

CHAPTER I

INTRODUCTION

This chapter presents general introduction to the present research. It includes the background of the research, the problems of the research, the aims of the research, the scope of the research, the research method, the data collecting procedures, the clarification of main terms, and the organization of the paper.

1.1 Background

Conversations are obviously very common in everyday occurrences. People do conversations in order to interact or communicate with others. They can share some information, ask for or give help through conversations. A conversation involves at least two participants. One person may act as a speaker and another one as a hearer.

Gully (2003) states that there are two types of conversation, that are, a problem-consideration conversation, and a casual social conversation. A problem-consideration conversation tends to be formal and structured, for example in a speech and other professional settings. It is different from the casual social conversation because casual social conversation tends to be informal and occurs frequently in social and public settings, for example daily conversation, when formality is not required.

It is possible to observe the patterns of what participants said in a conversation. Besides sharing information, how the participants take turns also

appears in a conversation. Turn-taking is the basic fact of conversation, for example, a speaker asks something to the hearer, and the hearer will respond to the speaker's question. Turn-taking also plays an important role during the conversation, because if the turn-taking in the conversation does not go smoothly, the conversation will end.

Some studies have attempted to investigate the turn-taking mechanism and its certain features. Sacks, Schegloff, and Jefferson (1974) conducted an investigation of the phenomenon of turn-taking in conversations. They used Conversational Analysis (CA) method to describe how participants adapt the turn-taking system through their conversation. The result of their investigation was a systematic for the organization of turn-taking in conversation. On the other hand, Duncan (1972), Duncan & Fiske (1977), and Wiemann & Knapp (1975) cited in Wei-Dong (2007) have carried out observational studies of conversational interaction. The result revealed that gestural behavior, in addition to speaker gaze was important in regulating the flow of social encounters.

Isenberg (1998) mentions some criteria for recognizing turns; those are *pauses, in-breaths, sentence intonation* and *question intonation*. He also says that each person has a particular behavior of turn-taking that identifies them just like a finger-print does. This unique behavior of turn-taking can be caused by some factors, such as gender, personality, culture, topic, and situation. According to Grun (1998), there are at least three factors that influence the turn-taking behavior which are gender, personalities, and culture.

Normally people take turn without negotiation. Thus, it is unavoidable that the turn-taking will be colored by rarely smooth turn which is taken by participants. The occurring of overlap, gaps, pause, and even silence can also affect the smoothness of the turn-taking.

Knowing all phenomena elaborated above, it is interesting to investigate turn-taking rules and factors that influence the turn-taking behavior in casual social conversation. As mentioned before, it is largely believed that a casual social conversation can be found in daily conversation. Moreover, it is also known that daily conversation can be found in a film. Since a film contains conversations among actors, it is eligible to conduct a research on it.

Identifying the turn-taking rules in a film will be a unique experience because film is something entertaining. People love to watch films, especially comedy films because comedy films are easy to understand. Unlike the other genres of film, such as romance and drama, comedy films tend to use informal language in its conversation. *Bruce Almighty* seems to be one of the best comedy films. It is because the film took the number one spot at the box office when it was released in America in May 2003. In 2004, Morgan Freeman who acts as the God in this film achieved an award for Best Supporting Actor in NAACP Image Awards (“Movie Review”, 2004). In accordance with some facts elaborated before, the present research aims to investigate a comedy film entitled *Bruce Almighty*.

1.2 Problems of the Research

This research formulates the statements of problem as follows:

1. What rules of turn-taking occur in conversations among actors in a comedy film entitled *Bruce Almighty*?
2. What are some possible factors that influence the turn-taking behavior among actors in a comedy film entitled *Bruce Almighty*?

1.3 Aims of the Research

This research hopes to disclose:

1. The turn-taking rules occur in conversations among actors in a comedy film entitled *Bruce Almighty*.
2. The possible factors that influence the turn-taking behavior among actors in a comedy film entitled *Bruce Almighty*.

1.4 Scope of the Research

This research focuses on identifying the rules of turn-taking occur in conversations among actors in a comedy film and the factors that influence the turn-taking behavior among actors in a comedy film entitled *Bruce Almighty*.

1.5 Clarification of Main Terms

Below are brief descriptions of some terms used in this research.

1. Conversation

Conversation is a kind of talk in which two or more participants freely alternate in speaking, which generally occurs outside specific institutional settings (Levinson, 1983). Casual conversation is defined as a type of conversation that starts off with a topic being introduced in a conversation and is either accepted or rejected by the participants, leading to either a further conversation on the topic or the introduction of a new topic (Gully, 2003).

2. Turn-taking

Turn-taking refers to rules for determining who speaks when in a conversational interchange. In conversation, the roles of speaker and listener change constantly. The person who speaks first becomes a listener as soon as the person addressed takes his or her turn in the conversation by beginning to speak (Richards, 1995)

3. Film

A film is a form of entertainment that enacts a story by sound and a sequence of images which give the illusion of continuous movement (Free Online Dictionary, Thesaurus and Encyclopedia).

4. Comedy Film

Comedy film is a genre of film in which the main emphasis is on humor. Also, films in this style typically have a happy ending (the black comedy being an exception). Comedy, unlike other film genres, puts much more focus on individual stars, with many former stand-up comics transitioning to the film industry due to their popularity (The Free Dictionary by Farlex).

1.6 Organization of the Paper

The paper will be presented into five chapters. Each chapter is divided into subtopics that elaborate the investigated issues.

Chapter I: Introduction

This chapter presents introductory statements involves background, problems of the research, aims of the research, scope of the research, research method, data collecting procedure, clarification of main terms, and organization of the paper.

Chapter II: Theoretical Foundation

This chapter presents the theories underlying and supporting the research which are conversation theory, definition of conversation, types of conversation, conversation analysis, turn-taking, overlap, factors that possibly influence turn-taking behavior; gender differences, personality differences, and power relation differences.

Chapter III: Research Methodology

This chapter contains research methodology. It is divided into research design, research problem, data collecting procedures, and data analysis.

Chapter IV: Findings and Discussion

This chapter reports the findings and discussions.

Chapter V: Conclusion and Suggestion

This chapter contains the conclusion of the research and suggestion for further research.

