

CHAPTER 1

INTRODUCTION

I. Background of the study

Communication is an integral part of our lives, by communicating we can express our thoughts, feelings, knowledge, abilities, and ideas through communication in various ways. However, speech and sound are usually associated with communication. basically All human contact, essential to human life, is based on communication (Bunglowala & Bunglowala, 2015, p. 371). In contrast, communication, according to Richards & Schmidt (2010), is the sharing of concepts and data. An act of communication usually consists of a speaker, or sender, a message that has been sent, and/or a receiver, or the person to whom the message is addressed. Communication is divided into two types, namely verbal communication and non-verbal communication. According to Krauss (2012), verbal communication is a message conveyed through words or spoken language in its delivery.

Nonverbal communication refers to the process that an individual or more engages in when conveying nonverbal cues that can potentially elicit meaning in the minds of other individuals (Andriani, 2012: 118). Nonverbal communication refers to any actions during communication that do not involve spoken or written words, including gestures, eye contact, posture, bodily movements, touch, clothes, artifacts, silence, space, time, and sound (Mulyana, 2003:12).

In the last 8 years or so, researchers are more dominant in discussing verbal communication and do not want to participate in nonverbal communication research, thus making researchers want to raise the topic of one part of nonverbal communication, namely gesture, which will be the focus of this research. Many think gestures are not that important and think they are the same as other types of gesture. whereas it is very important to distinguish between gestures and other types of movements because gestures have been shown to be unique in cognitive function

(Novack & Goldin-Meadow, 2016). The uniqueness and various types of gestures make them very interesting to discuss and to increase the reader's insight and knowledge regarding non-verbal communication, namely gestures.

Gesture, as defined by McNeill (2004), is a particular bodily movement that supports a spoken message or expresses a certain thought or feeling. The hands and arms do the majority of gesture, while others can be produced with the head, shoulders, or even the legs and feet.

According to Effendi (1986; 239) movie is defined as a cultural product and a means of artistic expression. Movie as mass communication is a combination of various technologies such as photography and sound recording, art both fine arts and literary and architectural theater arts and musical arts. therefore the movie will contain a lot of gestures in every movement that will be displayed by the cast.

Among the gestures that accompany movie, one can distinguish them by paying attention to the types of gestures that indicating that something is being referred to Paul Ekman and Friesen (1969) classify gestures into five types:

- a. Emblems Signs are distinct in that they can be used in place of or in addition to spoken words, and they are used with the same deliberate and conscious intent as words.
- b. Adapters can be pointed at oneself, other individuals, or objects. Worry, anxiety, or other general emotions are the causes of adaptation in typical social situations.
- c. "Regulators" are the gestures used to provide feedback during a conversation
- d. An illustrator is a speech-related gesture that enhances the receiver's comprehension of what is being said orally.
- e. Affect displays are the non-verbal displays of affect (emotion)

Several previous studies have discussed nonverbal communication, especially gestures. Some of them are first, Tresnasari (2020) focuses on kinetic markers of body movements such

as facial expressions, eye contact, and hand movements in her study entitled “Nonverbal Communication in the Anime “Diamond No Ace” Episodes 1 and 2 (Barthes' Semiotic Approach)” use Barthes' semiotic theory. Second Goldin-Meadow & Brentari (2017) “Gesture, Sign, and Language: The Coming of the Age of Sign Language and Gesture Studies.” pointing out that signers behave in the same way as speakers, and then there is Fauziah, K & Syamsul, B (2023) “Gesture and Their Meanings of Main Character in Daniel’s Movie Everything Everywhere All at Once(2022)” discuss gestures in a movie and their meanings based on the context of gestures supported by utterances (semantic meaning). This research uses the theory of McNeil (2005).

Gestures in the movie "Everything Everywhere All at Once" (2022) are one aspect of insight that researcher want to analyze because this movie uses a lot of non-verbal communication, especially body movements or gestures. This movie also has a unique genre, namely a combination of comedy-drama, action, and science fiction, which against the background of this genre, it is very rare for researcher to want to examine the gestures and signs contained in this movie. This movie tells the story of a Chinese immigrant who goes on an unexpected adventure exploring another universe on a mission to save the world. Of course, actors will use a lot of gestures to support their characters, so researcher want to examine the gestures of the characters.



