

WORDS AND CULTURE IN PROTOTYPES SEEN IN THE LINGUISTIC RELATIVITY OF *“The Cabin in the Woods”* MOVIE

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Abstract

People in this world have everyday languages which consist of related specific and general concepts. Concepts are defined for typical cases (prototypes). This study focused on categorizing the typical instances which appeared in the main characters' utterances into several prototypes in the movie of *“The Cabin in the Woods”*. This research was descriptive qualitative. The study was conducted by taking pieces of conversation between the main characters. Then, the researcher listed the typical instances of the initial concept including art, furniture, education term, economic term, technology term, animal, clothe, beverage, kitchen set, equipment, building, part of house, part of body, color, stationery, profession, vehicle, drug, jewelry, and natural place. Based on the categorization result, it can be concluded that the most prototypes which were frequently appeared in this movie were the prototypes of part of house (13,3%). It can be occurred, because the setting of this movie was at a rambler in a wood. Therefore, the environment influences the human production of the language, and it is proved that there is a relationship between language, mind, and reality.

Key word: Prototypes

I. Introduction

Communication is one of human activity in transferring the language. In fact, there is much diversity in human language. Philologists and linguists have been interested in the diversity of human language since the eighteenth century. The discovery by European scholars of oriental languages was accompanied by increased

interest in the unique cultural characteristics of their national languages. These scholars put forward the idea that different people speak differently because they think differently, and that they think differently because their language offers them different ways of expressing the world around them. Hence, it is the notion

of *linguistic relativity* (Widdowson, 1998:11).

Linguistic relativity problem is often referred to as the Sapir-Whorf hypothesis because it came to prominence with the writings of the American linguist Edward Sapir (1884 - 1939) and his student, Benjamin Lee Whorf. They advanced idea that the structure of the native language has a strong influence on the way we perceive the world. In an extreme version, the linguistic relativity hypothesis proposes that people from different language backgrounds effectively live in separate worlds, because of the disparate experiences provided for them by the structures of their languages. Linguistic relativity is often demonstrated by examining the organization of lexical items in a language. The principle of linguistic relativity is the relationship between language, mind, and reality. Language primarily reflects rather than create socio-cultural regularities in values and orientation (Stern, 1983:206).

The different way of human thinking influenced by cultures, then cultures construct certain language which can express definite cultural meanings. Besides, there is a relationship between the diversity in language and human diversity of thought and culture. In the nineteenth century, Von Humboldt suggested that the different ways in which a language categorizes reality imposes on the mind

ways of organizing our knowledge; the diversity of languages therefore is not only sounds and signs but a diversity of world perspective (Stern, 1983:204).

Our knowledge of language and society is an inheritance network. An inheritance network includes inheritance hierarchies which allow classification and exceptions. People use the language to classify various instances of things around them into specific terms. Besides, they also learn how to use the language and achieve social competence. Besides, people in this world have everyday languages. This includes everything they know about the world. It consists of related specific and general concepts. Concepts are defined for typical cases (prototypes) but allow exceptions. In addition, categorizing the typical instances into certain prototypes actually only exist because they are viewed as culturally significant. A category can also only exist in contrast with something else, which is it would not exist if there was no alternative. The categories that are used in a society are a reflection of what the society believes to be important about people; beliefs that are based upon its political and social order (Goddard and Mean, 2009:48). Categories reflect culture rather physical reality has been provided by cross-cultural studies. Evidences show that, if a category is not socially important, it is not used to describe or differentiate people. This also means that any category could become

important depending upon the beliefs a society develops. Although categories appear to be quite simple things, the way they work is actually quite complex. There are also category members (hyponyms) that we think of as more typical or more central than other members. The central members are those that fit the cognitive model or category best, and these are the basis for our idea of 'the norm'. The cognitive models that represent these typical or central members are called prototypes, and it is usually prototypical models that come to mind when a category is called up. This means that prototypes can often represent the whole category in our thinking (Goddard and Mean, 2009:48).

