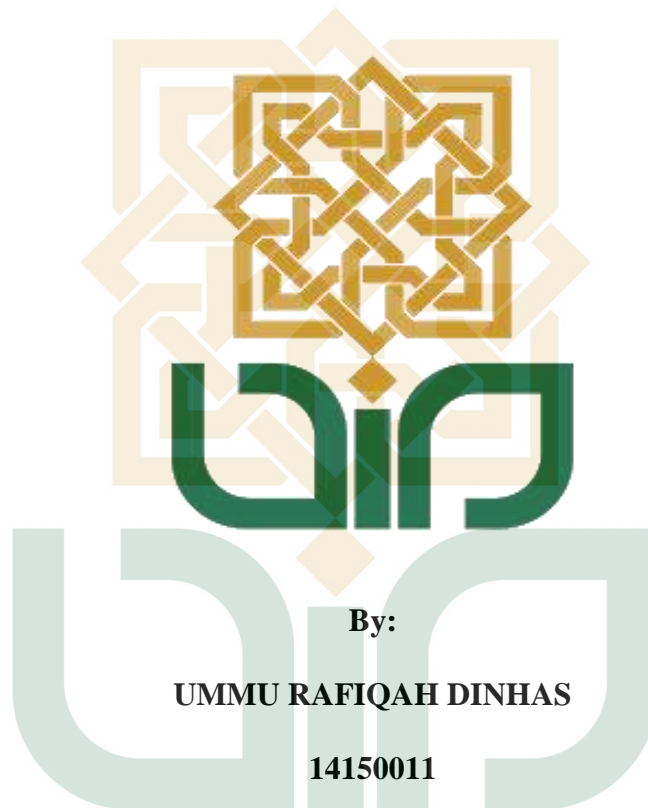


**AN ANALYSIS OF PAUSES, OVERLAPS, AND BACKCHANNELS IN THE
ZATHURA MOVIE BY JON FAVREAU**

A GRADUATING PAPER

**Submitted in Partial Fulfillment of the Requirements for Gaining the
Bachelor Degree in English Literature**



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YOGYAKARTA

2018

A FINAL PROJECT STATEMENT

I certify that this thesis is definitely my own work. I am completely responsible for the content of this thesis. Other researcher's opinions or findings included in the thesis are quoted or cited in accordance ethical standards.



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Nomor: B-3510 /Un.02/DA/PP.00.9/11/ 2018

Skripsi / Tugas Akhir dengan judul:

AN ANALYSIS OF PAUSES, OVELAPS, AND BACKCHANNELS IN THE ZATHURA
MOVIE BY JON FAVREAU

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Saya menyatakan bahwa skripsi tersebut sudah dapat diajukan pada sidang Munaqasyah untuk memenuhi salah satu syarat memperoleh gelar Sarjana Sastra Inggris.

Atas perhatiannya, kami ucapkan terima kasih.

Wassalamualaikum Wr.Wb.

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AN ANALYSIS OF PAUSES, OVERLAPS, AND BACKCHANNELS IN THE ZATHURA MOVIE BY JON FAVREAU

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ABSTRACT

Conversation is one way of communication that people can connect in social life, and media entertainment continuously presents spoken interaction including movie. *Zathura* is an American science fiction movie showing the adventure in outer space. Simultaneous speaking and silence between turn by at least two speakers as well as the response of the listener from the conversation by the family members in *Zathura* movie which can be such problem or even showing cooperation are easily found. Therefore, this research aims to identify pauses, overlaps, and backchannels spoken by the characters of *Zathura* movie. Descriptive qualitative is the proper method for its application. The data is obtained in the form of utterances, and its context is based on the dialogue by the characters. This research employs purposeful sampling in collecting the data. The primary instrument is from *Zathura* movie's dialogue script by each character. The theory is taken from George Yule in the field of conversation analysis. This research reveals some results. The first is pause. Overall numbers of pause are 37. The most pause appeared is gap with 28 data, the second rank of pause is attributable silence with 8 times occurrence, and the last is lapse which appears 1 time. The second is overlap. Numbers of overlap in *Zathura* movie are 62 which the highest frequency is turn terminal with 29 data and the lowest is turn initial with only 13 times, mid turn appears 20 times. The last is backchannel. 39 of verbal backchannels are found. The biggest number of occurrence is acknowledgment which appears 21 times. The second highest frequency is change of activity token which occurs 12 times. Newsmaker is the next rank, occurring 5 times, and the last is continuer with only 1 occurrence.

Keywords: *Conversation analysis, pause, overlap, backchannel, Zathura movie*

ANALISIS JEDA, TUMPANG TINDIH, DAN RESPON BALIK DALAM FILM ZATHURA OLEH JON FAVREAU

Oleh: Ummu Rafiqah Dinhas

ABSTRAK

Percakapan adalah salah satu cara berkomunikasi yang dapat menghubungkan banyak orang dalam kehidupan sosial, dan media hiburan secara terus menerus menyajikan interaksi lisan termasuk film. *Zathura* adalah film fiksi ilmiah Amerika yang menampilkan petualangan di luar angkasa. Berbicara secara bersamaan dan keheningan di antara giliran sedikitnya dari dua pembicara maupun tanggapan pendengar pada sebuah percakapan oleh anggota keluarga di dalam film *Zathura* yang dapat menjadi sebuah masalah atau bahkan menunjukkan kerjasama sangat mudah ditemukan. Oleh sebab itu penelitian ini bertujuan untuk mengidentifikasi jeda, tumpang tindih, dan respon balik yang diucapkan oleh karakter-karakter film *Zathura*. Deskriptif kualitatif adalah metode yang tepat untuk penerapannya. Data diperoleh dalam bentuk ujaran, dan konteksnya didasarkan pada dialog oleh masing-masing karakter. Penelitian ini menggunakan *purposeful sampling* dalam mengumpulkan data. Instrumen utamanya adalah skrip dialog film *Zathura* dari setiap karakter. Teori ini diambil dari George Yule dalam bidang analisis percakapan. Penelitian ini mendapatkan beberapa hasil. Pertama adalah jeda. jumlah keseluruhan dari jeda adalah 37. Jeda yang paling banyak muncul adalah *gap* dengan 28 data, peringkat kedua dari jeda yaitu *attributable silence* dengan 8 kali kejadian, dan yang terakhir adalah *lapse* yang muncul 1 kali. Kedua tumpang tindih. Jumlah tumpang tindih di film *Zathura* sebanyak 62 dengan frekuensi tertinggi yaitu *turn terminal* 29 data dan yang terendah adalah *turn initial* dengan hanya 13 kali, adapun *mid turn* muncul 20 kali. Yang terakhir adalah respon balik. Ada 39 respon balik verbal ditemukan. Jumlah yang paling banyak adalah *acknowledgment* yang muncul 21 kali. Frekuensi respon balik tertinggi kedua yaitu *change of activity token* yang terjadi 12 kali. *Newsmaker* adalah peringkat berikutnya, terjadi 5 kali, dan yang terakhir *continuer* dengan hanya 1 kejadian.

Kata kunci: Analisis percakapan, jeda, tumpang tindih, backchannel, film *Zathura*

MOTTO

“Indeed, Allah will not change the condition of people unless they change what is in themselves”

(Ar-ra’d:11)

“Start everything with good intention because of Allah, and the goodness will come”

“Life never goes back. Forgive ourselves for the past, and do the best for our future”

(Ummu Rafiqah Dinhas)

DEDICATION

This research paper is dedicated to:

1. Beloved parents, siblings, and the big family of the writer;
2. Mrs. Ening Herniti, M.Hum;
3. Mr. Danial Hidayatullah, M.Hum, and all the lecturers in English Department;
4. All friends in English Department;
5. State Islamic University of Sunan Kalijaga Yogyakarta;
6. All the readers.

