TURN-TAKING ANALYSIS OF ONLINE GAME PLAYERS: PUBG MOBILE VERSION

A THESIS

Submitted as Partial Fulfilment of the Requirements
for the Degree of Sarjana Sastra

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2022

ABSTRACT

A, Fitri Rizki, Registration Number 2161220008, Turn Taking Analysis of Online Game Players: PUBG Mobile Version. A Thesis, English Literature Study Program, English and Literature Department, Faculty of Languages and Arts, Universitas Negeri Medan, 2022.

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

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CHAPTER I

INTRODUCTION

A. Background of the Study

Conversation as the form of communication for people to interact and communicate with other people. Conversation interaction is a discourse where people use language to express their feelings, ideas, and thoughts to others. Conversation is the way in which people socialize and develop and sustain their relationships with each other (Liddicoat, 2008). As the result of the rapidly in technology cause, today conversation interaction among people not only happens in the real life, but there are thousand of ways people interact with each other. One of the ways is by using technology resources as the result of artificial intelligence in the human life such as telephone, social media and online game.

Conversation is classified as spoken language in which people use their voice to do interaction or communication with others. People use topic in conversation to make the conversation run smoothly and flows well. Through conversation, people are able to make friends, gain more knowledge, and information from others either directly or indirectly.

The developments of artificial intelligence get along as the research of human in technology tools and it gives people chance to interact with someone who is far away. People are no longer worries to communicate with their loved ones and do interactions to one another. According to Ertell (2011), the goal of AI is to develop machines that behave as though they were intelligent. Humans

keep researching time by time to satisfy their questions of technology. Various tools and application exist by the help of technology to facilitate humans needed primer or even secondary. For example, you can have a call in direct without any spaces to others to is located in another continent, people used to play game traditionally but present we use online game since its provided mobility and variety.

Nowadays there are many kinds of online games surrounding us such as board games and virtual battle games. They keep changing all over the time as the human research and findings bigger. One of the known well online games in this year is a virtual game namely Player Unknown Battle Ground (PUBG) in mobile version. This game provides the players not only to play together at the same time, but also to communicate through chatting, and also provide the "voice chat" menu. This menu let and allows the players to talk with the group members, to have conversation and discusses during the match round.

The achievement of the every conversation itself is the understanding between the speaker and the listener whether it is online conversation or in-person conversation. In achieving the successful conversation, the speaker and the people involved in the conversation need to speak in the particular time which called as turn-taking. Turn-taking is one of the most essential parts in the conversation in order to avoid the overlapping or misunderstood between the speaker and listener. According to Sacks et all (1974) in conversation one party speak at one time. Turn-taking also plays as an organizer to run the conversation smoothly. Woffitt (2005) stated that turn taking in ordinary conversation is the remarkable achievement.

This paper is a study about the turn-taking experience that will be happened during the online interactions of the players while they are playing the game together. The players of the match can be set up with random mode. Random mode itself is the group mates consist of people who never known each other and able to play together to achieve the same goal that is to be the first winner (chicken dinner) in the play round.

But not only there, it is also possible if the player want to play with their friend list (players who has known each other) to play as well. The experience to play with the random people or with the players from our friend list will be different. The development of human artificial intelligence gives significant impact toward the human life as well.

This study can be set as the evidence of the transformation around us. Especially in the technology fields that have grown beyond our imagination. As people nowadays are dealing with online or digital things around for any kinds of area such as education, engineering, and etc. It is the time for the changing of the study fields as well, research should be conducted from any aspects including through the world of online games.

Turn-taking is concerned with how people in the conversation take turns to speak, how or who the speaker when is determined. According to Sacks (1974:704) there are three types of turn taking allocation:

a)   Current Speaker Select Next (CSSN),

b)   Next Speaker Self - Select (NSSS)

c)   Current Speaker Continuous (CSC).

Take turn is such a crucial thing because the most noticeable in the conversation is the speaker change. Speaker change is the normative process which must be achieved by the people involved in the conversation to avoid the overlapping during the conversation talk among the people involved in the conversation which cause the ambiguity or miscommunication.

There are so many online games but the writer choose PUBG, it is an online board games produced by Tencent Group. This game is a survival war game, where the players need to stay alive in particular map chosen among others 100 players. This game let the players to communicate to each other by additional voice chat menu, and also there is a chat menu as well which will expand the area of players to interact with each other. This game has been played all around the world. The duration of this game as mentioned earlier it is based on how long the players able to survived in the game.

This game depicts 3 main parts during the game play, starting when all of the game team is still inside of the plane before being dropped by in the area. These players are barely known each other before, but they have to discuss together in order to be the winner. Second part is when all of the players are already in the area, searching for the ammunition, equipment, and etc. All of the players in the team help each other if somebody still needs something they will do conversation to ask something.

A : "<u>Sis JaRo Cute_GiRl, have you got the med kit yet</u>?"

B : "Not yet bro Dewa_Kipas. I am still looking for it in the garage".

A : "Oh, Ok Ok. Keep going then".

From the short dialogue above, we can see one of the turn-taking types as the theory by Sacks et all (1974) stated that if the speaker at that time is talking an dhe/she directly address the next person to talk, it called as current speaker select next (CSSN). This can be seen in from the question stated by the speaker A positioned as the current speaker at that time, and the speaker A is the one that point who will be the next speaker that is the speaker B. Because the speaker A directly call out the name of the speaker B (Sis JaRo Cute_GiRl, have you got the med kit yet?) this means only speaker B who had responsibility to answer and continue to be the next speaker. This shows that the type of turn-taking used in that dialogue is the first one or current speaker select next (CSSN). Last but not least, is the part when the players are facing the enemy, all of the team mates need to discuss the strategy to build the great defense facing the enemy that comes toward them, because they only have two options whether they will be lose or be the winner out of all team in the game round.

Several recent researches study on the similar topic about the turn-taking and online feature in the year 2016 to 2021 which most of the research focus on the turn-taking in conversation analysis. Some of the recent examples are *Turn-Taking: Teacher Students Conversation* by Ahmed and Hussain (2020). The researchers use the theory posed by Cook (1989) framework that revealed some types of turn-taking: adjency pair, insertion sequence, side sequence, repair, and gist or upshot. This study employed qualitative method with case study design to carry out this study is in the classroom interaction from two teachers (female and male) with other 10 primary students.

Conversation Analysis: Turn-Taking Mechanism and Power Relation in Classroom Setting (2020). The implication of this research was to find out how teachers construct the turn-taking under the power to manage their classroom setting. The study in this research were used the theory of Sacks (1974) that stated turn-taking basically has three main types current speaker select next, next speaker select next, or the current keep continuing next. *Turn-Taking Strategies in Political Debate* conducted by Natalia, Subekti, and Mirahayuni (2019). This study was aim to analyze the most used strategies of turn-taking in political debate field. Data derived from two YouTube videos of debate they were Trump and Clinton First Presidential Debate 2016 BBC World Debate "Why Poverty"November 30,2012. Lastly, the research about *Turn-Taking in Conversational Systems and Human-Robot Interactions* (2021) conducted by Skantze. The researcher used the theory of Sacks et all (1974) under three types of turn-taking strategies in the conversation. The implication of this research was to investigate the turn-taking system used in the interaction between human- robotic technology system which will be differ from the usual field of research.

As this study mentioned earlier, this research differs in its literature product analysis object in which it will analyze *Turn-Taking Online Game Players: PUBG.* This is such a new breakthrough in conversational turn-taking behavior on literature analysis.

Considering also the fact that in this past five years writer found several researches and studies about turn-taking analysis on any literature field, but writer found less research that analyzing the turn-taking on the online games,

so writer want to fill that gap using the turn-taking theory from Sack, Schegolf, and Jefferson (1974) to find out whether their theories can also be applied on online game in this case is *PUBG* online game.

The motive of choosing online game as the object analysis of turn-taking behavior is because online game itself is one of a hugely popular thing among children and young people. Annual research conducted by OFCOM (*the regulator of TV, Radio and Video, on demand sector in UK*) shows that gaming is still one of the top activities enjoyed by 5-20 year olds people. Aarseth (2007) defines game as facilitators that structures player behavior, and whose main purpose is enjoyment.

Moreover, this study will enlarge the conversation analysis fields. This study will be using data transcript of the utterances of the conversation and its chat box will be analyzed by using Sack's theory (1974) about three types of turn taking behavior during the conversation.

B. The Problems of the Study

Based on background of the study, the problems of the study are concluding into this following:

1. What types of turn taking used in the players of PUBG online game mobile version during the match?

2. How do the players construct their turn-taking in the conversation during the match?

3. Why are the turn-taking realized in the ways they are?

C. The Objectives of the Study

The objectives of this study concern of activities and objects which will be analyzed based on the problem analysis. There are two objectives in this research analysis.

1. To find out the types of turn taking used in the players of PUBG online game.

2. To analyze how the players navigating their turn taking to speak in the conversation of the game match.

3. To investigate the motive of this experience in the players of PUBG online game.

D. The Scope of the Study

The scope of the study is limited to only discuss and analyze the turn taking types that the players use in the conversation and how the players navigating their turn taking behavior in the conversation during the game match round.

E. The Significances of the Study

The significances of the study deal with theoretically and practically. Theoretically, is to develop and enrich literature study, especially in conversation analysis. This study can be used as a reference for those who want to study language literature. Practically, this research expected to give contribution those who are interested in the fields of linguistic.

