

CHAPTER I

Introduction

1.1. Background of Study

In this world all humans need language to communicate and interact with each other. Language is a means of communication or an interaction tool that human beings have, while communication between two people or more is called conversation. Conversations are often interpreted as exchanging information between one party and another. Understanding is the general meaning of conversation, but actually the conversation has a broader and specific meaning. According to Richardt in Ancient Antilan (2002: 93) conversations are face-to-face oral interactions between two or more participants.

Whereas according to Antilan Purba (2002: 95) conversations are exchanges of talks that are initiated and interpreted based on the rules and norms of conversation cooperation that are understood intuition and are needed in general. Indeed, it is quite difficult to understand the statements of the Ancient Antilan. But we can illustrate that the point is that conversations are not merely exchanges of conversation or information topics but also require certain skills or skills so that the conversation runs effectively. Whereas to analyze conversations in linguistics there is the term Conversation Analysis.

Conversation Analysis is a science that describes a conversation or strategy to see an approach in how humans take and manage a conversation when interacting with each other. In Conversation Analysis, there are some basic rules, namely when one person speaks at a certain time or time, and the speaker can invite other speakers to speak according to their turn without being nominated. However, if one speaker is invited to take a turn without being nominated, there will be a misunderstanding between the speakers. Therefore in the Conversation Analysis there is one strategy or rule of interaction so that there is no misunderstanding, namely Turn-taking Strategy.

Turn-taking Strategy is how speakers change and manage their turn when they are in conversation. It starts with one person talking and holding on when the speaker releases control to the next person. Then, the second speaker now has the bottom of the conversation. When the speaker ends, the speaker gives control back to the other utterer. There are three types of interaction strategies in turn taking, namely back channeling, overlapping, zip, body talk.

The researcher are interested in choosing the *Avengers end game* (2019) movie as the object of this study because this film is a film that managed to get an award as the world's best-selling film beat the legendary *Titanic* (1997) and followed the film *Avatar* (2009) movie as the best-selling sci-fi film. Another thing that makes the writer in making *Avengers: End Game* (2019) movie as an object of research is the writer's curiosity about how the action film players can communicate well with each other, even though the scenes in the film require players to be able to communicate not only using verbal communication.

Analysis using turn-taking strategies has been carried out by several studies. For example, *The Study Of Jane Eyre Movie Taking In 2011* was analyzed by Idharuddin Hanif Abdullah in 2016. Based on data analysis, it was found that the most frequently used technique is speaker techniques currently choosing the next speaker used in 12 of 14 data, then proceed with the self-selection technique used in 10 out of 14 data and the techniques of the speakers currently continuing the turn used in 6 of 14 data.

The second paper that discusses turn-taking is *the Conversation Analysis of Turn Taking the Mechanism in the Morgan Tonight Talk Show* which was investigated by Nuryatul Ismaliyah in 2015. In the study the researchers showed that there were twenty one data collected from random sampling, those collected data generated three kinds of turn taking mechanism. The mechanism for taking the floor is taking part in the conversation, which is the most effective method for taking the floor.

The third paper is *Convesational Analysis of Turn-Taking in "The Social Network" Film* by Hima Luluk. This study is focused on conversational analysis (CA)

in analyzing turn-taking features in conversation between two main characters; they are Mark Zuckerberg as American and English native speaker and Eduardo Saverin as a Spain and English non native speaker in “The Social Network” Film. The reason why the researcher chooses this film as the object of the study, beside, it is one of the best movies is because it has won a lot of awards, it also has proved to be a box office success, with 7,8 of 10 rating all over the world, it is a true story of very famous billionaire as the founder of the global social network revolution that is nowadays well-known as Facebook.

The fourth paper is wrote by Wredhatri Mulyandari under the title *TURN TAKING ANALYSIS IN ‘PITCH PERFECT 1’ MOVIE 2012*. This research is included to descriptive qualitative comprehensive research, because the writer analyzes the data by describing the finding. There are three turn taking types used in “Pitch Perfect 1” movie 2012 namely Current Speaker Select Next (CSSN) technique which is used in 62,5% of the data, Next Speaker Self Select (NSSS) technique which is used in 27,5% of the data. The last is Current Speaker Continue (CSC) technique which is used in 25% of data.