Rosch in Wardaugh (2006:237) proposed an alternative to view that concepts are composed from sets of features which necessarily and sufficiently define instances of a concept. He proposes that concepts are best viewed as prototypes. Hudson in Wardaugh (2006: 237) believes that prototype theory has much to offer sociolinguistics. He believes it leads to an easier account of how people learn to use language, particularly linguistic concepts, from the kinds of instances they come across. Moreover, such a view allows for a more flexible approach to understanding how people actually use language. According to Hudson (Hudson in Wardaugh, 2006:237), prototype theory

may even be applied to the social situations in which speech occurs. When, people hear a new linguistic item, people associate with it who typically seems to use it and what is the typical occasion of its use. Then, prototype theory offers people a possible way of looking not only at how concepts may be formed but also at how they achieve social competence in the use of language.

The researcher chose the movie which was entitled *The Cabin in the Woods*. This movie told about five teenagers, college students Dana Polk, Holden McCrea, Marty Mikalski, Jules Loudon, and her boyfriend Curt Vaughan go to a remote cabin in the woods for a vacation. The technicians control the environment the group are in from a far and give them mood-altering drugs to make them more likely to venture into the cellar and do something that will lead to punishment head off for a weekend at a secluded cabin in the woods. They are quite isolated with no means of communicating with the outside world. When the cellar door flings itself open, they of course go down to investigate. They find an odd collection of relics and curios but when one of the women, Dana, reads from a book she awakens a family of deadly zombie killers. There is far more going on however than meets the eye as the five campers are all under observation.

The setting in this movie were in Coquihalla Canyon Park (The woods), Apartment at 5th and Trafalgar (Dana's apartment), and British Columbia Institute of Technology (aerospace technology campus) in 2005. However, in this way, the research was only focused on the conversation between the main characters in Dana's apartment (Apartment at 5th and Trafalgar) and a ramble which was located in Coquihalla Canyon Park (The woods). The main characters in the movie "*The Cabin in the Woods*", were Dana Polk, Holden McCrea, Marty Mikalski, Jules Loudon, and her boyfriend Curt Vaughan. They were college students. Therefore, the researcher assumed that their age was among 20-22 years old. The social status of the characters in this movie is in the middle-up level. The researcher can assume it because they were college students. Someone who can continue their study to the high level (college), they must be coming from middle-up level.

The nature of speech of the main characters in this movie was casual. It can be proved by several conversations by the main characters such as (1) *He is a sweet guy*, (2) *fuck is wrong with you, bro?* and (3) *Dana, you fetching minx!*. The language used in the movie of *The Cabin in the Woods* was informal. Most of the conversations uttered by the teenagers whether how they addressed their friends, how they talked each other, they frequently

used, particularly the college students who were 20-22 years old, were informal. For examples (1) *I am kinda seeing this girl*, (2) *hay, Man!, you've gotta fucking kidding me*, (3) *it's a gorgeous man!*, (4) *I'm gonna kill you*, (5) *I am gonna go read the books with the pictures*, and (6) *Gotta keep the customer satisfied*.

The researcher chose the movie "*The Cabin in the Woods*" because the main characters in this movie were teenagers in England who growth in the millennium era. Therefore, she was interested in analyzing their utterances, particularly the words which they frequently used in their conversation which reflects their mind and daily life. Then, from the main characters' utterances, the researcher tried to classify the words that they produced as typical instances of the initial concept such as art, furniture, education term, economic term, technology term, animal, clothe, beverage, kitchen set, equipment, building, part of house, part of body, color, stationery, profession, vehicle, drug, jewelry, natural place.