CHAPTER II
REVIEW OF LITERATURE

A. Theoretical Framework

1. Linguistic

Linguistic is the language study which analyzed the language from its form, meaning and context. According to Robbins (2014) in the book of General Linguistic said that linguistics study dealing with human language as universal and recognizable part of human behavior. Understood as a systematic use of speech sounds, signs, and written symbols for communication among people.

There are many definitions of linguistic, as linguistic itself plays as the important role in the study of human language. In which we know that language simply seen as an easy thing, but actually there is something that really complex in it. Language deals with many things in its structure. There are syntax, morpheme, phonetics, morphology, semantics, and pragmatics. It means that linguists describe the rules and facts of language exactly as they find them without making judgements Masaitiene (1998).

Moreover, according to Fasold (2013), he stated that today the field of linguistics studies not just the nuts-and-bolts of forms and their meanings, but also how language is learned (both as a first and second language), how it plays a central role in reflecting and creating the interactive and cultural settings of talk, how computers can be designed to deal with language, and how language is represented in our very brains.

Furthermore, in a sense of function, as one of human media to comprehend and analyzed the language from its context, form and meaning.

1.1. Discourse Analysis

Discourse is one of the most significant concepts of contemporary thinking in the humanities and social sciences as it concerns the ways language mediates and shapes our interactions with each other and with the social, political and cultural formations of our society by Paltridge (2012). Discourse analysis is an approach to the analysis of language that looks at patterns of language across texts as well as the social and cultural contexts in which the texts occur (Paltridge 2012). In conclusion, it has stated that discourse analysis as the common pattern in analyzing the context of language itself. The term discourse analysis re introduced by Harris (1986) he stated that discourse analysis as a way of analysing connected speech and writing. It is also stated that by Schriffin (2012) all discourse analysis work shares a focus on extended bodies of speech in its communicative context.

Discourse study has been surrounded us in any real context world. It goes deeper in all substantial study which will be used by the individual, society and even culture. According to Schriffin (2005) discourse analysis may be approached from two directions: that is, by taking a discourse- pragmatic perspective on historical linguistics or by taking a historical perspective on discourse/pragmatics.

Discourse analysis branch dealing with the conversation analysis as the form of utterance part. Paltridge (2012) said that conversation analysis is an approach to the analysis of spoken discourse that looks at the way in which people manage their everyday conversational interactions. Further, conversation analysis is a linguistic discipline that mainly handles coherence

and sequential organization in discourse. According to Liddicoat (2008) conversation analysis is an approach to the study of talk in interaction which grew out of the Ethno methodological tradition in sociology.

Conversational analysis give the description of how the social worlds influenced the use of the speaker constructed the conversation (Paltridge, 2012). Conversation dealing with many linguistic features and one of the way to analyze the meaning inside the conversation and the construct of the conversation is by using conversation analysis approach. In addition Woffit (2005) stated in his book that conversation analysis is one of the key methodological approaches to the study of verbal interaction. Conversation analysis play role as a set of method to deeply analyze and investigate the conversation organization and construction. Liddicoat (2007) conversation analysis is the name of an approach to studying talk in interaction.

As Sidnell (2014) said that conversation analysis takes not language per se as to focus on but rather the practical activities in which language dealing such gesture, gaze, and other. And one of the tasks of conversation analysis is to discover and describe the architecture of this structure: the properties of the ways in which interaction proceeds through activities produced through successive turns (Woffit, 2005).

1.2 Turn-Taking

Due to the widespread adoption of interaction via a rapid computermediated communication, turn-taking in such context, as revealed in recent studies, is somewhat different from patterns found in face-to-face communication. One difference is caused by the fact that the floor tends to

belong to one participant at a time in face-to-face communication while all participants turn on their microphone and directly interrupt other's turn.

People adapt or adapt to the characteristics of interactive messaging system to achieve communication ends (Walther & Bazarova, 2008) Turn taking used to order or ask of moves in games, for allocating political office, regulating traffic, serving costumer at business or tourism field, conversation and etc. According to Liddicoat (2008) the speaker's exchange is the most noticeable feature in the social interaction. The success conversation will not be achieve if one speaker is more dominant than the other by keep talking and not give a chance the others to speak. Turn taking is the basics English conversation rule that is one person speaks at one time (Paltridge, 2012).

Paltridge (2012) has suggested that differences in sequencing and turn-taking organization of online chat interaction interfere with the achievement of understanding even between participants speaking the same language. In addition, Participants don't have any control over when a message will post to the chat window (Garcia & Jacobs, 1999).

Based on Schriffin et all (2012) said that in conversation talk, interactions is organized to be done to one speaker at a particular time. This means that the good conversation organization if the speaker and other people involved in the conversation giving time to each other to express out their mind by talk in the different particular time to each of them.

Take turn itself as the basic system use in the conversation. There must be exchange time to speak for everyone dealing in the conversation. One speaker should give time for other speaker to speak. There must not any

dominant talker in the conversation. Turn taking system on the linear array use turns and preserve one party talking at a time (Lerner, 2004).

Take turn have to be done in the conversation talk even there is only consist of two persons involved, but in order to avoid the overlaps and misunderstanding between the participants. According to Sacks (1974) there are three types of turn taking allocation:

a) Current Speaker Select Next (CSSN),

The condition where the current speaker A select the next speaker B, then the speaker B has the rights to speak or obligation to take the turn speak, and no other have such rights to have the place. This kind of strategy is also supported in Liddicoat (2008) which saying if the talk in speaker have been chosen the next speaker, there will be designed to achieve this success. But there is only some kind of conversation which able to use this kind of allocation such question type. The questions can be address to a group of people, somebody or anyone who appropriate to continue the answer of the question.

Lydia :   Have you got your data, Jimmy?

Jimmy: Yeah, I had it since this morning.

In the conversation above, we can see that Lydia already addresses Jimmy as the net speaker by stated his name at the end of her question. And this turn may only be answer by Jimmy since the next conversation already allocated to Jimmy.

Besides of the use of address at end of the sentence, this strategy also happen in the use of "you" in which case also supported by some position

support or associate with the material objects if this is happen in the multi-party conversation.

Chika :   I can't get this question means.

Robert: You do that too to your last exams?

Chika :   Yeah.

In this case, the turn of Robert explicitly tied to Chika's prior turn. And the answers of Chika as the answer from Robert's particular action, in this case a question.

b) Next Speaker Self - Select (NSSS)

The condition where speaker A do not select the speaker B neither speaker C to speak next, self-selection for the next speakership is may, but need not be instituted. This strategy is also supported by Lerner (2004) stated that if any possible completion of the turn, current speaker select next has not been done, the self-select is may, with the first starter acquiring have rights to turn a talk. Lerner (2004) also added that self-select is a must in order to continue the next turn to be assured of from overlapping or silence gap between the people in the conversation.

c) Current Speaker Continuous (CSC).

The condition where the type of current speaker select next and current speaker self-select not involved, then the current speaker may, but need not continue unless another self-select. Lerner (2004) also stated that the term of current speaker continuation done is appreciated as providing for the within-turn recurrence of current selection as a first option. But in different, Liddicoat (2008) that actually the third type it also the part of

second type which take responsibility of the current speaker self-select "themselves" to keep continue the talk in conversation chance.

2. Artificial Intelligence

A particular strength of human intelligence is adaptivity. We are capable of adjusting to various environmental conditions and change our behavior accordingly through learning. Precisely because our learning ability is so vastly superior to that of computers, machine learning is, according to Dean et all (1995) AI defines as "the design" and study of computer programs that behave intelligently.

The rapidly changing of human intelligence has brought us to the new way of life which possibly takes us beyond imagination. According to Patrick (2013) stated that artificial intelligence is the study of computations that make it possible to perceive, reason, and etc.

2.1. Online Games

The rapid development in online worlds give the significant impact in our life from all sides include in linguistic field study. The concept of the online world is not only in the written context, but so do in oral context which means through language and communication.

The internet is the association of computer network with common standards which enable messages to be sent from any central computer of one network to any host or any other. In addition Patrick (2013) stated that the use of speech will undoubtedly grow as technology develops.

Internet developing areas consist of some features such as electronic-mails, virtual world, and web. Online game also include in the internet

developing. Online based game let the players to have fun through the computer and network system. But furthermore, it gives players experience to communicate with each other by using language which is transmitted into sounds to the other players in different areas around the world.

2.2. Player Unknown Battle Ground (PUBG)

Players Unknown Battle Ground (PUBG) is one of the online game resources of battle royal genre which was led by Brendan Greene who is known well as the developer in online game. PUBG let the players play this game through our internet network system. This game let 100 players to play at the same time in one particular area. Each group can be consisting of 1 (solo squad), 2 (duo squad), and 4 people (squad) in which you can set it up to play with your group mate, or with random mode.

This game was launched in December, 2017 for PC (computer) version. Then, in 2018 a free-to-play mobile version released for IOs and Android system. By the end of 2019, PUBG mobile version reported that they have reached 555 million players worldwide. In addition, PUBG mobile version became the first mobile battle royale game to gross over $1.5 billion in last 2019.

B. Relevant Studies

In order to support the idea of this study, there are five relevant studies that inspired the making of this research. The researcher has summarized the previous research with the relevant topic.

One of the researches was about *Turn-Taking: Teacher Students Conversation* by Ahmed and Hussain (2020). The researchers used the theory posed by Cook (1989) framework that revealed some types of turn-taking: adjency pair, insertion sequence, side sequence, repair, and gist or upshot. This study employed qualitative method with case study design to carry out this study is in the classroom interaction from two teachers (female and male) with other 10 primary students. The implication of the study was to show the types of turn-taking used and its relation to cooperative principle, which organize speech information and duration of speech of the participants. The results of the data were the most dominant used type of turn-taking was adjency pairs (used for 23 times from 4 conversations), the second type that came after the adjency pairs was gist. The strength of this research is this research was conducted in oral interaction, which will minimize the missing data or overlapping data during the study. Hence, after all of the strength of the following study but this study was conducted only among 10 primary students, which become the weakness of this study. Since 10 primary students, were a small numbers to be the evidence of this research.

