

ABSTRACT

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This study aims at finding turn-taking types used in the online game conversation of PUBG game match and its reasons of players use it. This study uses the theory proposed by Jack, Sacks, and Scheggolf (1974) which stated that there are three types of turn-taking used in daily conversation. The study was conducted by using descriptive qualitative method, started by identifying, classifying, tabulating, then analyzing the data. The data were taken from the dialogue transcript of the game among the random players in the game match. The result of this study was found out that the most used types in the online game conversation is next speaker select next; the second type. As the data shown next speaker select next type used for 77 percent out of 60 data occurrence in the conversation.

Keywords: Conversation, Turn-Taking Types, Online Game