Yogyakarta, 26 September 2018

ACKNOWLEDGMENT

In the name of Allah, The Beneficent The Merciful. All praises toward Allah SWT, The Almighty God and the source of knowledge. Blessing and peace is everlastingly delegated to His Messenger, Prophet Muhammad PBUH, his family as well as his followers in order that I'm able to complete my graduating paper entitled "An Analysis of Pauses, Overlaps, and Backchannels in the *Zathura* Movie by Jon Favreau".

The writer would like to acknowledge with deep appreciation and gratitude the invaluable help of the following persons:

1. My dearest parents, Syahrudin Salam and Hasminah Rajadeng, siblings, and my big family. They have always been and always be my hero with their unconditional love, the greatest support and spirit whenever and wherever I'm;
2. Mrs. Ening Herniti, my research paper consultant for her guidance, correction, patience and suggestion;
3. Mr. Danial Hidayatullah, my academic advisor for his motivation, support, and encouragement;
4. Mr. Ubaidilliah Bahisan as the Head of English Department;
5. The Dean of Adab and Cultural Science Faculty, Dr. K.H. Akhmad Patah;
6. All the lecturers of English Department in State Islamic University of Sunan Kalijaga Yogyakarta;
7. All my beloved friends especially Misbah Hudri, Rabiatal Adawiyah, Izzati Karimah, Noory Annisa Aulia, Nurunnisa, Ayyub Muhajad, and one step ahead for being the most special one Sulkifli Hajar;
8. All my friends in English Department, especially chapter 2014, and all the parties supporting the completion of my graduating paper.

I realize that perfection belongs to Allah. There must be errors in this graduating paper. Therefore, comments and suggestions are welcomed, and I hope it can be useful for the readers and other researchers.

Yogyakarta, 26 September 2018

Ummu Rafiqah Dinhas

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LIST OF ABBREVIATIONS

CA : Conversation Analysis

TRP : Transition-Relevant Place

TCU : Turn-Constructional Unit



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CHAPTER I

INTRODUCTION

1.1 Background of Choosing the Subject

Language is well-known as the tool of communication. By language, people can share information, expression, emotion, thought, or idea. It is learnt continuously and endlessly especially in academic purpose. However, language is used in every aspect of people's life. It is a tool to make an interactive communication with one another. Conversation is one of parts in communication that everyday found in social life. As Jacob says in his book "conversation is a way of using language socially, of 'doing things with words' together with other persons" (2001:136). Connecting to social life by communication through conversation is one of social action. Living in a social society requires people to have good manner especially when delivering a talk. Treating others with good speaking is pleasant for having a good conversation. It has been affirmed in the Qur'an (Al-Isra: 53)

وَقُلْ لِعِبَادِي يَقُولُوا الَّتِي هِيَ أَحْسَنُ إِنَّ الشَّيْطَانَ يَنْزِعُ بَيْنَهُمْ إِنَّ الشَّيْطَانَ كَانَ لِلْإِنْسَانِ عَدُوًّا مُبِينًا

Meaning:

"And tell my servants to say that which is best. Indeed, satan induces (dissension) among them. Indeed Satan is ever, to mankind, a clear enemy".

People have a right to speak. That is what Yule states in his book to define the term 'floor' as people have a chance to utter something (1996:72) including in

a conversation. A daily conversation can be found between a teacher and his students, a doctor and his patients, a boss with his clients, and many other conversational spoken interactions among people. At least there are two persons or more having talk to show they are involved within a conversation. Among them there will be labeled as the speaker or listener in accordance to what they get in 'turn'.

A good conversation can be achieved when both parties can get the control of it as the turn flows well and smooth. It is because conversation is cooperative activity. Normally when someone speaks, others must listen until the current speaker stops speaking, and others can get the floor. To make an understandable and comfortable conversation, both parties need to understand the sign of turn taking. It is the basic organization of talk interaction. Turn taking has role to manage the turn in a conversation to be interactive and successive. In fact, there are problems that usually distract turn taking in conversation. A simultaneous speaking between parties at the same time and period of non-speech found in conversation is common problems encountered. The problem is frequently found in daily life interaction. Therefore, it is considered to investigate since it can examine spoken language in conversation organization used in casual or other forms of conversation.

Conversation is not only commonly investigated in everyday life of social environment, but it can be found in entertainment through mass media whether it is print media such as newspaper and magazine, or electronic media; radio and television. One of popular media usage for entertainment industry nowadays is

television which is one of audio visual media that creates or shows content such as film or movie, talk show, news and other programs. Film or movie, however, is the one that is produced massively. It has many genres; comedy, horror, fantasy, science fiction, romance, thriller, etc. Science fiction movie, on the other hand, is visualized through fanciful and imaginative settings. The content is based on scientific truth. The production is undertaken by experts in design and advanced in technology (www.filmsite.org).

This research aims to find out turn taking strategy among the characters in science fiction movie since it is one of genre movie which being favorite for entertainment. *Zathura* is one of American science fiction movie released on November 11, 2005 directed by Jon Favreau, and it is a sequel from early movie, *Jumanji*. The writer selects *Zathura* because of how the conversation is built among the characters. The writer attempts to examine the interactional spoken language in the casual dialogue of little family having different ages. The main characters are Walter, 10 and his brother Danny, 6. They have one elder sister, Lisa. Even though they are siblings, they do not seem getting along with each other. Their mother and father had divorced. The adventure begins when Danny discovers a board game called *Zathura* in the basement. Danny asks Walter to play game together, but unfortunately his request is rejected. When Danny presses the button, a card comes out. It says “meteor shower, take evasive action”. The meteor falls from above and it just hits the living room. They both then realize playing that game has altered reality, and the game brings the house in the outer space.

Every time they play the game, it always happens in reality as what the card says. The appearance of defective robot, the passing planet which looks like sun, and reptilian aliens called *zorgons* attack the house, until it pops out a card of “rescue stranded astronaut”, and an Astronaut appears. Fortunately the Astronaut helps them to overcome dangers from *zorgons*. Having argument in the family is common. During in outer space, both Walter and Danny almost always have arguments. Walter blames Danny for his born in their family causing their parents divorced. It seems that their communication through conversation is not flowing well as expected for family members. Pause and overlap then can easily be found. The instance is drawn below:

Danny	:We're really scared. Can you just watch what this game does?
	(3 seconds)
Lisa	: If this is some weird joke you guys are trying to pull, you're dead.
	(00:25:03,501)-(00:25:12,672)

The dialogue above is begun by Danny asking to his elder sister, Lisa, to see what will happen if they play *Zathura*. A long silence is found in the transition between the conversation of Danny and Lisa. This long silence is called gap in the case of pause. The silence does not show that the conversation is done. It happens when Lisa thinks for a while in considering the request of her brother. It seems that she hardly gives the chance of her brother to show the game because the answer sounds threatening.

Although overlap is sometimes assumed as a problem which distracts the conversation, it does not pathetically seem like that, because overlap can be meant as cooperation, solidarity and closeness. Besides, pause is varied in its usage, it may cause the problem in accordance to the placement of pause itself, but it is not always such the case. There is also a thing that must be considered so that the good conversation can be achieved. A speaker is always accompanied by a listener. Both have significant place in a conversation, but listener is expected to be able to function as engaged and supportive listenership. It is backchannel which being the sign of the listener in giving response to the speaker, and it is interested to recognize and to investigate since it has an important role in the field of conversation. In brief, this research deals with the strategy used in turn taking; they are overlap, pause, and backchannel. By conducting the three strategies of turn taking in the movie representing social conversation of daily talk, the problems usually found in conversation can be recognized and elucidated clearly, and illustrating what actually the expectation and intention employed by the participants in producing and understanding conversation.