The other research was *Navigating Turn Taking and Conversational Repair in An Online Synchronous Course* conducted by Earnshaw (2017). The theory used in this research was by Goodwin (1981). This study

collected the transcript data from WebEx, an audio conferencing software application that also has a chat channel that the students used to have the online learning. Through this website, an instructor used the integrated voice tool to talk about a particular topic while displaying a graphic, presentation, or document on the screen. Students typed questions or comments in the chat tool, and took turns talking when called upon. The implication of this research was to identify the speaker's hands off determine strategies patterns in order to have a turn take allocation. The result of this research that the most dominant used turn-taking was the confirmation request or it has the similar meaning as next speaker select next. The data shows that around 65 percent of the dialogue were using the confirmation request type and there were some different ways in order to do turn-taking between students and instructors from both channels.. Since some of the parties were facing difficulty and encountered technical issues with internet connectivity. And they used chat channel to indicate that they were having trouble. The strength of this study is this research applied dual channel in analyzing the turn-taking in the conversation, which means that the researcher not only analyzed single-channel (audio), but also the analyzed the chat box which means both of them were being analyzed (voice and chat). But still, there is one weakness of the research that is the researcher did not analyze the data based on the successful or unsuccessful turn-taking in both channels even the data of the post study would be enrich the result of the study.

Another research was *Conversation Analysis: Turn-Taking Mechanism and Power Relation in Classroom Setting* conducted by Sari

(2020). The study in this research were used the theory of Sacks (1974) that stated turn-taking basically has three main types current speaker select next, next speaker select next, or the current keep continuing next. The corpus in this study was an unscripted classroom interaction video recording which was uploaded by Wakefield in 2010 on YouTube at the following URL https://www.youtube.com/watch?v=tAz7TD02ytU. The implication of this research was to find out how teachers construct the turn-taking under the power to manage their classroom setting. The result of this research was the most frequent turn-taking type one or called as current speaker select next. This occurred in the classroom while the teacher as the current speaker that select next (the students) by called out the names, point at the students, or both. The first type became the most dominant type used seen in data that the researcher used. The strength of this study is this study was not limited to the dialogue between the teacher and the students, but also the gesture between teacher and students were also taken to enrich the data. But the weakness of this research since this study was analyzed from the video recording of other participant (the writer did not included) it will be much better if the writer as one of the person took in charge inside of the classroom.

Moreover, the other research was *Turn-Taking Strategies in Political Debate* conducted by Natalia, Subekti, and Mirahayuni (2019). Data derived from two YouTube videos of debate they were Trump and Clinton First Presidential Debate 2016 BBC World Debate "Why Poverty" November 30, 2012. The data of this study was analyzed by using theory of Stenstrom (1994) which stated that there are three strategies which include the in turn-

taking: taking the turn, holding the turn, and yielding the turn. The implication of this study was to analyze the most used strategies of turn-taking in political debate field.The result of this study was found 116 data in total, with the distribution as follows: the first strategy—i.e. taking the turn—with 24 data indicating starting up, 9 taking over, and 43 interruptions; the second strategy—holding the turn—there are 2 filled pauses or verbal fillers, 1 silent pause, 15 lexical repetitions, 1 new start. In yielding the turn strategy, there are 19 promptings and 2 appealings and interestingly taking over the turn needs extra efforts from the participants since none of the debaters are willingly submit or yield the turn. Moreover, the strength of the research is the research data was taken by two different perspectives of the writers which enrich the field of investigation of the study. The weakness of the research is the research should be conducted in analyzing some socio-pragmatic elements of the data, power relation among the debaters, and contextual issues behind the topics being debated in the forum.

Last but not least, the research about *Turn-Taking in Conversational Systems and Human-Robot Interactions* (2021) conducted by Skantze. The researcher used the theory of Sacks et all (1974) under three types of turn-taking strategies in the conversation. This study was conducted by using some voice over application used in the smartphone. The implication of this research was to investigate the turn-taking system used in the interaction between human- robotic technology system which will be differ from the usual field of research. This result of this study found out that there were one of the rare type of turn-taking used the most in the interaction of human –

robot it was current speaker continuous. Since the automaticity of the robotic voice assistant to continue speaks if it get no respond. The strength of the research was this research enriched the data from an extensive review of multi-modal cues including verbal cues, prosody, breathing, gaze and gestures. These extended clues strengthen the study research. In additional, this research was also gave a breakthrough by using voice assistants and social robots in the turn-taking context. The weakness of this research is the researcher did not limit the topic under the conversation between the human and the robot (personal assistant smartphone) which able cause ambiguity. And also the researcher did not specify the type of voice assistant that the researcher used to conduct the research.

Among five previous researchers having been exposed above, the research by Skantze (2021), and Earnshaw (2017) inspired this research more than the rest of relevant studies stated above. Those researches were dealing with the similar fields of study, through online interaction. Therefore, the researcher will use the information from the previous researchers in order to make a better study and findings at this research.

C. Conceptual Framework

Conceptual framework is an important thing for the researcher in order to mapping the chronological order of theories the researcher use. According Miles and Huberman (2014) states that conceptual frameworks can be 'graphical or narrative' form to show the key variables to be studied its presumed relationships between them

In conclusion, conceptual framework is a crucial thing in the study. It defines that conceptual framework is considered as the best ways of explaining the relation of the problems of the study oriented to its supported theories.

| Conversation Transcript |

Types of Turn taking

Construct the turn taking

Sacks et all (1974)

1. Current speaker select next (CSSN),
2. Next speaker self-select (NSSS)
3. Current speaker continuous (CSC).

1. **Self-initiated select**
2. **Other-initiated select**

| Findings |
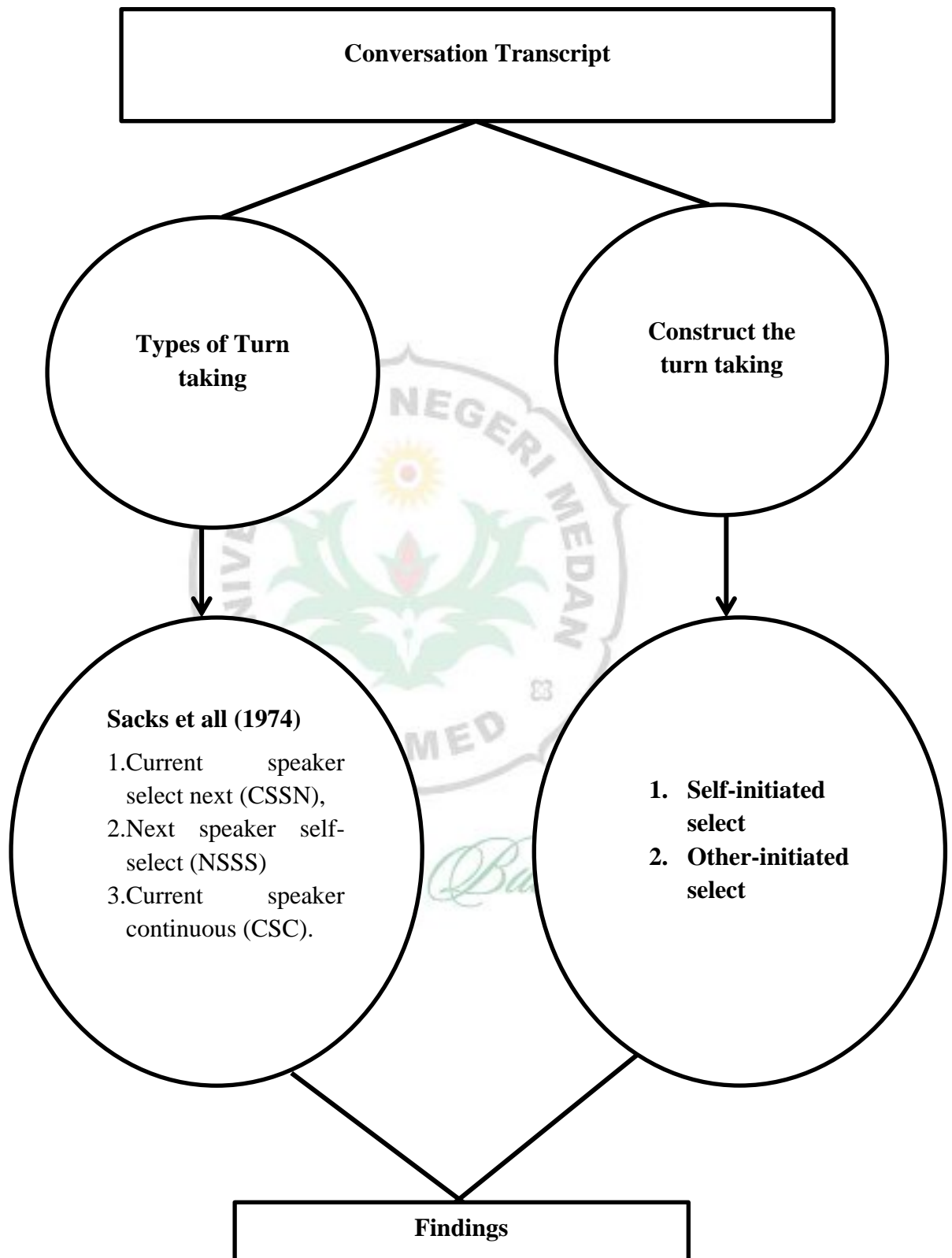
Chart 1. Chart of Conceptual Framework

CHAPTER III

RESEARCH METHODOLOGY

A. Research Design

The data will be conducted using descriptive qualitative data research. Qualitative research method according to Creswell (2014) is the research where you do not need any variables, but all you need to do is explore, you will need some participants in the exploration if possible. The qualitative research is the field of research in which it describes the findings by observing the people and behavior from exploration. In this research, the researcher's finding is the utterances of the conversations during the game match among the players.

