

Slang Words Analysis in The Movie Script “Inside Out 2”

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ABSTRACT

Slang has been widely used by various groups, especially teenagers, indicating that there is rapid development, increasingly advanced technology, and likewise, the entertainment media industry. This paper reports the results of a qualitative method that aims to explore and find data on the types of slang contained in the script of the movie Inside Out 2. According to Allan & Burridge's (2006) theory on the classification of slang word types, there are five types. The five types are Fresh & Creative, Clipping, Flippant, Acronym, and Imitative. By applying the five classifications to the Inside Out 2 movie script, there are a total of 229 data points, but only four types are found in the Inside Out 2 movie script, namely Fresh & Creative, Clipping, Flippant, and Imitative. Through the analysis of slang categories and their usage in the movie "Inside Out 2," this study aims to offer a valuable perspective on how the linguistic decisions of writers and filmmakers represent the speech patterns and life experiences of the younger generation.

Keyword: Slang Word, Types of Slang, Movie Script, Inside Out 2

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INTRODUCTION

Language is the main communication tool used by humans to relate to each other and express thoughts, feelings, and information. Language is not only a means of communication but also a tool for maintaining and building social relationships. We, as humans, use language to mark social identity, show solidarity, and limit group differences (Trudgill, 2000).

Through the semantic aspect, as stated by Keraf (2020) Language is a mirror of the human need to communicate with each other effectively and adaptively. Language is dynamic and develops over time. In its development, humans use language creatively as a communication tool in conveying a message. One way this creativity manifests is through the phenomenon of slang.

Slang, also known as "colloquial speech," is defined as phrases or vocabulary that serve as substitutes for everyday terms, particularly used by the younger generation or specific groups that replace standard terms in casual conversation (Yule, 2010). On the other hand, slang words are used in a non-formal or casual style of communication in a language with a constantly changing vocabulary used by individuals, especially the younger generation, in a particular environment. Slang can also serve as a linguistic code that enhances youth group solidarity.

Although not found in dictionaries, slang is recognized and used in social interactions across generations. Slang is unique in that it is dynamic and follows trends. When a slang word becomes popular, the word or phrase will remain in use by some circles before being replaced by a new, fresher slang.

As mentioned by Allan & Burridge (2006) the first use of slang phrases or vocabulary occurred in the 18th century. Slang was typically used at the time to demonstrate or express satirical expressions that were associated with foreigners or particular groups. Many people use slang to make entertainment or keep secrets with their meaning, and some people want to communicate or express feelings in a new language.

According to Partridge (1954) slang has its history. According to his book "Slang: Today and Yesterday," slang has gone through five stages of development. The five phases are (1) the sixteenth century, (2) the seventeenth century, (3) the eighteenth century, (4) the nineteenth century, and (5) the twentieth century. Starting from the sixteenth century, slang first appeared in this century and became something that was considered strange; only certain circles applied slang in their communication. Then, during the seventeenth century, slang became popular and was brought to the big stage for the first time, such as in one of William Shakespeare's poems.

In the eighteenth century, school students began to use slang, incorporating the popular slang of the time. In the nineteenth century, slang began to be recognized and became more popular, such as an academic who created a special slang dictionary. This indicates the start of slang's development during the nineteenth century. Finally, in the twentieth century, slang began to be widely used as part of phrases or vocabulary in communication. Not only used by certain circles, but it has also begun to be used for everyday conversation.

As mentioned by Allan & Burridge (2006) slang words are divided into several categories. The types of slang are (1) the fresh & creative type, which refers to an expression that has its vocabulary and is often used in casual situations, (2) clipping type, which is a vocabulary or phrase formed from cutting longer words but still retains its original meaning, (3) flippant type, which is a combination of two or more words, where one of the words does not have a denotative meaning or clear meaning, (4) acronym type, which is formed from the initial letter of each word into a new word, and (5) imitative type, which is a form that comes from words that are used as a form of communication.