1.2 Problem Statement

In accordance to the focus of study, the writer will cover and formulate the question as followed:

How is the pauses, backchannels, and overlaps occurred in the *Zathura* movie by Jon Favreau?

1.3 Objective of Study

Based on the problem statement, here is the objective:

To identify and to describe how pauses, backchannels, and overlaps occurred in the *Zathura* movie by Jon Favreau.

1.4 Significance of Study

As the significance this research is expected to add knowledge and insight about language in social life of communication and interaction surrounded. It can also help to understand the overlap, pause, backchannel in conversation as some concerned theory of conversation. For linguists, it can give enough additional information to do the next related investigation, or it will be the reference who wants to research deeper. Besides, it can be such an overview to the educators in teaching and training related with conversation analysis as one of the pragmatics field.

1.5 Literature Review

There are some previous researches related to support this research. The first is written by Barbara Maroni, Augusto Gnisci, and Clotilde Pontecorvo. They come from different university. It is published by European Journal of Psychology of Education in 2008, Vol. XXIII No. 1. The title of the paper is “Turn-taking in Classroom Interaction: Overlapping, Interruption and Pauses in Primary School”. It investigates the rhythm and the management of classroom interaction as an important constituent of a teaching-learning process. The aim of the paper is to

observe and to analyze the different turn transition. The findings show a transformation of children's and class interactivity and a change in the use of turn-taking strategies (overlaps, interruptions and pauses) proposed by Sack, Schegloff and Jefferson from 2nd to 4th grade. It shows the speaker after overlap changes according to the type of overlap, teachers differ from children in their turn-interrupting strategies (teacher interrupts with supportive and silent turns, whereas children with failed or simple interruptions), and log-linear analysis reveals that the next speaker is correlated both with the first speaker and pause duration, but these correlations are independent between them.

The second prior research is published by Elsevier in 2010 entitled "Pauses, Gaps, and Overlaps in Conversation." Written by Mattias Heldner and Jens Edlund, it explores durational aspect of pauses, gaps, and overlaps in three different conversational corpora with a view to challenge claims about precision timing in turn-taking. As the purpose of the research, it is undertaken to know the interval of the speaker in conversation. The main theory of Sack, Schegloff and Jefferson is used. The results show that the timing of turn-taking is less precise and more distributed than is often claimed. The target with respect to timing of turn-taking cannot be one speaker at a time and no gap no overlap. Furthermore, precision timing in turn-taking can neither be used in arguments in favor of projection, nor against reaction as models of timing in turn-taking.

The third one is the graduating paper from Shofa'iMaziyah, a student of State Islamic University of Sunan Kalijaga Yogyakarta (2014) with the title "Conversation Problem in *Man of Steel* Movie". She states three major questions.

Qualitative descriptive is the method of this research. The writer uses theory of conversation analysis by Sack, Schegloff and Jefferson and theory of politeness by Brown and Levinson. The results show, firstly there are gap and overlap found as the problem of conversation. Secondly when the gap is used, it applies 'a current speaker selects next' technique. While the overlap is used, it applies 'self-selection' technique. Thirdly, there are some reasons why the speaker does gap. It is because the speaker does not focus within the conversation, the speaker really think what will he say, or he has certain feeling from another participant. In doing the gap, the speaker produces non-FTA negative FTA, and FIA with the strategy of bald on record, and positive FTA with the strategy of bald on record and off record. For the overlap, the reasons are to ensure another participant and to remind something more important to another participant in the conversation. The speaker produces non-FTA, negative FTA, and FIA with the strategy of bald on record, and positive FTA with the strategy of bald on record and off record.

The fourth research using related research is "When the Words are not everything: The Use of Laughter, Fillers, Backchannel, Silence, and Overlapping Speech in Phone Calls" published on March, 2015, Vol. 2, Article 4. The paper presents an observational study on how some common conversational cues - laughter, fillers, backchannel, silence, and overlapping speech are used during mobile phone conversation. It proposes an analysis of the temporal distribution of several non-verbal vocal cues in the SSPNet Mobile Corpus, a collection of 60 phone calls between unacquainted. The results show that the temporal distribution of the social signals is not uniform, but it rather reflects the social meaning they

carry and convey. In particular, it shows significant use differences depending on factors such as gender, role (caller or receiver), topic, and mode of interaction (agreement or disagreement), personality traits, and conflict handling style.

For the last, the writer takes the references from the graduating paper of Aidah Fitriati entitled “A Study of Conversation Style in Najwa Shihab in Mata Najwa and Andy Flores Noya in Kick Andy” (2016) from State Islamic University of Sunan Ampel Surabaya. The aim of the research is to find out the difference of conversation style of Najwa Shihab and Andy Flores Noya in Kick Andy and its purpose. The main theory used in this research is Yule’s theory about conversational structure and style. The researcher uses conversational method and qualitative descriptive. The results show that the differences of two presenters are Andy Noya more often does pause than Najwa Shihab. Najwa Shihab more often does overlap than Andy Noya. Najwa Shihab more does backchannel than Andy Noya. So Andy Noya uses high consideration style to make the conversation becomes relax whereas Najwa Shihab uses high involvement style to make the conversation become excited and enthusiasm.

In contrast to the previous researches, the writer takes *Zathura*, an American science fiction movie by Jon Favreauto obtain the result by investigating turn taking strategy including pause, backchannel, and overlap as some of the prior research have been using the same theory in the case of conversation. Different object of the research will show different result. Therefore the writer states that the research is different since it investigates different object by applying the theory with different purpose.

1.6 Theoretical Approach

This research focuses on analyzing the conversation in *Zathura*, an American science fiction movie by Jon Favreau. To answer the question, the writer uses theory related with it. Conversation Analysis is proposed by Sack, Schegloff and Jefferson, and Yule particularly discusses the three elements of pause, overlap and backchannel. According to Yule, It is realized or not, conversation has its structure from the basic pattern A-B-A-B which means 'I speak you speak' (1996:71). This exchange is called turn taking. The strategies of turn taking are pause, overlap and backchannel.

When finding ourselves involved within a conversation, people tend to observe the way others delivering their talk. Some may talk a bit slow or even fast. For those who speak fast, they are most likely having overlap. Overlap is occurred when two persons or more seem competing to take turn within conversation. It is something that can be such problem in conversation. Pause is also can be problematic. In a conversation there will be silence whether it is short or long silence because it can imply something. Silence in a conversation can be meant that one of the speaker attempts to think of what people say as their turn, or even just want to take a breath for a second so that they can continue the talk during conversation because of a long explanation. Another strategy of turn taking is backchannel which in such conversation is not touching the conversational floor, but rather giving a response from the listener to the current speaker as a sign that the message is already received. Backchannel presents the listenership to put a feedback verbally or non-verbally.

1.7 Method of Study

1.7.1 Type of Research

Based on analyzing the data, this research applies qualitative descriptive method since this data is analyzed descriptively. Creswell states “a qualitative research is a mean for exploring and understanding the meaning individual or groups ascribe to a social or human problem”, and it further states kinds of process in qualitative research started from “emerging questions and procedure, collecting data, data building inductively, then the interpretation of researcher from the meaning of data” (2009:22). Besides, according to Sri Wahyuni in her book defining qualitative research is as “an inductive approach and its goal is to gain a deeper understanding of a person’s or group’s experience” (2012:3). In this research the writer uses qualitative method in analyzing the data.

1.7.2 Data Sources

A research requires data to be analyzed in examining the topic. In Kothari’s methodology research, there are two sources of data can be obtained: primary data and secondary data. “Primary data are those which collected afresh and for the first time, and thus happen to be original in character”. The second source data is called “secondary data which have already been collected by someone else” (2004: 95). The writer only uses the primary data which is American science fiction movie by Jon Favreau, *Zathura*, from its dialogue taken by the writer herself. Reliable web providing subtitle (isubtitles.in) is used to

support the data. Hence, the conversation of all characters of the movie is investigated based on the theory utilized.