Qualitative research designs are most commonly used in exploratory or descriptive research (Leavy, 2020). Moreover, Leavy (2020) added that this design demands the 'research plan' consisting of ways or options the design should be systemized. The ways or options are as these followings.

1. **Philosophical statement**: Discusses the paradigm or worldview guiding the proposed research project, typically focusing on the selected theoretical school of thought (theoretical framework).

2. **Genre/Design and Methods of Data Collection**: Describes in detail the strategies researchers will use to collect or generate data, making note of how researchers will address the primary issues associated with the method researchers are employing.

3. **Sampling, Participants, and Setting**: Describes researchers' desired participants (demographics and particular experiences), the purposeful

sampling strategy that will be used, and how the process will result in participants able to yield rich data. Also discuss where the research will occur.

4. **Data Analysis and Interpretation Strategies**: Describes in detail the strategies researchers will use to analyze and interpret their data, such as coding and memo- writing process and researcher's use of theory and literature to make sense of the data.

5. **Evaluation:** Explains the rationale for the methodology, including steps taken to achieve validity/credibility, attention to craft, and the transferability of the findings (if applicable).

B. The Data and the Source of the Data

The source of the data for this research is the transcription among the players' utterances in the conversation during the game match play. The researcher will analyze the turn-taking behavior from the utterances of the game players. The secondary data will be taken from journals, articles, website and other source which relate to this research.

C. The Technique for Collecting Data

In collecting the data, the researcher will use the following steps of Creswell (2014) which give five main focuses in collecting data research:

1. Identify the participants and sites.

Indentify and select the participants we will observe. In this research the researcher choose an application of online game that is PUBG mobile version as the object of observation. The reason researcher choose this online game

application since PUBG is one of the biggest user most downloaded game in their mobile phone with more than 10 million users in the world.

2. Wider the sites or participants in this research.

   In this step the researcher will re-select or re-choose the people involved in this random players in the group in order to find the active talker inside the match of the game. The observation will not work well if there will be un-active talker in the group. This step will take some time, in order to find the applicable players in the match.

3. Collect data by interview or observe the people.

   In this step, the researcher will be having an observation through participate in the match itself in order to observe the utterances that the players said in the conversation between the group mates during the game match.

4. Record the data or information we got.

   The researcher will record the whole conversation (utterances) of the players in the game match. And the record will be in a transcript form.

5. Administer the procedures of qualitative data collection.

   After all of the steps done, the researcher only need to smooth the least of the collection by re-check the whole data and participants needed in the research is conducted.

No	Types of Turn-Taking	Utterances	Contextual Meaning
1	Current Speaker Select Next (CSSN)	A: "Sis JaRo Cute_GiRl, have you got the med kit yet?" B: "Not yet bro. I am still looking for it in the garage". A: "Oh, Ok Ok. Keep going then". B: etc.	From the following dialogue it can be seen that the current speaker (speaker A) already stated the next speaker, by mentioning the user name of speaker B (JaRo_Cute_GiRl) by stating a question.
2	Next Speaker Select Next (NSSN)	A: "Anybody got the helmet level III yet?" B: "Not even a single of them bro". C: "I even still using level I bro hahaha" A: "ok bro" B: etc.	The following dialogue shows that even the current speaker (speaker A) ask a question without mention the name of speaker B either speaker C, but both speaker B and C answers the questions independently to avoid the silence in the conversation.
3	Current Speaker Continues (CSC)	A: "Lets' go to the zone, it only 10 seconds left" A: "Okay then, if none of you wants to follow me".	The dialogue shows that even after the current speaker (speaker A) asked something to the teammates, and there was no respond at all, the speaker A responsible to continues the speaking in order to avoid the silence and gap in the conversation.

Table 1. Table of research instrument

D. The Technique for Analyzing Data

In order to analyze the data, the researcher use some following steps form to analyze the data by using the theory of Creswell (2012) that will be organized as follows:

1. Organize data

   The data need to be organized from the general one into the specific one. This need to avoid the large amount of information occur. This research will be organized well into good and tidy folders.

2. Transcript data

   After collect the words or text through recorder the researcher will transcript the whole utterances in the conversation of the recorder and convert it into text data. This will help the researcher easier in analyzing the data.

3. Explore the data.

   The researcher needs to explore the data again and again to get the whole results of the data in a good order. The data need to be read for many times in order the researcher to get the best result of the data.

4. Code the data

   In this research, the research will code some of the words in this research in order to easier the classifying of the data. The allocation types in the turn-taking. Those are CSSN, NSSS and CSC.

5. Description

   The data description as the result of the research, since the research is the descriptive qualitative research, thus make description as a must in interpreting the result as the writer's perspective based on the result.

6. Reporting findings

   After the data have been interpreted into description, the last final touch is to wrapping up the whole result into findings section. That will be the final end of the research.

CHAPTER IV

DATA AND DATA ANALYSIS

A. DATA

The data of this research as mentioned in the chapter three were collected by the conversation transcript and the chat among the players of PUBG mobile version. The players consist of 4 random people who played together in a single match for around 30 minutes.

The turn-taking phenomenon in the online mobile game through some classification process as followed: first, the analyzing of some utterances as turn-taking types that used as the sign of the speakers to provide and take the turn, second, the construction of the players that were taken by the people involved in giving and taking the turn and third, the way people realized their process in taking the turn and the effect between one speaker to another speaker.

B. DATA ANALYSIS

After the data were being analyzed, there were found out that there were 60 dialogues applied the turn-taking theory by Sacks et all (1974). There are three dominant types those speakers used during the game match. They are current speaker select next, next speaker self-select and current speaker continues. The result of the data elaborated as follow:

1. Turn-Taking Types

1.1 Current Speaker Select Next

Current speaker select next is the type where current speaker is the one who will select other person to talk after him/her. According to Liddicoat

(2011) which saying if the talk in speaker have been chosen the next speaker, there will be designed to achieve this success. This is the second most used types of turn taking during the game match. The speaker who is selected has to speak and take charge to talk because the current speaker has given him/her a chance to continue. Some of the example of the dialogue is written down. Here is the dialogue:

> *METAFORGANA: "You're the closest to him. Revive him Sist!"*
>
> *JARO=)CuTeGirl: "I'm on my way."*

From the dialogue, it can be seem that when the current speaker at that time **METAFORGANA** stated an order by asking the other speaker to revived/helped the other members since that member was in critical situation, he directly select the next speaker to speak that was **JARO=)CuTeGirl** to helped**.** Since, no one can replace or rights to take turn as the next speaker. The selected speaker **JARO=)CuTeGirl** directly answered and replied the previous speaker. This dialogue showed evidence of first turn-taking type current speaker. Current speaker select next type also shown below:

> **JARO=)CuTeGirl:** *"From Medan Bro, and you?"*
>
> **METAFORGANA:** *"Wah, me too."*
>
> **METAFORGANA:** *"So, what's the matter Bro if you'are the only one*
>
> **JARO=)CuTeGirl:** *"Yah, that's ok lo. You won't get bully here Bro."*

From the following dialogue above, can be seen that the current speaker at that time **JARO=)CuTeGirl** was asking the other player about their identity by asking directly the next speaker to speak, that was **METAFORGANA.** And after that the selected speaker **METAFORGANA** directly answered the question and replied to the previous speaker. This dialogue reflected the turn-taking type one current speaker select next.

1.2 Next Speaker Select Next

Next speaker select next is the condition when after the current speaker finished his/her speaking without select the next speaker to continue or take turn to speak. Later, other participants in the conversation initiative to take the turn and be the next speaker. This is the most used type in the conversation. The evidence of this type can be seen in the dialogue below:

> **GLSKAMPANGS:** *"Am I the only one here from Jakarta?"*
>
> **Give I SkinBang:** *"I also from Jakarta Bro."*

From the dialogue above, we can conclude that the next speaker that was **Give I SkinBang** select himself to be the next speaker without being selected by the current speaker at that moment. The previous speaker **GLSKAMPANGS** asked the probability of other team mates that comes from the same area as him. The next speaker just directly replied on the question.

> **METAFORGANA**: *"Where will we drop?"*
>
> **JARO=)CuTeGirl**: *"Anywhere you like Bro."*

The dialogue above has shown that the current speaker at that time **METAFORGANA** asked a question about the location that will be their location without select the next participant to speak. But then, the next speaker **JARO=)CuTeGirl** select herself to be the next speaker to speak. This condition reflected the second type of turn-taking next speaker select next.

1.3 Current Speaker Continues

The third turn-taking type is current speaker continues speaking become the least used in the data. This is the condition where the current speaker who speaks at that time is the one who continues as the speaker. This

caused because of no one at the time replied or answered the previous statement. Or in other word, there is an empty moment, no one speak at the moment. The evidence of this type happens in the dialogue below:

> *METAFORGANA: "Here, anyone wants the UZI?"*

> *METAFORGANA: "Okay then, if no one want this."*

From the following dialogue above, it can be seen that right after the current speaker speaks at that time **METAFORGANA** none of the conversation participants answered or replied the question of him which was asking about the probability to use one of the UZI tools. After quite a few moments, no one answered or responded to his question. So, the player **METAFORGANA** keep continues at the time and take conclusion if no one interested on it.

