



conversely stretches of time which no one talks at all. But, sometime interruption and silence occur in conversation, and they are often called by people as problem to repair, in other words, are said as something other than the normal (Cameron, 2001, p. 89). Therefore, people need to consider the way how people talk in transferring the information or the way how conversational interaction occurs in order to be understandable and successive. In this case, conversational analysis takes a major area of discourse analysis that looks at the way in which people manage their everyday conversation interaction. It is one of the most fundamental rule of a conversational interaction that aims at understanding how spoken discourse is organized and develops as speakers carry out these conversation.

One of the most basic organizations of practice for talk-in-interaction is the organization of turn-taking. For there is a possibility of responsiveness of one participant being able to show what they are saying and doing is responsive to what another has said and done. One party needs to talk after the other and it turns out from one participant to other and they have to talk singly (Schegloff, 2006, p. 1). The organization of utterance or talk in this study is called Turn-taking. Turn-taking is the way how speakers exchange turn to produce an utterance. Therefore the organization of talk takes the significant role to manage the turn of speaking to build an interaction in daily conversation. Cameron (2001, p. 90) said that if everyone spoke at once, or no one spoke at all, what we would have would not be conversation, it would be chaos or silent or

monologue. In building conversation, people need exchange the turn in producing utterance, one after the other and it recurs in particular time.

Sometimes some interchanged utterances are paired, such pairs which consist of question-answer or request-acceptance or refusal and the like. These paired utterances are called adjacency pairs. According to Paltridge (2006, p. 115). "Adjacency pairs are utterances produced by two successive speaker in the way that the second utterance is identified as related to the first one as an expected follow up to that utterance." It is one of the primary smallest unit of turn-taking, where the second part's utterance of second speaker is related to and expected by the prior speaker. Such as when the first speaker proposes the question, the second one follows up by responding it with the answer.

One of the ways to know about adjacency pair in conversational interaction is by watching movie where conversation occurs between two or more characters of the movie. Those conversation can be organized in types of adjacency pair.

In the field of conversational analysis, the researcher aims at examining spoken language in the conversational organization aspect that is used in the dialogue or conversation of the characters of the movie. It focuses on the adjacency pairs based on theory stated by Levinson to analyse the conversation of the main characters in "*Knight and day*" movie as the object of this study. It is a 2010 action comedy movie. As the adjacency pair is formed by two or more people, there are two characters chosen in this movie and both of them are the main character who always play more and create conversation. Each utterance











