

ABSTRACT

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This research aims to find out the moves that are played by the main character of Ace Ventura movie 1st series, to describe how the moves are played by the characters of Ace Ventura movie 1st series and to explain why the Moves are played in the way it is. The source of the data is the moves that were derived from dialogue in Ace Ventura Movie 1st series. The study was conducted by applying the descriptive method with qualitative approach. The data were analyzed based on the Structure of interaction theory by Martin (1992). The findings of the study shown the moves that are played by the main character of Ace Ventura Movie are: K1 (primary knower), K2 (secondary knower), K1f (primary knower follow-up), K2f (secondary knower follow-up), A1 (primary actor), A2 (secondary actor), A1f (primary actor follow-up), A2f (secondary actor follow-up), Da1 (delay primary actor), Bch (backchannel), Cl (clarification), Cf (confirmation), Rcf (response to confirmation) and Ch (challenging). It was found that the dialogue among the characters of Ace Ventura Movie 1st series did not progress smoothly or it was played dynamically. On the dialogue, the dynamic moves were played 33 times. The moves are played in the way it is because the interlocutors or the speakers do not always agree on what they are talking about. Studying about moves analysis make us understand about the exchange structures, which are made up by moves. On the other hand, in learning to interact particularly for those English is a foreign language, one should learn not only grammatically correct sentence but also patterns of exchanges.

Keywords: *Conversational Moves, Dynamics of Exchange.*

