

CHAPTER I

INTRODUCTION

In this chapter, the writer introduces and presents the outline or general concept about the study through several sections. There are background of the study, research questions, objectives of the study, significance of the study, and scope and limitations of the study.

1.1 Background of the Study

Conversation refers to verbal interaction among individuals with the use of language. Conversation is a part of discourse analysis, the study of how humans manage interactions and build social relationships through spoken discourse as stated by Paltridge (2012). To strengthen this idea, according to Winda Afrina (2022), conversation is a type of communication between two or more people with the aim of exchanging ideas. In addition to daily communication, conversational interaction can also be found in audiovisual media such as movies, where dialogue between characters represents real-life conversations. These interactions enable speakers and listeners to manage conversation and achieve understanding. Thus, to analyze how conversations are organized and how meaning is developed during interaction, linguists have introduced Conversation Analysis (CA).

In movie dialogue, characters frequently organize their interaction through conversational patterns that resemble natural communication. Phenomena of conversation analysis such as turn-taking, adjacency pairs, and repair can be found in movie interactions. These phenomena are observable in the character interactions in *Turning Red*, especially in Meilin's utterances and other characters' utterances. For example, characters manage speaking turns, produce expected responses, and resolve interactional troubles throughout the interaction. These conversational patterns indicate that movie dialogue reflects organized interaction similar to real-life communication.

Conversation Analysis (CA) focuses on how conversation is systematically organized as a form of social interaction. According to Liddicoat (2022), conversation is not merely an exchange of utterances, but also a form of social action through which participants manage interaction. In conversation analysis, interaction is organized through several conversational aspects, including turn-taking, adjacency pairs, and repair. Although CA examines various aspects of interaction, this study specifically focuses on these three interactional types as fundamental structures in organizing conversation.

Within conversation analysis, turn-taking explains how participants organize speaking turns during interaction. Liddicoat (2022) explains that turn-taking supports the organization of interaction through several strategies, including selecting the next speaker, self-selection, and turn continuation. Another important interactional pattern is adjacency pairs, which involve paired responses produced by different speakers in an organized order. Moreover, in conversation analysis, repair is a strategy used by participants to manage misunderstandings or speech problems. These interactional types reveal how speakers organize conversation in maintaining effective communication.

A movie is an audio-visual product that incorporates various cultural and linguistic elements. According to Firdaus & Naully (2022), a movie contains the voices and images of characters followed by a storyline that is promoted globally by current technological advances. Furthermore, movie is a literary work that contains dialogue as a form of interaction. According to Liddicoat (2022), conversation analysis is used to analyze conversations on the radio or TV that contain verbal interactions whose structure can be examined. One example of conversational interaction in audio-visual media is movie dialogue. This can be studied in written form by converting movie dialogue into transcripts. Scripts also function to illustrate social behavior through characters' utterances, allowing other writers to analyze how interactional types are organized in a scripted context as stated by Wildaniyah & Hikmah (2022).

Turning Red is a movie featuring animated visuals. As a coming-of-age animated movie focusing on early teenage identity and family relationships, *Turning Red* provides interactionally varied exchanges that make it an appropriate text for analyzing conversational organization. This movie centers on the life of a 13-year-old teenager named Meilin Lee. The most popular girl in school, her nickname is Mei. The movie portrays the changes in her life throughout the story, which runs for over an hour. This movie was released on the Disney+ platforms on March 11, 2022.

Furthermore, there are some reasons to choose movie as data source in this study. First, movie provides stable, permanent and accessible data which enables systematic and reliable analysis. Second, compared with naturally occurring daily conversation, movie dialogue provides accessible data for analysis. The limitations commonly found in daily conversation which frequently involves challenges related to limited access, incomplete recording and contextual ambiguity. Moreover, dialogue in movie provides clearly identifiable participants, settings, and interactional contexts. Additionally, dialogue in animated movie is typically designed to intensifies interactional cues, making turn-taking patterns, adjacency pairs, and repair sequences more observable for analytical examination.