As digital natives, slang has become a language that is often used in everyday conversation to express a feeling or just convey information. One of the factors that teenagers often use slang is the influence of

technology or environmental factors on a certain group. Now, there are many works, such as Script Movie, that have used slang in them. As will be researched in this study, namely the movie script "Inside Out 2" written by Meg LeFauve & Kelsey Mann.

"Inside Out 2" (2024), a film directed by Kelsey Mann, is the result of his latest contribution to Pixar Animation Studios. As a sequel to the critically acclaimed film "Inside Out" (2015), the film not only explores the complexity of emotions in adolescence but also examines the linguistics of adolescent communication in the present day. The film tells the story of Riley, who has just entered his teenage years, as he faces various obstacles of adolescence, with his emotions adapting to new changes in Riley.

The researcher analyzes the Inside Out 2 movie's script because this film is famous for wrapping the characterization of each character uniquely. This piqued my interest in examining the linguistic elements that enhance the authenticity of the story and its relationship with the audience. This research has relevance, which lies in its contribution to understanding the representation of adolescent language in entertainment media, especially in family animation film scripts. By studying the slang words contained in the script of the film "Inside Out 2," it is possible to gain more insight into how the current entertainment media reflects and influences linguistic trends among the younger generation or even across generations.

METHOD

This study concentrates on the script of the film "Inside Out 2" and attempt to classify, identify, and analyze the functions of the various types of vernacular words that are employed in it. The primary data for this investigation is the script of the original Inside Out 2 film. The script for the original Inside Out 2 film was obtained from Disney's official website to guarantee its authenticity. In order to obtain precise data, it is imperative to meticulously and repeatedly peruse the film script. In this manner, the data will be analyzed for comprehensive analysis purposes after it has been collected.

The data will be analyzed using a qualitative method that is guided by fundamental theory to concentrate on the research (Saliyeva D. O., 2018). Initially, it is necessary to adapt Allan and Burridge's (2006) framework to categorize the commonly used slang spoken by the characters in the movie script. The researcher implemented the theory proposed by Allan and Burridge's (2006) framework in this study, which includes (1) fresh and creative type, (2) clipping, (3) frivolous type, (4) acronym type, and (5) imitative type. Additionally, each example of the type of data that has been collected will be assigned a definition after it has been classified into multiple categories. Furthermore, the researcher will explain each word or phrase that is discovered.

RESULT AND DISCUSSION

Research Findings

The researcher gathered all necessary data from the script of the film Inside Out 2. The researcher identified 229 instances of slang within the script, categorized according to Allan & Burridge (2006) framework: (1) fresh & creative type, (2) clipping, (3) flippant type, (4) acronym type, and (5) imitative type. However, the researcher obtained data for only four of the five categories. The analysis of the types of slang words used in the script of the movie Inside Out 2 is presented in the following table.

Table 1. Types of Slang Words Used in Inside Out 2 Movie's Script

Type of Slang	Frequency	Percentage
Fresh & Creative	60	26,2%
Clipping	17	7,4%
Flippant	68	29,7%
Acronym	0	0,0%
Imitative	84	36,7%
Total	229	100%

A total of 229 instances of slang have been identified in the script of the movie Inside Out 2, utilizing the framework established by Allan & Burrige (2006). This acquisition indicates that the imitative type constitutes the most prevalent category of slang words, totaling 84 instances (36,7%). Additionally, the flippant type ranks second with 68 instances (29,7%), followed by the fresh and creative type with 60 instances, the clipping type with 17 instances (7,4%), and lastly, the acronym type, which is not found in the movie script "Inside Out 2."

a. Fresh & Creative

This type of slang produces fresh phrases or vocabulary within contemporary linguistics. This is achieved by methods including the combination of words, the arrangement of words, and the alteration of meanings that deviate from conventional language rules. Allan & Burrige (2006) and Thorne (2022) identify three primary aspects that are prioritized in the creation of this type of language: (1) the uniqueness in the formation of phrases or vocabulary, (2) the presence of humor in communication, and (3) the improvement of social group identity. This challenges the established linguistic norms by introducing an innovative form of expression that can be created for specific contexts and presented in a unique way. The findings indicate that the dialogue in Inside Out 2, written by Meg LeFauve and Kelsey Mann, incorporates slang terms, with some employing a Fresh & Creative approach in their formation.

