

An Analysis of Maxim Violation: *Case in Werewolf Game*

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INTRODUCTION

- Ideal socialization activities stimulate ongoing conversations and reduce the potential for interpersonal problems. The connection between speakers and speech partners won't exist if the cooperative principle is not established.
- Indriyani (2018) argues that the cooperative principle is a type of interaction between speakers and speech partners that tries to gather clear information and develop good communication.
- However, the cooperative principle is frequently violated in daily life. Therefore, language learners need to analyze various kinds of cases to fully understand the motivations for violating these maxims and secure smooth interaction.
- This research aims to identify and analyze what types of violation of maxim occur in conversations, what is the dominant type of violation of maxims used, also to indicate why the members carried out all four maxim-type violations

LITERATURE REVIEW

- According to Grice (1975), Cooperative Principle which consists of four maxims (maxim of quality, quantity, relevance and manner) are suggested principles for the speaker and the hearer to show their cooperation by giving appropriate contributions in their conversation.
- Grice (as cited in Cutting, 2002) says that when the speaker does not fulfill or obey the maxims, the speaker is said to “violate” them. Violation is the condition where the speakers do not purposefully fulfill the certain maxim
- Grice (as cited in Levinson, 1983) there are four types of maxim violations. They are violation of maxim of quantity, violation of maxim of quality, violation of maxim of relevance and the violation of maxim of manner

Based on Christoffersen’s classification (as cited in Tupan & Natalia, 2008), there are 8 reasons why the speaker violate the maxims.	
1. Hide the truth	5. Cheer the hearer
2. Save the face	6. Avoiding to hurt the hearer
3. Feel jealous about something	7. Building one’s belief
4. Satisfying the hearer	8. Convincing the hearer

METHOD

- The present research used qualitative content analysis to learn about human behavior.
- The transcriptions of Snow Man's video served as the research's data source. The video titled "[Masterpiece] A Serious Werewolf Game Battle...Can You Find Out Who's The Werewolf?!" was 28 minutes long and taken from Johnnys Jr.'s YouTube channel. The study features nine members of Japanese Idol Group called Snow Man.
- The data were analyzed according to the Grice's Theory of Cooperative Principle and the researcher used the data analysis technique by Miles, Huberman & Saldaña (2014) which contains three steps.

