

CHAPTER I

INTRODUCTION

A. The Background of the Study

Communication is the process of exchanging information, thoughts, ideas, and messages between individuals or groups. It plays a crucial role in human interaction, allowing us to express ourselves, understand others, and share knowledge. Communication can take many forms, including verbal (spoken or written words), nonverbal (body language, facial expressions), and visual (graphs, charts, pictures). It's important to note that while text-based conversations offer many advantages, they may lack certain nuances and immediacy found in face-to-face or voice-based interactions. Nonverbal cues, including gestures, play an important role in communication, conveying emotion, tone, and emphasis. In text-based conversations, however, participants can compensate by using clear and descriptive language to effectively convey their intentions.

Communication involves action. It's a process of exchanging ideas, message or information from one individual (the speaker) to another (the receiver) through signs or words (language) that are comprehensible between the two parties. Communication is essential for a community or organization so that their members will be able to work in concert. Communication can flow horizontally, diagonally, downward or upward. In every type and level of a community or organization, communication is needed. It involves a two-way process that has different elements, there are the sender, encoding process, message, channel, the receiver, decoding process and feedback (Translations, 2018).

Non-verbal communication in the movie is an inseparable discipline. It is about verbal communication and can handle the character in the movie, besides it conveys the emotional and relational dimensions of message to the character in the movie. According to Drucker al (199;156) if your voice and the facial expression you use, you're accompanying hand gestures and body movements also a form of non-verbal cues. According to Hu (2006;48), the movie provides both audio and visual materials that help the students understand the language more easily. The movie is about social media communication formed by two senses, sight and hearing, and material helps students understand language. Moreover, it has a story that is reflected by reality or simply the imagination of the director.

According to Assia (2017), gestures are a way to express feelings and thoughts non-verbally. They can also be used together with words to provide more emphasis. Gestures allow individuals to express a variety of feelings, "from contempt and hostility to approval and affection". Most gestures are made with the hands, from the thumbs-up sign to the disapproving finger wag. Gestures can be made with other parts of the body as well. The movement of arms and hands, are different from other body language in that they tend to have a far greater association with speech and language. Whilst the rest of the body indicates more general emotional state, gestures can have specific linguistic content. Gestures are elemental components of social communication and aid comprehension of verbal messages; however, little is known about the potential role of gestures in facilitating processing of semantic complexity in an ecologically valid setting

According to Toastmasters and McNeil (2011;8), a gesture is a specific bodily movement that reinforces a verbal message or conveys a particular thought or emotion. Although gestures may be made with the head, shoulders, or even the legs and feet, most are made with the hands and arms. Some try to get them out of the way by putting them in their pockets or behind their backs. Others unconsciously relieve nervous tension by performing awkward, distracting movements. A few speaker over-gestures out of nervousness, waving their arms and hands wildly.

There are some types of gestures in the world, and one of them are gestures in American culture, American people do not like too little space between themselves and their speaking partners and they do not like to touch or be touched while having a conversation. They learn these gestures at a very young age and very often use it. While greeting or talking they look into their partner's eyes directly. They often raise their arm to want to get someone's attention. They do the same by raising their index finger with a curling motion and it tells the other to come closer. If we see Americans who form a circle with their thumb and index finger, they refer to something good, this signal means "OK", "yes" or "fine".

The researcher is interested in analyzing the movie “Jumanji: Welcome to the Jungle” because this movie is applying more to non-verbal communication, especially hand gestures. This movie is talking about the exciting consequences of the game, which includes the unleashing of wild monkeys, untamed tigers, and huge spiders into the world by Chris van Allsburg, the man who wrote the children's book that inspired the movie.

The researcher tries to research gestures because is very important in your own life. Gestures assumes a different form - it becomes imagistic and analog. Despite its form, the gestures that accompanies speech also communicates. Trained coders can glean substantive information from gestures - information that is not always identical to that gleaned from speech. Gestures can thus serve as a research tool, shedding light on speakers' unspoken thoughts. Imagine how difficult communication will be if you cannot see the people with whom you are communicating, hear their voices, or sense their presence. Form the many gestures that exist in the world the researcher makes limitations in this study which focus on hand gestures based on the theory McNeill (2005) which he coined there are four hand gestures namely iconic, metaphor, deictic and beat.

The study of gestures has already been done in previous studies, but when viewed for the comparison side, this study has differences from previous research, namely discussing the types of hand gestures used by characters, they are iconic, metaphor, deictic and beat. researcher discuss the realization of gestures based on movie context and cultural context, because in one culture with other culture gestures have different meaning, and finally, this study discuss why metaphor gestures are more dominantly used in this study, namely because of condition, place and time that requires using these gestures. That is what makes difference from previous study.

B. The Problems of the Study

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

1. What types and meaning of gestures used in Jumanji's movie "Welcome to The Jungle"?
2. How are the gestures realized in Jumanji Movie "Welcome to The Jungle"?
3. Why are metaphors used more dominantly in the movie?

C. The Objectives of the Study

Related to the question on the problem of the study, this research tries to find the answers to those questions, they are:

1. To find out the gestures types and the meaning used in Jumanji's movie "Welcome to The Jungle"
2. To analyze the realization of gestures in Jumanji Movie "Welcome to The Jungle"
3. To analyze the reasons metaphor dominantly used in the movie

D. The Scope of the Study

To stay focused on the subject, the researcher imposes limits in this study. As we all know, there are many movies around the globe, some of which are well-known. As a result, the researcher make limitation only discuss about the hand gestures that used by the characters and employ one of these popular movies as a source of study data consistent with the existing research aims, namely to determine the types of gestures used and gestures meanings associated with the characters' speech in the Jumanji movie.

In this study the researcher chose one from the third installment in the Jumanji franchise, following *Zathura: A Space Adventure* (2005), and a direct sequel to *Jumanji* (1995), was adapted from Chris Van Allsburg's 1981 children's novel of the same name. This movie released in 2017 and the researcher took the data from the four characters that often used the gestures in scenes namely, Dr. Xandar Smolder Bravestone as the main character, Franklin Mouse Finbar as the best friend of Dr. Bravestone after he saved him (Mouse), Ruby Roundhouse, she earned the nicknames as the killer of men because she's very good at dancing, with that she serves diversion to seduce male characters in the game and Professor Sheldon Shelly Oberon as the fourth character, the map reader and guide his friend to various important places because he is good in cartography, archeology, and paleontology.

E. The Significance of The Study

The find of this research was expected to be theoretically and practically useful and have a great contribution in the following respects.

1. Theoretical significance

The research aims to educate readers about the theory and practice of gestures

2. Practical significance

- a. To the English student in learning about gestures, how to determine an understanding of the story and can use this research as a reference for

gestures analysis with types to expand their knowledge and understanding of gestures.

- b. To English readers who want to get more information about the gestures
- c. To English lectures as a material in supporting the teaching-learning process
- d. To the English researcher, the finding will be intended to be an input on how to conduct good research and expected the other researcher to be interested in analyzing the other English based on the movie in a gesture of the story which is one of the media in the English Language.
- e. For researcher, it will provide additional information for other researcher who want to investigate the gestures in a movie