Data 1:

"The ground crumbles as a **Sar-chasm** opens up."

"Fear's words echo into the chasm and become **sarcastic**."

The preceding line illustrates the creation of a slang term, merging "sarcasm" along with "chasm," which functions to quantify the influence of emotions as a concrete entity. This new phrase serves as a potent metaphor for the negative implications of satirical communication, while also aligning with the narrative coherence of the script's conceptual universe. Following the Allan & Burrige (2006) framework, this shape is classified as "fresh & creative," effectively converting an abstract concept into an actual and clear representation.

b. Clipping

Clipping, or shortening slang, is a technique that involves creating terms by trimming long sentences or phrases to improve clarity. Stenström (2014) assert that this illustrates the effectiveness of language in specific contexts, such as sports, technology, or informal discussions. This process of shortening not only serves as a strategy to save language but also as a marker of the level of familiarity in social interaction or as a marker of a group identity. The findings indicate that the dialogue in Inside Out 2, written by Meg

LeFauve and Kelsey Mann, incorporates slang terms, with some employing a Clipping approach in their formation.

Data 2:

*"Do their **celly** dance!"*

The modified version of the term "celly" in the previous sentence illustrates the simplified form of the phrase from "celebration," which has been assimilated into a certain subculture or sports culture. This procedure involves attaching a -y suffix to the initial segment of a word, so imparting a casual or informal tone. The sociological function of this new term is to indicate that Riley is a member of the hockey squad in "Inside Out 2," thus reflecting the hockey subculture. Stenström (2014) declares that this exemplifies the traits of "modified sports slang," which serves as an indicator of a distinct group identity.

Data 3:

*"IT'S **DEMO** DAY!"*

The usage of "demo" in the previous context represents a simplified form of "demolition," specifically adapted to the job's setting. This reduction technique preserves the essential initial syllables in both sound and meaning. The communication function of this shortening is to simplify technical terms during work situations that require quick and efficient communication. This phenomenon shows a characteristic of shortening the term of work, which aims to improve communication efficiency in the professional environment.

c. Flippant

Flippant slang is a category of language that expresses a relaxed attitude, dismissiveness, or dark humor through deliberately informal and often insensitive word choices. Allan & Burrige (2006) and Eble (1996) claim that the primary objective of this category is to decrease the significance of the discourse, demonstrate emotional detachment, or provide psychological distance from potentially distressing circumstances. The flippant type has the main characteristics, namely (1) unreasonable overuse, (2) humorous substitution, (3) insensitive imagery, and (4) a way of refusing emotional responsibility. The data indicate that the dialogue in Inside Out 2, written by Meg LeFauve and Kelsey Mann, contains slang terms, some of which employ flippant constructions.

Data 4:

*"That girl is a **social Titanic**."*

This formation employs the well-known ship disaster of the Titanic to demonstrate the use of historical tragedies as a metaphor for the social failures encountered by Grace. The social function of this expression's language is to minimize Grace's feelings and circumstances through a dark exaggeration, illustrating the indifference characteristic of adolescent communication. Eble (1996) proposes that the employment of disaster metaphors in social contexts reflects a casual and dismissive approach, functioning as an emotional shield to circumvent direct empathy for the challenges faced by others.