Another evidence of this turn-taking type can be seen in the following dialogue:

> *METAFORGANA: "Hold your steps. The zone is here. It's only left 2*
>
> *more squads."*

> *METAFORGANA: "Look, there is someone behind the bushes."*

The dialogue above reflected the third turn-taking type current speaker continues speaking. After the speaker **METAFORGANA** told the condition at that time, and ordered everyone to follow his instruction. But after he finished, there was a silent moment when none of the other participants in the conversation replied him. This current speaker directly take charge to keep continuing his speaking or as the next speaker at the moment and he continue to give another instructions and information to other team mates. This condition reflected the third turn-taking type by Jack, Sack, and Schegolf; current speaker continues.

2. The Way Players Construct the Turn-Taking

The flow of the conversation in the game match showed that the most used type is next speaker select next. According to the theory proposed by Sacks et all (1974) there is two basic rules governing turn construction:

1. If the turn uses 'current speaker select next' technique, then the party selected has the right and obliged to take next turn.

2. If the turn 'current speaker select next' s not to involved, then self-selection for next speakership may, but need not to be instituted.

3. If the turn 'current speaker select next' as not to involved, the current speaker may continue unless the other self-select.

Furthermore, the analyzing of the speaker constructs their turn based on the turn-taking types they used at the moment. After the data were being analyzed, the result shown as followed: current speaker select next (10), next speaker select next (46), current speaker select next (4). This types are also indicates the way each participants construct their turn to speak in the conversation.

The types that the speaker used are also indicates the way the speaker take their turn to speak. The first type current speaker selects next, the speaker construct their turn after the previous speaker called out the next speaker to speak after he/she finished their speaking. Then, the speaker that has been called before will have their rights to speak.

The second type next speaker select next indicates the speaker who speak next will take their turn after the previous speaker finished, without

being selected before. The speaker who takes their turn next initiative responds, implies, and responds the previous speaker's said.

The last type current speaker continues indicates the current speaker who speaks at the moment continues to be the speaker next to avoid silent moment in the conversation. The current speaker keep being the speaker speaks at the moment. The speaker constructs their turn right after they have finished before.

3. Turn-Taking Types Realization

There were some reasons behind the use of particular types. Since all off the players participate in the game were being collected in random mode. They played together for the first time as one team. As the result above has shown, the most used type was next speaker select next. This type let the next speaker able to self-select to continue and take charge as the speaker to speak at the time. Without any signals, or even selected before.

This happened for some factors. Since each player was collected in random mode that was their first time to communicate together in a team. But still, they have to communicate and achieved the winner chicken dinner in the game match. They need to arrange strategy in the limited time. Most of the time, each player just directly responded, and answered the previous speaker since they were race with the time.

The condition of first time played together as a team made them barely known each other especially the nick name. Some of the player's game name account hard to be spelled. And the easiest way to communicate just

based on the initiative to take charge and responded to it without being selected before.

Thus, those two factors are the main dominant reasons of the players realize the way they were take turn in the conversation of the game. Yet, the players still need to maintain their team collaboration to play together as a team.

C. RESEARCH FINDINGS

There are 3 types of turn-taking according to the theory of Jack, Sack, and Schegolf (1974). These types explained the way people take turn in the conversation which consists of multiple participants at the moment, the way people arrange their turn to avoid overlapping. These three types are current speaker select next, next speaker select next and current speaker continues.

The following types were being analyzed and classified from 60 dialogue transcript in the game match which reflected the way people in the conversation take turn in the conversation. The classification of the types as follow: Current speaker select next found 10 times, next speaker select next found 46 times and current speaker continues 4 times.

The participants of the conversation construct the way their turn to speak at the time most of the time by use the second type based on the theory proposed by Jack, Sack, and Schegolf. From total 60 data shown there were 77% of the data from participants in the conversation used the second type next speaker select next. This type became the first position to be the most used type of turn-taking. Most of the participants take their turn directly to be the next speaker at the moment even though the previous speaker didn't

select any speakers to speaker next. All of the four participants in the conversation used this type to construct their turn-taking to speak in the conversation.

During the game match conversation from 60 data, only 17% of the speakers used the first type current speaker select next. Which means the previous speaker directly stated the next speaker to speak next. Since the little number of data found used this type, this type becomes the second position used in the conversation during the game match. There was a few condition where each participants directly select the next participant to speak after him/her.

The last used type in the conversation is the third type current speaker continues. From 60 data in total, only 6% of the data shown this type occur in the conversation. This made it becomes the last position used turn-taking type in the conversation. Since there were just a few moment where no one answered the previous statement from the current speaker speak at the moment.

The reason why the participants in the conversation realize the way those turn-taking types was found affected by the limitation of time that they got during the game match. In order to be the winner in the match, they have to work fast, think fast, and hustle communicate. The duration of one match is 30 minutes maximum. This causes everyone in the conversation need to achieve the winner chicken dinner in the limited time. In addition, all of the participants or group members are barely known each other since they were all being grouped in random. All of the participants were from different

places area. In order to shorten the time to talk, and shared information to each other just by initiative to select themselves after someone was speaking. Besides that, the entire participant didn't know their name each other and it will be hard for them to select the next speaker by using the game name. This cause the send type of turn-taking proposed by Jack, Sack, and Schegolf became the most used and dominant type in the conversation during the game match.

Types	Frequency	Percentage
Current Speaker Select Next	10	17%
Next Speaker Self Select	46	77%
Current Speaker Continuous	4	6%
Total	**60**	**100%**

Table 2. Table of research finding

D. DISCUSSIONS

Based on the theory proposed by Jack, Sack, and Schegolf there is 3 type of turn-taking; current speaker select next, next speaker select next and current speaker continues. The data were taken from the conversation transcript. There were 60 data in dialogue transcript form. The result from the data shown current speaker select next 10 times used, next speaker select next 46 times used and current speaker continues 4 times used.

From the same theory of Jack, Sack, and Schegolf can be seen that the participants construct their turn-taking in the conversation by directly initiative take their turn to implied, replied, or even answering the questions, statements, strategies in the conversation. To make them easier achieved the winner chicken dinner in the game in the limited time. This happened because

of reasons behind such as, limited time, hustle probability, and barely known each other.

CHAPTER V
CONCLUSIONS AND SUGGESTIONS

A. CONCLUSIONS

After analyzing the finding and the discussion before, the conclusion of this research were taken. The conclusion written down below arranged based on the research questions stated in this research as follow:

1. Three types of turn-taking based on Jack, Sack, and Scheggolf theory in the conversation of the PUBG online version game match. As the result followed current speaker select next 10 times, next speaker select next 46 times, and current speaker continues 4 times.

2. The way participants involved in the conversation construct their way to speak by initiative to select themselves to speak, even the previous speaker did not select the next speaker to speak. Every people who participate in the conversation just directly replied, and answered the previous speaker in the conversation.

3. The reason why the participants realize the way they construct the turn-taking is because of some factors, such as time limitation, and barely known each other. Thus, the participants in the conversation need to achieve to be winner chicken dinner in a hustle time and period.

B. SUGGESTIONS

Based on the following research, the writer has some suggestions for the future research, as followed:

1. The writer suggested this research to be used for the future researchers in order to be the reference especially for English Language Arts students who is interested in the linguistic field that is turn-taking analysis.

2. The writer suggested for next researchers who are interested in analyzing turn-taking types in conversation to use another theory and online application tools as the subject to enlarge the evidence and number of research conducted in online resources.

3. The writer hoped that through this research, writer can understand more about turn-taking types occur and appear in the online application tools.

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APPENDIX A

Conversation Transcript in the Game Match

APPENDIX A

Conversation Transcript during the Game Match

This game match consists of four random players who played together for around 30 minutes ahead. *(The conversation below has been translated into English version).*

METAFORGANA	: "Hi, Hi, Halo, Halo…"
JARO=)CuTeGirl	: "Hallo, there.."
METAFORGANA	: "Nice to meet you all."
GLSKAMPANGS	: "Ok, Bro."
JARO=)CuTeGirl	: "Ok"
METAFORGANA	: "Where do you come from Sis?"
JARO=)CuTeGirl	: "From Medan Bro, and you?"
METAFORGANA	: "Wah, me too."
GLSKAMPANGS	: "Am I the only one here from Jakarta?"
Give I SkinBang	: "I also from Jakarta Bro."
GLSKAMPANGS	: "Hufft, finally. I thought I'm the only one hehe."
METAFORGANA	: "So, what's the matter Bro if you'are the only one from there?"
JARO=)CuTeGirl	: "Yah, that's ok lo. You won't get bully here Bro."
METAFORGANA	: "Hahaha, no. I'm just kidding."
METAFORGANA	: "Where will we drop?"
JARO=)CuTeGirl	: "Anywhere you like Bro."
METAFORGANA	: "Ok, Rozhok ya."
Give I SkinBang	: "Let's looting. Quick quick! Don't go too far. We'll never know if there is another team here beside us."
GLSKAMPANGS	: "Anyone got something? Because I can't find anything!"