1.7.3 Data Collection Technique

To collect the data, the writer uses deliberate sampling or it is also known as purposive sampling with non-probability. Patton states the significance of purposeful sampling in Qualitative Research Journal:

“The logic and power of purposeful sampling lie on selecting information-rich cases for study in depth. Information-rich cases are those from which one can learn a great deal about issues of central importance to the purpose of the inquiry, thus the term purposeful sampling. Studying information-rich cases yields insights and in-depth understanding rather than empirical generalization”. (As cited in Suri, 2011:3).

Based on the definition it can be concluded that purposeful sampling is restricted to certain sample selected, based on the object of the study or the phenomenon interest. Purposeful sampling is useful in exploring qualitative research since the study is intended to obtain deep understanding from the interpretation and knowledge of researcher. Furthermore, the steps used to complete data collection are watching the movie and listening to the dialogue carefully, transferring the dialogue into data sheets, checking the accuracy of the movie's dialogue with its subtitle, then selecting and classifying pause, overlap, and backchannel.

1.7.4 Data Analysis Technique

After collected, the data will be processed and analyzed. Because this research aims to find out the pause, backchannel, and overlap in America science fiction movie by Jon Favreau, *Zathura*, then it is analyzed by using some steps in appropriateness to what will be obtained which being the result of this research. The steps used in analyzing data are transferring collected data into data sheet, categorizing the data based on the theory related, interpreting and analyzing the data to answer the research question using theory based on the context, then stating both conclusion and suggestion.

1.8 Paper Organization

This paper is divided into four chapters. The first chapter consists of introduction. It contains background of study, problem statement, objective of the study, significance of study, literature review, theoretical approach, method of study and paper organization. The second chapter is theoretical framework. It contains the explanation of pragmatics, conversation analysis and some concerned theory of it; turn taking and its strategies including (pause, overlap, and backchannel), adjacency pairs, as well as sequence organization. The third chapter is findings which state those three turn taking strategies with each type, and it is explained in the discussion. The last chapter is drawing both conclusion and suggestion in accordance to the third chapter which has been found and discussed.

CHAPTER IV

CONCLUSION AND SUGGESTION

4.1 Conclusion

Based on findings and discussions in chapter III, the writer concludes from the objective of the research by focusing on three elements of turn taking strategy; pause, overlap, and backchannel.

First, pause has three types; attributable silence, gap and lapse. Number of pauses are 37. For pause, the writer only focuses on attributable silence occurred inside the speaker's turn which appears 8 times since it is the most problematic pause occurrence in conversation. The case is found when the current speaker gives a question without immediately being answered by the next speaker. It is because of focusing or doing another activity and feeling not sure or afraid about what to say. Another case is the current speaker announces to the next speaker without being acknowledged immediately by the next speaker, included as adjacency pair of announcement-acknowledgment, and it is mostly because of focusing or doing another activity. The frequent pauses appeared in *Zathura* is gap with 28 data. It occurs because considering the next utterance, focusing or doing another activity, and feeling not sure or afraid about what to say. The last is lapse which appears 1 time. Since it is known as the extended silence of gap, it has the same reason from its

occurrence, but considering that it is more complex in accordance to the length of silence.

Second, overall numbers of overlap in *Zathura* movie are 62 which the highest frequency is turn terminal with 29 data. Turn terminal frequently occurs for objecting, showing cooperation, having argument, and forcing other participant. The lowest is turn initial with only 13 times. It occurs mostly because of calming other, showing cooperation, and having argument. For mid turn with 20 occurrences, it has almost all similar reason of occurrence with turn terminal. In addition, mid turn is also indicated as continuing or completing other speaker's utterance which is not found in turn terminal. Hence, the writer finds that all of turn initial and mid turn occur while applying the second rule 'self selection' because the occurrence is caused by the next speaker selects him or herself in competing the first turn and interrupting in the middle of utterance, whereas the occurrence of turn terminal is possible applying the first rule 'current speaker selects next' because the utterance is interrupted in the possible place of completion.

Third, it is backchannel. The result shows there are 39 verbal backchannels found. The most dominated type used by the characters is acknowledgment (*yeah*) which appears 21 times for showing agreement and understanding. The second highest frequency is change of activity token (*alright* and *okay*) which occurs 12 times for changing the action or topic previously. The third rank is newsmaker (*oh*) occurring 5 times, and it implies emotional reaction such as exclaiming regret and

also sudden remembering. The last is continuer (*yeah*) with only 1 occurrence. As it is known, the sign of continuer is *mmhm* and *uh-huh*, but considering *yeah* is included in continuers since it has fall rising intonation to support the current speaker to continue speaking.

4.2 Suggestion

Based on conclusion above, it is suggested for the further research to pay attention and to explore conversation analysis since it cannot be separated in the use of language for spoken interaction. There are many cases can be utilized through conversation analysis. The strategy of turn taking as well as focusing on the adjacency pairs and sequence organization which illustrates the pre-sequence, insertion sequence, and opening-closing of the conversation. Besides, movie seems always interested to be analyzed because it represents social human being. Similar research can be conducted in the future focusing on the different approach in the occurrence of pause, backchannel, and overlap from the utterances for gaining knowledge and deeper understanding about it.

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LIST OF TRANSCRIPTION CONVENTIONS

These are the conventions used in analyzing the data. It is derived from journal of Sack, Schegloff and Jefferson entitled “A Simplest Systematic for the Organization of Turn-Taking for Conversation” which is relevant with the convention used by Levinson in his book, Pragmatics.

1. [] : Square left and right bracket indicates the point at which the utterance of speakers occur simultaneously
2. (00) : Number between parentheses is approximately seconds from pause or gap
3. = : Latching indicates continuing, completing, supporting, or interrupting others immediately without pause.
4. :: : lengthened syllable

APPENDICES

A. PAUSE

NO.	PAUSE	TYPES OF PAUSE
1.	<p>Dad: Danny, you really should not be using that kind of language with your brother.</p> <p>Danny: But it's true.</p> <p>(2 second)</p> <p>Dad: Listen, kiddo, when I was 6 years old...</p> <p>Danny: Six and three quarters.</p> <p>Dad: When I was 6 and three quarters catching was hard for me too.</p> <p>(00:04:32,805)-(00:04:47,445)</p>	GAP
2.	<p>Danny: I hate that stupid thing.</p> <p>(2 second)</p> <p>Dad: Someday you're gonna be really happy I got you that piano.</p> <p>(00:04:57,162)-(00:05:03,866)</p>	GAP
3.	<p>Danny: Is my imagination better</p>	

	<p>than Walter's?</p> <p>(4 second)</p> <p>Dad: You're different than Walter.</p> <p>(00:05:57,456)-(00:06:07,795)</p>	GAP
4.	<p>Walter: You never keep your promises.</p> <p>Danny: all you care is Walter</p> <p>Dad: There's only one of me, okay? I don't like this situation either, it sucks, is what it does but this is the best I could come up with. So climb off my back and give me about two inches of space, will you please?</p> <p>(18 seconds)</p> <p>Dad: There are some days, boys, when you gotta grow up all at once. I need today to be one of those days.</p> <p>(00:07:29,548)-(00:08:08,718)</p>	PAUSE (Attributable Silence)
5.	<p>Danny: Can we please play "Army Men"?</p> <p>(5 seconds)</p> <p>Walter: Copy that.</p>	GAP

