

CHAPTER I

INTRODUCTION

This study consists of five chapters. This chapter explains about background of the study, statement of the research problem, objectives of the study, significance of the study, and scope and limitation.

1.1 Background of Study

Human in the world do their communication by using language. Language is a complete sign and symbol that can express thoughts and feelings. The use of language in a conversation is the main key for the people to understand each other. Many people think that language exists in order to get “saying things” in the sense of communicating information. However, language has many functions in our lives. Language is as the bridge for the people to give any information each other, moreover allows us to do anything. In fact, saying things by using language help us in communicating everywhere. In communication or conversation, both speaker and listener must understand what they communicate.

The application of language is produced by the speakers in daily conversation and it can be spoken and listened everywhere. Goodwin and Heritage (1990:283) stated that social interaction is a primordial way through which the business of the social world is deal, the identity of participants asserted or denied, updated and modified. The application of the language can also appear in electronic media such as television, telephone, radio, and computer. On

television, there are also many languages in the conversation are applied in the programs such as film, news, and talk show.

In doing conversation, it needs a listener and speaker. They have their own way to make an appropriate conversation to avoid some mistakes when they do conversation. Sometimes the speaker and the listener make some speech errors in their conversation and repeat what they have been said with some sort of corrections. This situation is called repair.

Repair is conversation resolved when the speaker and listener do mistake in their everyday talk. Commonly these repair sequences occur in the talk immediately following the miscommunication and take up conversation turns until they have been resolved, when participants return to the topic at hand. Repair is defined as a “communicative phenomenon which helps to sustain social interaction by allowing conversation to mutual deal with the issues arise when they communicate” (Schegloff, Jefferson, and Sacks 1977:56).

Repair often occurs in every conversation. This case could be found when we were talking to other people or other people who are talking to us. In a conversation, sometimes, speaker and listener produce speech error. The contribution of repair is required when speakers talk and detect faults, so that, he fixes what he says or what speaker said could repaired by listener in order to avoid misunderstanding. For example:

Jennifer : I want to buy a new (conversation vague) today
 James : What? You want to buy a book?
 Jennifer : No, I want to buy a new bag.

According to conversation above, B does not understand what is said by A or occur vague conversation. Unintentionally, the conversation above produce repair analysis in conversation. A corrects his mistakes because B do not understand what is said by A.

In this study, writer wants to analyze repair in conversation by using discourse analysis approach. There are many data of this analysis based on daily activities. One of them is in film. Film is an act of life which is played by some people called actor and actress. Films shown on electronic media like television and cinema. It contains many genres such as entertainment, adventure, and education.

Film "*The Imitation Game*" based on a true story that tells a mathematician, Alan Turing (Benedict Cumberbatch). He was asked to help the Allied troops to be able to defeat the army of Nazi Germany in World War II. Alan was given a mission by the British government to break the Enigma code, a secret code used by Germany during World War II. He not only had a major role to stop the war, but also saved millions of lives. First, Alan Turing is a genius mathematician who came from England. He was offered by the British government especially in the military field to help them to solve a secret code. Alan Turing was coordinated by other experts who come from all over the UK. There was a debate among them about Enigma (special code German army). Denningston commander took over and united them in a code-breaking team. Alan also formed a team at Bletchley Park, which consists of various experts, to linguists and chess champion. They had to race against time to create a machine

which is able to read the Enigma secret codes belong to Nazi Germany. Enigma itself is a secret code maker greatest in the history of the world. However, thanks to the expertise and intelligence Alan and his team, they managed to develop a machine which is able to break the naval Enigma code 3000 Nazi Germany produced in a day during the war.

Film “*The Imitation Game*” inspired many people and won some of prestigious awards, among other are Hollywood Film Festival 2014 and Toronto International Film Festival (TIFF). His contribution in world war II changed the position of alliances be the winner. The story of Alan who struggled to create an amazing machine make people think that they can do anything by working hard. Writer use this data as his source of research because there are many conversational analysis of repair that can be found and analyze in this film. The characters often do conversational repair when they talk with other characters. Here are the example of repair analysis in this data:

Alan Turing : Step back, and don't breathe so much.

Detective Nock : Breathe ?

Aln Turing : You're breathing heavily and you're going to inhale this junk and you're going to leave your colicky son without a father.

The data above contains repair analysis in conversation. Alan Turing in that dialogue ordered detective Nock to step back and not to breathe so much, but detective Nock did not understand what Alan said. The type of repair analysis is other-initiated self-repair because detective Nock did not know what Alan mean and Alan make it clear with his explanation in his dialogue. In this case, detective

Nock as other-initiated and Alan as self-repair, the person who makes dialogue clearly.

On the other hand, the writer also analyzes the feature of repair. It is the identification of the actual occurrence of repair, called repairable. Repairable are the trouble source that indicate the initiator of repair (Schegloff;1977). There are four types of the trouble source, they are acceptability, problems of understanding, problem of hearing, and problems of acceptability.

Writer chooses this film entitled a film “*The Imitation Game*” to be analyzed because it is very unique and entertaining and based on true story. It has education genre, history, and experience of a genius people who became spearhead the British victory in the war. This film teaches us not to give up easily. On the other hand, the use of the language in this film has unique characteristics like the dialect of native English which tends to be formal and good in pronunciation.

1.2 Statement of Research Problems

Based on the background of study above, the writer will analyze the following questions:

1. What are the types of repair found in film *The Imitation Game* directed by Morten Tyldum?
2. What is the problem sources of repair analysis that appear in film *The Imitation Game* directed by Morten Tyldum?

1.3 Objectives of the Study

According to the statement of the problem, this research has following objectives:

1. To explain the types of repair found in film *The Imitation Game* directed by Morten Tyldum
2. To explain the problem sources of repair that appear in film *The Imitation Game* directed by Morten Tyldum.

1.4 Significances of the Study

The significance of this study has purpose theoretically and practically. Theoretically, the writer wants to give information and reference for the reader about repair in discourse analysis and help them to understand what repair is. Meanwhile, practically, the writer's hopes this thesis can give lesson to the reader that repair in conversation often occur in daily activities. This study can give the other students new ideas about repair in discourse analysis and analyze repair in conversation clearly.

1.5 Scope and Limitation of the Study

The scope of this research is discourse analysis studies. It will be focused of repair in conversation, especially the type of repair and the features of repair analysis. Repair in conversations are divided into four kinds: self-initiated self-repair, self-initiated other repair, other initiated-self repair, and other initiated-

other repair. The features of repair analysis are problems of acceptability, problems of hearing, and problems of understanding. The source of data this study is movie script that contains repair analysis from the film entitled “*The Imitation Game*” directed by Morten Tyldum and the writer analyze the types and the features of repair in conversation that occur in the film.