JARO=)CuTeGirl	: "Hahaha. So do I."
METAFORGANA	: "Here, anyone wants the UZI?"
METAFORGANA	: "Okay then, if no one want this."
Give I SkinBang	: "Shht, I hear the step guys."
METAFORGANA	: "No worries, I can handle him."
JARO=)CuTeGirl	: "Wah, you're such a Pro."
GLSKAMPANGS	: "Lucky you!"
Give I SkinBang	: "That was should be mine."
Give I SkinBang	: "Everyone, let's go to the safe zone. I found a car here. Come."
JARO=)CuTeGirl	: "Ok, come on guys. Make it quick."
METAFORGANA	: "I'll use my own car here. Where do we go?"
JARO=)CuTeGirl	: "Go to school. I heard some air gun there."
Give I SkinBang	: "Bro, go check it. How many people there?"
METAFORGANA	: "I see two people on the second floor."
Give I SkinBang	: "Ok, we'll park the car here."
METAFORGANA	: "Secure me."
JARO=)CuTeGirl	: "Hold. The enemy hold their steps. They have realized us."
Give I SkinBang	: "It's them. Let me face them."
JARO=)CuTeGirl	: "Go away. I have just thrown away the bomb!"
Give I SkinBang	: "Help! Help!"
METAFORGANA	: "You're the closest to him. Revive him Sist!"
JARO=)CuTeGirl	: "I'm on my way."
Give I SkinBang	: "Thank you Sist. Do you have any bandage or medkit?"
GLSKAMPANGS	: "Here, come to me. I have some."

JARO=)CuTeGirl	: "Okay, the enemy have been destroyed."
Give I SkinBang	: "Let's go!"
GLSKAMPANGS	: "On the coordinate 120, there is an air drop. Behind the hill."
METAFORGANA	: "Ok, noted."
JARO=)CuTeGirl	: "They have just finished a war before. See, many treasures and victims here."
METAFORGANA	: "I got 8x scope here."
GLSKAMPANGS	: "Can I have it? I'm using sniper Bro."
METAFORGANA	: "Ok, I will drop it."
Give I SkinBang	: "Do you all want to stay here until other teams come here?"
METAFORGANA	: "Let's go!"

(*After some moments going around the map*)

METAFORGANA	: "Where are we going?"
Give I SkinBang	: "Pochinki."
JARO=)CuTeGirl	: "Turn around, there is abother car behind us."
GLSKAMPANGS	: "Watch out! There is another one using sniper in the hill."
METAFORGANA	: "Go! Go! Go! It's not safe here."
Give I SkinBang	: "Wait for me Bro. Someone is targeting me."
GLSKAMPANGS	: "Watch out, someone is aiming you."
JARO=)CuTeGirl	: "Anyone have green ammo?"
GLSKAMPANGS	: "Here, take this."
METAFORGANA	: "Two people over here is done."
Give I SkinBang	: "Let's go."
METAFORGANA	: "The zone is still big enough."

JARO=)CuTeGirl	: "Now where are we heading to?"
METAFORGANA	: "Pochinki. Who wants to looting here?"
Give I SkinBang	: "I want to find some drinks then. It is safe here."
METAFORGANA	: "Don't go too far. Because the zone will be here. I'm sure in a short, many people will come here as well."
JARO=)CuTeGirl	: "Does anyone have any drinks left?"
Give I SkinBang	: "Here, please have this."
JARO=)CuTeGirl	: "Don't forget to boosting everyone. "
METAFORGANA	: "Watch out. I hear some steps on the front door."
JARO=)CuTeGirl	: "Any bomb left?"
METAFORGANA	: "Here, I have some."
Give I SkinBang	: "Bro METAFORGANA you go back, someone is going to come to us."
METAFORGANA	: "Ok."
GLSKAMPANGS	: "Wait, I'm still healing."
Give I SkinBang	: "Protect me. I'll move around this house to trap them."
METAFORGANA	: "Sure."
JARO=)CuTeGirl	: "Help me. I got surrounded by two people in front of me. I can't even make any steps."
METAFORGANA	: "Ok. Don't be worry. I'll come I'll come."
Give I SkinBang	: "Revive GLSKAMPANGS please, Bro METAFORGANA."
METAFORGANA	: "But, I am too far from him."
JARO=)CuTeGirl	: "Let me be the one who revive him."
GLSKAMPANGS	: "No need to come. I can't be helped. One squad is

in front of me."

METAFORGANA	: "Stay away from him. It's impossible to reach him."
JARO=)CuTeGirl	: "Oh okay then. Sorry Bro I can't help you."
GLSKAMPANGS	: "Nope, that's okay."
Give I SkinBang	: "Green ammo please, I'm run out of it."
METAFORGANA	: "Here, I've dropped it."
JARO=)CuTeGirl	: "Another squad is coming by using 2 buggies."
METAFORGANA	: "Let's go everyone, we can't stand here anymore. We are sandwich."
Give I SkinBang	: "Okay okay."
JARO=)CuTeGirl	: "Hufft.. I thought we've been died before. Why all of a sudden many squads were there?"
METAFORGANA	: "Of course there were. See, the zone is getting smaller and also on the roof top, there were the air drop."
JARO=)CuTeGirl	: "Oh I see. No wonder then."
Give I SkinBang	: "Does Bro GLSKAMPANGS still here?"
GLSKAMPANGS	: "Yeah, Bro. But, guys now I will leave. Because my clan ask me to join."
METAFORGANA	: "Ok ok Bro. Thank you."
JARO=)CuTeGirl	: "Thank you."
GLSKAMPANGS	: "So... Where are we heading to now?"
METAFORGANA	: "Church. Let's go up there. It's easier to see enemies from up here."
JARO=)CuTeGirl	: "If anyone see bombs or med kit, please let me know."

JARO=)CuTeGirl	: "Hmm.. Where are the enemies? There's no sign."
METAFORGANA	: "Hold your steps. The zone is here. It's only left 2 more squads."
METAFORGANA	: "Look, there is someone behind the bushes."
JARO=)CuTeGirl	: "Looks like he is alone."
METAFORGANA	: "Who knows? Don't be less focus. I will go to him. Please protect me."
GLSKAMPANGS	: "Ok Bro."
JARO=)CuTeGirl	: "Behind this church, suddenly there is a park car. But there was none before."
METAFORGANA	: "Just go forward. Ignore it. Look at the zone. It is painful."
GLSKAMPANGS	: "You go forward first, Sis. I'll cover you up."
JARO=)CuTeGirl	: "Ok. I'll do."
METAFORGANA	: "Come to me all of you. Here is safe"
JARO=)CuTeGirl	: "But, how can I go there, it is too open."
METAFORGANA	: "Don't be worry. They don't realize it."
GLSKAMPANGS	: "Ok."
JARO=)CuTeGirl	: "Finally. Ok Bro, come on come on. Make it quick."
METAFORGANA	: "Yeah, I'm trying."
METAFORGANA	: "Lay down everyone. Find any trees to cover you up."
METAFORGANA	: "Come on."
JARO=)CuTeGirl	: "Direction 114, I see two people behind the rocks.."
METAFORGANA	: "Don't make any noise or even move a

lot. Otherwise, you will open yourself to others.”

GLSKAMPANGS	: “Watch out!”
METAFORGANA	: “There is someone behind you Sist. Prone.”
JARO=)CuTeGirl	: “I do.”
GLSKAMPANGS	: “Stay alive everyone, it just 5 more enemies left.”
METAFORGANA	: “Be aware guys.”
METAFORGANA	: “But I still can’t find another 2 people.”
GLSKAMPANGS	: “Stay alert. Let’s go forward. Be careful.”
METAFORGANA	: “Let them shoot each other. Stay silent”
JARO=)CuTeGirl	: “Help me. Someone find me.”
METAFORGANA	: “I’ll try.”
JARO=)CuTeGirl	: “Oh... Pity me. Can somebody please revive me?”
GLSKAMPANGS	: “It’s hard to do Sist.”
JARO=)CuTeGirl	: “Ok ok.. Just ignore me, or they will be able to find you.”
JARO=)CuTeGirl	: “Got the chicken guys.”
GLSKAMPANGS	: “In front of you Bro.”
METAFORGANA	: “Yeah, I know. I’m trying to peek on him.”
GLSKAMPANGS	: “Uhh... One shot and he got knocked down.”
METAFORGANA	: “His team mate will revive him. See. Spray down.”
GLSKAMPANGS	: “Reply. Reply. From your right, behind the big rock.”
METAFORGANA	: “I’ll throw the bomb. Stay away.”
GLSKAMPANGS	: “Ok. Come on. One more left.”
METAFORGANA	: “Seems like he is under that tree.”
METAFORGANA	: “Let me throw this molotov.”

JARO=)CuTeGirl	: "There he is. There he is."
METAFORGANA	: "One more shoot."
GLSKAMPANGS	: "Ok. Come on. One more left."
JARO=)CuTeGirl	: "Go go Boys."
METAFORGANA	: "Yeay. Finally."
GLSKAMPANGS	: "Great job Bro."
METAFORGANA	: "Thank you Bro."
JARO=)CuTeGirl	: "Bye. Thank you."