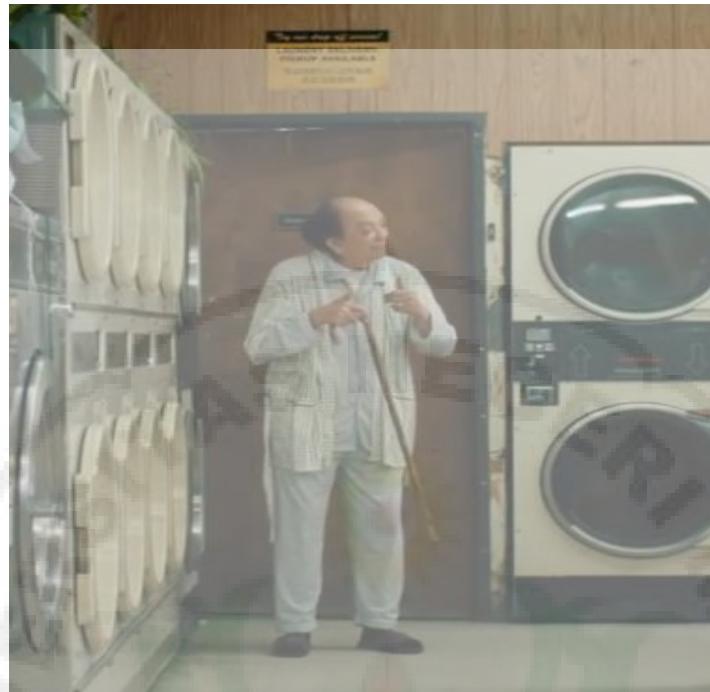


Figure 1.1 Figure of Primary Data

Becky : nice to meet you (thumbs up)

Gong Gong : (thumbs up)

In this scene, which we can see at minute 10:27 in the "Everything Everywhere All At Once" movie where Becky gives a farewell greeting to Joy's grandfather (Gong Gong) who shows a movement that refers to a type of Emblems where the grandfather just remains silent and raising his thumb to convey the meaning of yes or meaning "nice to meet you too" to the person he is talking to. Therefore, the speech supports the gesture.

In analyzing the gestures from this movie, the researcher used the theory of Paul Ekman and Fiersan (Ekman and Friesen, 1969) as in the example image above which shows one type of Emblem gesture which is a theory that is rarely used by previous researcher. That is why the researcher will study Gesture with a different theory from previous researchers and with a different genre from previous researchers. To discover what types of gestures are used in the movie "Everything Everywhere All at Once", and how the gesture realised by the characters in the movie 'Everything Everywhere At Once'.

II. Research Question

Based on the background above, the writer proposes two research questions as follows:

1. What types of gestures are found in the “Everything Everywhere All at Once” movie?
2. How are the gestures Realised by the characters in the movie "Everything Everywhere All at Once"

III. The Objectives of the Study

Based on the research questions above, the writer concludes a research which aims at finding out the description:

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"

IV. The Significance of the Research

This research has two kinds of meaning or benefits, namely theoretical and practical. The benefits of an education that accommodates knowledge and is ready to be useful relates to the importance of this research for use throughout the world as well as the contribution to new knowledge and how others will benefit from further analysis. Researcher want to focus on two things:

1. Theoretical benefits are expected to provide more information and explanation of the gestures seen in the characters in the movie "Everything Everywhere All at Once". That is, to help future readers or researcher add information and develop knowledge related to Gestures in everyday communication, or even in movies.
2. Practical Benefits This research can provide practical benefits for its readers. Benefits This practice can be broken down as follows:
 - a) For teachers, this research may be needed to help teachers get informal references.

- b) For students, with this research students can understand that communication is not only verbal and written but also nonverbal such as Gestures that we often use in communicating.
- c) For general public readers, this research can be used as a positive thing life reference.

The use of gestures is useful in verbal support communication.

V. The Scope of the Research

Based on the research background, this research has scope and limitations. The scope of the research that will be used is images found in previous movie that show gestures related to the research topic. This research will only focus on Gestures in the movie. The researcher limits this research to only studying the types of gestures and How gestures can be realised by the characters, contained in the movie using the theory of Paul Ekman & Friesen(1969)