This study focused on finding the prototypes related to the linguistic relativity in conversation involving main characters of *The Cabin in the Woods* movie. Mainly, the researcher wanted to categorize the typical instances which appeared in the main characters' utterances into several concepts or prototypes, such as

art, furniture, education term, economic term, technology term, animal, clothe, beverage, kitchen set, equipment, building, part of house, part of body, color, stationery, profession, vehicle, drug, jewelry, and natural place. Therefore, the researcher classified the utterances (noun) into those concepts (prototypes). The researcher made those classifications because the typical instances of the initial concept as art, furniture, education term, economic term, technology term, animal, clothe, beverage, kitchen set, equipment, building, part of house, part of body, color, stationery, profession, vehicle, drug, jewelry, and natural place were often uttered a lot by the main characters and reflects the teenagers' way of thinking.

In this research, the researcher answered the research question which was how are the prototypes uttered by main characters of *The Cabin in the Woods*. The result of this study is aimed to give significance for the students of English Linguistics and the viewers of the movie "*The cabin in the Woods*". Theoretically, the results of this study describe and explain the prototypes seen in linguistic relativity used by the main characters in "*The cabin in the Woods*". Practically this study was designed for the viewers of "*The cabin in the Woods*", in common, the findings are expected to give practical improvement in understanding the context in which prototypes seen in linguistic

relativity are used and it will help to understand the relationship of social parameters. For the students of sociolinguistics, this study is expected to give information in prototypes and show the cognitive models affected the way in which someone assessed the group members.

Prototypes in this way are most and least typical instances of the initial concept of several terms such as art, furniture, education term, economic term, technology term, animal, clothe, beverage, kitchen set, equipment, building, part of house, part of body, color, stationery, profession, vehicle, drug, jewelry, and natural place which frequently used by the adolescent. Last is for future researcher, this study is expected to be used as reference for conducting study about prototypes which is still rarely done by students of linguistics. The writer defines some key terms to avoid misinterpretation and to comprehend some terms in this paper. The operational definitions of key terms were linguistic relativity is the diversity of language used frequently by adolescent which reflect their mind in reality. Then, prototypes is typical instances of the initial concept such as art, furniture, education term, economic term, technology term, animal, clothe, beverage, kitchen set, equipment, building, part of house, part of body, color, stationery, profession, vehicle, drug, jewelry, and natural place which frequently

used by the teenagers in the movie of “*The Cabin in the Woods*”.

2. Research Method

This research was descriptive qualitative research. In this research, the researcher tried to infer and formulate the patterns of the findings. The research method contained analysis of the findings since it was applied to written and visual materials for the purposes of finding the prototypes. The study was conducted by taking pieces of conversation or dialogue between two or more different main characters.

The researcher chose the main characters; they were Dana Polk, Holden McCrea, Marty Mikalski, Jules Loudon, and her boyfriend Curt Vaughan. Those characters almost dominated all the conversations. The writer focused on the scenes in the Coquihalla Canyon Park (The woods), and apartment at 5th and Trafalgar (Dana’s apartment) where the conversation between the main characters frequently appeared. This study took the data source from the subtitle of “*The Cabin in the Woods*” movie.

In this research, the researcher was the basic instrument. The researcher was personally involved in collecting, analyzing the data, and generating the hypothesis. There were several steps in collecting the data as follows. First, the

researcher collected the data in form of conversations by the characters containing words (noun) seen in the linguistic relativity of “*The Cabin in the Woods*”.

The researcher took the data from the introduction, pre-climax and climax.

Second, the data were identified. The researcher presented the data in the form of dialogs which showed several concepts of art, furniture, education term, economic term, technology term, animal, clothe, beverage, kitchen set, equipment, building, part of house, part of body, color, stationery, profession, vehicle, drug, jewelry, and natural place. Third, the researcher analyzed the data found by enlightening the situation of the usage of words in as art, furniture, education term, economic term, technology term, animal, clothe, beverage, kitchen set, equipment, building, part of house, part of body, color, stationery, profession, vehicle, drug, jewelry, and natural place. The researcher classified the instances not based on the features but directly to the typical instances. Fourth, the researcher made tables to classify the words into those concepts and showed the frequency and percentage for each concepts (prototype) which appeared in the movie in the introduction, pre-climax and climax part. Finally, the data obtained were reread and the researcher drew the conclusion for his finding. That was showing the prototype in the movie of *The Cabin in the Woods*.