APPENDIX B

List of Turn-Taking Types Occur During the Game Match

No	Turn-Taking Utterances in the Dialogue	Types of Turn-Taking			Contextual Meaning
		(CSSN)	(NSSN)	(CSC)	
1	**METAFORGANA**: "Hi, Hi, Halo, Halo…" **JARO=)CuTeGirl**: "Hallo, there.."		√		The first player called out other players without any address. Then the next player **JARO=)CuTeGirl** continues next.
2	**METAFORGANA**: "Where do you come from Sis?" **JARO=)CuTeGirl**: "From Medan Bro, and you?"	√			Player **METAFORGANA** ask a question and directly select the next person to speak.
3	**JARO=)CuTeGirl**: "From Medan Bro, and you?" **METAFORGANA**: "Wah, me too."	√			The player **JARO=)CuTeGirl** ask the other player and directly select the next to speak that was **METAFORGANA.**
4	**GLSKAMPANGS**: "Am I the only one here from Jakarta?" **Give I SkinBang**: "I also from Jakarta Bro."		√		One of the player **GLSKAMPANG** state a question without select

					the next speaker. But, the next speaker **Give I SkinBang** take charge of the next turn by answering the question of the previous speaker.
5	**METAFORGANA:** "So, what's the matter Bro if you'are the only one **JARO=)CuTeGirl:** "Yah, that's ok lo. You won't get bully here Bro."	√			**METAFORGANA** already asked and selected the next speaker to continue that was **JARO=)CuTeGirl.**
6	**METAFORGANA**: "Where will we drop?" **JARO=)CuTeGirl**: "Anywhere you like Bro."		√		One of the player **METAFORGANA** state a question without select the next speaker. But, the next speaker **JARO=)CuTeGirl** take charge of the next turn by answering the question of the previous speaker.
7	**GLSKAMPANGS**: "Anyone got something? Because I can't find **JARO=)CuTeGirl:** "Hahaha.		√		Player **GLSKAMPANGS** state a

	So do I."				question without select the next speaker. But, the next speaker **JARO=)CuTeGirl** take charge of the next turn by answering the question of the previous speaker.
8	**METAFORGANA**: "Here, anyone wants the UZI?" **METAFORGANA**: "Okay then, if no one want this."			√	Since, after the player ask a question, and nobody answer or take charge as the next speaker. So the current speaker keep continuing as the speaker.
9	**Give I SkinBang**: "Shht, I hear the step guys." **METAFORGANA**: "No worries, I can handle him."			√	The first speaker on that time has state a statement without select the next speaker to speak. So, the next speaker select himself to continue the turn to speak.

10	**Give I SkinBang**: "Everyone, let's go to the safe zone. I found a car **JARO=)CuTeGirl**: "Ok, come on guys. Make it quick."		√		**Give I SkinBang** had given an instruction without select the next speaker to speak. But **JARO=)CuTeGirl** select herself to continue or become the next speaker.
11	**METAFORGANA**: "I'll use my own car here. Where do we go?" **JARO=)CuTeGirl**: "Go to school. I heard some air gun there."		√		The speaker **METAFORGANA** ask a questions without select the next speaker to take turn. But, then **JARO=)CuTeGirl** select herself to be the next speaker.
12	**Give I SkinBang**: "Bro, go check it. How many people there?" **METAFORGANA**: "I see two people on the second floor."		√		The speaker **Give I SkinBang** ask a questions without select the next speaker to take turn. But, then **METAFORGANA** select himself to be the next speaker.
13	**JARO=)CuTeGirl**: "Hold. The enemy hold their steps. They have **Give I SkinBang**: "It's them.		√		The current speaker state a statement and

	Let me face them."				then, the **Give I SkinBang** take charge to select himself to be the next speker.
14	**Give I SkinBang**: "Help! Help!" **METAFORGANA**: "You're the closest to him. Revive him Sist!" **JARO=)CuTeGirl**: "I'm on my way."		√		One of the speaker ask for help without select the next speaker. But then, the other speaker **METAFORGANA** directly answer and respond to the previous speaker.
15	**METAFORGANA**: "You're the closest to him. Revive him Sist!" **JARO=)CuTeGirl**: "I'm on my way."		√		The speaker **METAFORGANA** select the next speaker that was **JARO=)CuTeGirl** to be the next speaker at a time.
16	**Give I SkinBang**: "Thank you Sist. Anyone have any bandage or medkit?" **GLSKAMPANGS**: "Here, come to me. I have some."		√		The speaker **Give I SkinBang** didn't select the next speaker that to answer the question but **GLSKAMPANGS** directly take charge to be the next speaker.

17	**GLSKAMPANGS**: "On the coordinate 120, there is an air drop. **METAFORGANA**: "Ok, noted."		√		The speaker **GLSKAMPANGS** state a statement without select the next speaker. And the other speaker **METAFORGANA** self-select himself to be the next speaker.
18	**METAFORGANA**: "I got 8x scope here." **GLSKAMPANGS**: "Can I have it? I'm using sniper Bro."		√		Player **METAFORGANA** told something and then the player **GLSKAMPANGS** select himself to be the next speaker by asking a possibility.
19	**Give I SkinBang**: "Do you all want to stay here until other teams come?" **METAFORGANA**: "Let's go!"		√		Player **Give I SkinBang** ask a question without select the next speaker. **METAFORGANA** select himself to be the next speaker by responding to the question.

20	**METAFORGANA**: "Where are we going?" **Give I SkinBang**: "Pochinki."		√		Player **METAFORGANA** ask a question without select the next speaker. **Give I SkinBang** select himself to be the next speaker by responding to the question.
21	**JARO=)CuTeGirl**: "Anyone have green ammo?" **GLSKAMPANGS**: "Here, take this."		√		Player **JARO=)CuTeGirl** ask a question without select the next speaker. **GLSKAMPANGS** select himself to be the next speaker by responding to the question.
22	**JARO=)CuTeGirl**: "Now where are we heading to?" **METAFORGANA**: "Pochinki.		√		Player **JARO=)CuTeGirl** ask a question without select the next speaker. **METAFORGANA** select himself to be the next speaker by responding to the question.

23	**METAFORAGANA**: "Who wants to looting here?" **Give I SkinBang**: "I want to find some drinks then. It is safe here."		√		Player **METAFORAGANA** ask a question without select the next speaker. **Give I SkinBang** select himself to be the next speaker by responding to the question.
24	**JARO=)CuTeGirl**: "Does anyone have any drinks left?" **Give I SkinBang**: "Here, please have this."		√		Player **JARO=)CuTeGirl** ask a question without select the next speaker. **Give I SkinBang** select himself to be the next speaker by responding to the question.
25	**JARO=)CuTeGirl**: "Any bomb left?" **METAFORGANA**: "Here, I have some."		√		The **JARO=)CuTeGirl** ask a question without select the next speaker. **METAFORGANA** select himself to be the next speaker by responding to the question.

26	**Give I SkinBang**: "Bro METAFORGANA you go back, someone is going to come to us." **METAFORGANA**: "Ok."	√			The speaker **Give I SkinBang** has already select **METAFORGANA** as the next speaker to speak. So then, **METAFORGANA** must answer it.
27	**Give I SkinBang**: "Protect me. I'll move around this house to trap them." **METAFORGANA**: "Sure."		√		The **Give I SkinBang** ask a question without select the next speaker. **METAFORGANA** select himself to be the next speaker by responding to the question.
28	**JARO=)CuTeGirl**: "Help me. I got surrounded by two people in front **METAFORGANA**: "Ok. Don't be worry. I'll come I'll come."			√	**JARO=)CuTeGirl** ask a request without select the next speaker. **METAFORGANA** select himself to be the next speaker by responding to the question.

29	**Give I SkinBang**: "Revive GLSKAMPANGS please, Bro METAFORGANA." **METAFORGANA**: "But, I am too far from him."	√			The speaker **Give I SkinBang** has already select **METAFORGANA** as the next speaker to speak. So then, **METAFORGANA** must answer it.
30	**JARO=)CuTeGirl**: "Let me be the one who revive him." **GLSKAMPANGS:** "No need to come. I can't be helped. One squad is		√		**JARO=)CuTeGirl** said a statement without select the next speaker. But, **GLSKAMPANGS** respond to her statement soon.
31	**METAFORGANA**: "Stay away from him. It's impossible to reach him." **JARO=)CuTeGirl**: "Oh okay then. Sorry Bro I can't help you."		√		**METAFORGANA** told an instruction. Without select the next speaker to speak. But, **JARO=)CuTeGirl** respond to the statement soon.
32	**Give I SkinBang**: "Green ammo please, I'm run out of it." **METAFORGANA**: "Here, I've dropped it."		√		**Give I SkinBang** asked who has green ammo without select the next speaker. But, **METAFORGA**

				√	**NA** respond to her statement soon.
33	**METAFORGANA:** "Let's go everyone, we can't stand here anymore. We're sandwich." **Give I SkinBang:** "Okay okay."			√		**METAFORGANA** told an instruction. Without select the next speaker to speak. But, **Give I SkinBang** respond to the statement soon.
34	**JARO=)CuTeGirl**: "Hufft.. I thought we've been died before. Why all all of a sudden so many squads here?" **METAFORGANA:** "Of course there were. See, the zone is getting smaller and also on the roof top, there were the air drop."			√		**JARO=)CuTeGirl** ask a question without select the next speaker, but **METAFORGANA** self-select himself to be the speaker.
35	**METAFORGANA**: "Hold your steps. The zone is here. It's only left 2 more squads." **METAFORGANA**: "Look, there is someone behind the bushes."				√	The speaker **METAFORGANA** keep continue as the next speaker to speak.

36	**Give I SkinBang**: "Does Bro GLSKAMPANGS still here?" **GLSKAMPANGS:** "Yeah, Bro. But, guys now I will leave. Because my clan ask me to join."	√			**Give I SkinBang** ask a question and select the next speaker to speak directly that was **GLSKAMPANGS** to be the next speaker to speak.
37	**GLSKAMPANG**: "So... Where are we heading to now?" **METAFORGANA:** "Church. Let's go up there. It's easier to see enemies from up here."		√		**GLSKAMPANG** ask a question without select the next speaker, but **METAFORGANA** self-select himself to answer the question.
38	**JARO=)CuTeGirl**: "Hmm.. Where are the enemies? There's no sign." **METAFORGANA**: "Hold your steps. The zone is here. It's only left 2 more squads."			√	**JARO=)CuTeGirl** ask a question without select the next speaker, but **METAFORGANA** self-select himself to answer the question.