	(00:08:55,600)-(00:09:04,236)	
6.	<p>Dad: just keep your eye on them. Make sure they don't burn down the house. Alright?</p> <p>(2 seconds)</p> <p>Dad: Okay?</p> <p>Lisa: I'm not deaf.</p> <p>(00:11:12,237)-(00:11:18,536)</p>	<p>PAUSE (Attributable Silence)</p>
7.	<p>Danny: You're really mean.</p> <p>Walter: Dad said not to play in there.</p> <p>(3 seconds)</p> <p>Danny: Look what I found in the basement.</p> <p>Walter: Looks dumb and old.</p> <p>(00:17:20,271)-(00:17:32,782)</p>	<p>GAP</p>
8.	<p>Danny: Walter, this is so cool. Check this out.</p> <p>(6 seconds)</p> <p>Danny: Whats Zathura? Will you</p>	<p>PAUSE (Attributable Silence)</p>

	<p>play with me?</p> <p>Walter: No.</p> <p>(00:17:43,461)-(00:18:12,980)</p>	
9.	<p>Danny: Wow, outer space.</p> <p>Walter: No, that's just night time.</p> <p>(3 seconds)</p> <p>Danny: I don't know, Walter. Night never looked so close before.</p> <p>(00:22:04,689)-(00:22:15,163)</p>	GAP
10.	<p>Danny: Lisa, please we're really scared. Can you just watch what this game does?</p> <p>(3 seconds)</p> <p>Walter: If this is some weird joke you guys are trying to pull, you're dead!</p> <p>(00:25:03,501)-(00:25:12,672)</p>	GAP
11.	<p>Walter: That's it. We gotta keep playing.</p> <p>(2 seconds)</p>	GAP

	<p>Danny: I'm not playing that thing.</p> <p>(00:28:12,590)-(00:28:17,225)</p>	
12.	<p>Danny: What?</p> <p>(6 seconds)</p> <p>Danny: What happened?</p> <p>Walter: It's Lisa.</p> <p>(00:36:48,073)-(00:36:57,043)</p>	<p>PAUSE (Attributable Silence)</p>
13.	<p>Danny: Is she okay?</p> <p>(9 seconds)</p> <p>Danny: Walter, do you think she's okay?</p> <p>Walter: I guess. She's still in one piece.</p> <p>(00:37:04,456)-(00:37:21,966)</p>	<p>PAUSE (Attributable Silence)</p>
14.	<p>Danny: Where are you going?</p> <p>(3 seconds)</p> <p>Walter: Taking my turn.</p> <p>(00:39:19,757)-(00:39:25,453)</p>	<p>GAP</p>

15.	<p>Walter: There's no water, dummy, we're in outer space.</p> <p>(4 seconds)</p> <p>Walter: Why are you doing that?</p> <p>Danny: Because I'm hungry and I know you're not gonna take care of me.</p> <p>(00:39:59,196)-(00:40:11,871)</p>	PAUSE (Attributable Silence)
16.	<p>Walter: Don't bother, the gas won't work.</p> <p>(2 seconds)</p> <p>Danny: Any more advice?</p> <p>(00:40:12,476)-(00:40:18,610)</p>	GAP
17.	<p>Walter: Can we at least talk about this?</p> <p>Danny: There's nothing to talk about, I'm not going.</p> <p>(3 seconds)</p> <p>Walter: Danny, I just wanna go home, and I can't unless you play.</p> <p>(00:40:25,589)-(00:40:37,000)</p>	GAP

18.	<p>Danny: I just wanted to play a game with you, Walter.</p> <p>Walter: Fine, what do you want?</p> <p>(2 seconds)</p> <p>Danny: I want you not to be mean to me, not ignore me and I want you to treat me like your brother.</p> <p>(00:40:50,047)-(00:41:02,318)</p>	GAP
19.	<p>Astronaut: Which one of you spun me?</p> <p>(3 seconds)</p> <p>Astronaut: Who was it?</p> <p>Walter: Him.</p> <p>(00:46:57,614)-(00:47:04,582)</p>	PAUSE (Attributable Silence)
20.	<p>Walter: That's Dad's nap couch.</p> <p>(16 seconds)</p> <p>Astronaut: You wanna help me get this out of here?</p> <p>(00:49:33,637)-(00:49:51,820)</p>	LAPSE
21.		

	<p>Walter: Yeah, I know. You're eating it all.</p> <p>(2 seconds)</p> <p>Astronaut: Well, as I recall, the card said, "Rescue stranded astronaut." Looks to me like I'm the only one that's doing any rescuing so I don't think a couple Dagwood sandwiches is too much to ask for.</p> <p>(00:52:46,997)-(00:53:02,008)</p>	GAP
22.	<p>Walter: Dog, you're eating it all.</p> <p>(3 seconds)</p> <p>Astronaut: I passed through a time sphincter to get here. You realize how difficult that is?</p> <p>(00:53:02,345)-(00:53:11,283)</p>	GAP
23.	<p>Walter: Sounds like you got a long trip ahead of you.</p> <p>(2 seconds)</p> <p>Astronaut: Oh, you telling me to leave?</p> <p>(00:53:21,932)-(00:53:27,261)</p>	GAP
24.		

	<p>Walter: Well, I'm fleet admiral, and I'm telling you to hit the road.</p> <p>(5 seconds)</p> <p>Astronaut: I apologize, sir. I didn't... I didn't realize you were a fleet admiral. In fact I, I'm a fleet admiral too, it's just a card bug nuts</p> <p>(00:53:42,085)-(00:54:02,763)</p>	GAP
25.	<p>Astronaut: Guys, guys, guys. Please! Bring it down. Indoor voices. Now, did you move the piece?</p> <p>(2 seconds)</p> <p>Danny: Maybe I moved the piece by an accident.</p> <p>(00:56:03,251)-(00:56:13,897)</p>	GAP
26.	<p>Danny: You okay?</p> <p>(3 seconds)</p> <p>Danny: Are you okay?</p> <p>(4 seconds)</p> <p>Walter: Get away from me.</p> <p>(00:59:15,351)-(00:59:25,189)</p>	<p>PAUSE (Attributable Silence) & GAP</p>

27.	<p>Walter: I get my wish now, don't I?</p> <p>(2 seconds)</p> <p>Astronaut: Yeah.</p> <p>(01:02:09,359)-(01:02:14,296)</p>	GAP
28.	<p>Danny: Why were you yelling at him?</p> <p>(4 seconds)</p> <p>Astronaut: Okay, guys. Here's the thing. I've played this game before. Okay? I played it with my own brother 15 years ago.</p> <p>(01:04:14,784)-(01:04:34,233)</p>	GAP
29.	<p>Astronaut: Walter, there are some games you can't play alone.</p> <p>(3 seconds)</p> <p>Walter: So, what do we do now?</p> <p>(01:05:26,689)-(01:05:33,961)</p>	GAP
30.	<p>Astronaut: Where did you leave the game?</p> <p>(3 seconds)</p>	

	<p>Danny: In the living room.</p> <p>Walter: Great. The game's our only way home, and now the Zorgons are burning it.</p> <p>(01:06:39,996)-(01:06:52,400)</p>	GAP
31.	<p>Lisa: What is that? What is that? What's going on? Where are we? Somebody please talk to me right now!</p> <p>(3 seconds)</p> <p>Astronaut: Alright, they're arming the harpoons. They're gonna board us.</p> <p>(01:08:48,324)-(01:09:02,470)</p>	GAP
32.	<p>Astronaut: Hey, hey, hey, just stay with us, and everything will be okay.</p> <p>(5 seconds)</p> <p>Lisa: I'll never leave you.</p> <p>(01:09:41,377)-(01:09:49,415)</p>	GAP
33.	<p>Astronaut: I sure wish we knew someone that was small enough.</p>	