The researcher was collecting the data in the same time of the process of interpreting and analyzing the data. Several steps that were done following the data collection were as follows: First, the researcher started to collect the words as the data and analyze them from the conversation between the main characters in *The Cabin in the Woods*. Second, the researcher classified the typical instances into some concepts (prototype) such as art, furniture, education term, economic term, technology term, animal, clothe, beverage, kitchen set, equipment, building, part of house, part of body, color, stationery, profession, vehicle, drug, jewelry, and natural place. They were found from the movie by looking at the subtitle, and then it was explained to answer the research problem. In this step, what the researcher did was explaining the data based on the table to show the prototypes which appeared in this movie. Finally, the researcher summarized the prototypes seen in linguistic relativity in introduction, pre-climax and climax part.

3. Results and discussion

The typical instances in the movie *The Cabin in the Woods* were classified into twenty concepts (prototype). Those were art, furniture, education term, economic term, technology term, animal, clothe, beverage, kitchen set, equipment, building, part of house, part of body, color,

stationery, profession, vehicle, drug, jewelry, and natural place. The table of typical instances of the initial concept (Prototypes) in the movie *“The Cabin in the Woods”* can be seen in Table 3.1.

Table 3.1 Typical instances of the initial concept (Prototypes) in the movie of “The Cabin in the Woods”

No	Initial concept (prototype)	Typical instances
1	Art	picture
2	Furniture	dartboard, mirror, and bed
3	Education term	student, soviet economic structure, sociology major, academic scholarship, and egghead
4	Economic term	credit cards and money
5	Technology term	email, GPS, and cell phone.
6	Animal	spider, raccoon, mouse, wolf, frog and elephant.
7	Clothe	pants, cap, suits, and shirt
8	Beverage	beer
9	Kitchen set	keg
10	Equipment	huge bong, pump, climbing gear, and chopper.
11	Building	jail, country home, and rambler
12	Part of house	dorm room, interrogation room, cell door, upstairs, black room, basement, window and door
13	Part of body	hair, hand, skin, arm, and brain.
14	Color	blonde, gray, and blue
15	Stationery	books, and diary
16	Profession	cops and army
17	Vehicle	car and van
18	Drug	reefer
19	Jewelry	ring
20	Natural place	lake

Based on the table above, the researcher figured out the frequency and the percentage as this following table.

Table 3.2 Frequency and percentage of the prototypes in the movie of “The Cabin in the Woods”

No	Initial concept (prototype)	Typical instances	Frequency	Percentage
1	Art	picture	1	1,7%
2	Furniture	dartboard, mirror, and bed	3	5%
3	Education term	student, soviet economic structure, sociology major, academic scholarship, and egghead	5	8,3%
4	Economic term	credit cards and money	2	3,3%
5	Technology term	email, GPS, and cell phone.	5	8,3%
6	Animal	spider, raccoon, mouse, wolf, frog and elephant.	6	10%
7	Clothe	pants, cap, suits, and shirt	4	6,7%
8	Beverage	beer	1	1,7%
9	Kitchen set	keg	1	1,7%
10	Equipment	huge bong, pump, climbing gear, and chopper.	4	6,7%
11	Building	jail, country home, and rambler	3	5%
12	Part of house	dorm room, interrogation room, cell door, upstairs, black room, basement, window and door	8	13,3%
13	Part of	hair, hand,	5	8,3%

	body	skin, arm, and brain.		
14	Color	blonde, gray, and blue	3	5%
15	Stationery	books, and diary	2	3,3%
16	Profession	cops and army	2	3,3%
17	Vehicle	car and van	2	3,3%
18	Drug	reefer	1	1,7%
19	Jewelry	ring	1	1,7%
20	Natural place	lake	1	1,7%
TOTAL			60	100%

The percentage of the prototypes in the movie of “*The Cabin in the Woods*” in form of graphic can be seen in Figure 3.1 below:

Figure 3.1 Percentage of the prototypes in the movie of “The Cabin in the Woods”

The frequency of the prototypes in the movie of “*The Cabin in the Woods*” in form of graphic can be seen in Figure 2.2 below:

Figure 2.2 Frequency of the prototypes in the movie of “The Cabin in the Woods”

Explanation:

- Art : Art
- Anml : Animal
- Build : Building
- Fur : Furniture
- Clth : Clothe
- PoH : Part of House
- Ed.T : Educational term
- Bev : Beverage
- PoB : Part of Body
- Ec.T : Economic term
- Ktchn : Kitchen set

Clr	: Color
Tech.T	: Technology term
Equip	: Equipment
Stnry	: Stationery
Profsn	: Profession
Veh:	Vehicle
Drg	: Drug
Jewel	: Jewelry
Nat. plc	: Natural place

From the table above, we can conclude that the most prototypes which appeared in this movie were the prototypes of part of house; there were 13, 3% or eight typical instances. It can be occurred because the setting of the movie was at Rambler in a wood. Therefore, the environment influences the human production of the language.

Kinds and functions of prototypes used by main characters in the movie of “*The Cabin in the Woods*”

Based on the theory of prototypes, Rosch in Wardhaugh (2006: 237), states that an alternative to the view that concepts are composed from sets of features which necessarily and sufficiently define instances of a concept. The researcher composed twenty prototypes which were derived from sixty words (noun) in the movie of *The Cabin in the Woods*. The words collected were picture, dartboard, mirror, bed, student, soviet economic structure, sociology major, academic scholarship, egghead, credit cards, money,

email, GPS, cell phone, spider, raccoon, mouse, wolf, frog, elephant, pants, cap, suits, and shirt, beer, keg, huge bong, pump, climbing gear, chopper, jail, country home, Rambler, dorm room, interrogation room, cell door, upstairs, black room, basement, window, door, hair, hand, skin, arm, brain, blonde, gray, blue, books, diary, cops, army, car, van, reefer, ring and lake. Those words were classified into twenty concepts (prototypes) such as art, furniture, education term, economic term, technology term, animal, clothe, beverage, kitchen set, equipment, building, part of house, part of body, color, stationery, profession, vehicle, drug, jewelry, natural place. Kinds of prototypes with the typical instances were obtained from the conversation and utterances between the main characters in the movie of *The Cabin in the Woods*. Following are the examples of those typical instances with the prototypes seen in the main characters of *The Cabin in the Woods* movie that are Jules (JL), Dena (DN), HD (Holden), MT (Marty), and Curt (CT).

1. Typical instance of a concept (prototype) of art is picture.

It can be proved from some dialogs of the main characters as below:

U001 JL 1: Professor Fuckward, why haven't you stuck that asshole's **picture** on the dart board yet?

U002 DN 2: It's not that simple, oh my
God! Your hair, it's blonde.

U003 JL 3 : Very fabulous, no?

2. Typical instances of a concept
(prototype) of furniture are dartboard,
mirror, and bed.

It can be proved from some dialogs of
the main characters as below:

U001 JL 1: Professor Fuckward,
why haven't you stuck that
asshole's picture on the
dartboard yet?

U002 DN 2: It's not that simple, oh my
God! Your hair, it's blonde.

U168 HD 1: I had kind of an internal
debate about showing you the **mirror**.

U334 HD 1: Come on. Use the **bed**

3. Typical instances of a concept
(prototype) of education term are
student, soviet economic structure,
sociology major, academic scholarship,
and egghead.

It can be proved from some dialogs of
the main characters as below:

U013 JL1 : Fucking his **student** or
breaking up with her by
email?

U014 DN 2: I knew what I was getting into

U025 JL 1: Is it help?

U026JL 2: **Soviet economic structure**,
after math of the . . .

U260 MT 1: I mean he's **sociology major**

U261 MT 2: He's on full **academic
scholarship**

U262 MT 3: and now he is calling his
friend and **egghead**.