38	**METAFORGANA**: "Look, there is someone behind the bushes." **JARO=)CuTeGirl**: "Looks like he is alone."		√		**METAFORGANA** ask a question without select the next speaker, but **JARO=)CuTeGirl** self-select himself to answer the question
39	**METAFORGANA**: "Who knows? Don't be less focus. I will go to them." **GLSKAMPANGS:** "Ok Bro."		√		**METAFORGANA** said something about a strategy and **JARO=)CuTeGirl** self-select herselfto answer the question
40	**JARO=)CuTeGirl:** "Behind this church, suddenly there is a park car. But there was none before." **METAFORGANA:** "Just go forward. Ignore it. Look at the zone. It is painful."		√		**JARO=)CuTeGirl** said something about a strategy and **METAFORGANA** self-select herselfto answer the question

41	**GLSKAMPANGS**: "You go forward first, Sis. I'll cover you up." **JARO=)CuTeGirl**: "Ok. I'll do."	√			**GLSKAMPANGS** asked an order to **JARO=)CuTeGirl** which means the previous the speaker has already selected the next speaker to speak.
42	**METAFORGANA**: "Come to me all of you. Here is safe" **JARO=)CuTeGirl**: "But, how can I go there, it is too open."		√		**METAFORGANA** ask a question without select the next speaker, but **JARO=)CuTeGirl** self-select himself to answer the question.
43	**METAFORGANA**: "Don't be worry. They don't realize it." **GLSKAMPANGS**: "Ok."		√		**METAFORGANA** said a strategy without select the next speaker to speak. But, **GLSKAMPANGS** self-select himself to answer the question.

44	**JARO=)CuTeGirl**: "Finally. Ok Bro, come on come on. Make it quick." **METAFORGANA**: "Yeah, I'm trying."			√	**JARO=)CuTeGirl** said a strategy without select the next speaker to speak. But, **METAFORGANA** self-select himself to answer the question.
45	**METAFORGANA**: "Lay down everyone. Find any trees to cover you up." **METAFORGANA**: "Come on."			√	**METAFORGANA** as the current speaker, and since there was no one answer him, so that he continues his speaking.
46	**JARO=)CuTeGirl**: "Direction 114, I see two people behind the **METAFORGANA**: "Don't make any noise or even move a		√		**JARO=)CuTeGirl** said a strategy without select the next speaker to speak. But, **METAFORGANA** self-select himself to answer the question.

47	**METAFORGANA**: "There is someone behind you Sist. Prone." **JARO=)CuTeGirl:** "I do."	√			The speaker **METAFORGANA** has already select **JARO=)CuTeGirl** as the next speaker to speak. So then, **JARO=)CuTeGirl** must answer it.
48	**GLSKAMPANGS**: "Stay alive everyone, it just 5 more enemies left." **METAFORGANA**: "Be aware guys."		√		**GLSKAMPANGS** said a strategy without select the next speaker to speak. But, **METAFORGANA** self-select himself to answer the question.
49	**METAFORGANA:** "But I still can't find another 2 people." **GLSKAMPANGS**: "Stay alert. Let's go forward. Be careful."		√		**METAFORGANA** said a strategy without select the next speaker to speak. But, **GLSKAMPANGS** self-select himself to answer the question.

50	**JARO=)CuTeGirl:** "Help me. Someone find me." **METAFORGANA:** "I'll try."		√		**JARO=)CuTeGirl** said a strategy without select the next speaker to speak. But, **METAFORGANA** self-select himself to answer the question.
51	**JARO=)CuTeGirl:** "Oh... Pity me. Can somebody please revive me?" **GLSKAMPANGS:** "It's hard to do Sist."		√		**JARO=)CuTeGirl** said a strategy without select the next speaker to speak. But, **GLSKAMPANGS** self-select himself to answer the question.
52	**JARO=)CuTeGirl:** "Ok ok.. Just ignore me, or they will be able to find you." **JARO=)CuTeGirl:** "Got the chicken guys."			√	**JARO=)CuTeGirl** as the current speaker, and after that, no one answer it so she just continue to be the next speaker to speak.

53	**GLSKAMPANGS**: "In front of you Bro." **METAFORGANA**: "Yeah, I know. I'm trying to peek on him."		√		**GLSKAMPANGS** ask a question without select the next speaker, but **METAFORGANA** self-select himself to answer the question.
54	**METAFORGANA:** "His team mate will revive him. See. Spray down." **GLSKAMPANGS:** "Reply. Reply. From your right, behind the big rock."		√		**METAFORGANA** ask a question without select the next speaker, but **GLSKAMPANGS** self-select himself to answer the question.
55	**METAFORGANA**: "I'll throw the bomb. Stay away." **GLSKAMPANGS**: "Ok. Come on. One more left."		√		**METAFORGANA** ask a question without select the next speaker, but **GLSKAMPANGS** self-select himself to answer the question.

56	**METAFORGANA**: "Seems like he is under that tree." **METAFORGANA**: "Let me throw this molotov."			√	**METAFORGANA** as the current speaker. Since there was no one continue or take turn as the next speaker, so the **METAFORGANA** continue to be the next speaker.
57	**JARO=)CuTeGirl**: "There he is. There he is." **METAFORGANA**: "One more shoot."		√		**JARO=)CuTeGirl** said a strategy without select the next speaker to speak. But, **METAFORGANA** self-select himself to answer the question.
58	**GLSKAMPANGS**: "Ok. Come on. One more left." **JARO=)CuTeGirl**: "Go go Boys."			√	**GLSKAMPANGS** said a strategy without select the next speaker to speak. But, **JARO=)CuTeGirl** self-select himself to answer the question.

59	**METAFORGANA**: "Yeay. Finally." **GLSKAMPANGS**: "Great job Bro."		√		**METAFORGANA** ask a question without select the next speaker, but **GLSKAMPANGS** self-select himself to answer the question.
60	**METAFORGANA**: "Thank you Bro." **JARO=)CuTeGirl:** "Bye. Thank you."		√		**METAFORGANA** ask a question without select the next speaker, but **JARO=)CuTeGirl** self-select himself to answer the question.

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Telah melakukan penelitian/ observasi di UPT Perpustakaan Universitas Negeri Medan pada tanggal 07 September 2021 s/d 07 Desember 2021 untuk penelitian yang berjudul:

Turn-Taking Analysis Of Online Game Players ; Pubg Mobile Version

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Medan, 07 Desember 2021

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Perlu kami beritahukan bahwa penelitian tersebut dilaksanakan dalam rangka memenuhi persyaratan penulisan skripsi dengan judul **"Turn-Taking Analysis of Online Game Players: PUBG Mobile Version"**.

Demikian kami sampaikan, atas izin dan kerjasamanya diucapkan terima kasih.

a.n. Dekan
Wakil Dekan I,

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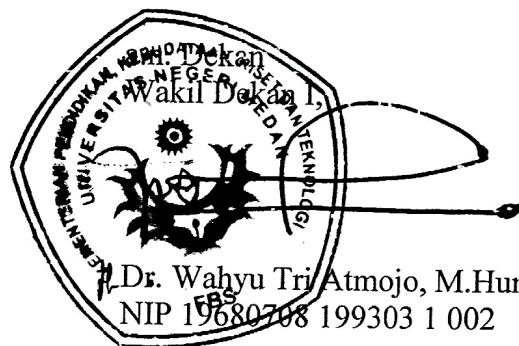
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2. Ketua Program Studi
3. Dosen Pembimbing Skripsi

Nomor : 2277/UN33.2.6/LL/2021   17 Desember 2021
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          2. Syamsul Bahri,S.S.,M.Hum (Penguji)
          3. Prof. Amrin Saragih, MA., Ph.D (Penguji)
          4. Dr. Meisuri, MA (Penguji)
          5. Khairunnisa Batubara, M.Hum. (Saksi)

Dengan hormat, bersama ini kami undang Saudara agar hadir pada pelaksanaan ujian
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Judul Skripsi   : Turn-Taking Analysis of Online Game Players: PUBG Mobile Version

yang dilaksanakan pada :
Hari/ Tanggal   : Selasa/21 Desember 2021
Pukul   : 09.00 WIB - selesai
Tempat   : Online.

Demikian undangan ini kami sampaikan. Atas perhatian dan kerjasama yang baik, kami ucapkan
terima kasih.

Diketahui oleh
Ketua Panitia Ujian
Dekan FBS,   Sekretaris Panitia Ujian

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NB:
- Pembimbing Skripsi Wajib Hadir saat Pembukaan Sidang pada Pukul 08.45 WIB
- Pakaian Pembimbing Skripsi dan Penguji (Pria) :
    1. Pakaian rapi memakai dasi, atau
    2. Batik

Tembusan :
1. Dekan FBS Unimed
2. Wakil Dekan I FBS
3. Wakil Dekan II FBS

BIOGRAPHY

The writer, Fitri Rizki Amalia was born in Medan, 28th March 1998. She is the oldest child in her family. Her father is Mr. Chairil Anwar and her mother is Mrs. Ernawati. She has one younger brother and sister. She and her parent live in Ayahanda Kec. Medan Petisah, Kota Medan.

She completed her elementary school education in SDN 060834 Medan (2004-2010). She continued her study in SMP Negeri 19 Medan (2010-2013). Then, she continued her study in SMA Negeri 12 Medan (2013-2016). And finally, in 2021 she graduated from English and Literature Department, Universitas Negeri Medan (2016-2021).

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