CHAPTER I

INTRODUCTION

1.1 The Background of the Study

Human as social being, need to interact with other people. By using language they communicate each other in their interaction to transfer ideas, thought, and feeling, bacause language is means of communication. Communication itself can be defined as the process of transmitting information and common understanding from one person to another (Keyton, 2011). Two common elements in every communication exchange are the sender and the receiver. The sender initiates the communication. In our daily life, the sender is a person who has a need or desire to convey an idea or concept to others. The receiver is the individual to whom the message is sent. The sender encodes the idea by selecting words, symbols, or gestures which to compose a message. The message is the outcome of the encoding, which takes the form of verbal, nonverbal, or written language. The message is sent through a medium or channel, which is the carrier of the communication. The medium can be a face-to-face conversation, telephone call, e-mail, or written report. The receiver decodes the received message into meaningful information.

Considering those various functions of the language mentioned above, it can be concluded that language function is as a tool of communication. Related to this, in doing communication or exchange there is a role that is played by the speaker and the hearer which is called move. Saragih, (2014) defined move as the

function or role played by speaker (addresser) in a conversation in his or her orientation to the function or role played by the hearer (addressee) and with respect to the commodity being exchanged. Based on Berry`s term (Berry, 1981a in Martin,1992) the moves that refer to exchange of information as the commodity is labelled as "k", while the moves that refer to exchange of goods and services are labelled as "a". Corresponding to this, moves are divided into : 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 (delayed primary actor) and dk1 (delayed primary knower). Both types of exchange can begin in any of three ways, and may or may not follow up the obligatory move:

INFORMATION (KNOWLEDGE)	GOODS & SERVICES (ACTION)
1. dkl : What is it?	1. dal : Can I get you a beer?
k2 : A Range.	a2 : Yes please.
kl : Right.	al : Here you go.
2. k2 : Are you coming?	2. a2 : Get me a beer, will you?
kl : Yes, I am.	al : Here you go.
3. kl : I'll be there at six.	3. al : Have a beer.
k2f : Oh.	a2f : Thanks.

The basic problem with the adjacency pair notion is that interact does not always come in pairs. It can be illustrated as follows:

a2 : Let's go to a movie.

    A what?

    A movie.

a1 : Okay.

a2 : Let's go to a movie.

    I'm not keen.

    C'mon.

a1 : Oh, allright.

In these examples the a2 Λ a1 exchange is interrupted by an additional adjacency pair. The example on the left has function to clarify what has been proposed, while the example on the right is focusses on the inclination of the primary actor to participate. Martin, (1992) divided dynamic moves into: bch (backchannel), check (check), rcheck (response to check), cl (clarification), rcl (response to clarification), cf (confirmation), rcf (response to confirmation), rp (replay), rrp (response to replay), Ch (challenging) and Rch (response to challenging).

The realization of move in a conversation can be seen in the dialogue that was taken from the Ace Ventura movie bellow:

Example :

K1   MARTHA
No, but I wanted to tell you, when I lost my Cuddles, I hired a pet detective.

Cf   PODACTER
A what?

Rcf   MARTHA
A pet detective.

From the dialogue above it can be seen that the dialogue between the interlocutors does not progress smoothly, there`s an interuption in it, where Podacter makes confirmation to what has been said by Martha.

Based on this case the researcher will study about the conversational moves in Ace Ventura Movie 1st series, which the researcher will find out the moves that are played by the main character on that movie. The researcher chooses this topic because this topic is interesting to be learned, through the research result the readers are able to understand about the exchange structures of Ace Ventura Movie, 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.

1.2 The Problem of The Study

Based on the background of the study presented, the problems of the study are formulated as follows:

1. What moves are played by the main character of Ace Ventura movie 1st series?

2. How are the moves played by the characters of Ace Ventura movie 1st series?

3. Why are the moves played in the way it is?

1.3 The Scope of The Study

In avoiding bias or blur discussion to the research, a limitation will be needed as the scope of the study. The scope of the study will be identified in terms of move. Move must be understood as the function or role played by a speaker (addresser) in a conversation in his/her orientation to the function or role played

by the hearer (addressee) and with respect to the commodity being exchanged. The research will be focused on Moves in Ace Ventura Movie 1st series.

1.4 The Objective of The Study

It is necessary to formulate the objectives of the study in connect with the problems of the study. The objectives of the study are:

1. To find out the moves that are played by the main character of Ace Ventura movie 1st series.

2. To describe how the moves are played by the characters of Ace Ventura movie 1st series.

3. To explain why the Moves are played in the way it is.

1.5 The Significance of The Study

Theoretically, the result of this study provides information and theories about the moves in movie.

Practically, the result of this study is useful for:

1. English Literature students, this study is aimed to help the English literature students in learning to interact particularly in English by realizing the natural flow of interaction.

2. The other researchers, hopefully this study can be a reference in analyzing moves in movie.