ABSTRACT

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This research was intended to analyze adjacency pair used by main characters in *"Knight and day"* movie. Adjacency pairs are the pair of interchanged utterances between two successive speakers. As this movie is stared by two main characters exchanging the turn of speaking in building conversational interaction, the researcher decided to analyze the conversation produced by those two main characters and convinced that the conversation forms various types of adjacency pairs. This study focused on 4 aspects of conversation those are turn – taking, adjacency pairs, preference organization, and pre-sequence and insertion sequence.

Due the fact that the data source of this research is movie where the data is in form of talk (conversation) transcribed into the text (script), the research approach used in this research is conversational analysis (CA) approach to understand the organization of conversational interaction between participants, in order to produce some form of social action or 'reality' and the interaction was structured around pairs of adjacent utterance. The data were taken from conversation of the main characters (Roy Miller and June Heaven) then analyzed by classifying and describing 13 types of adjacency pairs stated by Levinson.

This research resulted three conclusions. First, there were 87 data of adjacency pairs which was grouped into 13 types of adjacency pair. Second, there were 71 data of preference organization which consisted of 56 data included into preferred second pair part and 15 data included into dispreferred second pair part. Last, there were 5 data for pre-sequence and 6 data for insertion sequence.

Key words: Conversational analysis, turn-taking, adjacency pair.

INTISARI

Hasan, Fuad. 2015. *Adjacency pair in "Knight and day" Movie.* Skripsi. Sastra Inggris, Fakultas Bahasa dan Sastra, UIN Sunan Ampel, Surabaya. Pembimbing: Dr. Mohammad Kurjum M.Ag.

Penelitian ini dimaksudkan untuk meneliti adjacency pair (padanan kalimat) yang digunakan oleh pemeran utama film "Knight and day." Adjacency pairs adalah pasangan dari pergantian ucapan di antara dua pembicara sukses. Sebagaimana film in dibintangi oleh dua pemeran utama yang bergantian giliran berbicara dalam membangun interaksi percakapan, peneliti memutuskan unuk menganalisa percakapan yang dihasilkan oleh dua pemeran utama itu dan peneliti yakin bahwa percakapan itu membentuk macam-macam adjacency pairs yang bervariasi. Penelitian ini focus pada 4 aspek percakapan, ia adalah turn-taking, adjacency pairs (padanan kalimat), preference organization (pengaturan preferensi), dan pre-sequence (pra-rangkaian) dan insertion sequence (rangakaian sisipan).

Karena faktanya bahwa sumber data penelitian ini adalah film dimana datanya berbentuk pembicaraan (percakapan) yang dituliskan kedalam bentuk teks (skript), pendekatan penelitian yang digunakan dalam penelitian ini adalah pendekatan analisa percakapan untuk memahami pengaturan interaksi percakapan diantara peserta-peserta, supaya menghasilkan beberapa bentuk tindakan sosial atau 'realita' dan interaksi itu disusun disekitar pasangan-pasangan ungkapan yang berdekatan. Datanya diambli dari percakapan pemeran-pemeran utama (Roy Miller dan June Heaven) kemudian dianalisa dengan menggolongkan dan mendiskripsikan 13 macam adjacency pair (padanan kalimat) yang dinyatakan oleh Levinson.

Penelitian ini menghasilkan 3 kesimpuan. Pertama, ada 87 adjacency pairs (padanan kalimat) yang mana dikelompokkan kedalam 13 macam adjacency pair. Keduan, ada 71 data dari preference organization (pengaturan preferensi) yang terdiri dari 56 data masuk kedalam preferred second pair part (bagian pasangan kedua yang lebih disukai) dan 15 data masuk ke dalam dispreferred second pair part (bagian pasangan kedua yang tidak disukai). Terakhir, ada 5 data untuk pre-sequence (pra-rangkaian) dan 6 data untuk insertion sequence (rangkaian sisipan).

Kata kunci: Conversational analysis, turn-taking, adjacency pair.