depth and thematic impact of movies. By applying Battistella's framework, this study delves into how these types of swear words are employed, perceived, and their implications within cinematic storytelling, offering insights into their cultural and psychological dimensions.

## **RESEARCH METHODS**

This research employed both descriptive qualitative and descriptive quantitative approaches to explore the use of swear words in *30 Minutes or Less Movie*. According to Moeleong (2012), descriptive qualitative research aimed to provide an objective portrayal or description of a situation. Utilizing content analysis as the methodological tool, this study delved into the first research question: 'What types of swear words were used by Nick, the main character, in *30 Minutes or Less Movie*?' This approach aimed to uncover a detailed description of the various types of swear words employed throughout the film, offering insights into their contextual usage and their implications for character development and plot progression. Drawing from Miles and Huberman's (1994) framework for qualitative data analysis, the study involved stages of data reduction, data display, and conclusion drawing to interpret patterns and themes within the swear word usage. Subsequently, the research incorporated a descriptive quantitative approach to quantify the frequency of swear words used by Nick. This quantitative analysis aimed to answer the second research question: 'What were the dominant types of swear words used by Nick in *30 Minutes or Less Movie*?' By quantifying the qualitative findings, the study provided empirical evidence of the prevalence and patterns of swear word usage in the film, enhancing understanding of their role as narrative tools and their impact on audience

perception. By integrating these two approaches, the research aimed to offer a comprehensive examination of swear words in *30 Minutes or Less Movie*, providing both depth of context and measurable insights.

### **Data Collection Methods and Techniques**

To investigate the use of swear words in *30 Minutes or Less Movie*, this research employs a meticulously designed observation sheet as its primary data collection tool. The observation sheet features detailed columns to systematically record each instance of swear word usage by Nick, the main character. This includes documenting the exact sentence, categorizing the swear word type (epithet, profanity, vulgarity, obscenity), and noting the precise timestamp within the movie. Such structured data collection ensures thorough and organized capturing of language nuances, facilitating qualitative and quantitative analyses to uncover patterns and contextual dynamics.

### **Data Analysis Methods and Techniques**

Using content analysis as the primary analytical tool, this research systematically examines Nick's use of swear words. The qualitative data analysis process involves initial viewing and manual coding to categorize swear words based on their types and contextual significance. This is followed by data reduction to simplify and organize the qualitative findings into meaningful patterns. Concurrently, the quantitative analysis calculates the frequency of each swear word type, providing statistical insights into their prevalence and distribution throughout the movie. By applying rigorous analytical methods, this study aims to illuminate the role and impact of swear words in cinematic storytelling, offering valuable insights into their cultural and narrative implications.

### **Research Trustworthiness**

To ensure the validity and reliability of the findings, this study employs triangulation as a strategy to enhance data trustworthiness. Triangulation involves using multiple data sources, methods, or theoretical perspectives to cross-verify the findings (Denzin, 1978). In addition to meticulous data collection and analysis, the research engages in member checking, where interpretations and conclusions are shared with peers or participants for feedback (Creswell, 2013). By adhering to rigorous standards of qualitative and quantitative research, this study aims to produce comprehensive, credible, and trustworthy insights into the use of swear words in *30 Minutes or Less Movie*.

## **FINDINGS AND DISCUSSIONS**

In this section, the findings from the analysis of swear word usage by Nick, the main character in *30 Minutes or Less Movie*, are presented and discussed. The analysis focused on categorizing swear words into types and examining their frequency and contextual usage throughout the movie.

**Table 1. Swear Words Identified**

Types	Words	Frequency
Epithet	Stupid	1
Profanity	Hell	1
Vulgarity	F*cking	17
	F*ck	10
	F*cked Up	4

	F*cked	2
	F*ck You	3
	F*ck Off	2
	F*ckers	1
	Shit	9
	Shitty	1
	Motherfucker	5
	Asshole	2
	Bullshit	2
	Douchebag	1
Obscenity Type	Dick	2
	Finger Blast	1

### **The most dominant swear word used by Nick as the main character in 30 Minutes or Less Movie**

Table 2. Total Percentage

<b>Swear Words Types</b>	<b>Number of Occurrences</b>	<b>Percentage (%)</b>
Epithet	1	1.56
Profanity	1	1.56
Vulgarity	59	92.19
Obscenity	3	4.69
Total	64	100 %

From Table, 1 and 2, it is evident that Nick uses a total of 64 swear words throughout the film. Vulgarity emerges as the most frequently used category, accounting for 92.19% of all swear words. Obscenity follows with 4.69%, while Epithet and Profanity each constitute 1.56% of the total swear words. In 30 Minutes or Less Movie, where the narrative revolves around high-stakes events like bank heists, characters such as Nick often use swear words to convey stress and urgency. Table 4.5 underscores the prevalence of Vulgarity in Nick's dialogue, particularly the use of words like 'f\*cking' during intense exchanges with other characters. This frequent use of Vulgarity portrays Nick as a character prone to using swear word to express frustration and intensity.

This study has significant differences from previous studies regarding the movies analyzed, the methods used, the theories applied, and the results obtained. Previous studies have used various theories to analyze the use of swear words in movies. For example, research by Ulan Sari et al. (2018), who used Huges' (2006) theory in the movie "Fast And Furious" found that the use of swear words in the movie varied but focused more on the intensity of emotions and situations that support the use of these words. Research by Kristiano & Ardi (2018) in the movie "Bad Boys II" with Jay's theory (2009) shows similar results, namely, the use of swear words is more influenced by character and storyline. In addition, previous research by Bram & Putra (2019) in the movie "The Wolf of Wall Street" and Wulandari & Firmawan (2019) in the movie "Deadpool" using Pinker's (2007) theory showed that although these two studies used the same theory, the results obtained were different due to different movie contexts. This study's results show that the movie's context and characteristics greatly affect the type and frequency of use of swear words.

Comparison of the results of this research with previous research shows that this research has a unique contribution in the use of different methods and theories and focuses on *30 Minutes or Less Movie*. This research uses a mixed method approach which combines qualitative and quantitative descriptive, different from most previous research which only uses one method. This research also uses Battistella's (2005) theory which categorizes swear words into four types, while previous research used other theories such as Huges (2006), Jay (2009), and Pinker (2007). The results of this research found that swear words in *30 Minutes or Less Movie* are dominated by vulgarity, which reflects the characteristics and comedic situations in the film. In contrast, previous research shows that the use of swear words is more influenced by emotional intensity, character, and storyline. This research also highlights that swear words are not only used to show emotion or aggression but also to build character and create an atmosphere appropriate to the film genre. Thus, this research provides new insights and enriches understanding of the use of swear words in dialogue films and how these language elements influence the dynamics between characters and the overall storyline.

## CONCLUSION

In conclusion, this study enhances our understanding of swear words' functions in movie dialogues, particularly in character portrayal and narrative development in *30 Minutes or Less Movie*. The functions of swear words identified in this study include expressing emotions, strengthening characterization, adding realism to dialogue, and serving as comedic elements that support the storyline. The results imply that swear words in movies are not solely used to show emotional intensity or aggression but also play a crucial role in character building and creating an atmosphere that aligns with the film's genre. Future research should explore swear word usage across diverse genres and characters to further elucidate their impact on cinematic discourse. Limitations of this study include the focus on a single movie and character, which restricts the generalizability of the findings. Future studies could expand the scope to include multiple movies and characters to deepen insights into swear word usage in cinema, providing a more comprehensive understanding of their role and impact in film dialogue.

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