4. Typical instances of a concept
(prototype) of economic term are credit
cards and money.

It can be proved from some dialogs of
the main characters as below:

U097 CT 1: I'm thinking this thing doesn't
take **credit cards**.

U098 MT 2: I don't think it knows about
money.

5. Typical instances of a concept
(prototype) of technology term are
email, GPS, and cell phone.

It can be proved from some dialogs of
the main characters as below:

U013 JL 1: Fucking his student or
breaking up with her by
email?

U014 DN 2: I knew what I was getting
into.

U081 JL 1 : I hope this is the right road.

U082 JL2 : it doesn't even show up on the
GPS.

U084 MT 1: That's the whole point, get
off the grid, right?

U085 MT2: No, **cell phone** reception. No,
traffic cameras.

6. Typical instances of a concept (prototype) of animal are spider, raccoon, mouse, wolf, frog and elephant. It can be proved from some dialogs of the main characters as below:

U125 JL1: oh, my God. It's beautiful.

U126 JL2: one **spider** and I'm sleeping in the rambler.

U129 JL1: it is kind of cool

U130 JL2: you gonna kill us a **raccoon** to eat?

U172 CT1: Please dare..dare..

U173 MT2: That **moose** over there.

U175 MT1: Whatever that mysterious beast is.

U176 HD2: That's a **wolf**.

7. Typical instances of a concept (prototype) of clothe are pants, cap, suits, and shirt.

It can be proved from some dialogs of the main characters as below:

U048 CT1: and you have no **pants**

U049 DN2: Oh shit!

U131 CT1: I will use its skin to make a **cap**

U132 JL1: Everybody get your **suits** on.

In

10 minutes we're heading to the lake.

U 285 CT1: Did I get a little beer on your **shirt**?

8. Typical instance of a concept (prototype) of beverage is beer.

It can be proved from the dialog of the main characters as below:

U285 CT1: Did I get a little **beer** on your shirt?

9. Typical instance of a concept (prototype) of kitchen set is keg.

It can be proved from some dialogs of the main characters as below:

U026 JL1: No, we have a lake and a **keg**. No more learning.

U027 CT2: Think fast, faster than that

10. Typical instances of a concept (prototype) of equipment are huge bong, pump, climbing gear, and chopper.

It can be proved from some dialogs of the main characters as below:

U065 MT1: Cops will never pull over a man with a **huge bong** in his car.

U066 MT2: Why?

U067 MT3: They fear this man. They know he feels further than they.

U105 CT1: Does this **pump** work?

U353 CT1: all right. We got, any **climbing gear** and **ropes**?

U363 CT1: I am coming back with cops and **chopper**.

U364 CT2: and large fucking **guns** and those things are gonna pay for Jules

11. Typical instances of a concept (prototype) of building are jail, country home, and rambler.

It can be proved from some dialogs of the main characters as below:

U061 CT1: Do you wanna spend the weekend in **jail**?

U0622 CT2: We'd all like to check out my cousin's country **home**.

U070 CT1: You're not bringing that thing in the **rambler**?

U071 MT2: What?

12. Typical instances of a concept (prototype) of part of house are dorm room, interrogation room, cell door, upstairs, black room, basement, window and door.

It can be proved from some dialogs of the main characters as below:

U143 MT1: people had to make their own **interrogation rooms**

U144 HD2: who did your cousin buy this place from?

U197 JL1: What the hell is that?

U198 DN2: it's **cell door**.

U209 DN1: stuff old....it's beautiful.

U210 MT2: Maybe we should go back

upstairs. I dare you.

U221 DN1: Judah told me that Matthew took him to the **black room**.

U275 DN1: What is that?

U276 HD2: The latin that you read in **basement**.

U325 CT1: We'll go room by room. Barricade every **window** and **door**

U353 CT1: all right. We got, any climbing gear and ropes?

U354 CT2: In my fucking **dorm room**.