	<p>(2 seconds)</p> <p>Danny: Do we really need the game?</p> <p>(01:13:50,726)-(01:13:58,195)</p>	GAP
34.	<p>Walter: How you doing in there?</p> <p>(3 seconds)</p> <p>Danny: Okay.</p> <p>(01:14:08,444)-(01:14:13,948)</p>	GAP
35.	<p>Walter: He still wants to kill me.</p> <p>(6 seconds)</p> <p>Danny: Use the card. Quick.</p> <p>(01:24:32,601)-(01:24:44,245)</p>	GAP
36.	<p>Astronaut: Thank you.</p> <p>(2 seconds)</p> <p>Walter: I... I didn't...</p> <p>Astronaut: You did a good job.</p> <p>(01:30:09,670)-(01:30:15,509)</p>	GAP

B. OVERLAP

NO.	OVERLAP	TYPES OF OVERLAP
1.	<p>Dad: Here we go. Ready? Okay. A deep fly ball to the right field. Clemente back, running on his horse real fast. Can he get it? Can he get it?</p> <p>Walter: Oh, and Milton Bradley with his dive-and-roll catch. Dodgers wi[:n.</p> <p>Danny: You're such a dick.</p> <p>(00:03:47,426)-(00:04:06,744)</p>	Turn Terminal
2.	<p>Dad: Listen kiddo, when I was 6 years old</p> <p>Danny: 6 and three qua[r]ters</p> <p>Dad: When I was 6 and three quarters, catching was hard for me too</p> <p>(00:04:40,279)-(00:04:47,445)</p>	Terminal Turn
3.	<p>Danny: so he is still better that me at every[thing?</p> <p>Dad: no way. He is not better than you at piano</p> <p>(00:04:51,523)-(00:04:56,986)</p>	Terminal Turn

4.	<p>Dad: Someday you're gonna be really happy I got you that piano. You'll be at a party, there'll be a pretty girl:[:=</p> <p>Danny: =Like you and Mom?</p> <p>(00:05:01,033)-(00:05:08,306)</p>	Mid Turn
5.	<p>Walter: We'd have all the time if Danny wasn't a[round.</p> <p>Dad: Well, Danny is around.</p> <p>(00:07:05,557)-(00:07:09,726)</p>	Turn Terminal
6.	<p>Walter: What? You told him you'd play "Sma[sh Bros.?"</p> <p>Dad: No:: I didn't tell him I was gonna play "Smash Bros."</p> <p>(00:07:19,337)-(00:07:23,505)</p>	Turn Terminal
7.	<p>Danny: [You're so mean]</p> <p>Dad: [guys guys]</p> <p>Danny: Everybody wants to ruin [my life.</p> <p>Walter: You never keep [your promises</p>	<p>Turn Initial occurred 1 time</p> <p>Mid Turn occurred 3 times</p>

	<p>Danny: All you care [is Walter</p> <p>Dad: There is only one of me okay?</p> <p>(00:07:27,112)-(00:07:33,108)</p>	
8.	<p>Walter: you are such a baby=</p> <p>Danny: I'm not a ba[by</p> <p>Walter: you break all my stuff, you can catch a ball[=</p> <p>Dad: that's enough=</p> <p>Walter: and nobody wants you ar[ound=</p> <p>Dad: enough!</p> <p>Danny: you shut up!</p> <p>(00:09:31,466)-(00:09:37,901)</p>	<p>Turn Terminal occurred 2 times</p> <p>Mid Turn occurred 1 time</p>
9.	<p>Walter: Well, I don't wanna stay here alone.</p> <p>Dad: Well, you're not gonna be alone. I'm going to wake up Lisa</p> <p>Danny: No[: don't wake up Lisa!</p> <p>Walter: What, are you cra[zy? Don't do that!</p>	<p>Turn Initial occurred 1 times</p> <p>Mid Turn occurred 1 times</p>

	<p>Danny: She's sleeping. Let her sleep.</p> <p>(00:10:18,617)-(00:10:27,958)</p>	
10.	<p>Danny: you are just jealous because Dad thinks I'm smarter than you! I didn't mean that. Walter, no, pull me up! Don't, [pull me u::p</p> <p>Walter: what's the matter Danny? Not still scared of the basement, are you?</p> <p>(00:14:31,936)-(00:14:49,112)</p>	Mid Turn
11.	<p>Walter: Lisa. Lisa Li:[sa...</p> <p>Lisa: Go away.</p> <p>(00:24:14,619)-(00:24:19,156)</p>	Turn Terminal
12.	<p>Lisa: What's the rule about being in my room?</p> <p>Walter: [we are not allowed in unless it's an emergency]</p> <p>Danny: [we are not allowed in unless it's an emergency]</p> <p>(00:24:19,457)-(00:24:23,317)</p>	Turn Initial
13.	<p>Lisa: and what's the emergency?</p>	

	<p>Walter: [there was a meteor shower and everything got wrecked. We are now in outer space and we don't know how to get back to Ea[rth]</p> <p>Danny: [we start with the board games, the Saturn is outside we are now in outer space and we don't know how to get back to Ea[rth]</p> <p>Lisa: Okay, shut up!</p> <p>(00:24:23,995)-(00:24:30,357)</p>	<p>Turn Initial occurred 1 time</p> <p>Turn Terminal occurred 1 time</p>
14.	<p>Lisa: It's already dark? I'm gonna be so late.</p> <p>Danny: It's not dark.</p> <p>Walter: We're in outer space</p> <p>Danny: I saw Saturn outside.</p> <p>(00:24:37,575)-(00:24:43,913)</p>	<p>Turn Initial</p>
15.	<p>Lisa: Is anyone hurt?</p> <p>Walter: No, but:[:=</p> <p>Lisa: =Then leave.</p> <p>(00:24:59,898)-(00:25:03,328)</p>	<p>Mid Turn</p>
16.		

	<p>Lisa: if this is some weird joke you guys are trying to pull, you are dead!</p> <p>Walter: No[: it's not a joke</p> <p>Danny: [No, it's not</p> <p>Walter: It's not a jo[:ke</p> <p>Danny: Here, watch this. Watch this. Here Okay. So wind the ke[:y.</p> <p>Walter: Alright So now I'm winding the key.</p> <p>(00:25:09,407)-(00:25:20,352)</p>	<p>Turn Initial occurred 1 time</p> <p>Turn Terminal occurred 2 times</p>
17.	<p>Danny: so, and then the number winds, and whatever the number is, like ni[:ne.</p> <p>Walter: nine</p> <p>(00:25:26,324)-(00:25:29,191)</p>	<p>Turn Terminal</p>
18.	<p>Danny: and then the card's gonna pop out.</p> <p>Walter: [the card]</p> <p>Danny: [the card], the card,</p> <p>Walter: [the card]</p> <p>Danny: [the card] ouh..</p>	

	<p>Walter: the ca[:rd</p> <p>Danny: here is the scary pa[:rt</p> <p>Walter: alright. "You are promoted to a starship captain. Move ahead two spaces"</p> <p>Lisa: fascinating</p> <p>Walter: Lisa [no no, Lisa. Wait, that one didn't count.</p> <p>Danny: no wait Lisa oh ma::n!</p> <p>(00:25:39,303)-(00:25:55,019)</p>	<p>Turn Initial occurred 2 times</p> <p>Mid Turn occurred 1 time</p> <p>Turn Terminal occurred 2 times</p>
19.	<p>Danny: Wait wait wait [can we stop..?</p> <p>Walter: Don't be a baby</p> <p>Danny: I'm not a baby.</p> <p>(00:28:35,313)-(00:28:38,545)</p>	<p>Mid Turn</p>
20.	<p>Walter: Let me read it=</p> <p>Danny: =No, I know how to read. I know how to rea[:d</p> <p>Walter: Let me read it. Let me, let me read it, God.</p>	<p>Turn Terminal</p>