Previous studies on conversation analysis (CA) have investigated various forms of spoken interaction using different theoretical frameworks. Zein et al. (2021), employing Paltridge's theory, found that conversational interactions in a talk show involved turn-taking, adjacency pairs, preference organization, feedback, opening conversation, and repair. Additionally, there are some different revealed that closing conversation and repair strategies were not used by interviewer. While, opening and closing conversation, preference organization, and adjacency pairs were not used by the interviewee during interaction. Moreover, Mahram et al. (2022) revealed that all major aspects of conversational interaction were present in an interview, with question-answer emerging as the most frequent adjacency pairs and self-repair as the dominant repair strategy. In another interview study, Khan (2023) reported that question-answer patterns and

preferred responses were the most frequently occurring conversational structures, reflecting the interviewee's authority and control during interaction. In addition, Savitri (2022) examined conversational exchanges in the movie *Life of Pi* using Gricean Maxims and Context of situation, focusing on how meaning is constructed through characters' utterances. Meanwhile, Meilany and Nugroho (2024) examined conversational interactions in a talk show and found that turn-taking occurred most frequently, while no instances of repair and preference organization were observed. Collectively, these studies highlight the broad application of conversation analysis in examining the organization and structure of interaction across different forms of discourse.

However, only a few studies have applied Liddicoat's (2022) framework to movie dialogue, especially animated movies. Moreover, previous studies on movie generally on broader discourse analysis rather than specific interactional phenomena such as turn-taking, adjacency pairs, and repair. Most importantly, limited studies have examined how these interactional phenomena are sequentially organized in character utterances. Therefore, this study addresses the gap by analyzing turn-taking, adjacency pairs, and repair using Liddicoat's (2022) framework and by examining how these phenomena are organized in Meilin Lee's utterances in the movie *Turning Red* (2022).

1.2 Research Questions

Based on the explanation in the background of the study above, the writer composes some questions in line with the topic. The formulation of the research questions are:

1. What are the types of turn-taking, adjacency pairs, and repair occur in interactions involving Meilin Lee's utterances in *Turning Red* (2022)?
2. How are the types of turn-taking, adjacency pairs, and repair organized in interactions involving Meilin Lee's utterances in *Turning Red* (2022)?

1.3 Objectives of the Study

According to the research questions, the writer wants to present the objectives of the analysis. The objectives of this study are:

1. To identify the types of turn-taking, adjacency pairs, and repair found in interactions involving Meilin Lee's utterances in *Turning Red* (2022).
2. To explain how the turn-taking, adjacency pairs, and repair are organized in interactions involving Meilin Lee's utterances in *Turning Red* (2022).

1.4 Significance of the Study

This study aims to provide theoretical and practical contributions. Theoretically, this study contributes to the field of linguistics, particularly in the study of conversation analysis. Through an analysis of the transcript movie *Turning Red* (2022), this study demonstrates the interactional types of dialogue and contributes to understanding how interactional types are not only descriptive, but also explains how meaning, emotion, and social relationships are built through language. Furthermore, this study reveals how movie dialogue can imitate the characteristics of natural conversation in everyday interaction. While the data in this study are verbal and the theory is derived from linguistics, this theory can also contribute to development in the field of literature. The reason is that conversation analysis can also be found in writing text, such as transcript.

Practically, the results of this study are expected to be beneficial to the general public interested in understanding the daily communication process embodied in movie. In addition, for teachers and students involved in learning English, the results of this study can also serve as examples. Also, it can be inspiration regarding evidence of conversational patterns that occur in real-life communication.

1.5 Scope and Limitation of the Study

In line with the research questions and objectives, this study is conversation analysis (CA), using the framework developed by Liddicoat (2022). The scope of this study focuses on the analysis of conversational analysis types namely turn-taking, adjacency pairs, and repair represented in the animated movie *Turning Red*. Also, this analysis examines how interaction is organized within the framework of organization of interaction.

Although conversation analysis includes numerous analytical components, this study focuses on three types of interactional mechanisms: turn-taking, adjacency pairs, and repair. They are prioritized based on their role as primary mechanisms in structuring conversational exchange. Therefore, the findings are limited in scope and not intend to represent the full range of CA phenomena, nor to generalize to all characters in the movie.

Furthermore, this study is limited to interactions involving Meilin Lee as the main character, as she appears most frequently in conversational exchanges in the movie. As the main character, she is involved in multiple conversational contexts, providing varied conversational data. Thus, limiting the analysis to one main character allows for a more manageable and in-depth analysis without losing representation of the overall conversational organization portrayed in the movie.