Data 5:

*"Those **morons** broke the console!"*

The term "morons" in the previous sentence indicates a negative labeling mechanism employed to deflect responsibility. The application of this severe term indicates a dismissive attitude toward the technical error that transpired. This expression serves to deny personal responsibility by excessively placing blame on the other party. The framework established by Andersson & Trudgill (1992) illustrates a trait that transforms constructive criticism into exaggerated personal attacks, thus avoiding self-reflection and accountability.

d. Imitative

Imitative slang represents slang expressions that mimic or originate from the Standard English lexicon, employing these terms to express alternative meanings or to combine distinct words, with these slang terms formed by Standard English. From the findings, it is evident that the dialogue in *Inside Out 2*, written by Meg LeFauve & Kelsey Mann, contains slang words, and some of them use imitative types to form the word.

Data 6:

*"This Valentina Ortiz obsession is **out of** control."*

The term "outta" illustrates phonetic mimicry, replicating the phrase "out of" through reduction of sound and phonetic assimilation. This process structurally involves the reduction of the /v/ sound in "of" to the schwa sound /ə/, which eventually merges with the word "out." This phonetic alteration produces a more concise form that is efficient in articulation while preserving the original semantic meaning of the complete sentence.

Based on the framework of Eble (1996) the use of "outta" projects a relaxed attitude or uncertainty in adolescent discourse, while noting that this kind of contraction reflects casual intimacy between characters in social interactions. The selection of this imitative slang form enhances phonetic efficiency and amplifies the emotional intensity of the dialogue, enabling characters to convey frustration authentically and relatably to a teenage audience, while also illustrating the tendency for natural spoken language to simplify in emotionally charged contexts (Stenström et al., 2002).

Discussion

An analysis of 229 instances of slang uncovers distinct trends in the utilization and modification of contemporary language. Imitative slang, characterized by the imitation of slang sounds or phrases, constitutes the most prevalent variety at 36.7%. This illustrates the significant influence of digital communication, particularly memes and social media that employ hilarious and audible language. The following item is Flippant slang (29.7%), defined by humor, sarcasm, and irreverence, reflecting a societal disposition toward disregarding the conventions of formal language, particularly among younger demographics. Finally, fresh and creative slang (26.2%) also shows a prominent frequency, highlighting linguistic creativity and the fluid character of informal language. On the other hand, clipping slang only reaches 7.4%, suggesting that in this environment, abbreviated word forms are less preferred. The use of acronyms is completely absent (0%), a major departure from the global internet trend of using acronyms such as "LOL" or "BRB". This absence may indicate linguistic or cultural preferences, or platform-specific regulations that prohibit or replace acronyms with other linguistic or cultural terms. While these results are consistent with recent research on the evolution of slang, they also provide new directions for inquiry, particularly on contextual elements, user intent, and cross-platform differences. Future studies should examine qualitative features and demographic data to enhance understanding of how slang functions within certain cultural or digital communities.

CONCLUSION

This research examines the classifications of slang according to the framework established by Allan & Burridge (2006). Allan and Burridge propose five categories of slang, four of which are identified in the script of the movie *"Inside Out 2"*: (1) fresh and creative type, (2) clipping, (3) flippant type, and (4)

imitative type. Among all the data collected, "Imitative" was the most prevalent. Slang functions as a means of communication in daily interactions and as a method for conveying emotions.

The script of the film "Inside Out 2" revealed a total of 229 data points, analyzed through the Allan & Burridge (2006) framework. The script of the film "Inside Out 2" can be classified as a contemporary work that reflects current societal concepts. The data analysis results indicate that the types of slang language utilized in teenage interactions exhibit varied outcomes across categories: "fresh & creative" consists of 60 words (26,2%), "clipping" contains 17 words (7,4%), "flippant" contains 68 words (29,7%), "acronym" has 0 words (0,0%), and "imitative" consists of 84 words (36,7%).

This study demonstrates that the use of slang has increased and is frequently found in movies and other forms of entertainment media. This study demonstrates how movie scripts accurately reflect the contemporary use of language. Learning a language serves as a tool for supporting connections within specific groups, facilitating interactions among individuals while improving the cohesiveness of communities.

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