ABSTRACT

Research has mostly focused on analyzing dialogue or film visuals in general, while the aspect of how characters specifically realize gestures has not been widely discussed. This study analyzed gestures and the gestures realized by the characters in Everything Everywhere All at Once (2022). The objectives of this study are (1) To find out the type of gesture found in the movie "Everything Everywhere All at Once". (2) To explain the gestures realized by the characters in the movie "Everything Everywhere All at Once". This study employed content analysis as the method. The data were images and dialogue containing gestures in the movie. The data were analyzed using the theory of Ekman and Friesen (1969), which classifies gestures into five types, namely, emblems. Apaters, Regulators, Illustrator and affect display. This study showed that there were 31 data. There are 10 data as emblem gestures, 3 data as adapters, 5 data as regulators, 6 data as illustrators, and 7 data as affect display. From the data analyzed, the gesture realized by the characters is supported by the content or situation and the dialog.

Keywords: **Gesture, Movie**