	(00:45:20,350)-(00:45:26,812)	
21.	<p>Danny: I'm sor[ry::</p> <p>Walter: Shut up.</p> <p>(00:55:18,248)-(00:55:20,478)</p>	Turn Terminal
22.	<p>Astronaut: Okay, well, I'm here, so turn that clockwise the[:n=</p> <p>Walter: =Yeah, I know how to play the game.</p> <p>(00:55:34,531)-(00:55:40,534)</p>	Mid Turn
23.	<p>Walter: [you cheated, I knew you were gonna cheat. You cheat]</p> <p>Astronaut: [well hold on hold on cheater is a strong word]</p> <p>Danny: [I didn't, I didn't cheat, I didn't cheat]</p> <p>Walter: you chea::te:[:r</p> <p>Danny: [I didn't che::at]</p> <p>Astronaut: [guys guys guys] plea::se! Bring it down indoor voices, now did you move the piece?</p> <p>Danny: maybe I moved the piece by</p>	Turn Initial occurred 2 times

	<p>an accident</p> <p>Astronaut: Okay. It was an accident.</p> <p>Walter: how could you move a piece by accident? It's stuck to the game. That's impossible, you chea[ted, You cheated! You cheated, you cheated, you cheated, you cheated, Cheate:::r]!</p> <p>Astronaut: no no no no no let's [not use that word. No::, stop saying "cheated."</p> <p>Danny: I didn't chea:::t!, : I didn't chea:::t, : I didn't chea[::t!</p> <p>Astronaut: hey hey hey come on okay? Now, where did you move from?</p> <p>Danny: I was right here!</p> <p>(00:55:58,684)-(00:56:30,309)</p>	<p>Mid Turn occurred 2 times</p> <p>Terminal Turn occurred 2 times</p>
24.	<p>Astronaut: okay it's fixed, o[:kay</p> <p>Walter: you are such a b[aby</p> <p>Astronaut: hey slow [slow down [slow down slow down</p> <p>Danny: I'm not a ba[by</p> <p>Walter: yes you are a baby</p>	<p>Turn Initial occurred 1 time</p>

	<p>Danny: [I'm not a ba::by]</p> <p>Walter: [you are a ba::by]</p> <p>Astronaut: [nobody is a baby here]</p> <p>Danny: I'm not [a baby</p> <p>Walter: you are a little baby</p> <p>Danny: I'm not a ba[:by</p> <p>Astronaut: jeez it won't stop! Please! Okay let's play the game</p> <p>(00:56:43,895)-(00:57:00,648)</p>	<p>Mid Turn occurred 2 time</p> <p>Turn Terminal occurred 4 times</p>
25.	<p>Walter: You know the rules about wishing. If I told you, it won't[:=</p> <p>Astronaut: =Tell me what you wished for.</p> <p>(01:03:11,821)-(01:03:15,853)</p>	<p>Mid Turn</p>
26.	<p>Lisa: Walter? You guys actually set the house on fire!</p> <p>Walter: Lisa's back.</p> <p>Danny: Lisa's unfro[zen.</p> <p>Walter: You're [okay. You're okay, Lisa.]</p>	

	<p>Lisa: Get off me! Get off me! Try and find the fire extinguisher!</p> <p>Walter: No, Lisa,[wait. No::, Lisa, wait. Stop! Lisa, don't. Lisa, stop. No, Lisa, don't do it! We gotta keep the fire. Lisa, wait. No, Lisa, don't do it</p> <p>Danny: [No, Lisa, no:: The Zorgons are attracted to fire. No Lisa, No::, Lisa, don't do that. The Zorgons are attracted to fire. No:::], Li::sa::</p> <p>(01:07:54,804)-(01:08:22,453)</p>	<p>Mid Turn occurred 2 times</p> <p>Turn Terminal occurred 1 time</p>
27.	<p>Lisa: What's gonna board us?</p> <p>Astronaut: Guys, look alive o[kay?</p> <p>Lisa: What's gonna board u:[:s?</p> <p>Walter: The Zorgo:ns.</p> <p>(01:09:02,638)-(01:09:06,641)</p>	<p>Turn Terminal occurred 2 times</p>
28.	<p>Astronaut: Thank you</p> <p>Walter: I... I didn't[=</p> <p>Astronaut: =You did a good job.</p> <p>(01:30:11,973)-(01:30:15,509)</p>	<p>Mid Turn</p>
29.		

	<p>Walter: You won, Danny. You beat the game. [You won the game]</p> <p>Lisa: [We can go home]</p> <p>Danny: [I won the game] I reached Zathura!</p> <p>(01:31:56,277)-(01:31:59,906)</p>	Turn Initial
30.	<p>Danny: I won the ga[:me.</p> <p>Walter: We're home.</p> <p>(01:35:16,209)-(01:35:18,575)</p>	Turn Terminal
31.	<p>Walter: We're ho[:me!</p> <p>Danny: We di:d it. We're ho::me.</p> <p>(01:35:18,745)-(01:35:20,542)</p>	Turn Terminal
32.	<p>Dad: I distinctly remember asking you guys not to kill each other.</p> <p>Walter: Da[:d],</p> <p>Danny: [Da::d],</p> <p>Walter: it was so [awe:some. There was this game and it sent us to outer space and everything got wrecked. We almost had to stay forever and I saw myself older]</p>	<p>Turn Initial occurred 1 time</p> <p>Mid Turn occurred 1 time</p>

	<p>Danny: [It was scared, and there was an alien and there was a black hole and there was zorgons, I stole the game from the] Zorgo:ns</p> <p>(01:35:20,714)-(01:35:34,021)</p>	
33.	<p>Walter: Nice. Alright, ready? Here we go. Brett Favre takes the snap. He's looking. It's a great pass. Touch[dow::n.</p> <p>Danny: Touchdown.</p> <p>(01:35:56,383)-(01:36:04,516)</p>	Turn Terminal
34.	<p>Walter: Just a second, Mo:[.m.</p> <p>Danny: [Hey, Mo:]:m.</p> <p>(01:36:05,992)-(01:36:08,085)</p>	Turn Terminal

C. BACKCHANNEL

NO.	CONVERSATION	TYPES OF VERBAL BACKCHANNELS
1.	<p>Walter: We'd have all the time if Danny wasn't around.</p> <p>Dad: Well, Danny is around.</p> <p>Walter: <i>Alright</i>, five throws.</p>	Change of the activity token

	(00:07:05,557)-(00:07:16,224)	
2.	<p>Lisa: I'm not deaf.</p> <p>Dad: What?</p> <p>Lisa: Dad, <i>okay</i>. Fifteen minutes, just close the door.</p> <p>(00:11:12,237)-(00:11:25,005)</p>	Change of the activity token
3.	<p>Danny: I like it.</p> <p>Walter: <i>Yeah</i>, you would, it's for babies.</p> <p>(00:17:33,217)-(00:17:36,951)</p>	Acknowledgment
4.	<p>Danny: I won't cheat.</p> <p>Walter: <i>Yeah</i>, you will.</p> <p>(00:18:10,989)-(00:18:15,858)</p>	Acknowledgment
5.	<p>Lisa: and what's the emergency?</p> <p>Walter: there was a meteor shower and everything got wrecked. We are now in outer space and we don't know how to get back to Earth</p> <p>Danny: we start with the board games, the Saturn is outside we are now in outer space and we don't know how to get back to</p>	Change of the activity token

	<p>Earth</p> <p>Lisa: <i>Okay</i>, shut up!</p> <p>(00:24:23,995)-(00:24:30,357)</p>	
6.	<p>Walter: Just look.</p> <p>Danny: <i>Yeah</i>.</p> <p>(00:24:30,535)-(00:24:32,526)</p>	Acknowledgment
7.	<p>Lisa: oh, no</p> <p>Walter: <i>yeah</i></p> <p>Danny: what do we do?</p> <p>(00:24:35,540)-(00:24:37,405)</p>	Acknowledgment
8.	<p>Danny: Here, watch this. Watch this. Here. Okay. So wind the key.</p> <p>Walter: <i>Alright</i>. So I'm winding the key</p> <p>Danny: <i>Yeah</i>, see? And then push the button.</p> <p>(00:25:14,312)-(00:25:22,687)</p>	<p>Walter's utterance: Change of the activity token</p> <p>Danny's utterances: continuer</p>