And the last paper is *Conversational Analysis of Turn taking Behavior and Gender Differences in Multimodal Conversation* by Shazia Akbar Ghilzai and Mahvish Baloch. The present research examined the gender differences with reference to turn taking phenomenon in more detail. The aim of the research is to provide empirical evidence regarding gender difference stereotypes; to what extent these stereotypes and assumptions are accurate. The present study analyzed turn taking in three types of conversational models: male to male conversation, female to female conversation and in cross-sex conversation, and further compared the difference in radio, TV and casual conversational models.

Based on the explanation above, researchers found differences, from the theories used to examine, the variety of research objects in the form of films, talk shows and even social media. There are those who analyze gender from male to male, female to female conversations and in cross-type conversations. The next difference is that of

the research method, some use qualitative descriptive research and some use other types. most of the studies do not use images as a support, in contrast to me who use images to clarify the data to be analyzed and the research approach uses the pragmatic approach.

Turn-taking in conversation analysis is very important to learn in conversation interactions because they can be used to see how participants manage, take to talk and take turns in interactions. It's also important to arrange conversations when interacting that works very smoothly. In addition, an important turn is analyzed to find out how communicator conversation or communication in Avengers end game (2019) can understand each other, so researchers feel the need to analyze the conversation when using theoretical conversation analysis. Participants in the conversation use turn strategies to understand and understand each other so that they reach their conversation goals.

1.2. Research Question

Based on the background, problem can be formulated into the research questions as follows:

1. What kinds of turn taking strategy are used in the conversation of Avengers end game movie (2019)?
2. What kinds of component based of sentence available on turn taking strategy in Avengers end game movie (2019)?

1.3. Research Objective

Based on the research question above, the objective of study are formulated as follows:

1. To find out the kinds of turn taking strategy that are used in conversations in Avengers end game movie (2019)
2. To know out the turn taking strategy that occurs in a conversation in Avengers end game movie (2019).

1.4. Research Significance

This research can provide many advantages for the development of linguistics, especially related to conversation analysis that focuses on turn taking theoretically and practically:

Theoretically, the authors hope that this research is useful and contributes to the field of conversation analysis and the development of linguistic studies especially in the field of conversation analysis.

Practically, this research will be of the benefit of the reader and an interest in understanding conversation analysis contained in a conversation and how the other person uses the turn taking strategy.

1.5. Definition of Key Terms

To avoid is a misunderstanding in reading this paper, especially for readers, in this section the definition of key terms of this study will be written. This definition of key terms is written briefly and clearly so that the reader has a description of the many terms contained therein. The following are keywords from this research:

1. **Conversation Analysis**, is a science that describes a conversation or strategy to see an approach in how humans take and manage a conversation when interacting with each other.
2. **Turn-taking Strategy** is how speakers change and manage their turn when they are in conversation.
3. **Science-fiction Movie** is a genre that uses speculative, fictional science-based depictions of phenomena that are not fully accepted by mainstream science, such as extra-terrestrial life forms, alien worlds, extrasensory perception and time travel, along with futuristic elements such as spacecraft, robots, cyborgs, interstellar travel or other technologies.

1.6. Organization of Paper

This research is divided into 5 chapters:

Chapter I : Present the Background of Study, Statement of Problem, The Purpose of Study, Significant Research, and Definition of Key Terms.

Chapter II : Describe theories related to this research, namely the theory of Conversation Analysis, Turn taking strategy, kinds of turn taking, definition of movie.

Chapter III : Contains research methodology that includes The Approach and Method of Research; Kind, Source, and Sample of Data; Technique of Collecting Data; and Technique of Analyzing Data.

Chapter IV : Shows the results of an analysis of research conducted on Turn taking In Avengers end game movie (2019)

Chapter V : Contains conclusions from the study and suggestions for this research to become a useful study.





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