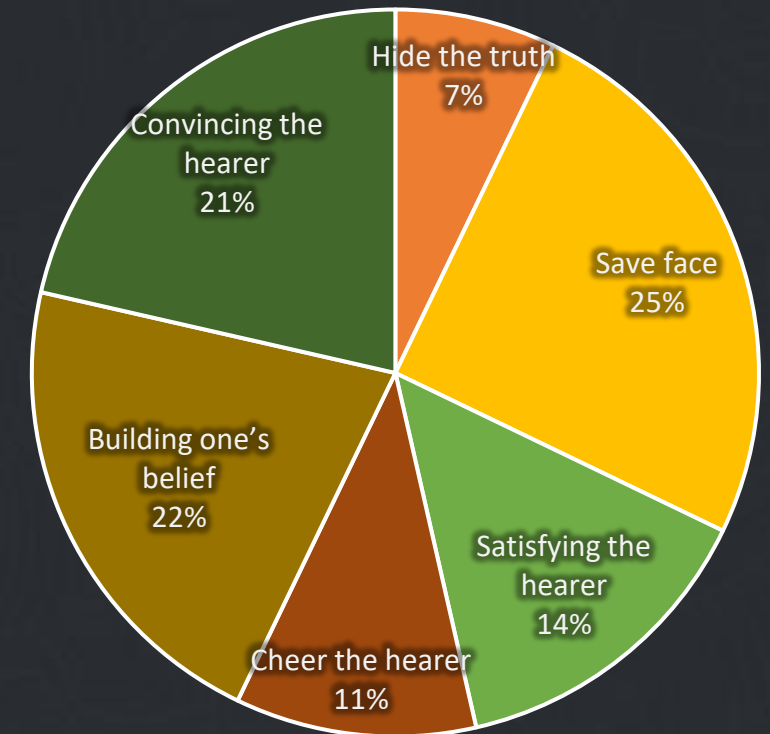




FINDING AND DISCUSSION

No	The Type of Maxim Violation	Data		Frequency	%
		Member	Utterance		
1	Quantity	Iwamoto Hikaru	1	3	30%
		Watanabe Shota	1		
		Miyadate Ryota	1		
2	Quality	Mukai Koji	1	3	30%
		Raul	1		
		Abe Ryohei	1		
3	Relevance	Watanabe Shota	1	2	20%
		Sakuma Daisuke	1		
4	Manner	Miyadate Ryota	2	2	20%
Total				10	100%

Reasons the members violate the maxims



FINDING AND DISCUSSION

Violation of Maxim of Quality

Data 1

佐久間: ラウル助けてよー

Sakuma : Raul, help me~

ラウル: 絶対大丈夫だから

Raul : It'll be okay, I'm sure!

佐久間: お前の役職聞いてない

Sakuma : We didn't hear your role

ラウル: 確かに

Raul : That's right

佐久間: こわーい

Sakuma : I'm scared

([Masterpiece] A Serious Werewolf Game Battle...Can
You Find Out Who's The Werewolf?!, at 4:55 to 5:01)

The first data shows that when Sakuma begged help for him to be saved Raul answered by telling him that everything would be alright, although no one knew what Raul's real role was. Raul also did not attempt to fulfill Sakuma's agreement to cooperate to defend him. Because Raul does not present valid facts, this violates the quality maxim. Raul could have been a werewolf instead and killed Sakuma. Raul's statement, which violated the quality principle, was intended to pacify the complaining Sakuma while concealing his real role.

The reason based on Christoffersen's classification:
Satisfying the hearer, Cheer the hearer



FINDING AND DISCUSSION

Violation of Maxim of Quantity

Data 2

向井: ふっかさんと? 館様?

Mukai: Between Fukka-san and Date-sama?

佐久間: 最後の弁明をしてください

Sakuma : Please give your last excuse

深澤: いや、わたしは霊媒師です。で (佐久間)

市民で、(阿部) 市民でした。それしか言えないです。人狼は誰も死んでません

Fukazawa : No, I'm the necromancer. And Sakuma

and Abe were citizens

宮館: ぼくは市民です。みんなともっと楽し

たかった

Miyadate : I am a citizen. I wanted to have fun

together longer...

Based on data no 2, Mukai suspects Fukazawa and Miyadate are playing werewolves. Fukazawa explained correctly, however, Miyadate added superfluous comments such as "I want to have more fun with you guys." This statement violates the maxim quantity because Miyadate's motivation is to be acquitted and bias his original function.

The reason based on Christoffersen's classification: Save the face, Building one's belief, Convincing the hearer

([Masterpiece] A Serious Werewolf Game Battle...Can You Find Out Who's The Werewolf?!, at 23:43 to 23:49)

CONCLUSION

- There are 10 utterances discovered in a werewolf game played by nine members of the Japanese idol group Snow Man that include four maxim violations, namely Violation of the Maxim of Quantity, Violation of the Maxim of Quality, Violation of the Maxim of Relevance, and Violation of the Maxim of Manner.
- The Maxim of Quantity and the Maxim of Quality are the most frequently violated maxims, with a frequency of 30% for each. According to the research data, violating the maxim is done for a particular purpose, such as to manipulate information so that it is not clear and shows a feeling of confusion.
- Snow Man members seemed to have their purpose for violating the maxims. This research found out that they used the violation of maxims as a strategy to hide the truth, save the face, satisfy the hearer, cheer the hearer, build someone's belief, and convince the hearer.

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THANK YOU!