9.	<p>Walter: So I push it?</p> <p>Danny: <i>Yeah.</i></p> <p>Walter: Pushing the button.</p> <p>(00:25:14,312)-(00:25:26,15)</p>	Acknowledgment
10.	<p>Danny: So then it goes to nine, which would be that thing.</p> <p>Walter: <i>Alright.</i></p> <p>(00:25:33,598)-(00:25:39,303)</p>	Change of the activity token
11.	<p>Danny: Maybe we have to take turns. See? It was my turn.</p> <p>Walter: Four.</p> <p>Danny: <i>Yeah</i>, four.</p> <p>(00:26:02,560)-(00:26:10,027)</p>	Acknowledgment
12.	<p>Danny: Do we have an understanding?</p> <p>Walter: <i>Yeah.</i></p> <p>(00:40:56,921)-(00:41:07,224)</p>	Acknowledgment
13.	<p>Astronaut: Looks like you got a pretty serious Zorgon problem.</p>	

	<p>Walter: <i>Yeah</i>, what do we do?</p> <p>(00:47:13,864)-(00:47:18,331)</p>	Acknowledgment
14.	<p>Astronaut: You. Come on, kill that flame on the stove.</p> <p>Walter: <i>Okay</i>.</p> <p>(00:47:47,297)-(00:47:50,524)</p>	Change of the activity token
15.	<p>Walter: Why don't they just burn up their own planet?</p> <p>Astronaut: <i>Oh</i>, they already did.</p> <p>(00:50:54,651)-(00:50:58,481)</p>	Newsmaker
16.	<p>Walter: Dude, that's our food.</p> <p>Astronaut: Yep. And you're running low on supplies.</p> <p>Walter: <i>Yeah</i>, I know. You're eating it all.</p> <p>(00:52:40,190)-(00:52:49,261)</p>	Acknowledgment
17.	<p>Walter: Sounds like you got a long trip sahead of you.</p> <p>Astronaut: <i>Oh</i>, you telling me to leave?</p>	Newsmaker

	(00:53:21,932)-(00:53:27,261)	
18.	<p>Walter: Well, I mean, once you get finished eating, yeah.</p> <p>Astronaut: <i>Oh</i>, I hate to break it to you, but that's not your call.</p> <p>(00:53:27,437)-(00:53:34,643)</p>	Newsmaker
19.	<p>Astronaut: Why haven't you guys started yet?</p> <p>Danny: We're waiting for you.</p> <p>Astronaut: <i>Okay</i>, well, I'm here, so turn that clockwise...</p> <p>Walter: <i>Yeah</i>, I know how to play the game.</p> <p>Astronaut: <i>Okay</i>.</p> <p>(00:55:29,493)-(00:55:40,534)</p>	<p>Astronaut first utterance: Change of the activity token</p> <p>Walter's utterance: Acknowledgment</p> <p>Astronaut second utterance: Change of the activity token</p>
20.	<p>Danny: Maybe I moved the piece by an accident.</p> <p>Astronaut: <i>Okay</i>. It was an accident.</p> <p>(00:56:08,698)-(00:56:15,867)</p>	Change of the activity token
21.	Astronaut: Come on. Okay? Now, where	

	<p>did you move from?</p> <p>Danny: I was right here.</p> <p>Walter: No, you weren't. You were back there.</p> <p>Astronaut: <i>Okay. Okay.</i> Here, careful.</p> <p>Walter: God.</p> <p>Astronaut: <i>Okay</i>, it's fixed.</p> <p>(00:56:26,316)-(00:56:43,895)</p>	<p>Astronaut's utterance: 2 Change of the activity token</p>
22.	<p>Walter: That's why he cheats, he can never win.</p> <p>Danny: No, I don't.</p> <p>Walter: <i>Yeah</i>, you do.</p> <p>(01:01:41,798)-(01:01:44,994)</p>	<p>Acknowledgment</p>
23.	<p>Walter: I get my wish now, don't I?</p> <p>Astronaut: <i>Yeah</i>.</p> <p>(01:02:09,359)-(01:02:14,296)</p>	<p>Acknowledgment</p>
24.	<p>Walter: You don't know what I'm thinking.</p> <p>Astronaut: <i>Yeah</i>, well, I can tell it ain't good.</p>	<p>Acknowledgment</p>

	(01:02:36,986)-(01:02:40,819)	
25.	<p>Walter: The card worked.</p> <p>Astronaut: <i>Yeah</i>. It worked, congratulations.</p> <p>(01:03:36,613)-(01:03:42,216)</p>	Acknowledgment
26.	<p>Danny: Why were you yelling at him?</p> <p>Astronaut: <i>Okay</i>, guys. Here's the thing. I've played this game before. Okay? I played it with my own brother 15 years ago.</p> <p>(01:04:14,784)-(01:04:34,233)</p>	Change of the activity token
27.	<p>Walter: You're a player?</p> <p>Astronaut: <i>Yeah</i>. Just like you guys.</p> <p>(01:04:34,704)-(01:04:38,299)</p>	Acknowledgment
28.	<p>Walter: Did she say downstairs?</p> <p>Danny: <i>Oh</i>, no.</p> <p>(01:09:24,627)-(01:09:27,460)</p>	Newsmaker
29	Lisa: It's okay. You tried your hardest. We	

	<p>believe in you.</p> <p>Walter: Will you please?</p> <p>Astronaut: <i>Okay.</i></p> <p>(01:13:01,510)-(01:13:09,415)</p>	Change of Activity Token
30.	<p>Danny: The dumbwaiter.</p> <p>Astronaut: What?</p> <p>Danny: The dumbwaiter is across from the furnace. It's a little elevator. You could sneak right in it we'll lower you down you could grab the game and we'll pull you right back up. So easy. Right, Walter?</p> <p>Walter: <i>Yeah</i>, but he's too big.</p> <p>Astronaut: <i>Yeah.</i></p> <p>(01:13:09,752)-(01:13:34,839)</p>	Walter and astronaut's utterance: Acknowledgment
31.	<p>Astronaut: It was a great plan.</p> <p>Lisa: <i>Yeah</i>, it was.</p> <p>(01:13:37,213)-(01:13:39,976)</p>	Acknowledgment

32.	<p>Walter: Listen to me. It's gonna be real easy, okay? Just gonna lower you down there, grab the game, and we'll pull you up.</p> <p>Danny: <i>Yeah.</i></p> <p>(01:14:14,116)-(01:14:22,818)</p>	Acknowledgment
33.	<p>Walter: Nothing's gonna happen to you, okay?</p> <p>Danny: <i>Yeah.</i></p> <p>(01:14:22,992)-(01:14:25,427)</p>	Acknowledgment
34.	<p>Walter: Because I'm your brother. And that's what being a brother means. Means I'll never let anything happen to you. Okay?</p> <p>Danny: <i>Yeah.</i></p> <p>(01:14:27,793)-(01:14:36,163)</p>	Acknowledgment
35.	<p>Astronaut: Now, make sure he gets home safe, okay?</p> <p>Walter: <i>Okay.</i></p> <p>(01:30:21,082)-(01:30:25,752)</p>	Change of the activity token
36.	<p>Walter: He was me.</p>	

	<p>Danny: <i>Yeah.</i></p> <p>(01:30:54,816)-(01:30:57,182)</p>	Acknowledgment
37.	<p>Danny: What happened to it?</p> <p>Walter: It never happened.</p> <p>Danny: <i>Oh</i>, right.</p> <p>(01:36:10,330)-(01:36:19,762)</p>	Newsmaker

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