13. Typical instances of a concept (prototype) of part of body are hair, hand, skin, arm, and brain.

It can be proved from some dialogs of the main characters as below:

U001 JL1: Professor Fuckward, why haven't you stuck that asshole's picture on the dart board yet?

U002 DN2: It's not that simple, oh my God!
Your **hair**, it's blonde.

U034 JL1: and he's good with his **hands**.

U035 CT2: I'm kinda seeing this girl.

U131 CT1: I will use its **skin** to make a cap

U132 JL2: Everybody get your suits on. In 10 minutes we're heading to the lake.

U228 DN1: My good **arm** is hacked up.

U306 MT1: I'm the boss of my own **brain**

to give it up.

14. Typical instances of a concept (prototype) of color are blonde, gray, and blue.

It can be proved from some dialogs of the main characters as below:

U001 JL1: Professor Fuckward, why haven't you stuck that asshole's picture on the dart board yet?

U002 DN2: It's not that simple, oh my God! Your hair, it's **blonde**.

U068 MT1: and he will bind them with ancient logics.

U069 MT2: Have you gone **gray**?

U113 JL1 : which war?

U114 MT2: would that have been with the **blue** and some in gray?

15. Typical instances of a concept (prototype) of stationery are books, and diary.

It can be proved from some dialogs of the main characters as below:

U039 CT1: What..this? what are you doing with these?

U040 DN2: Okay. I get it. I'll leave the **books**.

U236 CT1: It's **diary**.

16. Typical instances of a concept (prototype) of profession are cops and army.

It can be proved from some dialogs of the main characters as below:

U065 MT1: **Cops** will never pull over a man with a huge bong in his car.

U066 MT2: Why?

U067 MT3: They fear this man. They know he feels further than they.

U389 MT1: an **army** of night mare

17. Typical instances of a concept (prototype) of vehicle are car and van.

It can be proved from some dialogs of the main characters as below:

U065 MT1: Cops will never pull over a man with a huge bong in his **car**.

U066 MT2: Why?

U067 MT3: They fear this man. They know he feels further than they.

U072 MT1: a giant bong in your father's **van**?

18. Typical instance of a concept (prototype) of drug is reefer.

It can be proved from the dialog of the main characters as below:

U177 MT1: I'm living in a womb of **reefer**, leave me alone

19. Typical instance of a concept (prototype) of jewelry is ring.

It can be proved from some dialogs of the main characters as below:

U243 JL1: We make out once

U244 MT2: I never did buy that **ring**.

20. Typical instance of a concept (prototype) of natural place is lake.

It can be proved from some dialogs of the main characters as below:

U026 JL1: No, we have a **lake** and a keg.
No more learning.

U027 CT2: Think fast, faster than that.

4. Conclusion

The result showed that there are 1,7% (1 typical instance) prototype of art, 5% (3 typical instances) prototype of furniture, 8,3% (5 typical instances) prototype of education term, 3,3% (2 typical instances) prototype of economic term, 8,3% (5 typical instances) prototype of technology term, 10% (6 typical instances) prototype of animal, 6,7% (4 typical instances) prototype of clothe, 1,7% (1 typical instances) prototype of beverage, 1,7% (1 typical instances) prototype of kitchen set, 6,7% (4 typical instances) prototype of equipment, 5% (3 typical instances) prototype of building, 13,3% (8 typical instances) prototype of part of house, 8,3%

(5 typical instances) prototype of part of body, 5% (3 typical instances) prototype of color, 3,3% (2 typical instances) prototype of stationery, 3,3% (2 typical instances) prototype of profession, 3,3% (2 typical instances) prototype of vehicle, 1,7% (1 typical instances) prototype of drug, 1,7% (1 typical instances) prototype of jewelry, 1,7% (1 typical instances) prototype of natural place. It can be concluded that the most typical instances of a concept (prototypes) which frequently appeared in this movie were the prototypes of part of house. It can be occurred, because the setting of this movie was at a rambler in a wood. Therefore, the environment influences the human production of the language and it is also proved that there is a relationship between language, mind, and reality.

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